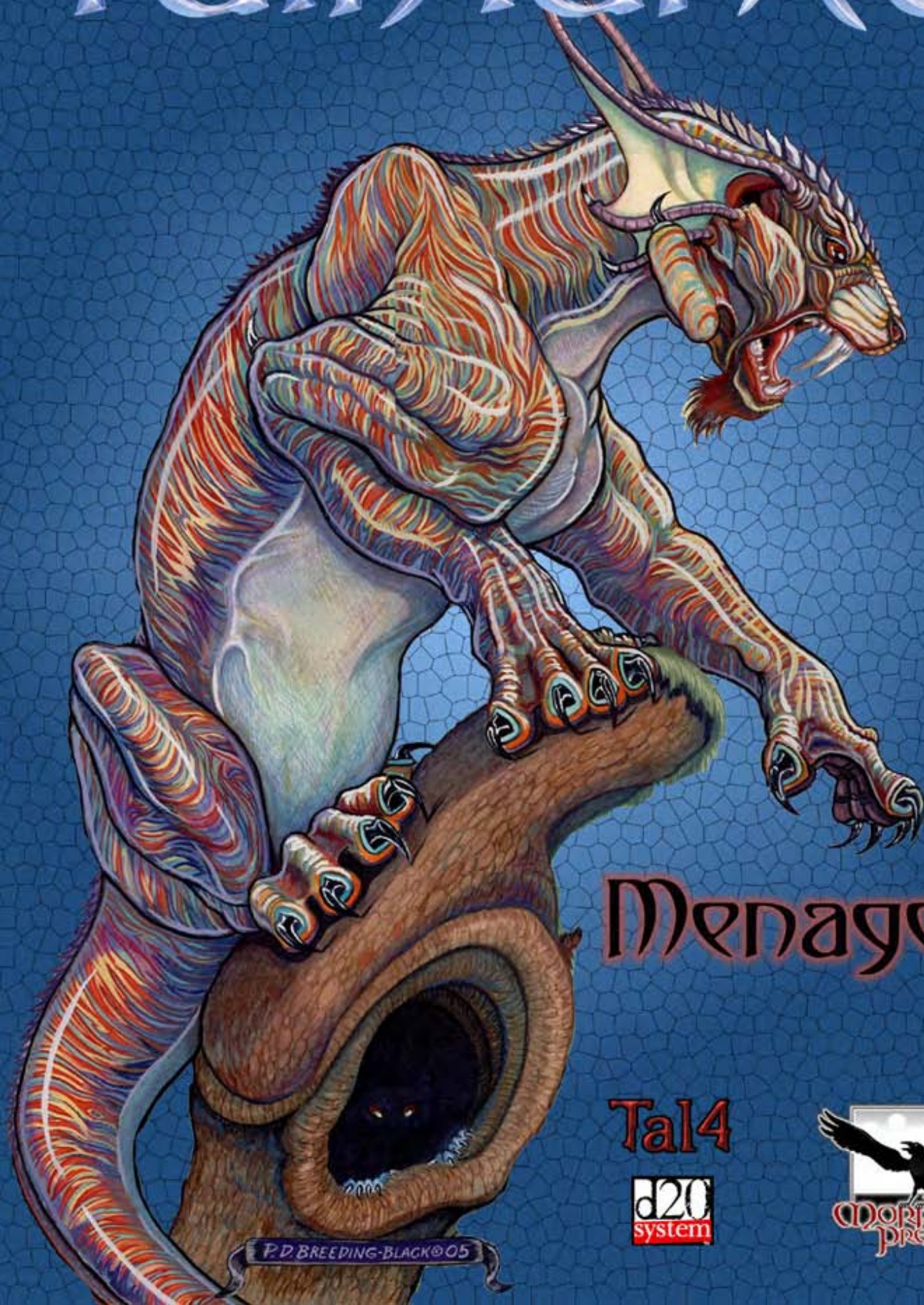


Talislanta



Menagerie

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Talisanta Menagerie



MORRIGAN PRESS INC.

TALISLANTA

FANTASY ROLE PLAYING GAME

Menagerie

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GAME SYSTEM STATISTICS

All entries in the Talislanta Menagerie have been revised to conform to Talislanta fourth edition rules published by Morrigan Press Inc. For those using the d20 edition of Talislanta, please refer to Appendix A for all relevant game stats.

STATISTICS FOR ENTRIES

The basic format for game statistics is as follows:

Size

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

Attributes

The figures listed here represent attribute scores possessed by a typical creature of the type indicated. "Plus" ratings (+1, +2, etc.) denote above average attributes, and "minus" ratings (-1, -2, etc.) indicate below average scores.

The eight attributes used in the Talislanta system are:

Intelligence (INT): intellectual capacity

Perception (PER): sensory awareness

Will (WIL): willpower

Charisma (CHA): presence, forcefulness

Strength (STR): physical strength

Dexterity (DEX): agility, maneuverability

Constitution (CON): endurance, resilience

Speed (SPD): quickness, rate of movement

INT RANGE

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

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

Ability Level

The creatures included in the Talislanta Menagerie use a simplified system for determining the extent of their abilities than the one used to create player characters. In place of the assortment of Skills that PCs and NPCs possess, creatures are rated according to their overall Ability Level, which is used as an Action Table modifier for almost every situation. Creatures do not have Combat Ratings or Magic Ratings, since all fighting or spellcasting abilities are based on Ability Level.

A rating of 1+ indicates that creatures of this type have unlimited potential for advancement in level. A rating of "15+" indicates that the creature's minimum level of ability is 15, while a rating such as "2-8+" indicates that the majority of the species will be of levels 2-8, but exceptional individuals have the potential to achieve a higher level of ability.

Attacks/Damage

This indicates the creature's attack capabilities, including the type of attack employed and the typical amount of damage resulting from such attacks (DR). A creature's STR has already been factored into the DR for any given attack. If the creature is larger or smaller than the species average, adjust the damage accordingly.

Special Abilities

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

Armor

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

Hit Points

This indicates the average number of hit points for a typical member of the species indicated. Unless otherwise specified, CON is already included in this figure. When developing a creature with higher or lower CON than average, adjust hit points accordingly.

Habitat

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



AAMANIAN

Stern of bearing, Aamanians have copper-colored skin, sculpted features, and deep green eyes. In order to promote the Orthodoxist ideal of “oneness in body and spirit”, Aamanians use an extract of the bald nettle plant to remove all facial and body hair, thus achieving a sameness of appearance. Astringents and powders that whiten the skin are also used by many, as an expression of “purity”. Only the most modest attire is permissible in Aaman — colorless smocks, robes designed to conceal the figure, and caps of starched linen.

Devout fundamentalists, Aamanians shun any form of merry-making or improper behavior, and are taught never to question the dictates of their superiors. Disagreement with Orthodoxist doctrine is considered tantamount to heresy, and may result in unpleasant consequences; a trip to the House of Penance is the usual remedy. Visitors from other lands are required to show respect for the local customs (see sidebar). Outsiders are constantly watched by Monitors in the service of the Knights of the All-Seeing Eye, from the moment they enter Aaman to the moment they leave. In this regard they are treated no differently from any other citizen of Aaman.

Size: 5'6"-6'; 100-180 lbs.

Attributes:

INT +0 PER +

WIL +3 CHA -1
STR +0 DEX +)
CON +1 SPD +0

Ability Level: 1 +

Attacks/Damage: As per weapon employed

Special Abilities: None

Armor: As per armor worn

Hit Points: 10 + 2 per ability level

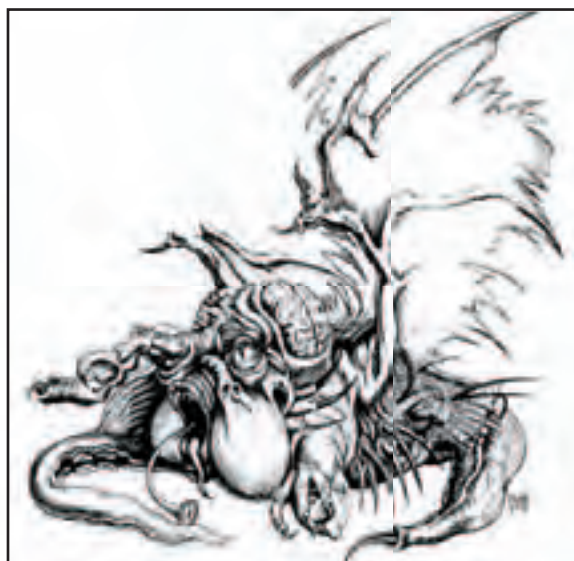
Habitat: Aaman (Western Lands)

ABOMINATION

Abominations are products of demented or abortive sorcerous/alchemical experiments, such as those practiced long ago by the ancient Archans and their descendents, the Phantasians. These entities may vary greatly in form and substance and may be encountered in any form imaginable, from the hideous to the sublime. It is a mistake to assume that the physical make-up of an abomination need bear any relation whatever to natural law. Many appear as combinations of various creature types; some impossible-seeming, others reflecting a perverse sort of logic.

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

Size and statistics for abominations vary according to type. Abominations tend to have one or two high attributes and very low scores in all other attributes.



Size: variable
Attributes: variable
Ability Level: 1+
Attacks/Damage: variable
Special Abilities: variable according
Hit Points: 10-40+
Habitat: Wilderlands, ruins



AERIAD

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

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

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

Attributes: (Blue/Green)

INT +0/+2 PER +2/+1

WIL +0/+0 CHA +0/+0

STR -1/-3 DEX +4/+2

CON -1/-3 SPD +2 /+0

Ability Level: 1 +

Attacks/Damage: As per weapon employed

Special Abilities: Gliding (up to 25 yds.)

Armor: Unarmored

Hit Points: 12+ (Blue), 10+ (Green)

Habitat: Seven Kingdoms (Vardune)

AEROPLASM

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

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

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

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

During the months of Ardan and Drome, the aeroplasm's mating season, the male of the species exudes a glandular secretion that possesses luminescent properties. This



causes the males to glow in the dark, thereby attracting the attention of female aeroplasms. The sight of hundreds upon hundreds of male aeroplasms, glowing in shades of deep blue, rose, and carmine as they float across the night sky, is said to be quite magnificent.

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

Attributes:

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

Ability Level: 1

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

Special Abilities: Levitate, translucent (-5 to detect at ranges over 20 ft.), explode for DR 4 points of fire damage upon death

Armor: None

Hit Points: 2-5

Habitat: Skies above Talislanta

AHAZU

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

In battle, Ahazu are fearless fighters, skilled in the use of the gwanga and matsu. They are deceptively strong, and extremely agile. Ahazu will attempt to use a free hand to grasp and immobilize an opponent's weapon arm when engaged in close combat, and are capable of catching hurled missile weapons with relative ease. Because they have four arms, they attack twice as often as two-armed opponents of similar ability.

Ahazu possess a peculiar code of ethics which forbids them from attempting to escape if captured or defeated in battle. For this reason, they bring a high price as slave warriors, bodyguards, and sentinels. The Ahazu have no spell casters and consider magic use to be the domain of cowards and weaklings. They revere a secret warrior-deity, whom the Ahazu believe determines the

outcome of all battles.

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

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

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

Ability Level: 2+

Attacks/Damage: As per weapons employed

Special Abilities: Double normal amount of attacks

Armor: Unarmored

Hit Points: 16 +

Habitat: Dark Coast region

AHT-RA

Aht-ra are domesticated creatures found throughout the Desert Kingdoms. The Djaffir claim to have created the species centuries ago by the accidental cross-breeding of various riding and burden beasts; no one knows for certain the exact components that contributed to the aht-ra's existence.

There are three varieties of aht-ra: the one-humped ontra, bred mainly for speed and able to carry up to four hundred pounds on its back; the two-humped batra, somewhat slower but able to carry twice as much as an ontra; and the three-humped tatra, slowest of all but able to carry three times as much as an ontra.

With their characteristic, long and loping stride, aht-ra can travel for days without stopping to rest. By retaining fluids in their hump-like sacs, aht-ra can go without water for long periods (one month per hump is thought to be an accurate estimate). Aht-ra are seldom available for sale except through the auspices of the Djaffir merchants, who sell only gelded males in order to maintain their monopoly on this valuable commodity.



Size: 6'+ at shoulder, 500-800+ lbs.

Attributes:

INT -7	PER +1
WIL +2	CHA n/a
STR +6	DEX +2
CON +6	SPD +8*

* for Ontra; +7 for Batra, + 6 for Tatra

Ability Level: 2-6

Attacks/Damage: Bite: DR 6, Kick: DR 14

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

Armor: Scaly hide, PR 3

Hit Points: 46

Habitat: Desert, Wilderland

AHT-RA, Winged

The winged aht-ra is a hybrid of aht-ra and dractyl found in the Topaz Mountains near Hadj and other areas across the Desert Kingdoms. Originally created by the Djaffir, winged aht-ra resemble their land roving relatives, but they are capable of sustained flight. They are somewhat slow and unmaneuverable in the air, however, and like dractyl are loath to fly at altitudes in excess of one hundred feet. Winged aht-ra can also travel overland and can bear up to 400 pounds, similar to the one-humped aht-ra, or ontra.

Size: 6'+ at shoulder, 24' wingspan, 500+ lbs.

Attributes:

INT -7	PER +1
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WIL -2	CHA n/a
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STR +6	DEX 0
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CON +6	SPD +5*
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*airborne; +6 on the ground

Ability Level: 3-7

Attacks/Damage: Bite: DR 6, Kick: DR 14

Special Abilities: Flight, travel up to six days without requiring rest, subsist without water for one month, bear burdens of four hundred pounds

Armor: Leathery hide, PR 2

Hit Points: 46

Habitat: Red Desert, Wilderlands of Zaran

ALATUS

The alatus is a variety of winged leech found in swamps and jungle regions such as Mog, the Dark Coast, and certain islands of the Southern Rim. They normally nest in the hollows of rotten trees, flying forth to feed after sundown. Alatus hatch from eggs, which the female lays in dead or rotting wood, emerging as wingless larvae. At this stage of the creature's development, the alatus feeds mainly upon small insects and vermin, and it is practically indistinguishable from the most common species of swamp leeches.

After one or two weeks, the larval alatus burrows into the ground, encases itself within a fibrous sac, and goes into hibernation. It may remain in such a state for months or even years; the naturalist Thystram claimed to have found hibernating alatus in sealed crypts and catacombs that had lain undisturbed for over a century. When at last the alatus comes forth from its sac, it is as a full-grown, winged adult up to six feet in length.



An alatus of this size will attack creatures as large as Mogroth, strangling prey with its sinuous tail while sucking the victim's blood. Alatus are believed to be carriers of a rare disease called "blood fever," the symptoms of which include gradual loss of strength, nausea, and eventual paralysis. Nagra spirit trackers eat alatus, which they regard as a rare and succulent delicacy.

Size: 6' in length, 120 lbs.

Attributes:

INT -9	PER +1
WIL +2	CHA n/a
STR +2	DEX +1
CON -1	SPD +1

Ability Level: 3-6

Attacks/Damage: Bite: DR 3 per round from blood drain, Tail: DR 5 per round from constriction

Special Abilities: Flight, bite may cause blood-fever (CON roll to resist)

Armor: None

Hit Points: 19

Habitat: Swamps, jungles



AMBER WASP

The amber wasp is a denizen of the swamps of Mog and a relative of the fabled gold beetle. In a fashion similar to its scintillant cousin, the amber wasp derives its unique coloration from the tiny bits of amber upon which it feeds. Unlike the gold beetle, however, the amber wasp is an aggressive defender of its territories. The sting of this inch-long insect is incredibly painful, producing the wildest and most unseemly gesticulations, thrashings, contortions and howling in its victims. Fortunately, the

effects of the amber wasp's sting wear off after only ten minutes or so. The light, fibrous nests made by these insects are made of spun amber and are valued at up to thirty gold lumens each.

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

Attributes:

INT-15	PER +6
WIL +0	CHA n/a
STR -2	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Sting DR 1

Special Abilities: Flight

Armor: None

Hit Points: 1

Habitat: Swamps of Mog

ANGORN

The angorn is an unusual creature resembling a winged, aquatic eel. It glides above the water when hunting for prey, typically, small aquatic creatures, then dives deep to catch the chosen victim in its jaws. The angorn is edible, though not particularly flavorful.

Size: 5'-6' long, 100-140 lbs.

Attributes:

INT -3	PER +2
WIL +0	CHA n/a
STR -2	DEX +4
CON +0	SPD +4

Ability Level: 1-2

Attacks/Damage: Bite DR 5

Special Abilities: Gliding (up to 100 ft. per attempt); can survive out of water for up to one hour

Armor: None



Hit Points: 8-10

Habitat: Seas and Oceans

APPARITION

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

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

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

All apparitions possess the following characteristics and **abilities**:

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

Size: 20 ft. tall, weightless

Attributes:

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

*in material form

Level: 50

Attacks/Damage: Energy Attack DR 10 +1 per level, by touch

Special Abilities: Wizardry Order with 5 modes at ability level, abilities listed above

Armor: None

Hit Points: 500

Habitat: Extra-planar

ARAMATUS

The aramatus, or "armored leech," is a denizen of swamps, bogs, cesspools, and quagmires across the Talislantan continent. A distant relative of the alatus ("flying leech"), aramatus are aquatic creatures that are rarely encountered out of water. They make their lairs in underwater recesses and enclosures, such as small caves, crevices, piles of refuse, and sewage pipes. Here they remain in hiding, waiting to ambush unsuspecting victims. Aramatus prey upon all sorts of small- to medium-sized creatures, including humanoids. They are in turn preyed upon by skalanx, giant river kra, and aquatic vaspas.

Aramatus attack by latching onto victims with their powerful jaws, which are lined with rows of inward-curving fangs. The bite of an aramatus is almost impossible to escape; even in death, the creature's



jaws remain locked upon its prey. The removal of an aramatus' fanged jaws can be a grisly process in and of itself; only a skilled healer or hunter will be able to accomplish this without causing the victim additional wounds. As is true with alatus, the bite of an aramatus may cause a disease known as blood-fever.

Size: 20'+ in length, 200+ lbs.

Attributes:

INT -8	PER +2
WIL +4	CHA n/a
STR +5*	DEX -2
CON +2	SPD +2

* bite is STR +8

Ability Level: 4-10

Attacks/Damage: Bite: DR 14 +blood drain (DR 4 per round; successful DEX or Healing roll needed to remove jaws, or victim suffers additional 2 HP damage from blood loss), Constriction: DR 10 per round

Special Abilities: May cause blood-fever (CON roll to resist)

Armor: Armored plates, PR 6

Hit Points: 32

Habitat: Swamps, jungles, sewers

ARAO

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

Mounted on swift Duadir, Araq range the wastes in hunting clans of up to five or six dozen individuals.



Land dragons are their favored prey, though they will kill and eat most any type of creature if the opportunity arises. In battle, Araq wield poison-tipped spears, maces and saw-edged daggers, all fashioned of bone. They shun weapons and equipment made by other peoples, considering these devices to be tainted, or cursed, in nature.

Thystram's Collectanea describes the Araq as "a magical hybrid of Man and Sauran, created in a past age by the diabolical sorcerers of ancient Torquar". The purported purpose of the experiment was to create a race of warriors capable of withstanding the torturous deserts of central Talislanta. In this regard, the experiment must be deemed a success: Araq are immune to the effects of the burning desert suns, and can exist for weeks without food or water; they are notably fierce, and possess a high degree of cunning. Regrettably, the Araq also inherited the worst qualities of its forbears: specifically, Sauran propensity for insensate violence, and the myriad vices common to the races of Men. A high incidence of still-birth and a tendency towards cannibalistic behavior have fortunately combined to keep the Araq population within tolerable limits.

Size: 6'-6'6"; 130-230lbs.

Attributes:

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

Ability Level: 1 +

Attacks/Damage: As per weapon employed

Special Abilities: Survive up to six weeks without food or water, communicate with reptilian species

Armor: Tough hide PR 1

Hit Points: 12 +

Habitat: Kharakhan Wastes, Wilderlands of Zaran, Volcanic Hills

ARBORIN

The Arborin are a race of sentient, tree-dwelling plant creatures native to the Aberrant Forest. Hostile plant-folk who readily attack creatures that stray into their territorial groves, Arborin build no permanent settlements and revere no god. They subsist on stumpwater and humus, and are a quarrelsome and bitter lot. When immobile, Arborin are able to blend into their surroundings, their gnarled forms being practically indistinguishable from the limbs of the trees in which they dwell.

Arborin are known to raid Verdir settlements for their

females and for sashesh, a potent hallucinogen. Their tribes consider themselves the masters of the Aberrant Forest but fear the Ravant, a monstrous creature that dwells in the nearby wood.

In combat, Arborin warriors wield crude wooden clubs and blowguns that fire missiles made from thorns. These darts are tipped with a vegetable toxin that induces drowsiness in most types of living creatures. Once drugged, victims are captured in nets of woven vines, hung from the treetops, and left to die - a warning to others who would venture into Arborin territories.

Size: 6'6"-7', 160-180 lbs.

Attributes:

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

Ability Level: 5-10

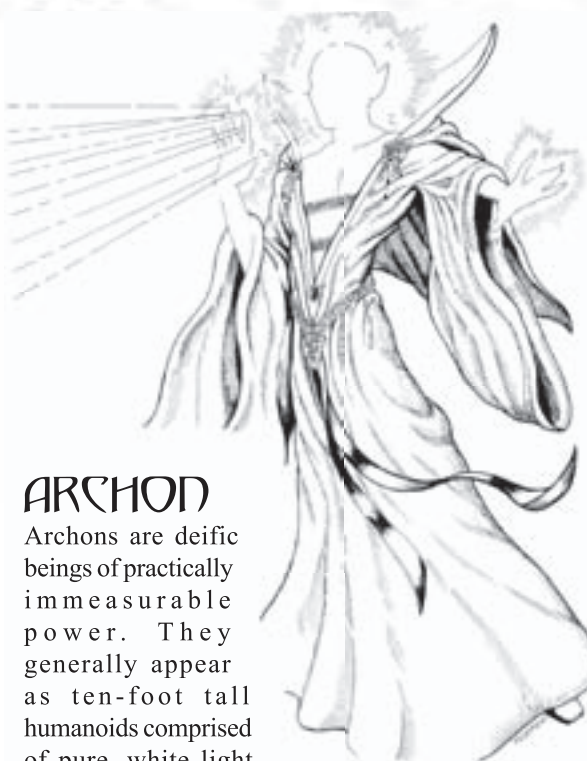
Attacks/Damage: Blowgun dart: DR 1 + Level 5 poison (poison stuns for 3 rounds unless CON roll is made at minus 5); Club: DR 7

Special Abilities: Blend into treetops for Stealth of 10 when immobile

Armor: Fibrous bark, PR 3

Hit Points: 22

Habitat: Aberrant Forest



ARCHON

Archons are deific beings of practically immeasurable power. They generally appear as ten-foot tall humanoids comprised of pure, white light.

The extent of their abilities is not known, though Archons are believed to be omniscient and very nearly omnipotent. All the spells of divine magic are theirs to use as they will, nor are they limited in their choice of bodily form and attributes.

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

Size: 8'+

Attributes: All attributes + 15 or greater

Ability Level: 50+

Attacks/Damage: Touch DR 15 (energy damage) or as per spell/weapon employed

Special Abilities: All Orders known with all Modes at ability level, immunity to non-magical attacks, teleport, dimension travel at will, emanate blinding light (20 ft. radius) at will.

A armor: None
Hit Points: 500 +
Habitat: Extra-planar

ARIANE

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

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

Through the practice of Trans-Ascendancy, the Ariane are able to acquire certain rather extraordinary talents. These include immunity to spells or substances which influence the emotions, the ability to read past lives, and the ability to commune with anything in nature: animals, plants, stone, earth, and organic materials. The latter ability is limited to simple, seven word phrases or questions, and can only be employed within certain restrictions of time and distance. Even the Ariane admit that communing with entities of limited sentence,



such as stones, ponds, and so forth, is often tedious, and seldom yields conversations of a scintillating or fascinating nature.

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

Size: 5'8"-6'2", 100-180lbs.

Attributes:

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

Ability Level: 1 +

Attacks Damage: As per weapon or spell employed

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

A armor: Unarmored

Hit Points: 12 + 2 per ability level

Habitat: Maze City of Altan, continent wide

ARIMITE

A dour and moody lot, the Arimites are swarthy of complexion, with long black hair and dark, deep-set eyes. The customary mode of dress in this region consists of sackcloth garments, animal-hide boots, and bulky fur vests, accented with wristbands, ear-rings and knives made of black iron.

The Arimites are a humorless people, most of whom live hard lives as miners of the country's considerable mineral wealth. They favor chakos, a fiery liquor brewed in black-iron kegs. Abuse of this potent intoxicant is widespread in Arim, especially among the overworked miners, who seek escape from the tedium of their existence. Even discounting the influence of chakos, various forms of pathologically deviant behavior seem to be ingrained traits among these folk. Accordingly, the Arimites bear a reputation in other lands as cut-throats, an assessment which experts say is not without merit.

The theme of revenge runs through Arimite culture. Arimites have long memories, and never forget

an affront or insult. This is most evident in the history of the Revenant Cult, a secret society that specializes in revenge-for-hire. Anyone who can afford their fees — which range from as little as ten silver pieces to over



100,000 gold lumens — can obtain the services of the cult. This is done by the simple method of posting a notice in some public place. The prevalence of the cult is such that a Revenant, attired in customary night-grey cloak and veil, will perform the desired service by the following day.

Government officials, common laborers, merchants, and even jealous lovers and irate housewives have all been known to employ the services of the Revenants to settle disputes or avenge affronts. The popularity of this impersonal means of seeking redress is such that, in most parts of Arim, the mere shaking or brandishing of a change purse is considered suggestive of a threat to hire the Revenants. The only way for an intended victim to cancel a Revenant contract is to buy it back — at twice the original price.

Size: 5'8"-6'2", 90-170 lbs.

Attributes:

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

Ability Level: 1 +

Attacks Damage: As per weapon or spell employed

Special Abilities: None

Armor: As per armor worn

Hit Points: 15+

Habitat: Arim, Western lands

AVIR

Avir are the most common of Talislantan avians and are found throughout the continent. They nest in treetops and feed on insects, fruit, and seeds. There are hundreds of different varieties of avir, ranging widely in color and native habitat. The more colorful varieties are favored as pets in some lands, such as Zandu and Hadj. Elsewhere, they are valued for their feathers, which are used for decorative purposes and in the making of ornamental attire. Gourmands appreciate avir best when roasted, seasoned to taste, and served with a good wine.

Size: Wingspan averages from 1'-4', 2-8 lbs.

Attributes:

INT +0	PER +3
WIL -2	CHA n/a
STR -10	DEX +12
CON -8	SPD +12

Ability Level: 1

Attacks/Damage: Beak DR 1, Talons DR 1

Special Abilities: Flight

Armor: None

Hit Points: 1

Habitat: Continent wide

AXE-HEAD

The axe-head is a rare species of sextuped found only in isolated sectors of the Wilderlands of Zaran. The naturalist Thystram described these creatures as a mutated variety of megalodont, a sensible enough evaluation given the physical similarities between the two species. The axe-head can be distinguished from



its relative by its unusual cranial armor, which has evolved into the shape of a double-bladed axe, hence the creature's colorful appellation.

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

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

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

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

Attributes:

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

Ability Level: 2-4

Attacks/Damage: Ram DR 20 Slash DR10 or Trample DR 35

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

Armor: Head, PR 5; Body, PR 2

Hit Points: 32+

Habitat: Wilderlands of Zaran

AZIR

Azir are dark-skinned and dark-haired. They dress in loincloths, anklets, and bracelets of woven plant fibers, and wear elaborate masks of carved wood, which are said to reflect their moods.

The Azir appear to be direct descendents of the first Archaen tribes. In fact, it is believed that the tribe has always lived on Talislandre, unaffected by the processes of civilization, wars, and even The Great Disaster. If true, then the Azir are something akin to "living fossils" — relics of a bygone age.

The Azir are a peaceful people who live in harmony with their surroundings. Young Azir play contentedly with animals from the surrounding forest; wild beasts seem not to threaten their villages and gatherings. As regards strangers, Azir exhibit overt xenophobic tendencies. Visitors from the outside world are usually greeted with fusillades of stones, and told in no uncertain terms to depart the Azir's island refuge. This attitude can be traced to the Azir belief that association with other peoples will cause their own people to grow sick and die. They believe that the only reason their culture has survived intact is because the Azir have remained apart from the rest of the world. In this, they are no doubt correct.

Azir wear colorful wooden masks as an indicator of mood and emotion.



Size: 5'4" - 6'2", 100-170 lbs.

Attributes:

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

Level: 1+

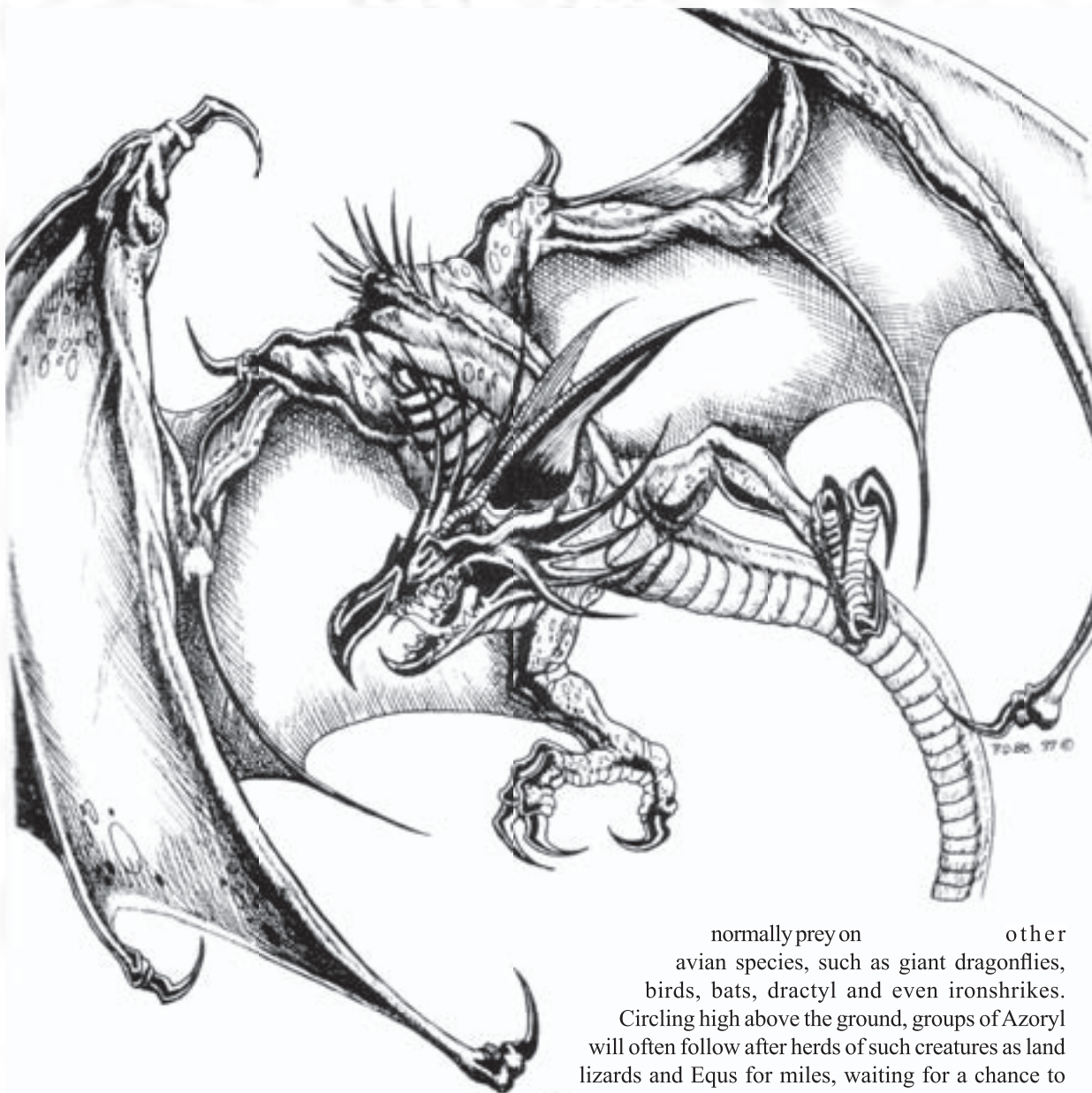
Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 12+

Habitat: Island of Talisandre



AZORYL

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

Azoryl are dangerous creatures who are notably unparticular with regard to their feeding habits. They

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

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

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

Attributes:

INT -1	PER +4
WIL +0	CHA n/a
STR+1	DEX +3
CON +0	SPD + 7 (airborne; -4 on the ground)

Ability Level: 2-5

Attacks/Damage: Beak: DR 8, Talons: DR 5

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

Armor: As per leather armor

Hit Points: 10-20

Habitat: Wilderlands of Zaran, Volcanic Hills, western Kang Empire, (possibly extinct)

BALD NETTLE

Bald nettle is a spiny, ground-hugging creeper that grows wild throughout the hills of Aaman. It is a tenacious plant that matures quickly and is difficult to eradicate after its root system has been established. Once this has happened, the nettle's shoots spread quickly, choking other forms of plant life around it. An extract of the bald-nettle is used as a depilatory by Aamanian cultists, to remove hair from the head, face, and body - hence the plant's name.

BANE

Banes are sinister creatures thought to be a bizarre hybrid of darkling, night demon, and the now-extinct babbling howler. Feared inhabitants of the forest realm of Werewood, banes are vampiric creatures who feed on warm-blooded prey of all sorts. They are exceptionally intelligent, and possess the uncanny ability to mimic sounds of all sorts. So acute is this ability that banes are sometimes able to mimic spells and incantations. They are swift and silent afoot, and they possess superior vision; banes can see clearly even in magical darkness and are unaffected by illusions. The eyes of a bane glow in the dark like burning embers, a disconcerting sight when viewed at night.

Banes usually sleep in caves or abandoned ruins by day, coming forth to prowl at dusk. Solitary by nature, they are only rarely encountered in numbers, mated pairs seldom staying together for any great length of time due to their ghastly feeding habits. The fangs, claws, and ocular organs of these fiendish creatures possess magical virtues and are coveted by alchemists and thaumaturges alike. Female banes are strangely attractive and are sometimes sold as slaves - after first filing down their fangs.



Size: 5'9" - 6'2', 120-200 lbs.

Attributes:

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

Level: 5-15+

Attacks/Damage: Bite: DR 4 per round from blood drain, Claws: DR 10

Special Abilities: Mimic any sound at Ability Level (mimic spells at Ability Level -10), night vision, stealth at Ability Level +DEX, immunity to spells of illusion

Armor: None

Hit Points: 21

Habitat: Werewound and surrounding area

BARB BERRY

This thorny shrub is found primarily in mountainous regions. Its bright-red berries are edible, but well-protected by the plant's sharp, spiny branches, which grow in great profusion.

The purple barb-berry variety is found only in the mountains of Arim. It is similar in most respects to its more common relative, with the exception that its fruit is a deep purple in color. The savage Drukh tribes color their skin, hair, and steeds with the indelible juice of the plant's berries, which is also of some use in the making of ink; purple barb-berries commonly sell for up to 2

silver pieces per pound.

BARBED HORROR

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

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

Barbed horrors are normally invisible on the material plane and cannot be detected except by those capable of seeing auras. Once discovered, these psychic parasites can usually be removed by the use of certain spells of mysticism, such as Mystic Bolt. A horror that has grown strong by feeding on a victim for many years can be difficult to remove and may require the application of



even more potent remedies.

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

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

Size: 1-3 ft. tall, weightless

Attributes:

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

*in material form

Level: 3-10

Attacks/Damage: Claws/Spikes DR 2 plus venom (causes fear until removed)

Special Abilities: Parasitic bite, appearance causes fear (roll vs. WIL or victim is paralyzed with fear for 1-4 rounds), assume ethereal, material, or invisible form at will

Armor: None in ethereal form; spiny hide, 2 points in material form

Hit Points: 3, +2 per level

Habitat: Extra-planar

BARGE TREE

The barge tree is an unusual species of squat, stumpy-limbed tree native to the Sinking Land. Notable primarily for its flat-edged roots, barge trees actually float upon the surface of their murky surroundings. Though incapable of independent movement, these organisms are propelled to some extent by the prevailing winds and so tend to drift slowly from one place to another.

Barge trees are sometimes home to certain species of birds, who roost in their branches and feed on the tree's succulent fruits. These trees are also of benefit to travelers wishing to pass through the Sinking Land, who may rest in relative safety amidst the barge tree's

low-lying limbs. The spongy leaves of the barge tree are exceptionally buoyant, and can be used to create makeshift "rafts" to keep equipment and other necessities from sinking in the mire.



BAT MANTA

Bat manta are airborne entities from the Nightmare Dimension that resemble giant black manta rays with horned protuberances and whip-like tails. They radiate powerful psychic energies, which they are capable

of emanating like bolts of electrical current. These energies can be used to stun or to instill astral, ethereal, or material beings with a sense of nameless dread. In fact, nightmares involving falling are often the result of a bat manta gliding past the dreamer's astral form and disrupting his or her psychic aura.

On their home plane, these creatures may often be seen soaring above the nightmarish terrain, looking for lesser creatures to feed upon. Capable of detecting invisible, astral, and ethereal presences, they are adept at spotting inter-planar rifts and gates; consequently, they may also be encountered on the astral, material, and lower planes. They are sometimes summoned by the Shadow Wizards or other magicians for use as steeds.

Size: 20'+ wingspan, 400+ lbs. (in material form)

Attributes:

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

* in material form

Ability Level: 6-13

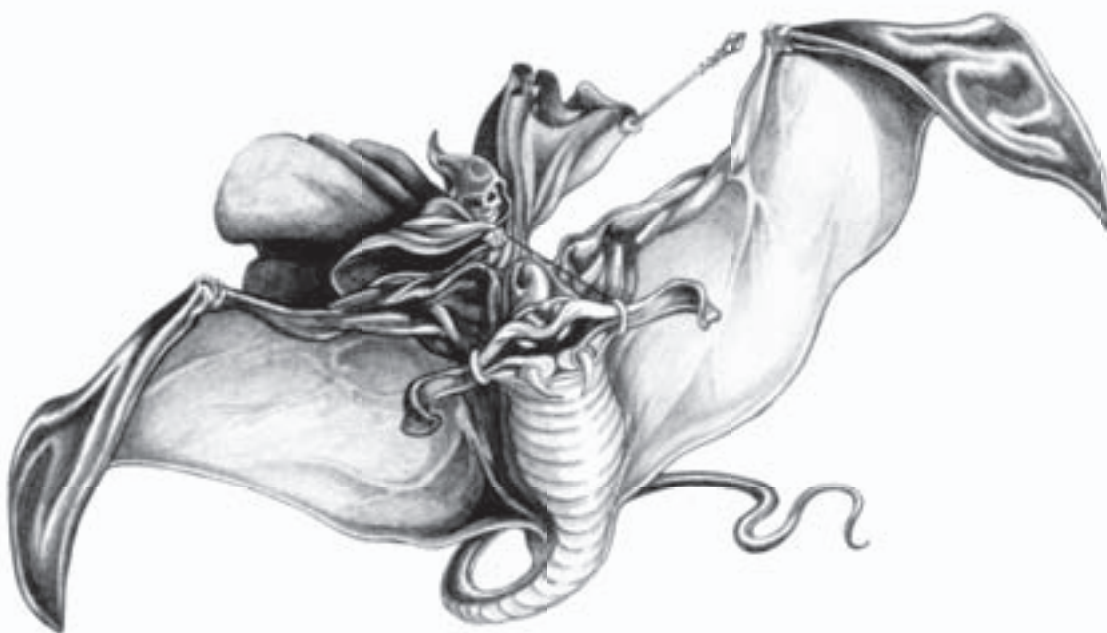
Attacks/Damage: Electrical Discharge: DR 12 (range: 100'), Cause Fear (WIL roll to resist), Tail: DR 18

Special Abilities: Flight, night vision, detect invisible, astral, or ethereal presences or inter-planar rifts (range: 100' per Ability Level), immunity to psychic probing or mental influence

Armor: Hide: PR 3, in material form

Hit Points: 34

Habitat: Extra-planar, ruins, wastelands



BATRANC

Batranc are kite-winged predators native to the skies above the Wilderlands of Zaran and much of Talislanta. A true avian species, batranc spend their entire lives in the air. They are able to glide effortlessly on the winds, riding the air currents as a sailing ship rides the waves. During the spring mating season, flocks of these creatures can sometimes pose a navigational hazard to windships.



Batranc prey on other avian creatures, including avir, Stryx, and ravengers. They will never attack creatures on the ground, but will sometimes snatch individuals from high places such as towers, battlements, and treetops. The creature's grasping tail is its main weapon, both for attack and defense. Its fangs are used

primarily to devour prey, which it does by holding the victim in its tail and rending it to bits.

Much has been written of the batranc by Talislantan poets and balladeers, who have long been fascinated by the dual nature of these creatures: beautiful to watch as they sail across the skies, yet as cold and deadly as the most savage land or sea-dwelling predators.

Size: 30'+ wingspan, 10' long, 140 lbs.

Attributes:

INT -6	PER +6
WIL +4	CHA n/a
STR +2	DEX +6
CON +1	SPD +8

Ability Level: 4-8+

Attacks/Damage: Fangs: DR 6, Tail used for grasping only

Special Abilities: Can remain airborne indefinitely

Armor: None

Hit Points: 32

Habitat: Continent wide

BATREAN

The Batreans are a primitive folk who dress in rude garments of coarse cloth and dye their hair with indelible blue pigments. Members of their respective genders bear so little resemblance to each other that they seem to be from separate species. Batrean males are huge, slope-shouldered, hairy, and remarkably

ugly. Batrean females, on the other hand, are engaging creatures, slender and lovely beyond compare. The males dress in coarse hides; the females, in robes of translucent linen.

The Batreans are believed to be descended from survivors of The Great Disaster, who fled from the Lost Continent after it sank below the waves. If true, then Batreans may be related to the sea nomads of Oceanus.

The Batreans are a simple folk who live in huts made of woven thatch and subsist on a diet of tubers, fruit, fowl, and shellfish. Prior to the island's occupation, males and females traditionally lived apart. Now the two sexes are



strictly segregated by their Imrian masters, who have killed off most of the males, saving only a few dozen for use as breeders.

The customs of the Batrean people are also divided along lines of gender. The males are crude, boorish, and slovenly, and seem possessed of a limited intellectual capacity. Batrean females, on the other hand, are exceedingly clever. They possess the ability to emit a scent that beguiles males of almost all humanoid species, making them susceptible to suggestion. This talent develops at the onset of puberty, and manifests a sweet smelling musk, so subtle that it may not be noticed. While male Batreans and Imrians are immune to this pheromone, males of most other humanoid species are not. Nasal plugs or filters afford some protection against this ability, though such devices are not uniformly reliable.

Size: 7'-8' tall; 250-350+ lbs. (males); 4'6"-5'6" tall; 80-110 lbs. (females)

Attributes:*

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

* male/female

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Pheromones; males (other than Batrean and Imrian) must make Wil roll to resist any suggestions made by the Batrean female.

Armor: None

Hit Points: 15+

Habitat: Isle of Batre, as slaves continent wide

BEASTMAN

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

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



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

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

Size: 5'1 0"-6'2 ; 140-220 + lbs.

Attributes:

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

Ability Level: 1-12

Attacks/Damage: Bite: DR 4 Claws: DR 4, or as per weapon employed

Special Abilities: Tracking by scent, stealth

Armor: Thick hide PR 1

Hit Points: 15+

Habitat: Golarin, Urag, Seven Kingdoms, Wilderlands of Zaran.

BEHEMOTH

Behemoths are giant, quadrupedal predators that range the Desertlands of Danuvia, the Wilderlands of Zaran, the Plains of Golarin, and parts of the Kang Empire. The creature's natural armament includes an inch-thick layer of tough, leathery hide, with a mantle of rock-hard bone encasing the cranium. The latter form of defense is of particular importance to these great beasts, who have been described as "living battering rams."

The behemoth's method of attack is simple and straightforward: the creature charges towards its intended victim at full speed, intent upon a head-on collision that will knock down and incapacitate its prey. If its initial attack is successful, the behemoth will then attempt to kill its victim by goring it with its long tusks.

Behemoths normally prey only on large creatures, such as aht-ra, land lizards, megalodont, and durge. However, they have also been known to ram into wagons, land arks, and even duneships; it is believed that these beasts are attracted by motion and by loud noises. Behemoths occasionally engage in fierce territorial battles with mangonel lizards, their struggles often lasting for hours.

Size: 18'+ in length, 10' at shoulder, 4,000-5,000 lbs.

Attributes:

INT -9	PER -2
WIL +5	CHA n/a
STR +9	DEX -5
CON +9	SPD +2

Ability Level: 5-12

Attacks/Damage: Ram: DR 30, Trample: DR 25, or Tusks: DR 17; one attack per round

Special Abilities: Armored skull is virtually impervious



to damage, ram attack knocks victim down

Armor: Cranium, PR 15; Hide, PR 3

Hit Points: 60

Habitat: Wilderlands of Zaran, Golarin, parts of Kang Empire

BENIGN SPIRIT

Benign spirits are minor entities. These benevolent spiritforms may manifest as asexual cherubs, totem animals, nymphs, implings, tutelary spirits, or household spirits according to the patron deities they are bound to serve. Regardless of their outward appearance, benign spirits emanate great wisdom and appear to radiate an otherworldly light from which creatures of darkness instinctively withdraw.

On their home plane, benign spirits are employed as servants and messengers of the gods, avatars, and guardians. They are some times sent to the material plane to deliver an omen or prophecy to the faithful servants of their patron deities, to give guidance and instruction to mortal beings, or to help protect a household or region from evil influences. Benign spirits may also be summoned to serve as familiars or totem animals for spellcasters, a task they will gladly accept provided the summoner is worthy of such a boon. They cannot be forced or enticed to serve practitioners of black magic, regardless of the methods employed.

The archimage Solimorrion was said to have attracted a number of benign spirits who hovered about him as he worked. Some sharpened the quill pens he used to illuminate his manuscripts, some turned the pages, and others chided him about his spelling or corrected grammatical errors as required.

Size: Varies according to type; most are under 4 ft. tall

Attributes:*

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

*may vary according to type

Ability Level: 1-5

Attacks/Damage: Energy Attack DR 2 +1 per ability level

Special Abilities: Wizardry Order with one mode at ability level immune to non-magical attacks; additional abilities may be present according to bodily form

Armor: Usually none, but may vary according to type

Hit Points: 2-10

Habitat: Extra-planar

BLACK SAVANT

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

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

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

The fabled mystic Hotan claimed to have witnessed what he believed to be the death of a Black Savant. He said:

*"The creature, or man,
or whatever it was,
suddenly reeled
backwards;
uttering not
so much as
a whisper, it
collapsed,
falling
soundlessly to
the ground.
The form
within the
black
robes*



seemed to wither rapidly, diminishing in size. I approached, to find naught but a pile of smoking, black garments."

Size: 7'-7'6" 200-220lbs.

Attributes:

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

Ability Level: 8+

Attacks/Damage: As per spells or magical weapon employed

Special Abilities: Spell casting (Necromancy, all modes at ability level), detect invisible astral presences (range: 20 ft.), various alchemical and magical skills

Armor: Unarmored

Hit Points: 14+

Habitat: Extra-planar, Isle of Nefaratus

BLUE POMEGRANATE

The blue pomegranate is a fruiting tree originally found only in the Cerulean Forest of Quan. It was imported to Zandu some years ago, where it has become a favorite of Zandir horticulturists. The tree is valued for its succulent fruit, and for its brilliant blue foliage.

BODOR

An amber-skinned people, the Bodor are short, round-faced, and somewhat portly of build. Their choice of costume is eccentric, and consists of a loose-fitting smock, blousey pantaloons, chain-loop earrings and bracelets of lacquered metal.

The Bodor are descended from a race of neomorphs created by the ancient Archans, but abandoned after The Great Disaster. Since that time their people have had no permanent home, but have traveled throughout Talislanta.

Bodor are musicians of consummate skill. Their people travel in musical troupes of up to a dozen individuals, seldom staying in one place for any great length of time. A troupe will always have one or more wagons, in which they carry their young and all their possessions. Bodor are promiscuous during their early adulthood, though couples usually settle down after marriage. Bodor parents are loving and attentive, singing their children to sleep with beautiful lullabies. Children are raised on the road; they study music under one or both of their parents, and practice their instruments for hours each day. All Bodor possess the uncanny ability known



as sound-sight, which enables them to see sounds as a series of colors.

Bodor tend to be quiet and soft spoken off stage, but are more animated when performing. They tend to be clannish, but can be outgoing when performing for appreciative audiences. As Bodor have few other talents and are averse to manual labor, they are sometimes considered lazy by other Talislantans.

Size: 5'-5'6" tall; 180-240 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: Sound Sight +3

Armor: None

Hit Points: 14+

Habitat: Continent wide

BOG DEVIL

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

Bog devils stand close to seven feet in height, and have a glistening, yellow-green hide. They are sometimes mistaken for aqua demons by drunken sailors and marsh

hunters, a mistake that can be avoided by noting that bog devils are slender in build and have long tails used for swimming. A trailing "beard" of algae or swamp grass is also characteristic of the species, and is responsible for references to these creatures as "old men of the swamps."

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

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

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



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

Attributes:

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

*+6 in water

Ability Level: 1-12

Attacks/Damage: Bite DR 4, Claws DR 4, or as per weapon employed

Special Abilities: Superior swimmers, abilities of stealth, snares, stalking, and tracking

Armor: Scaly hide PR 2

Hit Points: 14+

Habitat: Swamps, marshlands, underwater caverns

BROOD

Brood are a vile species of horned humanoids who originate from the darkest reaches of the lower planes. Gaunt in stature and black as night, they stand over seven feet in height and exhibit a coldly hostile demeanor. Their appearance is neither a pose nor a ploy: Brood are amoral and exceedingly aggressive, and are known to abruptly turn on any creature that they deem a threat, even those of their own kind. They have synesthetic senses unlike any other known life-form.



Brood hail from an uncharted region of the lower planes known as the Dark Dimension: a realm described by some as a nightmarish landscape of twisted obsidian spires, bottomless chasms, caves and tunnels. It is a place devoid of light, inhabited by such frightful creatures as void monsters, null-beasts, bat manta, voraks, necrovores, and things too awful to describe.

Above, fierce airborne predators such as bat manta and giant claw-wing roam the ink-dark skies. Below,

monstrous entities such as the dreaded white worm, barbed horrors, and nocturnal strangler dwell in the dark recesses, waiting for the chance to strike.

Here also live the Brood, who make their home deep in the catacombed depths. Their settlements are no more than massive caverns, pock-marked with hundreds of smaller caves and alcoves. Some of these serve as living quarters of the Brood males, who claw and hiss at each other day and night. Others serve as cages for captured creatures, slaves, stolen booty, or various goods and wares.

Every cavern-settlement is accessible by a network of winding passageways, each guarded by Brood and/or their servants. Most are difficult for non-Brood to navigate, with sheer drops and narrow walkways spanning pits of boiling sulfur or yawning gulfs. At least one of the passageways leading to any large Brood settlement will always be much larger than the others. These are the tunnels used by Brood-wyrms, the massive creatures that serve as living ships for the Brood.

Brood are unrelated to Devils, Demons, or any other known species. Humorless and alien, they remain among the most mysterious, and feared, denizens of the lower planes. They are believed to have made their way to the Midnight Realm via a wormhole, or perhaps a rift in the dimensional fabric.

Size: 7'-7'8"; 260-300 lbs.

Attributes:

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

**Synesthetic senses (-3 PER outside a 300 ft. range)*

Ability Level: 5+

Attacks/Damage: Talons DR 4; Spurs DR 4

Special Abilities: Synesthetic Senses

Armor: Chitinous hide PR 2

Hit Points: 20+

Habitat: Extra Planar

CALLIDIAN

Tall and frail in stature, the Callidians have skin a deep orange in hue. They dress in starched headdress and robes of yellow linen, and walk with a slow and stately gait.

Callidians are direct descendents of a sect of magician-scholars who once lived in the city of Jaalad. They can

trace their ancestry back over a thousand years, to the time before The Great Disaster.

The Callidians are members of a cabal that has helped preserve and maintain the Library of Jalaad since the time of the Great Disaster. They are the keepers of a purportedly vast archive of ancient lore, recorded on stone and metal tablets, faded scrolls, texts, and enchanted orbs. It is believed that perhaps as many as two hundred Callidians live in Jalaad, forming an insular and largely self-sustaining community. Their people live inside the Library, in quarters set aside expressly for their purposes. They are assisted by Monads, who tend the gardens where tubers and provender plant are grown under ancient orbs of illumination.

Callidians are serious and studious by nature. They prefer to spend their time reading, and are normally averse to frivolous behavior. Every Callidian specializes in at least one field of knowledge, and may have familiarity with a number of minor fields, as well. Though rich in wisdom and lore, Callidian society is essentially stagnant, and has remained unchanged for over a thousand years.

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

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon or spell employed



Special Abilities: Cryptomancy with 5 Modes at ability level

Armor: None

Hit Points: 12+

Habitat: Library of Jalaad

CARAVAN-BUG

Caravan-bugs are social insects native to Silvanus and other temperate woodlands and semi-tropical forests. These tiny (1-2 inch tall) creatures travel in bands of as many as two hundred individuals, carrying small parcels of food and other goods wrapped in leaves and strapped to their backs. Surprisingly intelligent (INT -6), caravan-bugs have a primitive language of sorts and are known to trade with others of their kind; some caravans are said to have regular dealings with such creatures as whisps and Gnorls, trading nut-husks of blossom nectar and rare herbs for tiny quantities of spices, roasted meats, and other delectables. If threatened, the male bugs will protect the members of their band using sharpened twigs to stab at their attackers. Otherwise, they are generally benign.

Size: 1-2" long; 1 oz.

Attributes:

INT-6	PER +5
WIL +0	CHA n/a
STR -2	DEX +8
CON -10	SPD +9

Ability Level: 1

Attacks/Damage: None

Special Abilities: Limited language

Armor: None

Hit Points: 1

Habitat: Silvanus, Werewood, Arim, Zanth, Aaman, Seven Kingdoms, Urag (rare)

CASTABULANESE

The Castabulanese are tall, slender of build, with skin a deep brown in color. They dress in loose-fitting robes and sandals. The females braid their hair in a variety of intricate styles, and wear necklaces of sea stones worn smooth by the tides.

The Castabulanese claim to be the descendants of a group of Phantasians whose windship crash-landed on the isle in the year 447. Originally two dozen in number, the survivors have applied themselves vigorously to the act of procreation, so that nearly four hundred men, women, and children now populate the isle.

The Castabulanese reside in an eccentric "observatory"



constructed of rough-hewn timbers and stone. Originally built to house two dozen, the structure has since undergone no less than eighteen major expansions and additions. The lower floors serve as living chambers and storage. The top two floors house observation lenses, skycharts, and an alchemical laboratory. Here the Castabulanese monitor changes in the weather, compiling data that they use to predict storms, droughts, and other meteorological phenomena.

The population functions as a commune, with all members sharing equally in the work of growing food (tubers, grains, and fruits), hunting for shellfish, tending the commune's erd population, maintaining the observatory, and monitoring research and experiments in progress. The Castabulanese have no strict rules regarding marriage: relationships of all kinds are tolerated. Children are raised by the entire group, with individuals taking turns, as with other responsibilities.

The Castabulanese are liberal and permissive by nature, accepting of all beliefs and ways of life that do not inhibit personal freedom. They have developed a close affinity to the forces of nature, which they have had occasion to experience first-hand since being ship-wrecked long ago. Unlike their Phantasian forbears they have come to believe that those who use magic have a responsibility to protect and preserve the environment.

Size: 7'-7'4" tall, 130-200 lbs.

Attributes:

INT +2	PER +3
WIL +0	CHA +0

STR +0 DEX +0

CON +0 SPD +0

Ability Level: 1+ (MR +5 + ability level)

Attacks/Damage: Per weapon employed

Special Abilities: Detect magic by sight at range of 5'; requires full concentration, roll at PER vs. level of magic.

Armor: Per armor worn

Hit Points: 9 + 2/ability level

Habitat: Island of Castabulan (Western Lands)

CATDRAC

Catdracs are a sorcerous hybrid of feline and reptilian that can be found in jungles and rain forests throughout the Southern Rim. In the wild, these lithe predators travel in prides of six or more individuals, led by a dominant male. The females do most of the hunting, while the males are employed primarily to protect the pride from attack by its rivals and enemies, which include exomorphs, omnivrax, and malathropes.

Highly intelligent, catdracs are prized as pets, guard beasts, and hunting beasts. If captured and trained while still very young, they make loyal and steadfast companions. Thrall warriors stationed in the Borderlands are especially fond of these creatures, whom they sometimes use to help detect potential ambushes and sneak attacks. Catdracs possess keen senses and are almost impossible to take by surprise.

Size: 2'-4' in length, 20-80 lbs.



Attributes:

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

Ability Level: 4-9**Attacks/Damage:** Bite: DR 4, Claws: DR 3**Special Abilities:** Night vision, detect other lifeforms at Ability Level +PER (range: 100' per Ability Level)**Armor:** Scaled hide, PR 3**Hit Points:** 5**Habitat:** Jungles, Western Lands, Seven Kingdoms

CAVE BAT

Cave bats are found in the mountains of Raj and in ruined structures and other deserted areas. Singularly unattractive creatures, they have horrible fanged visages and exhibit a definite predisposition towards vampirism. Though they are blind, these winged mammals have superior hearing and sonar capabilities. Cave bats do not fear humanoids, though they prefer smaller and weaker prey when it is available. They spend the daylight hours sleeping, suspended from the ceilings of their cavernous lairs. The stench in such places (primarily ammonia gas from rancid cave bat droppings) is often sufficient to render humanoid beings unconscious. This is generally a fatal occurrence, given the nature of the creatures who dwell within. Except as pertains to their underground haunts, cave bats are never encountered until after dusk, when they come forth in numbers to feed. Cave Bats are carriers of an infectious disease that affects the brain and may cause irrational and violent behavior. Magical quicksilver, taken in small doses mixed with distilled spirits over the course of seven days, is said to be an



effective cure.

Size: 12'+ wingspan, 100-200 lbs.**Attributes:**

INT -7 PER +2
 WIL +3 CHA n/a
 STR +1 DEX +1
 CON +1 SPD +3*

* airborne; -3 on the ground

Ability Level: 2-5**Attacks/Damage:** Bite: DR 5 per round in blood drain, plus chance of disease (CON roll to resist, or suffer increasingly worse incidents of irrational and violent behavior); Claws: DR 3**Special Abilities:** Navigate by sound, immunity to spells of illusion, flight**Armor:** Shaggy fur, PR 2**Hit Points:** 17**Habitat:** Subterranean, ruins, mausoleums

CHANA WITCHMAN/ WITCHWOMAN

The Chana are tall and cadaverous in stature, with bilious green skin. They do their utmost to appear fearsome, filing their teeth to sharpened points, decorating their visages with occult symbols, and carrying the shrunk heads of their adversaries on cords slung about the neck. It is customary for members of the Witchtribes to wear their hair in a single topknot, lacquered and braided with leather thongs or sinew. Ritual scarring is also practiced by these people, whose reliance upon the narcotic herb, kesh, contributes heavily to their unhealthy appearance.

The Witchtribes are descended from certain wild tribes of ancient times, who are said to have been conquered by the Mazdaks. Driven from their lands, they fled south and settled in the Jungles of Chana, after which the tribes became known as the Witchmen, or Chana.

The Witchfolk live in villages of thatched huts, which may be found scattered throughout the jungles of their homeland. Cannibalism is practiced by all the Chana tribes, though this is done more for ritual purposes than as a means of obtaining sustenance. Their usual diet consists of wild fowl, game, and a porridge made of mashed tubers and rock snails.

The Witchfolk are practitioners of a primitive form of black magic that is believed to date back to ancient times. They revere the forces of darkness, and despise those who worship the gods of light and order. Chana

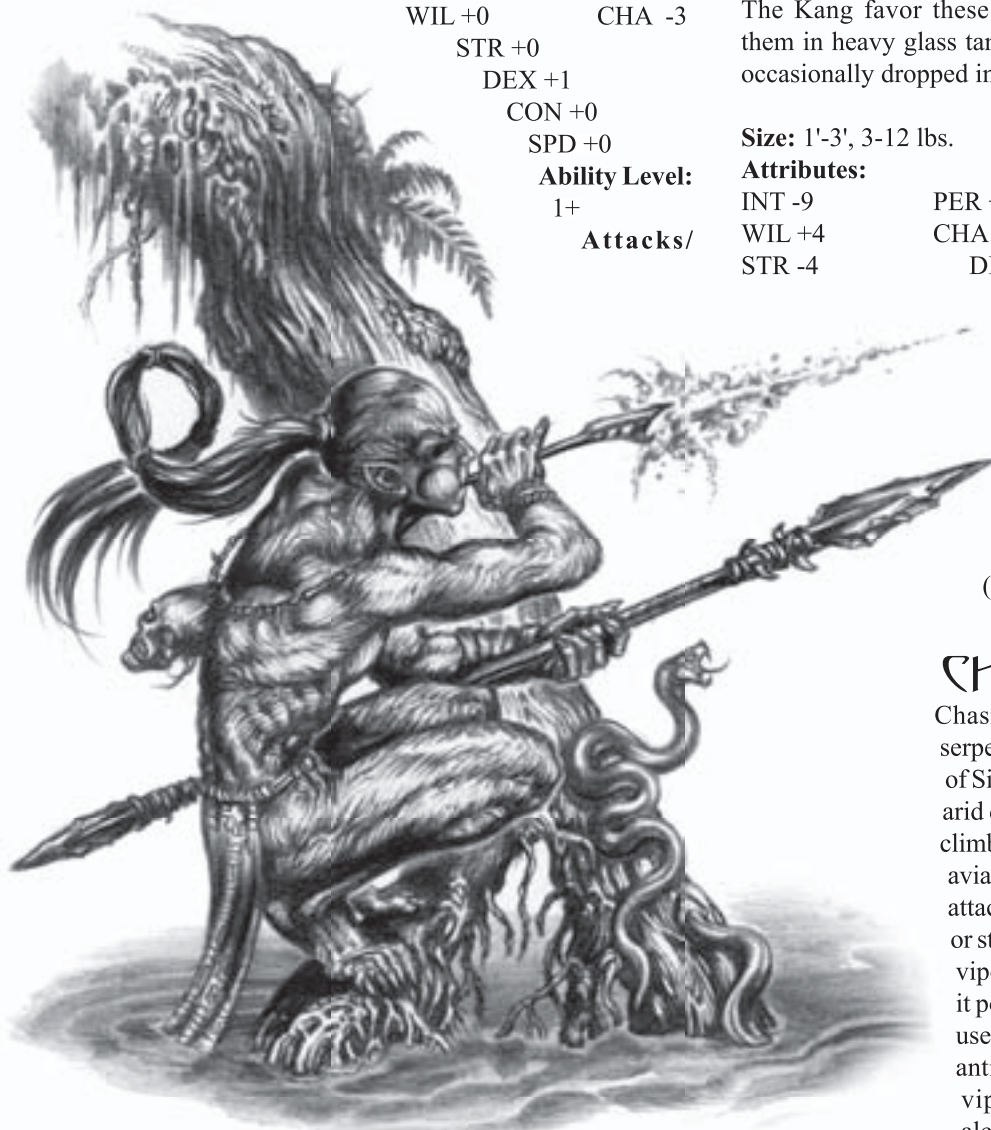
Witchdoctors are skilled in the concocting of certain dangerous substances, such as devilroot and kesh. The former is an herbal poison that can be prepared in powdered or resinous form. Kesh is a pungent liquid derived from the root of the jabutu, a plant found only in the Jade Mountains. This drug is notable for its profound narcotic and magical properties, and is used extensively in the black magic rituals of the Witchmen.

Chana Witchdoctors have also learned how to charm the poisonous serpents known as Death's Head Vipers. The natives call these foot-long snakes "wrist vipers" and wear them like deadly, living bracelets. The serpents are trained to attack on command.

Size: 5'10"-6'4" tall, 110-170 lbs. lbs.

Attributes:

INT +0 PER +1
WIL +0 CHA -3
STR +0
DEX +1
CON +0
SPD +0
Ability Level:
1+
Attacks/



THAN SPENCER '05

Damage: Per weapon employed

Special Abilities: There will be at least 1 Chana Witchdoctor with any group of Chana Witchmen. (see page 378 *Talisanta 4th edition*)

Armor: None

Hit Points: 12+

Habitat: Chana, southern Kang Empire

CHANG

Chang are vicious, metallic-scaled fish found in rivers and lakes throughout the Kang Empire, in parts of the Inland Sea, and in the waters around certain islands in the Southern Rim. They travel in schools of up to two hundred individuals, and they will attack even such large predators as skalanx and river kra. When food is scarce, they have been known to attack small river craft, tearing at the hull in order to get at the craft's occupants. The Kang favor these creatures as "pets," keeping them in heavy glass tanks, with captives of the Kang occasionally dropped into the tanks for entertainment.

Size: 1'-3', 3-12 lbs.

Attributes:

INT -9 PER +0
WIL +4 CHA n/a
STR -4 DEX +5
CON +2 SPD +8

Ability Level: 6

Attacks/Damage: Bite: DR 3

Special Abilities: None

Armor: Metallic exoskeleton, PR 5

Hit Points: 6

Habitat: Kang Empire (rivers and lakes), Inland Sea

CHASM VIPER

Chasm vipers are metallic-scaled serpents indigenous to the canyons of Sindar, the Wilderlands, and other arid domains. They are expert rock-climbers and normally prey on small avians and vermin, though they will attack larger creatures if threatened or startled. The venom of the chasm viper is not particularly potent, but it possesses properties that make it useful in the concocting of poison antidotes. For this reason chasm vipers are valued by Sindaran alchemists, though elsewhere the

creatures are regarded as vermin and exterminated on sight.

Size: 1'-8', 2-16+ lbs.

Attributes:

INT -7	PER +1
WIL -3	CHA n/a
STR -1	DEX +5
CON 0	SPD +3

Ability Level: 4-7

Attacks/Damage: Bite: DR 2, plus DR 2 poison damage

Special Abilities: Poison bite, ability to climb rock surfaces

Armor: Metallic scales, PR 5

Hit Points: 4 +1 per foot

Habitat: Seven Kingdoms, Wilderlands, Deserts

CHIG

Most destructive of all Talislantan insects, the chig is native to wastelands and wooded areas from the Kang Empire to Zandu. Prodigious leapers, they are able to span distances of up to ten feet at a single bound. Their curved pincers are capable of piercing all but the toughest types of hide (DR 3). Chigs usually prey on small avians, reptiles, and vermin, and in this respect they are sometimes beneficial to Talislantans. They are seldom found in numbers, except at such times when it is their nature to spawn, which occurs once every six or seven years, on average.



When spawning, chigs reproduce at such a frightening rate that massive swarms can appear practically



overnight. It is then that chigs are most dangerous, for in large numbers they will attack and devour all living creatures in their path. Such infestations generally last three days, after which most of the newly-spawned chigs suddenly die. The discovery of a bloated, egg-laden chig is often the only warning that a spawning is about to occur in a given region.

Size: 6" long; 8 oz.

Attributes:

INT-15	PER +6
WIL +0	CHA n/a
STR -2	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Bite DR 2

Special Abilities: None

Armor: None

Hit Points: 1

Habitat: Wilderlands continent wide

CHOKEWEEED

This spikey-leaved plant grows wild throughout the Plains of Golarin and certain parts of the Wilderlands of Zaran. The stem and leaves contain a noxious resin which, when ingested, can cause asphyxiation in ten minutes' time (hence the plant's name). Dull-witted beasts, such as durge, sometimes graze on chokeweed, often with fatal results. It is possible to isolate the plant's resin for use as a poison, an arduous practice which is seldom undertaken except by assassins of the Revenant Cult.

CIBANT

Cibants are a species of tall, stick-like insects native to the Aberrant Forest. Normally placid by nature, cibants spend most of their time grazing on the nectar of wild blossoms and polyp plants. The Verdir tribes utilize Cibants as steeds, with mixed results. The creatures are swift runners and have appendages that enable them to walk upon the surface of lakes and ponds like giant water bugs. However, cibants are stubborn and obstinate, and they must often be goaded or cajoled into performing even the simplest tasks. Even worse, it is most unwise to disturb a sleeping cibant. If awakened abruptly, these creatures swell to twice their normal size, turn bright red, and attack anything within range, thrashing with their legs and long, sinuous tongue.

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

Attributes:

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

+4 over water

Ability Level: 4-6

Attacks/Damage: Normally none (see Special Abilities)

Special Abilities: Walk on water, expand in size if angered (DR 10 per

round to anything within reach, lasting for four rounds)

Armor: None

Hit Points: 15

Habitat: Aberrant Forest

Crag Spider

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

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

Crag spiders are notoriously difficult to kill, the undersides and eyes being the only truly vulnerable areas on these creatures. They are surprisingly swift and agile for their size, and can climb even the sheerest surfaces with ease. Crag spiders are also quite intelligent, and are capable of moving with great stealth.

The multiple eyes which these creatures possess function well in darkness, but are believed to be incapable of discerning details or small objects with any degree of accuracy.

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

Attributes:

INT +0	PER -1	
WIL +0		CHA n/a
STR +4		DEX +2
CON +5		SPD +2

Ability Level: 2-8

Attacks/Damage: Bite DR 8 + paralysis (duration: 2-20 minutes), Web: entangle

Special Abilities: Night vision,



superior climbers, web-spinning, stealth +12

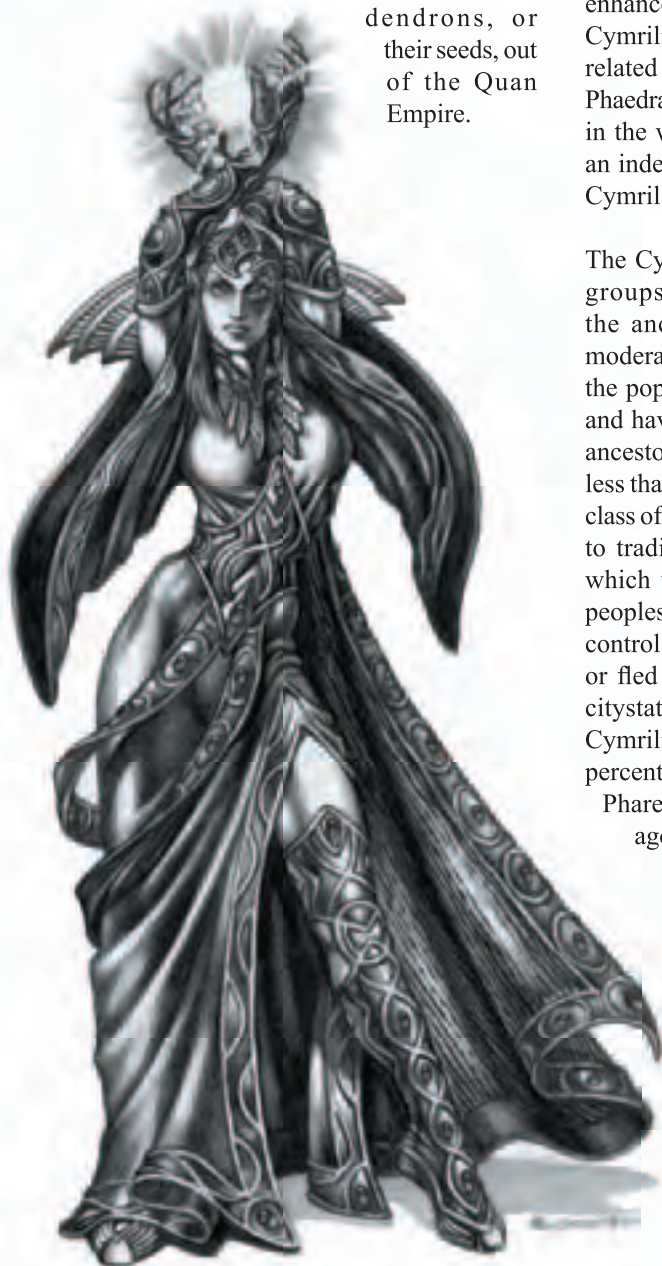
Armor: PR 6 (eyes and underside: none)

Hit Points: 20-40

Habitat: Mountains, caves, chasms, wastelands

CRYSTAL DENDRON

Crystal dendrons are a variety of sorcerous hybrid found primarily in the Quan Empire and the Aberrant Forest. These crystalline plants come in many shapes, sizes, and colors, and are valued for their great beauty. Their delicate blossoms are sold for up to ten gold lumens apiece in the Western lands, and are available through the Ispasian merchants of Quan. It is a crime to export live crystal dendrons, or their seeds, out of the Quan Empire.



CRYSTAL LOTUS

The Crystal Lotus is a hardy variety of flower that grows in the extreme temperatures of the north. Like southern varieties of lotus, it can be used as an ingredient in alchemical creations that allow their users to contact various spirit-forms. Among the side-effects of the use of crystal lotus however is a tendency to go mad as well as displaying various outdated and archaic habits.

CYMRILIAN

Tall and slender in stature, Cymrilians have pale green skin and hair, with golden eyes and handsome features. All types of exotic apparel are in vogue, with magical enhancements used to alter appearance as desired. The Cymrilians are descended from the Phandre, a people related to the ancient Archaens. Exiled from the old Phaedran Empire, the Phandre fled eastwards and settled in the woodlands of Cymril. In time they established an independent citystate, which came to be known as Cymril.

The Cymrilian people are divided into three political groups, each of which had their origins among the ancient Phandre. The most numerous are the moderates, or Koresians, who comprise about 95% of the population. These folk are flexible in their views, and have no great attachment to the old ways of their ancestors. The conservatives, or Tanasians, make-up less than two percent of the population. Once the ruling class of Cymril, they are known for their strict adherence to tradition and stern views regarding magical lore, which they believe should not be shared with other peoples. Following an unsuccessful attempt to usurp control of the monarchy, most Tanasians were exiled or fled to distant lands. The few who remain in the citystate are regarded with some suspicion by other Cymrilians. The third group, comprising about three percent of the population, is known as the radicals, or Pharesians. Most Pharesians left the citystate long ago, protesting against the discriminatory practices of the conservatives. Many became peddlers of magical paraphernalia, traversing the Cymrilian countryside and beyond.

Size: 6'-6'5", 130-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: 50% of Cymrilians will have one Order (usually Wizardry) and 3 Modes at ability level.

Armor: As per armor worn

Hit Points: 12+

Habitat: Seven Kingdoms, continent wide

DANELEK

The Danelek have glossy black skin, and stark white hair, which is worn in long dreadlocks. They dress in loincloths and sandals, their warriors wearing ornaments such as feathers, ear and neck rings, bones, stripes of paint, animal claws, and the fingers of slain victims.

The Danelek tribes roam the Barrens region of the Borderlands, hunting for land lizards and wild game. They also mine the salt flats for rock-hard salt crystals, which the tribes trade to other peoples. A Danelek tribe may consist of twenty-to-forty families, all living together in huts fashioned from blocks of salt. Danelek society is governed by a caste system, at the top of which are the Warriors. Shamans are next, followed by Hunters and Traders.

Danelek are monogamous. Marriage between members of different castes is taboo, and will result in expulsion from the tribe. Unblooded warriors cannot hope to marry, as no self-respecting Danelek female would wed one without caste status. Danelek children are expected to work in the salt mines or as gatherers as soon as they are old enough to walk.

The Danelek are a primitive people of harsh and occasionally cruel habits. Travelers passing through the Barrens may be amused by the fact that the Danelek perspire through their tongues as well as their pores. Showing such amusement is ill-advised, as the Danelek do not take lightly to being ridiculed. Danelek warriors are protective of their tribe's territories, and will attack small caravans or groups of travelers who stop to drink from their oases without permission.

Stealth, ambush or a stab in the back are all permissible under their code of conduct.

Size: 5'8"-6'2"; 100-200 lbs.

Attributes:

INT -1 PER +2

WIL +1 CHA -1

STR +2 DEX +1

CON +2 SPD +0

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: None

Armor: None

Hit Points: 16+

Habitat: Wilderlands of Zaran

DANUVIAN

Danuvian females are tall and bronze-skinned, with strong features. They decorate their faces with bold pigments, dress in martial attire replete with iron torc and corslet, and wear their hair in a stiffly-lacquered crest. Danuvian males tend to be smaller, physically weaker, and somewhat more pale of complexion. They dress in robes and sandals, and arrange their hair in elaborate coiffures.

Descendants of the ancient Phaedrans, the Danuvians were exiled from the Western Lands during the latter part of the Cult Wars. They settled in the eastern Wilderlands and established the independent citystate of Danuvia in the year 480.



Danuvian society is divided along lines of gender. Females hold all positions of authority, while males serve a subservient role and are treated as inferiors. Females may take as many husbands as they can support, and may divorce an unwanted mate at any time. Female children are greatly favored; they inherit their mother's name and, by association, her status. Women raise their daughters, and men raise their sons. The majority of Danuvian females are employed in positions of influence in the military and government. Danuvian males are house-cleaners, artists, horticulturists, weavers, and tailors. Though Danuvian females can only procreate with males of their own race, many actively seek males of other races, whom they prefer as consorts. Thus many females will have at least one Danuvian male to father her offspring, but also have several consorts of other races.

Lacking in any form of ambition, Danuvian males are generally weak, docile, and subservient to the female population. This is a tradition among Danuvian males, and there is no stigma associated with such behavior. In fact, a male who exhibits aggressive behavior is considered "pushy" or disrespectful, and may be disciplined in order to keep him in his place. The Conjugal Feast is a colorful pageant that is held in Danuvia each year, on the 42nd of Drome. This event features a procession of males, each competing for the affection of the Danuvian queen. The top three contestants are rewarded by being appointed to the queen's "harem" of male consorts. The Queen's



Ministers bid on the remaining eligible males.

Size: 6'2"-6'6"; 160-200 lbs. (female); 4'8"-5'6"; 90-150 lbs. (male)

Attributes: *

INT +0/+1 PER +0/+1

WIL +0/-2 CHA +1/+2

STR +3/-2 DEX +3/+2

CON +2/-1 SPD +2/+0

* *female/male*

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: None

Armor: As per armor worn

Hit Points: 16+ females, 10+ males

Habitat: Danuvia, mercenary females continent wide

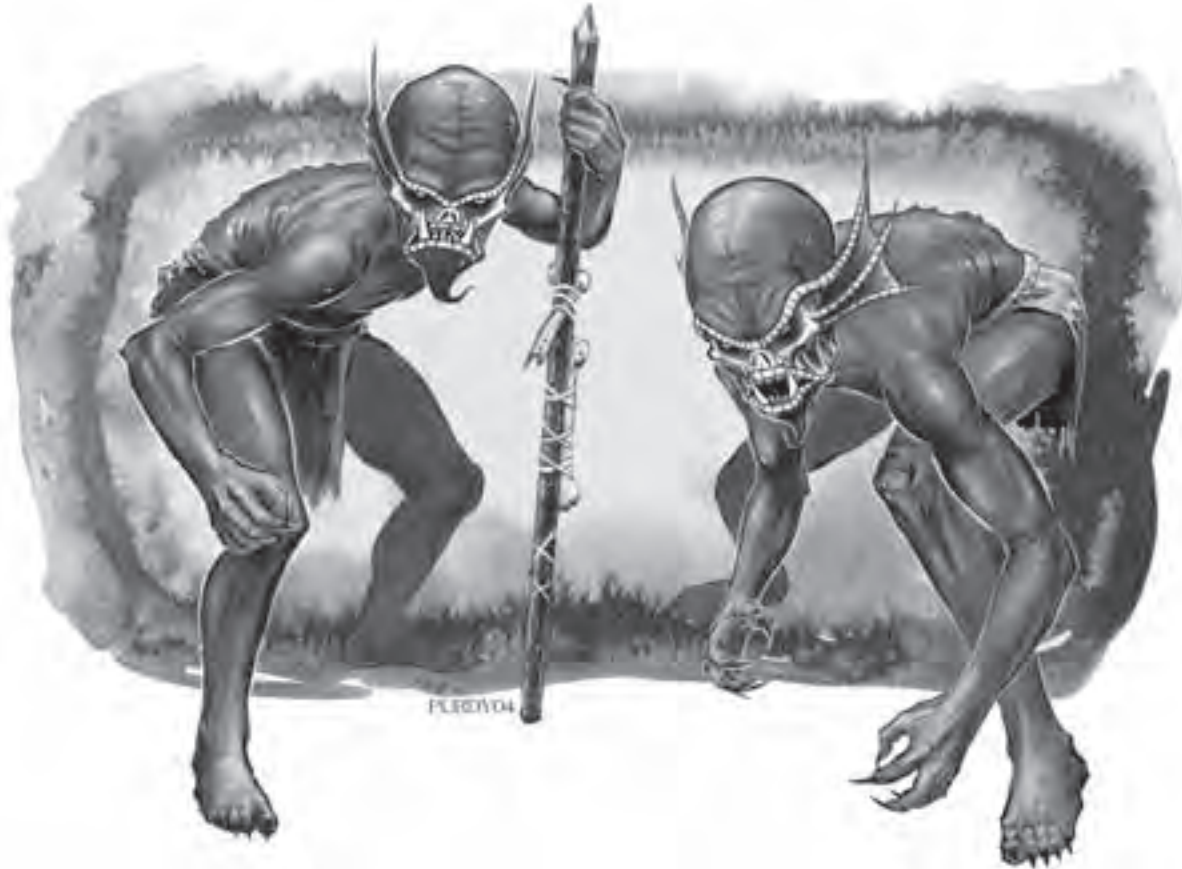
DARKLING

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

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

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

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



Size: 4'-5', 90-130 lbs.

Attributes:

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

Ability Level: 1-5

Attacks/Damage: As per weapon employed

Special Abilities: Night vision, sense living creatures by scent (range: 10 ft.), see poorly in daylight (range: 20 ft. maximum), difficult to detect in darkness

Armor: None

Hit Points: 6-24

Habitat: Urag, surrounding regions

DEADWOOD

Deadwood is a variety of gnarled and twisted tree found in such desolate regions as Khazad, the Shadow Realm, and parts of the Wilderlands of Zaran. The organisms produce no leaves or fruit, and appear to require neither water nor sunlight; deadwood trees have even been found in underground regions. The Ariane, who are able to commune with all things in nature, claim that these organisms are alien to Talislanta, and have roots that originate from the lower planes. They believe that deadwood trees are sentient and are able to exert a

sinister influence over living creatures; some even claim that the trees may serve as spies in the service of certain lower planar entities. Weapons made of deadwood can be used to kill plant demons, though it may be unwise to keep such items upon one's person. Most natural forms of plantlife exhibit an adverse, and even hostile, reaction to deadwood.

DEATH'S HEAD VIPER

The most poisonous of Talislantan serpents, the death's head viper is found only in the jungles of Chana and on certain tropical islands of the Southern Rim. This small serpent can be identified by its green scales and the white, skull-like markings on the back of the head (hence the name, "death's head viper"). The death's head viper is a ground snake, typically making its home in the high grasses. The serpents feed on small vermin but are very high-strung, and they will literally attack anything that moves. The venomous bite of the death's head causes searing pain and usually results in death within a minute's time.

The Witchmen of Chana are known to charm death's head vipers, which they wear like living bracelets. With a flick of the wrist, a witchman can throw the viper with considerable accuracy to a distance of up to about ten

feet; after striking, the creature returns to its master. Known as “wrist vipers,” these trained serpents sell for as much as three hundred gold lumens in certain regions.

Size: 10"-12", 1 lb.

Attributes:

INT -7	PER +4
WIL 0	CHA n/a
STR -6	DEX +6
CON 0	SPD +8

Ability Level: 5-6

Attacks/Damage: Bite: DR 1 +poison (CON roll to resist or fatal within one minute; successful roll means victim goes into a coma for 12 hours or until an antidote can be given)

Special Abilities: None

Armor: Scales, PR 2

Hit Points: 6

Habitat: Chana, southern Kang Empire, Far Isles



destroy them in order to prevent such occurrences.

DEMONS

To confuse demons with devils is a grievous, and potentially fatal, mistake. The two could not be more unlike.

Devils and their kin are governed by a complex hierarchy, with nobles, diplomats, warriors, and servitors. They adhere to the chain of command, knowing that to do otherwise would arouse the wrath of their superiors. Though rampant with greed, lust, and innumerable other vices, the society of devils is an orderly one, governed by a strict set of laws and customs.

Demons have no hierarchy, no laws, no rulers, and no organization at all. They originate from the depths of the Demonrealms: hellish wastelands ravaged by chaotic elemental forces and seething with demonic spawn. Shrieking and cursing in a thousand strange tongues, emerging from the torturous terrain like maggots from a bloated corpse, they spread like a plague, infiltrating other realities through rifts or gateways in the dimensional fabric.

Though they have no armies, demons sometimes travel en masse like swarming insects, ravaging entire lands or even entire worlds. In such cases a greater demon will usually be at the center of the horde, acting like a magnet for demons of lesser power. Whenever possible, Tarteran demon hunters seek out these entities and

DEMONIC NATURE

Demons are creatures of destruction. Unlike devils, they have no morality, and no sense of good or evil. They are agents of entropy, no more “evil” than a disease or a hurricane. They are part of the grand scheme of the Omniverse, their chaos and destruction perfectly balancing the ordered creation of the elementals. They are, as the scholar Thystram put it, “anti-elementals.”

Abilities and limitations common to all demons include:

Speaking in Tongues

Demons may evince this talent to a greater or lesser degree, based on their age, intelligence and degree of power.

Immunity to Non-Magical Harm

Demons are immune to harm by non-enchanted weaponry, with the exception of silver/argentum/black adamant/shadowsteel weaponry. Non-magical weapons of this type inflict full damage vs. demons, and enchanted weapons of these types do full damage plus any magical bonus that they possess. Argentum, even unenchanted, is particularly effective, halving the demon’s natural armor rating.

Weapons imbued with elemental properties inflict double damage against demons of opposite nature.

Susceptibility to Opposing Elemental Forces

Demons comprised of elemental energies such as fire, water, and earth take double damage from elemental attacks of opposing nature, such as a fire-based attack made on a water-based demon.

Detect Living Presences

Due to the antithetical nature demons possess in regards to natural life energies, they are capable of detecting living presences at a distance (up to several hundred feet, depending on the type of demon).

PRIMAL DISSOLUTION

When destroyed, a demon's physical form returns to the inanimate substance it was before the demon inhabited it. For example: Smoke demons will dissipate into thin air, rock demons will crumble to dust, and lava demons will collapse into a pool of molten rock. Amid the remains will be the demon's heartstone - a black diamond possessed of magical qualities, one carat per Ability Level of the departed demon.

DEMONIC FORMS

In their "natural" state, demons have no physical form, being a swirling maelstrom of negative elemental energy. Demons derive their physical form from their environment, taking whatever elemental substance is at hand and perverting it to their own use. Thus there are as many types of demon as there are elemental substances.

DEMONIC EVOLUTION

According to the Black Savants, demons begin existence as minor entities and evolve over time into creatures of increasing size and power. The Savants claim that there are five distinct stages of demonic evolution, from minor demons to the terrifying entities known as arch-demons.

In order for any demon to advance to the next stage of development, it must undergo a metamorphosis. The process takes but a few seconds but can be both unsettling and dangerous to the uninitiated observer. At the onset of metamorphosis the demon suddenly swells in a most grotesque fashion. Its outer skin then splits apart, sending bits and pieces of its elemental substance flying in all directions. Finally, with a terrible shriek or howl, the newly metamorphosed demon emerges from the obsolete shell of its former self into its new form.

The five stages of demonic evolution are as follows:

1st Stage: Quasi-Demons

Among demonkind, quasi-demons are the weakest in terms of magical or innate abilities. When first spawned, quasi-demons are small (one foot or less in height) creatures of indeterminate form or shape with a voracious appetite. They will feed on whatever is in plentiful supply: organic or inorganic matter or any form of elemental or anti-elemental energy; stone, wood, fire, even darkness or light.

Quasi-demons originate as the spawn of an arch-demon, or through the process of spontaneous generation. In the former case, the quasi-demon's characteristics will resemble those of its host (see Demonic Progeny.) In the later case its form and nature will be determined by the type of sustenance it assimilates.

If a quasi-demon is somehow starved, it will slowly shrink and until it disappears entirely, its entropic energy dissipating into the aether.

Size: 1"-1', weight varies according to height and element.

Attributes:

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

* SPD +2 in chosen element

Ability Level: 1-2

Attacks/Damage: Bite or Claws: DR equal to Ability Level

Armor: Thick Hide or Partially Fluid Form, PR 1

Hit Points: 5

Special Abilities: Elemental Magic (appropriate element) with two Modes at Ability Level.

2nd Stage: Minor Demons

Once a quasi-demon has reached its full size (which can vary wildly among the nearly infinite types possible), it may metamorphose into the second stage of development and become a minor demon. Known varieties of minor demons include ice giants, dust demons, slime demons, grues (plant demons), iron demons, and lava demons.

3rd Stage: Lesser Demons

Minor demons that accumulate a sufficient amount of negative elemental energy may metamorphose into the next stage of demonic evolution as lesser demons.

Lesser demons possess considerably greater innate magical abilities than their minor counterparts, and are correspondingly more dangerous and destructive.

Following metamorphosis, they sometimes manifest as more basic anti-elemental forms such as earth, fire, water, and air. However, most retain their previous forms while increasing in size and destructive power.

4th Stage: Greater Demons

Lesser demons that accumulate massive levels of negative elemental energy will metamorphose into the next stage of demonic evolution as greater demons. Unlike their lesser counterparts, greater demons are not restricted to purely elemental forms. They may exhibit a variety of terrifying physical aspects and capabilities, and are capable of projecting an aura of negative elemental energy that may extend for considerable distances, depending on the demon's nature and its relative power.

5th stage: Arch-Demons

Greater demons that accumulate enough negative elemental energy over the course of many millennia can eventually metamorphose into the fifth stage of demonic evolution as the hideous entities known as arch-demons.

Though sometimes referred to as Demonlords, arch-demons do not rule over armies or kingdoms of lesser demons. Instead, these entities are a source of demonic infestation capable of spawning endless hordes of minor demons.

Arch-demons are drawn to various nexus of magical or elemental forces, upon which they feed, causing them to grow to hideous proportions. Once they have attained sufficient power, they begin spawning clusters of lesser and minor demons, the creatures emerging from the arch-demon's skin, mouth, or other orifices in ever increasing numbers. Hordes of these demonspawn can eventually overrun an entire region, destroying everything in their path and spreading like a cancer upon the land.

A full-grown arch-demon may become so massive that it is incapable of movement. Its only defenses at this stage are the entities that it spawns. Eager to wreak destruction, demonspawn will gleefully attack intruders but otherwise exhibit no allegiance to their creator.

The abilities of arch-demons vary considerably from one to another, as do the types of demons that each may

spawn. Both factors are unpredictable, and completely unique types of demons may be produced by these chaotic entities.

Two entire species of demons, the ice giants of Narandu in Talislanta, and the breed known as night demons, are believed to be the spawn of arch-demons; the so-called "Ice King" and "Lord of the Night Skies" respectively.

Sixth Stage: Meta-Demons

Scholars of demonology say that there is a sixth and final stage of demonic development, yielding an entity of near-deific power referred to by some as a Meta-Demon. Most believe that at any given time, only a single such entity can exist in the Omniverse, such is the destructive power that it embodies. Those who support this theory say that there is but one sixth-stage demon extant in the Omniverse, the entity known variously as Aberon or Nihilus.

Those who disagree with this theory say that the number of meta-demons that may exist at a given time is not limited to one, but five or six. Supporting this claim are certain Sepharan runes and tablets dating back thousands of years, which describe an age during which five entities referred to as Nether Ones (believed by some to be a euphemism for meta-demons) all existed at the same time. The prophesied emergence of a sixth Nether One may or may not have ever occurred; more than one Sepharan text states that the arrival of the Sixth would herald "the end of the Omniverse as we know it, and the beginning of a New Age of Darkness". Whether this referred to the catastrophe known as The Great Disaster, or to some even more calamitous event that was somehow forestalled, remains a matter for conjecture.

AQUA DEMON

Aqua demons (or sea demons, as they are sometimes known) are denizens of the Demonrealms whose presence in the seas and oceans of the Southern Rim can be attributed to ancient portals and witchgates that sank below the waves during the time of The Great Disaster. The curse of ocean-going vessels, aqua demons are sometimes known to infest tropical isles, coral reefs, and sunken ruins. They are practically invisible in water, and they possess the ability to change into liquid form or create whirlpools and dangerous undercurrents. Aqua demons are uncomfortable out of the water and are pained by heat and fire.

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

Attributes:

INT +2

PER +2

WIL +6 CHA -6
STR +7 DEX +1
CON +10 SPD +4*

* in water; -4 on land

Ability Level: 4-11+

Attacks/Damage: Claws: DR 13, two attacks

Special Abilities: Aquamancy with four Modes at Ability Level, almost invisible in water (-8 to detect), adopt liquid form, create whirlpools and undercurrents

Armor: Elemental water, PR 3

Hit Points: 22

Habitat: Extra-planar, seas, oceans

BLACK ICE DEMON

These entities resemble eight- to ten-foot tall, horned humanoids, with faceted, black crystalline bodies and frightful visages. They are extremely aggressive, attacking any creatures that they encounter.

Black ice demons emanate waves of biting cold, and can also do damage with their razor-sharp claws and fangs. They are susceptible to extreme heat.

Size: 8'-10', 1,200-1,800 lbs.

Attributes:

INT +1 PER 0
WIL +5 CHA -6
STR +8 DEX -2
CON +10 SPD +1



Ability Level: 3-10

Attacks/Damage: Claws: DR 16, two attacks

Special Abilities: Elemental Magic (Aquamancy; Cold only) four Modes at Ability Level, emanate cold in a 10' radius (causes -2 penalty on opponents' combat rolls).

Armor: Ice, PR 5

Hit Points: 45

Habitat: Extra-planar

BLUE FIRE DEMON

These anomalous entities are found only in the Sea of Frozen Fire, in the Midnight Realm. They resemble ice-blue pyro-demons, but have webbed appendages that make them swift swimmers. They are known to attack ships that venture into the Sea of Frozen Fire, as well as creatures that come too close to its shores.



The touch of a blue fire demon burns with abysmal cold, and is unlike any other form of demonic attack. Wounds caused by these entities will not heal normally, and can only be healed by magical means such as spells, elixirs, and so forth. Blue fire demons are vulnerable to extreme heat.

Size: 7'-8', 250-300 lbs.

Attributes:

INT +2 PER +2

WIL +6 CHA -6
STR +7 DEX +1
CON +7 SPD 0*
*SPD +4 in the Sea of Frozen Fire

Ability Level: 3-10+

Attacks/Damage: Claws: DR 12, Tail: DR 10, plus burning damage on each **Attack:** DR 4

Special Abilities: Aquamancy (Cold) with four Modes at Ability Level, the burning cold inflicted by touch cannot be healed by any mundane means.

Armor: Scaly Hide, PR 2

Hit Points: 38

Habitat: Extra-planar

DROUGHT DEMON

These ghastly entities resemble emaciated, horned humanoids with hideously wrinkled brown hide. They are generally found only in arid regions, though groups of drought demons that wander into fertile areas can turn such places into barren wastelands.



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

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

Size: 6'6"-7', 75-100 lbs.

Attributes:

INT +5 PER +3

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

Ability Level: 3-10+

Attacks/Damage: Claws: DR 6, Bite: DR 4, both attacks also inflict dehydration damage equal to the demon's Ability Level.

Special Abilities: Aura of drought with a radius equal to 5' times the demon's Ability Level (small plants and fungi wither and die within a matter of minutes, larger plants can take several hours to die)

Armor: Papery Hide, PR 1

Hit Points: 20

Habitat: Extra-planar

DUST DEMON

These entities resemble a whirling vortex of dust and sand, vaguely humanoid in form and standing from ten to sixty feet in height. Eyes like black holes in space and a fanged, gaping maw are occasionally visible within the demon's swirling form.

Dust demons are capable of flight, and can wreak havoc on airborne ships and flying creatures. They can asphyxiate living creatures, or toss even fairly large humanoids up to a hundred feet in any direction.

Dust demons are susceptible to water-based attacks and spells of Aquamancy.

Size: 10'-60', 5-30 lbs.

Attributes:

INT +6 PER +3



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

Ability Level: 5-12+

Attacks/Damage: Suffocation: DR equal to Ability Level

Special Abilities: Aeromancy with four modes of choice at Ability Level, flight

Armor: Largely Insubstantial: Most physical attacks only cause 1-2 points of damage plus any enchantment bonus.

Hit Points: 10-60

Habitat: Extra-planar

EARTH DEMON

Earth demons are negative elemental entities that sometimes gain access to the Talislantan reality through rifts in the dimensional fabric. In repose, they may be mistaken for great, craggy boulders. Such is not the case when an earth demon chooses to move, for these creatures can tunnel through earth and stone at will, producing a substantial amount of seismic activity,

noise, and dust. Earth demons subsist on a diet of rocks and minerals, voiding gemstones, which they cannot digest. They possess an aversion to water and strong winds, and are susceptible to spells of Aeromancy, which do twice the normal damage vs Earth Demons.

Size: 6'-6'2", 1,000+ lbs.

Attributes:

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

Ability Level: 6-13

Attacks/Damage: Fist: DR 19; six limbs, up to three attacks

Special Abilities: Elemental Magic (Geomancy) with four Modes at Ability Level, pass through earth and stone at will

Armor: Stony exterior, PR 8

Hit Points: 40

Habitat: Extra-planar



FROST DEMON

Long confused with the race of frostweres, frost demons are lesser entities that originate from the Demonrealms. Their misshapen bodies are composed of solid ice and covered with jagged spines of frost, which from a distance can resemble shaggy hide. These demons are found only in frigid northern realms and are believed quite rare. They are attracted by the body heat of warm-blooded creatures, which they can sense at distances of up to one mile. In addition to their hooked talons and great fangs, frost demons are able to dismay their enemies by exhaling a blast of freezing vapor, an attack form that can be employed at will.

Frost demons possess an aversion to heat and flame, both of which cause them pain. They are susceptible to spells of pyromancy, which cause twice the usual damage to entities of this sort.

While in Narandu, Thystram and his party were attacked by a frost demon with disastrous results:

"The demon rose up from the frozen tundra where it had crouched in hiding, completely unseen. With a frightful roar it exhaled a blast of frigid vapor that froze poor Trenchmoor as solid as a block of ice. We destroyed the demon with fire and axes, but it was too late to save our companion. We reluctantly buried Trenchmoor's rigid corpse beneath the snow and continued on our way."

Size: 7'-8+ ft. tall, 500+ lbs.

Attributes:

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

*heat sensitivity only; otherwise, -2 **flying speed only; otherwise -1

Level: 3-10

Attacks/Damage: Bite DR 12, Claws DR 10, Freezing Breath DR 14

Special Abilities: Aquamancy with 4 modes at Ability Level, detect warm-blooded creatures (range: 100 ft. per level), flight

Armor: Icy hide PR 4

Hit Points: 10-30+

Habitat: Extra-planar



smoking footprints in their wake.

Lava demons emanate heat and toxic vapors, and can immolate flammable objects by touch. They experience discomfort from cold, and from water.

Size: 6'-8', 750-1,000 lbs.

Attributes:

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

Ability Level: 3-10+

Attacks/Damage: Fist: DR 16

Special Abilities: Elemental Magic (Pyromancy; Magma) with four Modes at Ability Level, ignite combustibles by touch, emanate intense heat and toxic vapors in a 10' radius (victims must make a CON roll or suffer a -4 penalty on all combat rolls due to heatstroke and nausea)

Armor: Magma Crust, PR 4

Hit Points: 42

Habitat: Extra-planar



MIST DEMON

These entities resemble amorphous, horned humanoids, their bodies comprised of animate mists. Being largely insubstantial, mist demons are regarded as the weakest of all the known types of demons. They are susceptible to damage by fire, and can be easily dispersed by strong winds. Their only form of attack is to engulf and suffocate victims in their misty forms.

Size: 5'-7', no applicable weight

Attributes:

INT +3	PER +3
WIL +2	CHA -6
STR n/a	DEX +3
CON n/a	SPD +2

Ability Level: 3-6

Attacks/Damage: Suffocate: DR equal to Ability Level per round.

Special Abilities: Elemental Magic (Aeromancy) with two modes at Ability Level, largely insubstantial: Most physical attacks only cause 1-2 points of damage plus any enchantment bonus.

Armor: None

Hit Points: 15

Habitat: Extra-planar



NIGHT DEMON

Denizens of the shadowy Demonrealms, night demons are believed to have gained access to the Northern Reaches of Talislanta via an ancient gateway known as the Black Pit of Narandu. These winged humanoids are comprised of magical darkness, given substance and form by negative elemental forces. Nocturnal by need

and choice, night demons come forth after sundown to spread terror among living creatures, killing in seemingly indiscriminate fashion. The innate fear of the dark that is felt by many Talislantan peoples may be attributed to these creatures.

Weakest of the demon races, night demons wield spears and swords made of brass, a metal shunned by their mortal enemies, the race of devils. They possess an aversion to daylight, which weakens them. Magical light causes them extreme pain, and can be used to kill a night demon.

Size: 6'-6'8", 180-260+ lbs.

Attributes:

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

* airborne and on the ground

Ability Level: 7-14+

Attacks/Damage: Claws: DR 6, Brass Sword or Spear: DR 14; up to two attacks per round

Special Abilities: Necromancy with four Modes at Ability Level, flight, invisible in darkness (cannot be detected except by magic or special ability, such as night vision), weakened by daylight (-2 to all actions)

Armor: Hide, PR 2

Hit Points: 32

Habitat: Extra-planar

PLAGUE DEMON

These horrid creatures resemble malformed horned humanoids, five to seven feet in height. Their yellow-green hide is covered with oozing sores and cankers, and they radiate an aura that can spread disease and pestilence for miles in all directions. The claws and bite of a plague demon are especially dangerous, and can cause virulent diseases of many types.

Plague demons are particularly vulnerable to healing spells.

Size: 5'-7', 100-150 lbs.

Attributes:

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

Ability Level: 5-13+

Attacks/Damage: Claws: DR 8, Bite: DR 12, both also cause infection

Special Abilities: Pestilential Aura with a radius of 10'





per Ability Level (any creatures within the aura must make successful CON rolls once each round or contract any single disease determined by the GM)

Armor: Pustulent Hide, PR 4

Hit Points: 30

Habitat: Extra-planar

PLANT DEMON

Plant demons (also known as plant grues or woodgrues) are entities from the lower planes known as the Demonrealms who feed upon the life energies of plants, trees, and other living things. Passing through gates or holes in the dimensional fabric, these insidious creatures follow the root systems of ancient trees upwards into the material plane, drawn to the life force that emanates from woodland regions. Here, a plant demon will establish its lair, typically in the bole of a large, dead tree.

Once it has established itself, the demon will begin to absorb elemental energies from the lifeforms that inhabit its surroundings, with deleterious effects. All forms of vegetation within the plant demon's sphere of influence will gradually mutate, wither, and die; living creatures will begin to fall sick, developing strange ailments or aging at an unnaturally rapid rate. Meanwhile, the demon grows in power, as it absorbs the life energies of its victims.

Plant demons are a particular source of concern in Vardune of the Seven Kingdoms, which derives much of its income from the sale of fruits, vegetables, and

other crops. The Gnorls (see Western Lands, Werewood) claim to know how to make a potion that is capable of reversing the effects of the plant demon's aging ability, a condition for which there is no other known cure.

Size: 4'-5', 70-90 lbs.

Attributes:

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

Ability Level: 3-10

Attacks/Damage: Touch: DR 2 per Ability Level (successful CON roll to resist results in half-damage); or as per spell-like ability employed

Special Abilities: Natural Magic with four Modes at Ability Level, regenerate damage from non-enchanted weapons (two points per level, per round), sense living things (range: 100 ft. per level), susceptible to fire (inflicts double damage)

Armor: Bark, PR 3

Hit Points: 30

Habitat: Extra-planar

PSYCHO DEMON

These enigmatic entities are perhaps the most terrifying of all demons, as they have no single, set form. Instead, they manifest as a series of hallucinations, metamorphosing from one horrible shape to another, seemingly at random.

Psycho-demons can radiate waves of terror, hatred, jealousy, greed, madness, or just about any negative or destructive emotion. The mere presence of such an entity can instill sudden suicidal, homicidal, or destructive impulses in all sorts of living creatures.

Psycho-demons are particularly feared, for they can only truly be harmed by magics intended to soothe or calm emotions. They are not incorporeal, nor are they spiritforms. Rather, they are a swirling mass of chaotic and dark emotion.

Size: Varies constantly, weight not applicable

Attributes:

INT +3	PER +3
WIL +6	CHA -6
STR n/a	DEX +0
CON n/a	SPD +3

Ability Level: 5-13+

Attacks/Damage: None

Special Abilities: Emanate negative emotions in a 10' radius (creatures within the area must make WIL rolls

each round to resist the foul impulses they are subjected to. If they fail they must act in an aberrant manner dictated by the GM)

Armor: None

Hit Points: 30

Habitat: Extra-planar

PYRO-DEMON

Pyro-demons are fearsome entities from the depths of the Demonrealms. By means of magical gates and rifts they are sometimes able to cross into the Talislantan plane, emerging from fissures in the earth and from volcanoes. So it is that pyro-demons come to be found in the River of Fire and the Firefalls, of the Volcanic Hills.

Pyro-demons are highly volatile in nature and are prone to violent and destructive behavior. These fierce creatures are comprised of solid flame and are sometimes mistaken for devils by inexperienced observers. They are able to breathe fire or smoke at will, and they can ignite combustibles at a touch. The presence of a pyro-demon is seldom difficult to discern, for the creatures radiate a good deal of heat and give off a stench of burning sulfur. Pyro-demons possess an extreme aversion to water, which can be fatal to them, and to cold, which causes them great discomfort. They are also susceptible to spells of Aquamancy.

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

Attributes:

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

Ability Level: 3-10

Attacks/Damage: Claws: DR 12, Tail: DR 10, Fiery breath: DR 12

Special Abilities: Pyromancy with four Modes at Ability Level, ignite combustibles by touch, breathe fire or smoke at will

Armor: Scaly hide, PR 2

Hit Points: 36

Habitat: Extra-planar

ROCK DEMON

Largest of the elemental demons, rock demons range in height from ten feet to well over a hundred feet. They resemble massive, horned humanoids, their bodies appearing to have been carved from rough stone.

Slow-moving and lacking in intelligence, rock demons are the most physically powerful of all known demons.

They are capable of causing rock slides, avalanches and, in sufficient numbers, earthquakes.

Rock demons are vulnerable to the attacks of Aeromancy.

Size: 10'+, 3,500+ lbs.

Attributes:

INT -2	PER -4
WIL +6	CHA -6
STR +12	DEX -6
CON +15	SPD -4

Ability Level: 8-15+

Attacks/Damage: Fist: DR 25

Special Abilities: Elemental Magic (Geomancy; Rock and Stone) with six Modes at Ability Level, pass through stone at will

Armor: Rocky Hide, PR 12

Hit Points: 60

Habitat: Extra-planar

SAND DEMON

Sand Demons are horrid entities from the Demonrealms which are sometimes found in the Desert Kingdoms other arid regions, where they hide in sand dunes and dry wells. Vampiric by nature, sand demons are able to create mirages, thereby luring prey within reach of their grasping claws. Their usual method of attack is to lie submerged beneath the sands, leaving only their hollow horns (which serve as breathing apparatus) exposed above ground. When their chosen victim approaches, they grab hold of the unfortunate creature and drag it below the surface.

Like their relatives the earth demons, sand demons possess an aversion to wind and water, both of which cause them discomfort. They are most susceptible to damage from spells of Aeromancy.

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

Attributes:

INT +3	PER +3
WIL +7	CHA -6
STR +6	DEX +2
CON +10	SPD +1

Ability Level: 5-12+

Attacks/Damage: Claws: DR 12, Bite: DR 10 + DR 3 blood drain per round

Special Abilities: Elemental Magic (Geomancy; Sand) with four Modes at Ability Level; create mirages (area of effect: 10 foot radius per level)

Armor: Sandy exterior, PR 2

Hit Points: 42

Habitat: Extra-planar

SLIME DEMON

These squat, brutish entities resemble misshapen horned humanoids seven to eight feet in height, their bodies dripping with muck and mire. They emit a horrible stench reminiscent of decaying vegetation and brackish water, and leave a trail of brownish green slime in their wake.

Slime demons kill by engulfing their victims within their viscous forms, where they are eventually dissolved and assimilated into the demon's own substance, a sight said to be horrific in the extreme as the victim's struggles are visible within the murky depths of the creature. They are most often found in swamps and bogs, or along the banks of lakes and rivers.

Slimes demons are susceptible to fire-based attacks.

Size: 7'-8', 400-500 lbs.

Attributes:

INT -1	PER +1
WIL +6	CHA -6
STR +7	DEX -2
CON +10	SPD -1

Ability Level: 5-13+

Attacks/Damage: Slam: DR 8, two attacks

Special Abilities: Caustic Embrace (if the slime demon succeeds in making two consecutive slam attacks on the same target, in the same round, that target is completely engulfed by the demon. The victim starts to drown and dissolve in the demon's foul form, taking damage each round equal to the demon's Ability Level. The demon can still continue to fight normally while engulfing a victim, and all the victim's actions are penalized with a -4 penalty)

Armor: Crusted Muck, PR 1

Hit Points: 36

Habitat: Extra-planar



gout of thick, acrid smoke; the demon's exhalations can also be used as a smokescreen, or simply to temporarily blind opponents. Being lighter than air, smoke demons can hover or float on the wind, allowing them to easily bypass walls and fortifications, or to attack airborne vessels and flying creatures.

Air-based attacks are anathema to these demons, causing the smoke that comprises their physical forms to be dispersed.

Size: 6'6"-7'6", weight is not applicable

Attributes:

INT +1	PER +3
WIL +4	CHA -6
STR n/a	DEX +4
CON n/a	SPD +1

Ability Level: 3-10

Attacks/Damage: None

Special Abilities: Exhale a cloud of thick smoke with a 10' radius (victims within the cloud must make a successful CON roll each round or start to suffocate, taking DR 2 per round. Visibility within the cloud is almost nil, inflicting a -8 penalty on all actions reliant on sight. Smoke demons have no difficulties in seeing through the smoke), can hover and float, largely insubstantial: Most physical attacks only cause 1-2 points of damage plus any enchantment bonus

Armor: None

SMOKE DEMON

These entities resemble seven foot tall horned humanoids, their unnaturally narrow bodies comprised of roiling masses of dense black or gray smoke. They emit a strong smell of burning sulfur that can be detected at great distances.

Smoke demons asphyxiate their victims by exhaling a

Hit Points: 24
Habitat: Extra-planar

STORM DEMON

Storm demons are frightful winged entities that normally dwell among the upper reaches of the Demonrealms. They sometimes come to Talislanta, finding their way through magical gates and rifts. Favoring dark and windswept lands, these demons can be found flying high above the mountains of Khazad, Werewood, and Yrmania, among other places.

Storm demons radiate negative electrical and elemental energies. They are able to cause wind, rain, and thunder, and can hurl shards of lightning like javelins. Their very touch is sufficient to electrocute lesser creatures, metal armor affording no protection from this form of attack. Groups of storm demons acting in concert are purported to be able to create tempests sufficient in intensity to capsize even the largest sea vessels. They are powerless to affect structures of earth or stone, however, and are susceptible to damage from spells of Geomancy.

Size: 7'6"-8', wingspan 20'+, 600-700 lbs.

Attributes:

INT +1	PER +2
WIL +7	CHA -6
STR +7	DEX +1
CON +10	SPD +7*

* in air; -3 on ground

Ability Level: 8-15

Attacks/Damage: Thunderbolt: DR 3 per Ability Level (range: 10 ft. per level), or Touch: DR 2 per Ability Level (electrical damage, no protection from armor)

Special Abilities: Aeromancy with five Modes at Ability Level, flight, hurl thunderbolts (one per Ability Level, per day)

Armor: None

Hit Points: 45

Habitat: Extra-planar

VOID DEMON

These powerful entities are believed to originate from the Void, a negative energy dimension situated in the depths of the lower planes. They are vaguely humanoid in form, and have a horrifying horned visage, bat-like wings, and a serpentine tail.

Void demons emanate waves of entropy and destruction that can affect both living creatures and non-organic substances. The presence of such an entity can erode stone, rust metals, and cause wood, cloth, or paper to rot

or disintegrate. The mere touch of a void demon leaves a permanent, searing mark, while its deadly grasp can cause complete disintegration.

Magics consisting of positive, creative energy are anathema to these foul demons. For example, spells of conjuration, if focused directly within the entity, inflict damage equal to twice the spell level.

Size: 8'-9', weight not applicable

Attributes:

INT +4	PER +4
WIL +6	CHA -6
STR n/a	DEX +3
CON n/a	SPD +3

Ability Level: 10-20+

Attacks/Damage: Disintegrating touch: DR equal to Ability Level

Special Abilities: Entropic Aura with a radius of 10' (everything physical within the aura, be it living or dead, animate or inanimate, takes damage equal to the half demon's Ability Level, every round! Only magic can ward against this, including magical items), flight, incorporeal

Armor: None

Hit Points: 46

Habitat: Extra-planar



DEPREDATOR

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

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

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

Thystram described the depredator as: *"an entity of extra-planetary origin, capable of traversing the vast space that lies between worlds as a mudray navigates the Sascasm River. They hail from one of the seven moons, and come to the world of Archaeus to feed, and to mate."*

Scholars have since expressed reservations about Thystram's claims, citing a lack of substantive evidence. It is true that, on occasion, the naturalist was prone to outrageous theories, yet even some of his most outlandish claims have been proven to contain more than a grain of truth.

Size: 8+ ft., 700+ lbs.

Attributes:

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

*airborne; +1 on land

Ability Level: 1-12

Attacks/Damage: Bite 8, Claws DR 10, Tail DR 16

Special Abilities: Regenerate 2 hit points per round

Armor: Armored exoskeleton, 5 points

Hit Points: 18, +2 per level

Habitat: Skies above Talislanta



DESERT PALM

The common desert palm is native to such arid lands as Kasmir, Djaffa, Faradun, Raj and Carantheum. The tree is exceptionally hardy, and can thrive in regions where there is little rain or ground water. A layer of spiny, overlapping plates covers the entire length of its trunk, conferring protection from the claws and teeth of grazing herbivores. The spiny plates also make it difficult to climb the tree, particularly as regards novice climbers. Desert palms are valued for their meaty fruit, which may be eaten fresh or preserved by drying. A single oasis may support up to 20 of these valuable trees.

DEVILS

Devils are a race of supernatural entities that originate from the plane of Oblivion, but can be found throughout the lower planes.

Though sometimes mistaken for demons, devils have little in common with them. Demons are forces of mindless destruction and exist solely to turn order into chaos. Conversely, devils possess a sinister intellect and do not seek to destroy the existing order, but rather to subvert it to their own plans and desires.

They come in a wide variety of shapes and sizes, yet

all share a few traits in common:

Speaking in Tongues

Even the lowliest devil possesses this talent, enabling them to speak and understand any language.

Immunity to Non-Magical Harm

Devils are immune to the effects of non-enchanted weapons and non-magical elemental sources (fire, acid, etc.) They do not need to breathe, and are unaffected by most toxins. Brass, however, is anathema to devil-kind, causing them pain just by its very touch. Weapons of brass do full damage against devils, even if unenchanted, and halve the protection offered them by their natural armor. Weapons of black adamant and shadowsteel also inflict full damage on these entities, even if unenchanted.

Circumscription by Brass

Devils may be imprisoned within brass enclosures of any sort, including lamps, bottles, and chests.

Oath-Binding

Devils of all sorts can be bound by their given oath. No devil will ever break its sworn word, although they are only bound by the letter of their oath, rather than the intent. Devils take great pleasure in twisting the meaning of an agreement to suit their own purposes.

Aversion to Holy Symbols & Faith

Devils fear and despise all powers greater than themselves, none more so than the forces of the higher planes. For this reason they may experience discomfort in the presence of holy symbols of any sort, to a degree commensurate with the strength of the wielder's faith and the power of the devil being so affected.

To determine if a forthright show of faith repels a devil, make a contested roll of the devil's WIL + Ability Level (highest Mode or Combat Skill in the case of devil archetypes) vs. the faithful individual's WIL + Cult Doctrines.

Immortality

Devils do not appear to age once they reach maturity. However, subtle physical changes do occur over the centuries, allowing a skilled diabolist to discern the age of a particular devil.

CATEGORIES OF DEVILS

PSEUDO DEVILS

TARTERAN

Tarterans are a hybrid species of humanoid reputed to be half devil and half Archaen - the latter, a species of mortal beings who once inhabited the land of Talislanta. In terms of their facial features and physical stature, Tarterans resemble their mortal forebears. They also possess certain physical characteristics commonly associated with devils, including horns, bat-like wings, spurs of bone on their chins, and fiery red skin.

As Tarterans age, these diabolical features become more pronounced. The horns on the forehead increase in size, the canine teeth elongate, and the chin-spurs



continue to lengthen.

Like Archaens, Tarterans are capable of learning magic, though few have the patience required to devote long years to the study of the arcane arts. For this reason, most prefer to attain magical power through the acquisition of enchanted items, weaponry, and artifacts.

Like most types of devils, Tarterans possess exceptional powers of perception, and can see clearly in darkness. Also, like their diabolical brethren, Tarterans lack willpower and can be highly susceptible to temptation.

Size: 6'-6'7"; 200-240 lbs.

Attributes:

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

* SPD +5 in the air

Ability Level: 5+

Attacks/Damage: Per weapon employed

Special Abilities: Can see clearly even in magical darkness; highly susceptible to temptation

Armor: Per armor worn

Hit Points: 18+

Habitat: Midnight Realm

MINOR DEVILS

GREMLIN

Smallest of all the devils, gremlins are imp-like creatures standing just 1-4 inches in height, with shriveled features, a pointed head, horns, and a barbed tail. They are valued for their talents as artificers, tinkers, and craftsmen, and also for their enchanting skills.

When properly motivated (either by fear or the promise of a rich reward), gremlins are capable of working at remarkable speed, creating items in a fraction of the time that would be required of a traditional craftsman. However, unless carefully monitored, the creatures will often attempt to cheat their employer in some way, either by simply slacking off whenever they are not being watched or by creating substandard merchandise that only appears to be of high quality. This is especially true in the case of enchanted items, for the extra effort and time required to create such items is considered particularly boring and laborious to gremlins.

Size: 1"-4", 1-4 oz.

Attributes:

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

Ability Level: 3-8

Attacks/Damage: Bite: DR 1

Special Abilities: Craftsman (can construct items in a quarter of the time it would take a normal craftsman), enchanter (can create simple enchanted items without the necessity of spells of enchantment.) The maximum enchantment bonus a gremlin can work into an item is equal to half his Ability Level, rounded down. Creating an enchanted item is much slower than creating a mundane one, adding a cumulative extra week of work to the creation process per enchantment level.

Armor: Tough Skin, PR 1

Hit Points: 2

Habitat: Extra-planar



SERVITOR IMP

Servitor imps are a species of minor devils that stand up to three feet in height, and are distinguished by their leathery green hide and long, snakelike tails. Other characteristics of the species include a pair of curved horns, exceptionally malleable skin and facial features, and gleaming black claws and fangs.

On their home plane, servitor imps occupy an unenviable position at the bottom of the hierarchy of devils. No job is considered too demeaning for these unfortunate creatures, who appear to exist solely for the convenience of their superiors. At best, servitor imps may be employed as scullery workers, menial labor, and low-class servants. More likely, larger devils will employ them in the manner of living tools, using a servitor imp as a plunger to unstop a clogged sewage line, as a brush to clean soot out of a smokestack, and so forth.

At worst, servitor imps may be used for the amusement of their superiors. A popular pastime among certain greater devils is to take hold of an imp's ankles and wrists and pull, the object being to see how far the creature will stretch; eight feet said to be the record. Arch-devils and pit devils sometimes amuse themselves by taking a servitor imp's head in one hand and squeezing it, just to see the funny faces that it makes.

Though it is likely that they would have it otherwise, servitor imps are well adapted to their dismal existence. Their leathery hide is almost completely impervious to cuts or abrasions and their extreme flexibility and diabolical constitution enables them to withstand practically unlimited abuse without sustaining permanent damage. It is of some small consolation to these creatures that their superiors are usually too

preoccupied with more pressing concerns to bother with them.

Size: 2'-3' in height, 20-30 lbs.

Attributes:

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

Ability Level: 1-2

Attacks/Damage: Claws: DR 4

Special Abilities: Extreme flexibility and durability, night vision.

Armor: Malleable hide, PR 8

Hit Points: 15



LESSER DEVILS

MONITOR IMP

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

Size: 1'-4" in height, 1-4 oz.

Attributes:

INT+2 PER +5

WIL 0 CHA -2

STR -5 CON 0

DEX +5 SPD 0

Ability Level: 1-4**Attacks/Damage:** Bite: DR 1**Special Abilities:** Detect invisible/aethereal, literate in humanoid languages, read magical scripts on INT roll**Armor:** None**Hit Points:** 2**Habitat:** Extra-planar

SARDONICUS

Sardonicus (or "bottle-imps," as they are sometimes known) are a lesser species of devil normally found on the plane of Oblivion. Sardonicus range in color from bright red to a deep purple; the darker the imp's coloration, the greater its age, level of ability, and power. On their home plane, sardonicus serve as advisors, underlings, and lackeys to greater devils. Through the machinations of Talislantan wizards, many have been imported to other realms, such as the Shadow Realms and Khazad.

In ancient times, these creatures were much in vogue among magicians, who favored them as familiars and imprisoned them in amberglass spheres or bottles. Their malign intelligence and uncanny powers of prescience made them invaluable as occult advisors. As the imps are self-sustaining, they were easily maintained. A sphere or stoppered cucurbit of fine amber crystal was used to keep the creature from engaging in at least the more overt varieties of mischief. Less easily controlled was the sardonicus' superior intellect and its inherently dark and malignant nature. Like all devils, sardonicus are trusted only at one's peril.

An imprisoned sardonicus may be asked up to three questions per day and must respond to the best of its abilities. If a fourth question is asked, the imp will be at liberty to either break free of its magical prison or activate an ancient and malevolent curse. In the latter case, the sardonicus remains imprisoned, but it gains control over its master's will. Thereafter, the former master must do the bidding of the sardonicus.

Size: 4"-6", 1-2 lbs.**Attributes:**

INT +6 PER 0

WIL +3 CHA -4

STR -6 DEX +2

CON +1 SPD +2

Ability Level: 3-10+ (maximum of 16)**Attacks/Damage:** Sting: DR 1 plus venom, DR 6**Special Abilities:** Invocation (Diabolism) with four Modes at Ability Level, flight (poor), innate powers of divination and thought-reading (range: 100'), sense presences (range: 1000')**Armor:** Tough skin, PR 2**Hit Points:** 5**Habitat:** Extra Planar

GARGOYLE

Gargoyles are grey-skinned, squat, and muscular creatures, with large bat-like wings, horns, and hideous features. Though they lack speed and maneuverability in the air, Gargoyles are capable of flying for great distances without the need for rest, and can carry heavy loads.

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

Size: 4'4"-5'8", 220-360 lbs.**Attributes:**

INT +0 PER +1

WIL +5 CHA -4

STR +7 DEX -2

CON +8 SPD -1

Ability Level: 8-16**Attacks/Damage:** Fist: DR 9, Battleaxe or Warhammer: DR 17**Special Abilities:** Supernatural endurance (never grows



weary, never needs sleep), can fly at normal speed while fully encumbered.

Armor: Rock-like hide, PR 5

Hit Points: 40

Habitat: Extra-planar

SAJTAN

The diabolical Sajtan serve the Shaitan as assassins and occasional consorts on their home plane of Oblivion, and are seldom encountered on Talislantan, save when summoned by diabolists, such as the mysterious Black Savants.

Attractive humanoid males and females in form, the Sajtan have flawless black skin, like polished onyx, wild manes of black, hair-like mist, antler-like ivory horns, and intense, glowing eyes of electric blue. Sajtan are seductive and dangerous entities, eager to corrupt and doom those foolish enough to have truck with them, their relish in this only being exceeded by their hatred of demons, particularly night and storm demons.

Beyond possessing the intrinsic abilities of all devils, Sajtan can fly with grace and speed, and show a marked preference for energy-based attack spells, and silver swords in melee.

Size: 6' - 7', 140-200 lbs.

Attributes:

INT +6 PER +4 WIL +2 CHA +5

STR +3 DEX +4 CON +8 SPD +5*

* in air, +3 on the ground

Ability Level: 7-15+

Attacks/Damage: Sword: DR 11

Special Abilities: Invocation (Diabolism) with four Modes at ability level, flight, immune to non-magical attacks, night vision, sense presences (range: 100')

Armor: Resilient skin, PR 2

Hit Points: 28

Habitat: Extra-planar

GREATER DEVILS

SHEDIM (GUARDIAN DEVIL)

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

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

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

Size: 8'-10', 600+ lbs.

Attributes:

INT +5 PER +8

WIL -1 CHA +0

STR +10 DEX +2

CON +10 SPD -2

Ability Level: 13-27

Attacks/Damage: Claws: DR 18, Axe: DR 26



Special Abilities: Wizardry with four Modes at Ability Level, immune to non-magical attacks, night vision, detect invisible, astral, or ethereal presences (range: 100')

Armor: Leathery skin, PR 3

Hit Points: 54

Habitat: Extra-planar

ENIM

Enim are greater devils that come from the lower plane of Oblivion. The Wastelands of Zaran harbor a number of these creatures, whose presence may be attributed to legends of an ancient magical portal located far beneath the earth. On their home plane, Enim are employed as servants by powerful arch-devils; in Talislanta, they dwell in caverns decorated with stolen finery and precious stones, and they appear to enjoy a much more leisurely existence.

Outside of their domiciles, Enim are most often encountered in pairs. They enjoy cruel sport, particularly "stone-throwing," the object of which is to crush living creatures with boulders at long range. Enim also have a fondness for wine, which they drink by the barrel with little apparent effect. Their main vice is gambling, however, for Enim are unable to resist any wager that they believe they can win. No stakes are too high for these hideous giants, who sometimes allow captured creatures a chance to escape their stew-pots - providing the intended victim can best them at some game of chance.

Size: 12'-15', 800-1,200+ lbs.

Attributes:

INT +6	PER +1
WIL +7	CHA -5
STR +8	DEX -3
CON +10	SPD -3

Ability Level: 11-25

Special Abilities: Wizardry with four Modes at Ability Level, night vision, immune to most non-magical



attacks, harmed by brass weapons at double damage, detect astral/ethereal/invisible presences at range of 100 feet

Armor: Hide, PR 3

Hit Points: 55

Habitat: Extra-planar

AZADIM (PIT DEVILS)

Largest and physically strongest of the greater devils, Azadim (also known as pit-devils) stand up to twenty feet in height and have copper-colored skin, curved horns, and gleaming white fangs. They favor heavy jeweled armbands, earrings, nose-rings, and a long topknot of black hair, adorned with silver and gold bands.

Azadim are typically found in the service of an arch-devil. Most are employed as overseers in the slave-pits, where the slaves and servants of devilkind toil at such tasks as mining, stoking fires, operating infernal engines, and so on. Harsh and unrelenting taskmasters, they are known for their pitiless nature and cruel sense of humor.

Azadim covet wealth and power, and generally resent their relatively lowly position as slave-drivers. As such, they will do almost anything to impress their masters, hoping to elevate their status in the Diabolical Hierarchy. The ideal for most Azadim is to be assigned to serve as sub-commander in the diabolical armies that arch-devils employ in their ongoing wars against demonkind.



Size: 18'-22', 1,500-2,000 lbs.

Attributes:

INT +6 PER +4

WIL +7 CHA -3

STR +12 DEX 0

CON +10 SPD -3

Ability Level: 13-30

Attacks/Damage: Claws: DR 22, Barbed Great Whip: DR 20

Special Abilities: Wizardry with four Modes at Ability Level, night vision.

Armor: Thick Hide, PR 4

Hit Points: 58

Habitat: Extra-planar

NEPHILIM (NETHER DEVIL)

The most intelligent of the greater devils, Nephilim stand from eight to ten feet in height and have glistening black skin, red eyes, and well-formed features; long horns and sharp white fangs notwithstanding, they are regarded by many as among the most attractive of the diabolical races. The impression is further enhanced by the sartorial habits of these devils, who typically favor jeweled rings, costly silks, and other fine raiment.

Nephilim have an innate talent for magic, and most are quite accomplished in the arcane arts. Both the males and females are employed by arch-devils as advisors, emissaries, and spies. They particularly excel at the latter occupation, as Nephilim possess the ability to alter their form at will.

Size: 8'-10', 300+ lbs.

Attributes:

INT +8 PER +6

WIL +8 CHA +4

STR +4 DEX +2

CON +3 SPD +1

Ability Level: 20-30+

Attacks/Damage: As per weapon employed

Special Abilities: Wizardry with eight Modes at Ability Level, night vision, alter form at will (must still be humanoid, but can alter size by up to 2' either way and switch physical attribute points around, providing any given physical attribute is not increased or decreased by more than 2 points)

Armor: Thin Hide, PR 1

Hit Points: 30

Habitat: Extra-planar



ARCH-DEVIL

Arch-devils are the diabolical avatars of the Shaitan. In their natural form they may stand up to twenty feet in height, with coal black skin, a long topknot, and eyes that burn with a subtle fire. In fact, arch-devils resemble smaller versions of the Shaitan, who created them from their own blood, and in their own image. These sinister and duplicitous entities are also able to adopt the forms of other humanoid beings or creatures, according to their needs or desires.

Arch-devils dwell in bleak stone castles located amidst the upper realms of the plane of Oblivion. In emulation of the Shaitan they observe a formal hierarchy of their own, and bear such titles as Prince, Princess, Minister, and Knight. While all arch-devils are bound to serve the Shaitan who created them, they do so primarily out of fear; disobedience can bring with it the pain of banishment, or the sting of sudden retribution. Accordingly, arch-devils profess undying loyalty to their masters, though in fact they crave power, wealth, and position, and are thoroughly unscrupulous and untrustworthy in all their dealings.

Arch-devils sometimes appear on the material planes, either through the auspices of a summoning spell, or to suit their own designs. In the latter case they usually adopt the form of mortal beings, so as to move among such peoples without their knowledge. When not

preoccupied with more pressing concerns, arch-devils sometimes enjoy corrupting the morals of lesser beings, who they generally regard as akin to insects. Even the Tarterans, with whom arch-devils have been known to frequently deal, are regarded as little more than amusing, petty half-castes.

Size: 8'

Attributes: All attributes + 10 or greater

Ability Level: 25+

Attacks/Damage: Per spell or weapon employed

Special Abilities: All Orders known with all Modes at ability level, immunity to non-magical attacks, teleport.

Armor: None

Hit Points: 100 +

Habitat: Extra-planar

SHAITAN

Next to Diabolus, the most powerful diabolical entities are the Shaitan. Formerly denizens of the higher planes, the Shaitan are magical beings possessed of abilities far in excess of even the most powerful mortals. Their eyes, which seem to burn with a subtle fire, can see into a man's soul and read his or her fondest desires. They know all spells, are fluent in all languages, and can conjure forth riches of an amount equal to ten thousand gold lumens at the snap of a finger.

Originally thirteen in number, after Zahur's treachery, some say that only twelve Shaitan now remain in power. Others believe that a thirteenth Shaitan was promoted from the ranks of the arch-devils to take the place of the treacherous Zahur. Shaitan possess near god-like abilities, but are confined to the lower plane of Oblivion



by an unbreakable oath sworn many eons ago.

Size: 12'+, weight unknown

Attributes: All attributes + 12 or greater

Ability Level: 35+

Attacks/Damage: As per spell/weapon employed

Special Abilities: All Orders known with all Modes at ability level, immunity to non-magical attacks, emanate darkness (20 ft. radius) at will.

Armor: None

Hit Points: 500 +

Habitat: Extra-planar

DIABOLUS

Lord of the Shaitan, and Tyrant of Devilkind, Diabolus is godlike in his power. Terrible beyond compare in his wrath, cunning beyond conception in the workings of his mind, in his speech and in his presence, Diabolus represents every aspect of devilkind in its ultimate expression. His appearance shifts as often as his moods, and the untold eons of his existence have granted him skills and power, arcane and mundane, no mortal could ever hope to attain. Feared, adored, hated, and worshipped in equal measure by all devils, Diabolus is said to see all that occurs throughout the lower plane of Oblivion.

Size: 20', weight unknown

Attributes: All attributes + 15 or greater

Ability Level: 50

Attacks/Damage: Touch DR 15 (energy damage) or as per spell/weapon employed

Special Abilities: All Orders known with all Modes at ability level, immunity to non-magical attacks, teleport, emanate darkness(20 ft. radius) at will.

Armor: None

Hit Points: 500 +

Habitat: Extra-planar



DHUNA

An olive-skinned folk, the Dhuna have jet-black hair and expressive features. The females dress in linen robes, cloaks, and tunics, with sandals or boots. Male Dhuna wear shirts, breeches, and cloaks, with knee-high boots of soft leather.

The Dhuna are believed to be related to the Sarista gypsy folk and the Zandir. Persecuted for practicing witchcraft, their ancestors were forced to seek refuge in the forests of Werewood following the Phaedran Cult Wars. Hidden deep in these woods the Dhuna discovered a number of sacred groves, each demarcated by a circular ring of ten-foot tall runestones. Here they settled, and remain to the present day.

The Dhuna live in communal groups, called covens, ranging in size from small family groups of less than a dozen to large fraternal orders that may number into the hundreds. Each coven has its own settlement. Dhuna live in simple huts made of stone and earth, and roofed with woven thatch. The huts are well-hidden by the surrounding woods, and occasionally by certain spells and charms, as well.

All Dhuna covens claim alliance to one of three general Orders: White, Black, or Grey. Covens of the White Order focus on the creative and fertile aspects of nature, and are diametrically opposed to the Black covens, who employ the destructive forces of nature. Grey covens seek a balance between the two, while favoring neither.

The covens gather together during certain cycles of the suns and moons, meeting in secret among the ancient runestones. Here the Dhuna hold their rituals, certain of which may date back to the Age of Mystery. Witchgates play an important role in certain of these rituals, and may be used to summon entities from other planes of existence.

Size: 5'-5'10" tall, 90-150 lbs.

Attributes:

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

* females/males

Ability Level: 1+



Attacks/Damage: Per weapon employed

Special Abilities: 70% chance any Dhuna will have Witchcraft Order with 3 Modes at ability level; Females can capture a man's heart with a single kiss; victims must make Willpower roll to resist, with the Dhuna's Witchcraft skill level as a negative modifier; harmful actions by the Dhuna allow victims further opportunities to resist.

Armor: Per armor worn

Hit Points: 12+

Habitat: Werewood, Silvanus

DISEMBODIED SPIRIT

The Ghostlands of Faradun are said to be haunted by disembodied spirits, which can also be found in graveyards, ruins, and ancient battlegrounds throughout Talislanta. These spectral entities are the spiritforms of deceased creatures and beings who, for one reason or another, have become lost or stranded en route to their next incarnation. Some, having met a particularly violent or unjust end, refuse to move on to their next life until they have been avenged. Others were the victims of miscast spells, abortive attempts at astral travel, or other unfortunate circumstances. Until a disembodied spirit is able to avenge or resolve the death of its physical form, it can never rest, nor will it be able to move on to the next world.

Size: 5'-7', weightless

Attributes: As per former life (physical attributes do not apply, except as pertains to SPD and DEX, both of which are rated at +2)

Ability Level: 3-18

Attacks/Damage: Energy **Attack:** DR 1 per level

Special Abilities: Possess/inhabit inanimate objects, flight, pass through solid substances at will, harmed only by silver, magic, or other extra-dimensional entities

Armor: None (non-corporeal)

Hit Points: 10

Habitat: Ghostlands, graveyards, ruins, battlefields

DJAFFIR

The Djaffir are uniformly slender and wiry of build, dark skinned, and of average height. Flowing head dresses, robes, and cloaks of beige or white linen are worn by both tribes, along with boots of soft animal hide. All Djaffir wear traditional fetish-masks made of cured hide and decorated with occult symbology.

The Djaffir are descended from a large group of nomadic tribes displaced by The Great Disaster. Some believe they are distantly related to the Kasmirans, a prospect

which neither people seems to relish.

The Djaffir people are comprised of many families and clans, each of which belongs to one of two main tribes: merchant traders or bandits. By far the most numerous of the two tribes, the Djaffir merchants make their living by buying and selling goods from distant lands and importing them across the continent in large caravans. They also breed aht-ra and other beasts, which they sell at markets from the Western Lands to the Kang Empire. The bandit tribes are mainly caravan robbers, though on rare occasions they have been known to raid small settlements and encampments, taking anything of value that can be carried off.

Djaffir males can take as many wives as they can afford to keep. No wife is more important than any other, nor are any offspring favored over the other on the basis of maternal origin. Women are allowed to do anything a man can do except rule a tribe or take more than one husband. There is evidence to suggest that Djaffir women have begun to rebel against these inequities, but the ancient traditions are not easily changed.

Though they will use force if necessary, Djaffir bandits are not known to engage in wanton or senseless violence. Neither are they known to attack the caravans of other Djaffir, a fact that has led many to suspect collusion between the sheiks of the two tribal groups. Some go so far as to cite the distinction between Djaffir merchants and bandits as one of semantics only. The implication is that there are no bandit or merchant tribes per se, only Djaffir; i.e. a Djaffir who has nothing to sell becomes

a bandit. When he has stolen something and wishes to sell it he becomes a merchant. The Djaffir do not take kindly to such talk.

It is the peculiar custom of all Djaffir to wear leather fetish masks, which cover the entire face. The Djaffir will not remove these masks except in the privacy of their tents, believing that "the face mirrors the soul", and that their masks protect them from hostile magics. These devices do indeed seem to confer some protection from magical influences, and certainly are of practical use against sand storms. Individuals of a more skeptical nature claim that the Djaffir wear masks simply to conceal their identities from those whom they intend, by one means or another, to eventually relieve of their money.

Size: 5'-6'; 80-160 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 16+

Habitat: Red Desert, continent wide

D'OKO

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

DRAC

Dracs are a species of small, wingless dragons. In the wild, these creatures prey mainly on vermin but may exhibit aggressive tendencies.

Drac are much favored as pets in some lands, where a young drac up to one-foot long may sell for as much as





fifty gold lumens. They are sometimes trained as guard beasts or trackers.

Size: 2'-8' in length, 20-160+ lbs.

Attributes:

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

Ability Level: 1-4

Attacks/Damage: Bite DR 4, Claws DR 1

Special Abilities: keen sense of smell

Armor: Scaly hide PR 2

Hit Points: 4-16

Habitat: Wilderness regions continent wide

DRACARTAN

The Dracartans are tall and jade-skinned, with chiseled features. They dress in flowing robes of fine white linen, and adorn themselves with necklaces, bracers and torcs of red iron.

Formerly a tribe of poor nomadic wanderers, the ancestors of these hardy folk settled in the Red Desert some centuries ago. With the re-discovery of the lost art of Thaumaturgy, the Dracartans learned how to create red iron, a metal superior in all aspects to common black iron. The Dracartan people prospered, and Carantheum soon became a strong and prosperous nation.

With little more than their own ingenuity and thaumaturgical talents, the Dracartans have built a flourishing and sophisticated civilization in the midst of a barren desert. Dracartan architecture tends to be on a grand scale, but aesthetically pleasing. Their cities are comprised of domed towers and circular structures of whitewashed stone, which the Dracartans make from thaumaturgically solidified sand. Red iron plating is

used for defensive purposes, and to add decorative touches.

Safe within their walled cities, the Dracartans practice many a diverse array of crafts and professions. There are food-growers, artisans, metalsmiths, thaumaturges, merchants, priests, teachers, public officials, desert scouts, and many others. The populace subsist on a plentiful diet of dates, erd's milk, erd cheese, and a type of unleavened bread made from provender plant called t'chall. Kasmiran mochan is a popular beverage.

Dracartans consider themselves to be part of a single family: "One tribe, one heart", as they say. Males and females are accorded equal status in the family and in Dracartan society. Children are cared for by their parents and grandparents; education is considered of the utmost importance, and children begin schooling at age three.

The Dracartans are a moody and introspective people, prone to brooding. Most are friendly, if somewhat reserved; frivolity is not a quality associated with these folk. This trait can be ascribed to the unending struggle of the Dracartan people to survive, first as a tribe, then as homeless wanderers, and now as a nation.

Dracartans exhibit an admirable degree of tolerance for the ways and beliefs of most other peoples, except as pertains to the inhabitants of Faradun, the Kang Empire, and Raj. The former two, while accorded a modicum



of courtesy in Carantheum, are regarded with suspicion and distrust. The prevailing attitude towards Rajans is more distinct, and can be categorized as "murderous." Enemies of the Dracartans since their nomadic days, the Rajans have long sought to wrest control of the Red Desert and its wealth of minerals from Carantheum, and there is no love lost between these two peoples.

Despite their current wealth and prosperity, the Dracartans remember the old days when they had nothing. Though they can afford to surround themselves with creature comforts, they choose to live simply. This is both a way of honoring the ancestors who struggled so that they might prosper, and a means of ensuring that should the Dracartans lose everything as they did long ago the race would still be strong enough to survive.

Size: 6'-7'; 120-220 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 14+

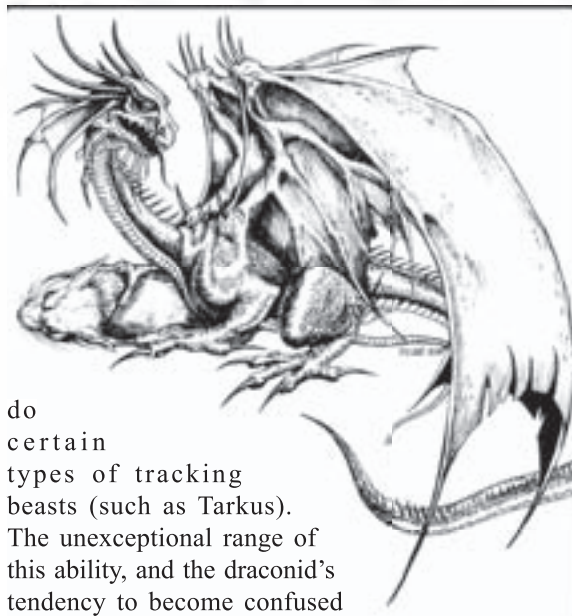
Habitat: Carantheum, Red Desert, Astar

DRACONID

Draconids (also known as fire lizards or pseudo-dragons) are smallish reptiles native to certain rocky regions of Talislanta. They are not unattractive creatures, their scaly hides and leathery wings showing various shades of bright red, yellow and orange. Even fully grown, draconids rarely measure more than eight to twelve inches in length.

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

As draconids are able to detect magical emanations, they are also in great demand amongst practitioners of the arcane arts, who employ these tiny reptilians much as hunters



do certain types of tracking beasts (such as Tarkus). The unexceptional range of this ability, and the draconid's tendency to become confused by the near proximity of other magic items (such as those carried by its master, and/or its master's associates), can sometimes limit the draconid's effectiveness when utilized in this capacity.

Size: 8"-12"; 1-31lbs.

Attributes:

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

Ability Level: 1-2

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

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

Armor: As per chain mail

Hit Points: 2-8

Habitat: Volcanic Hills, wastelands, ruins

DRACTYL

Dractyl are a species of winged reptilian found in the hills and mountains of Harak, Xanadas, and (less commonly) L'Haan. In the wild, these creatures live on the ledges of cliffs and chasms, usually in groups of ten or twelve. Dractyl have a language of sorts but are among the most dour and rancorous creatures in Talislanta. Their diet normally consists of vermin, scorpions, and spiders, though they will eat almost anything that can be obtained without great exertion. The rheumy, yellow-eyed stare of these avians is somewhat unnerving, a fact from which dractyl seem



to derive a certain perverse pleasure.

Dractyl are trained as steeds by the fierce Harakin, who use them for airborne and overland transport. Awkward and ungainly, dractyl are only fair flyers and have an aversion to flying at altitudes exceeding about a hundred feet. Though the Harakin ride them into battle, dractyl have little love of combat, and they obey their masters primarily to avoid being eaten at the next meal.

Size: 7'-7'6" in length, 25'+ wingspan, 600-800+ lbs.

Attributes:

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

* in the air, -2 on the ground

Ability Level: 3-6

Attacks/Damage: Bite: DR 8, Claws: DR 8

Special Abilities: Flight, capable of speech

Armor: Hide, PR 2

Hit Points: 34

Habitat: Harak, northern Kang Empire, Xanadas

DRAGON

Famed in legend and lore, the dragons of Talislanta were an ancient race of reptile that is now on the verge of extinction. Several species, most notably the multi-headed kaliya and the crested dragon, have been almost entirely extirpated. Others, such as the ponderous land

dragon, may soon be hunted to extinction by the Araq and other predatory creatures.

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

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

DRAGON, CRESTED

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

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

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

Thystram's Collectanea describes the crested dragon as: *"the most misunderstood of the dragon species; an intelligent beast, largely quiescent and benign, unless aroused to ire."* Though one is hesitant to

cast aspersions upon the character or veracity of the renowned savant, one is perhaps well-advised to note that Thystram was not averse to taking a glass or two of spirits, particularly in the late evening hours, when he was in the habit of transcribing notes to text. This may well explain why the Collectanea contains a number of statements such as the one previously quoted, which is patently absurd.

Due to overhunting and increased competition from other, aggressive species, the Crested Dragon is now all but extinct across the Talislantan continent.

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

Attributes:

INT +3	PER +2
WIL +3	CHA +0
STR +10	DEX -2
CON +5	SPD -1

Ability Level: 10-20 +

Attacks/Damage: Bite DR 22, Claws DR 15, Fiery Breath DR 4 per Ability Level

Special Abilities: Breathe fire (four times per day), One magical Order with 3 Modes at ability level,

converse in three or more languages, flight

Armor: Thick hide PR 6

Hit Points: 40-80

Habitat: Wilderlands, abandoned ruins

DRAGON, LAND

Land dragons are massive reptilians indigenous to the Wastelands and Volcanic Hills. Land lizards, ogriphants, and crag spiders are the favored food of these huge beasts, luckless travelers serving to augment the land dragon's diet as the opportunity arises. The largest and most powerful of these creatures are known to attack raknid colonies, tearing through the fibrous hives in search of juicy eggs and larvae.

Land dragons have been domesticated by the Saurans, who outfit them with battle towers and train them for use in warfare. Aggressive by nature, the giant quadrupeds are well-suited to this type of activity, and can easily batter down stone fortifications. Land dragons have long been hunted by Araq, who kill their young for food and use terrible dragon-traps to maim mature dragons. As a result, the species is believed to be on the verge



of extinction.

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

Attributes:

INT -9	PER -5
WIL +8	CHA n/a
STR +12	DEX -4
CON +8	SPD -3

Ability Level: 6-12

Attacks/Damage: Bite: DR

22, Trample: DR 28, Tail:

DR 32, Battering **Attack:**
DR 42

Special Abilities:

Impervious to heat
and flame

Armor: Body plates,
PR 8; thick hide underside,
PR 3

Hit Points: 75

Habitat: Wilderlands, Volcanic Hills,
western Kang Empire



DRAGON, SEA

The sea dragons of Talislanta are great serpentine creatures covered with iridescent green scales that dwell in deep waters across the Southern Rim. The bane of ocean-going vessels, they are capable of crushing the hulls of even the largest ships in their coils, and they are attracted by disturbances in the water, which they can sense from miles away.

Sea dragons are not particular with regard to their eating habits, exhibiting an equal fondness for ocean kra, giant sea scorpions, and humanoid beings. They have an abiding fear of zaratan (particularly in herds), and tend to avoid areas where these creatures are found in numbers. A remarkable attribute of sea dragons is their ability to ingest materials of all sorts without suffering apparent harm; Sun-Ra-San dragon-hunters claim to have found ancient metal artifacts, weapons, and implements in the stomachs of slain sea dragons. Stories of this sort may be responsible for the accounts of sea dragons keeping stores of sunken treasure, a belief that is without basis in fact.

Size: 50'-60', 6-10 tons

Attributes:

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

Ability Level: 8-16+

Attacks/Damage: Bite: DR 25, Constrict: DR 19 per

round

Special Abilities: Swallow man-sized prey whole (on critical success), converse in ancient tongue, immunity to poisons

Armor: Scales, PR 5

Hit Points: 86

Habitat: Seas and oceans of Archaeus

DRUKH

Drukhs are a rugged people who dye their long hair, beards and skin with the juice of the purple barb-berry. They have dark eyes and savage features, and dress in rude hides, furs, and necklaces made from the fangs and claws of wild beasts.

Nomadic hunter-gatherers who build no permanent dwellings of any kind, Drukhs range throughout the central hills and mountains of Arim in loose-knit bands numbering from a few dozen individuals to several hundred. Their warriors ride wild graymanes dyed purple with berry juice - a most unusual sight, or so it is said. Drukhs subsist on roots, tubers, and wild game; they also prey on Arimite livestock as the opportunity warrants, and are known to rob caravans along those parts of the Phaedaran Causeway that lay adjacent to their territories, and to launch raids against small villages



and outposts.

Among the Drukhs, there is no marriage per se; males and females alternate partners as they choose. Children are raised by the tribal elders, who teach them about hunting and warfare. Those who are too old or weak to fend for themselves are slain out of hand, thereby reducing the number of mouths needing to be fed.

Size: 5'2"-6'; 80-160 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Warriors entranced by the flutes and drums of their shamans will continue to fight even if afflicted with normally incapacitating wounds (until reaching -10 hit points). Drukhs Shamans will have the Shamanism Order and 3 modes at ability level.

Armor: As per armor worn

Hit Points: 14 + 2 per ability level

Habitat: Werewood, Western Lands

DRYAD BUSH

This slender and graceful variety of flowering shrub is found primarily in Astar of the Seven Kingdoms. Late at night, dryad bushes undergo an uncanny metamorphosis, becoming beautiful green forest nymphs. The transformation lasts only until dawn, after which the nymphs return to plant-form. The esteemed botanomancer, Viridian, once professed to have been married to a forest nymph, whom he saw only between the hours of sunset and sunrise.

Size: 5'-6'

Attributes:

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

* in nymph form; otherwise, not applicable

Ability Level: 1+

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

Special Abilities: Metamorphose from plant to nymph form, possible Natural Magic skill

Armor: Bark, PR 4

Hit Points: 16

DUADIR

Duadir are a mutated species of reptilian that ranges throughout the Wastelands, hunting in groups of up to a dozen individuals. They normally prey on crag spiders and land lizards, though they will attack even land dragons when driven by hunger. Each of the duadir's two heads is capable of attacking independently. The talons of their hind legs are even more dangerous and are used to slash prey.

Duadir are swift runners, easily able to match an equus stride for stride. They lack endurance, however, and can only travel at top speed for about a mile or so before becoming exhausted. The creatures are trained as steeds by the Araq, who accomplish this feat by the cruel treatment of duadir hatchlings.

Size: 10'-11', 600-900+ lbs.

Attributes:

INT -7	PER +4
WIL +5	CHA n/a
STR +4	DEX +2
CON +5	SPD +7

Ability Level: 5-11+

Attacks/Damage: Bite: DR 16, two attacks; Claws: DR 10 or Tail: DR 8, or entangle

Special Abilities: Two heads can attack independently

Armor: Scaly hide, PR 2

Hit Points: 37

Habitat: Wilderlands of Zaran, Volcanic hills, Kharakhan Wastes

DURGE

Durge are a species of ponderous, six-legged herbivores originally bred by the ancient Phaedrans for use as burden beasts. The experiment, viewed in retrospect, appears to have been less than entirely successful. As planned, the hybrid durge were large and exceptionally powerful. They thrived on weeds, dry grasses, and other inexpensive foodstuffs and were mild and placid by nature. Unfortunately, few durge showed any great inclination towards hard labor, preferring instead more enjoyable pursuits; specifically, chasing after durges of the opposite sex. The creatures soon proved to be remarkably prolific; so much so, that the Phaedrans were forced to release great numbers of the hulking creatures into (what was then) the eastern wilderness.



Durge are now found throughout much of the continent, from Aaman and Zandu to the Kang Empire. Domesticated durge are still used as dray beasts, though most are now raised for food. Great herds of these ponderous creatures inhabit the Plains of Golarin, the Wilderlands, and surrounding territories. The proliferation of the species has enabled many a predatory species to survive, and even to flourish.

Size: 8' in length, 5' at shoulder, 2,000+ lbs.

Attributes:

INT -10	PER -4
WIL +8	CHA n/a
STR +8	DEX -10
CON +8	SPD -9

Ability Level: 3

Attacks/Damage: Normally, none. Head-butt: DR 16, only if harassed

Special Abilities: None

Armor: Hide, PR 2

Hit Points: 48



Habitat: Domesticated, Golarin, Wilderlands of Zaran

EBONITE

Ebonites are spectral beings who hail from the ruined city of Ebon, an ancient port located on the dark shores of the Underworld. Tall and preternaturally thin, Ebonites resemble humanoid shadows, with eyes like smouldering white coals. Being sensitive to light, they cover their bodies from head to foot whenever they leave the Underworld. Only in darker regions, such as the Midnight Realm, do they go about without the long, hooded robes that form their usual costume.

Ebonites are supernatural entities who possess certain powers and abilities that mere shadowights do not. These include the ability to learn Magic and other skills, as well as the ability to take on corporeal form at will. Ebonites cannot drain the life-force of living beings, nor do they need to do so to sustain themselves.

Like shadowights and other spiritforms, Ebonites were once living beings. Once passing from the lands of the living, their spirits made the long voyage to the Underworld. However, something about them drew the attention of Death. Great infamy or acts of heroism, no one can say for sure what will draw Death's baleful eye. Some sorcerers petition for this state in order to continue their magical studies beyond death, while some heroes offer themselves to Death's service in exchange for a loved one being returned to life. However it happens, those taken by Death are consigned to spend eternity as spectres, and to dwell in the ancient city of Ebon.

Ebonites are an eerie folk who exhibit a morbid fascination with death, black magic, and the Occult. They are drawn to crypts, ruins, and ancient battlefields, where they may spend hours communing with the spirits of the departed, studying relics, or simply absorbing the atmosphere of death and decay that hangs like a pall over such places.

Ebonites are less fond of associating with living beings, with whom they generally prefer to avoid prolonged contact. When they must interact with such entities, Ebonites usually waste few words and complete their transactions as quickly as possible. Ebonite traders are notorious for their brevity in communication, never engaging in the sort of haggling that

is common among folk such as the Zoab.

Ebonites have no such qualms about associating with Black Savants, with whom they enjoy rather cordial relations. No doubt this is because unlike most humanoid races, Black Savants are not truly alive.

Size: 6'6"-7'6"; 110-160 lbs. (or weightless)

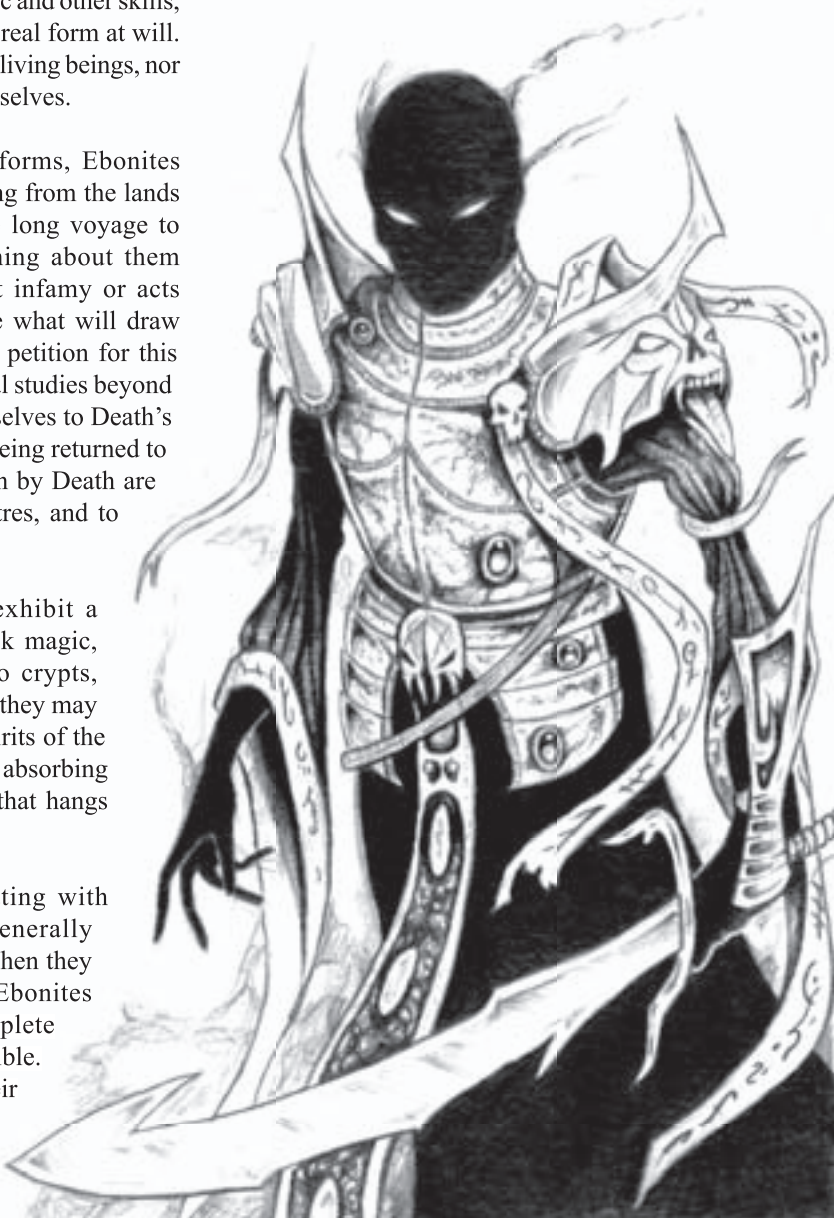
Attributes:

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

Ability Level: 5+

Attacks/Damage: As per weapon employed

Special Abilities: See clearly in even magical darkness; detect invisible, aethereal, and astral presences by



sight; immune to damage from unenchanted weapons and those not noted for damaging extra-dimensional entities; dismayed and partially blinded by strong light (-5 to all actions); damaged by magical radiance (suffers damage equal to the Level of the light spell); change from corporeal to incorporeal form at will (change takes one round); emanates an aura of death in a 10' radius (this spooks normal animals, and these must make a WIL roll or flee the Ebonite's presence).

Armor: As per armor worn

Hit Points: 20+

Habitat: Extra Planar

ECHINOMORPH

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

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

Echinomorphs are incapable of swift movement. They feed mainly upon giant mollusks, water raknid drones, and other slow-moving creatures, using their ability to change color to match their surroundings to help them attack victims by surprise. Using such methods, echinomorphs are sometimes able to capture creatures much faster than themselves, including skalanx, sea demons, rainbow kra, and even Men. Echinomorphs use their great strength to crush prey slowly in their grasp, relying upon their natural defenses to protect themselves from suffering damage. Once an echinomorph has gotten hold of a creature, there is practically no way for the victim to break free.

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

"First, bring the affected vessel up on dry land, and

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

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

Size: 7-8 ft. span, 600-800+ lbs.

Attributes:

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

Ability Level: 1-8

Attacks/Damage: Crushing grasp DR 10 per round (plus DR 3 incidental damage from spiny carapace)

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

Armor: Spiny exoskeleton PR 4

Hit Points: 15, +4 per level

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



ELEMENTAL, AVATAR

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

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

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

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

All elemental avatars possess the following characteristics and **Abilities**:

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

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

Attributes:

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



CON +15 SPD +15

Level: 50+

Attacks/Damage: Energy Attack DR 25 +1 point per level, by touch

Special Abilities: Natural magic and Elementalism Orders with all modes at ability level, abilities listed above

Armor: None

Hit Points: 500

Habitat: Extra-planar

ELEMENTAL, GREATER

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

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

elementals.

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

All greater elementals possess the following characteristics and **Abilities**:

- Cast any spell related to their elements at up to 25th level.
- Create an area of elemental force that replicates the environment of their home plane. Up to 100 feet in diameter per level of the elemental.
- May be summoned to the material plane by magic. If summoned, greater elementals may take the form of twenty-foot humanoids composed of ambient elemental energy or may appear in their natural forms.
- The ability to return to their home plane at will unless constrained by magic.
- Immune to all forms of attack except magical weapons, opposing elemental forces and negative energy.



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

Attributes:

INT+10 PER+10

WIL+10

CHA+10

STR+10

DEX+10

CON+10

SPD+10

Ability Level: 11-25

Attacks/Damage: Energy Attack DR6 +1 point per level, by touch

Special Abilities: Elementalism Order, all modes at ability level, abilities listed above

Armor: None

Hit Points: 44-100

Habitat: Extra-planar

ELEMENTAL, SUB

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

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

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

All sub-elementals possess the following characteristics and **Abilities**:

- Create an area that consists of the elemental force from which they are composed, up to 10 feet in diameter per level.
- May be summoned to the material plane by magic. If summoned, sub-elementals may take the form of a ten-foot humanoid composed of ambient elemental energy, or may appear in its

natural form.

- Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

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

Attributes:

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

Ability Level: 1-16

Attacks/Damage: Energy Attack DR 2+1 per level, by touch

Special Abilities: Natural magic or Elementalism Order with attack and 4 modes at ability level, plus abilities stated above

Armor: None

Hit Points: 2-32

Habitat: Extra-planar

ELEMENTAL, MINOR

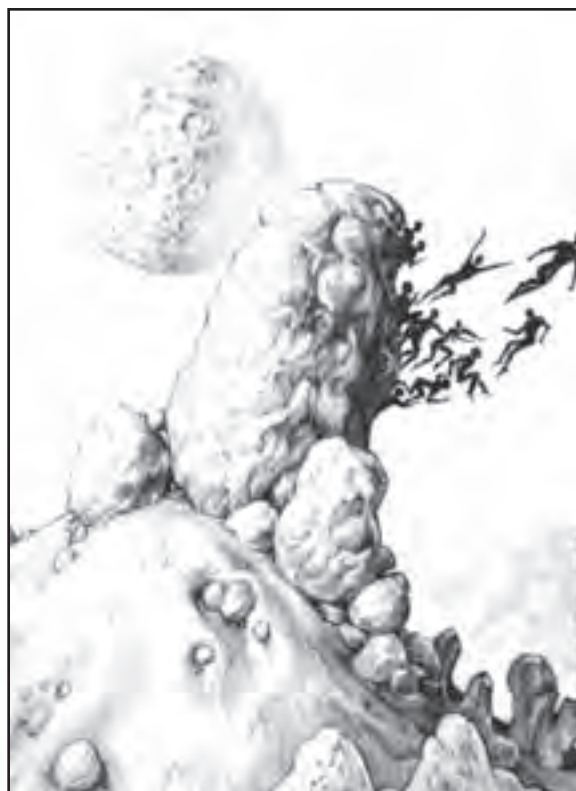
Minor elementals are nature spirits that inhabit both the Elemental Plane and the Talislantan continent. These benign entities blend into their natural surroundings and are almost impossible to detect. Yet every blossom,

blade of grass, pebble, or other bit of natural matter harbors a minor elemental. They are as numerous as grains of sand, or the countless dew drops that speckle every forest of every world on the material plane.

If summoned by magic, or by one who knows how to commune with the natural world, minor elementals will make their presence known. They generally appear as tiny imps or sprites, one or two inches in height, identical in coloration to the organic matter that they chose to inhabit. All are comprised of ambient elemental energy, and they possess talents related to their natural forms.

All minor elementals possess the following characteristics and **Abilities:**

- Create an area that consists of the elemental force from which they are composed, up to 1 feet in diameter per level.
- May be summoned to the material plane by magic. If summoned, minorelementals may take the form of a tiny, implike creatures 1-2 inches in height.
- Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.



Size: 1"-2"

Attributes:

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

Ability Level: 1-5

Attacks/Damage: Energy Attack by touch at Ability Level DR

Special Abilities: Elemental Magic or Natural Magic with Attack and two other Modes at Ability Level, create area of elemental force (up to one foot in diameter per Ability Level), vulnerable only to magical weapons, opposing elemental forces, and negative energy

Armor: None

Hit Points: 1 per Ability Level

Habitat: Extra-planar

ENDOMORPH

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

Size: 1' long, 1-2 lbs.

Attributes:

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

Ability Level: 1

Attacks/Damage: None

Special Abilities: Ability to sense danger, have own language similar to Talisman

Armor: Shell PR 4; otherwise none

Hit Points: 1-4

Habitat: Mushroom Forest (Werewood), aberrant



Forest.

EQUUS

Equus are a hybrid of mammal and reptile prized as steeds throughout the continent. They are quite intelligent, and have their own language, called equan. Some few are even able to speak the languages of humanoids, though a natural tendency toward secrecy forbids most equus from boasting of this ability. In the wild, they travel in herds of up to about sixty individuals.

There are four sub-species of equus: the common and reliable graymane; the swifter but less durable silvermane; snowmanes, built to endure frigid climes and sure-footed on ice or snow; and coal-black darkmanes, aggressive and spiteful creatures who often attack other equus on sight.

Size: 5'+ at shoulder, 400-600 lbs.

Attributes:

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

(SPD +8 for silvermanes; CON +1 for silvermanes; CHA -7 for darkmanes)

Ability Level: 5-10



Attacks/Damage: Kick: DR 13, Bite: DR 5

Special Abilities: Ability to converse in Equan (some few Eqs are also known to speak humanoid languages), immune to cold (snowmanes only)

Armor: Scaly hide, PR 2

Hit Points: 35

Habitat: Plains, wilderlands, snow fields (snowmanes), hills (greymanes), forests (silvermanes), wastelands (darkmanes)

ERD

Erd are a species of domesticated, six-legged mammals found throughout the Western Lands and in parts of the Seven Kingdoms. These creatures are identifiable by their long, shaggy fur and unusual features, which some describe as similar to an old man or sage. The Sarista and Zandir sometimes call them "wise ones" and regale each other with tales of their erd's placid and patient ways. Erd grow a new coat of fur every spring, shedding the old coat by the fifth week of Ardan. The discarded fur, called shag, is soft and durable and is used to make blankets and rugs. The creatures are quite strong and can be trained as burden beasts. The female of the species secretes a milky substance that can be used to make a flavorful variety of cheese. Erd are easily agitated by fire and may become quite aggressive when in such a state. Wild erd are still found in Silvanus and northern Zandu, though they are now quite rare. Their great size and strength is a natural deterrent to all but the most diligent or desperate predators. The Sarista are quite fond of erd, which they use to pull their wagons.

Size: Up to 8' long, 6' at shoulder, 800+ lbs.

Attributes:

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

Ability Level: 4

Attacks/Damage: Kick: DR 14, or Trample: DR 22;

Special Abilities: Wool used to make shag, females produce milk for cheese.



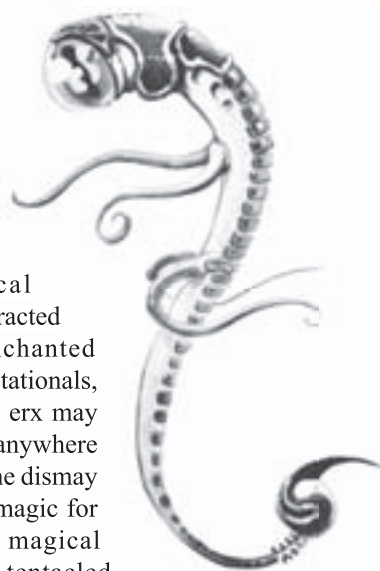
Armor: None

Hit Points: 28

H a b i t a t :
Domesticated

ERX

Erx are extra-dimensional parasites that feed on magical energies of all sorts. Attracted to magical gates, enchanted artifacts, windship levitationals, and summoning spells, erx may be encountered almost anywhere in Talislanta, much to the dismay of those who practice magic for a living. Erx absorb magical energy through their tentacled appendages; prolonged contact with a hungry erx can de-magic even the most potent enchanted items.



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

Size: 1'-4' in length, 2-8 lbs.

Attributes:

INT -5	PER +10
WIL +8	CHA n/a
STR -3	DEX +3
CON +10	SPD +5*

* tail stinger strikes at SPD +10

Ability Level: 4-11

Attacks/Damage: Normally, none; if provoked, Stinger: DR 1 +venom (CON roll at -5 to resist, or suffer extreme pain for 10 rounds)

Special Abilities: Levitate, curl into protective ball, stinger ignores all armor up to +5 PR, sense magical emanations (range: 1000' per Ability Level), unaffected by magic items or spells, absorb magic by touch (one spell-like property or +1 spell level per round)

Armor: Exoskeletal plates, PR 25; underside is unarmored

Hit Points: 6 per foot

Habitat: Extra-planar

EVERBLUE STARFIRE

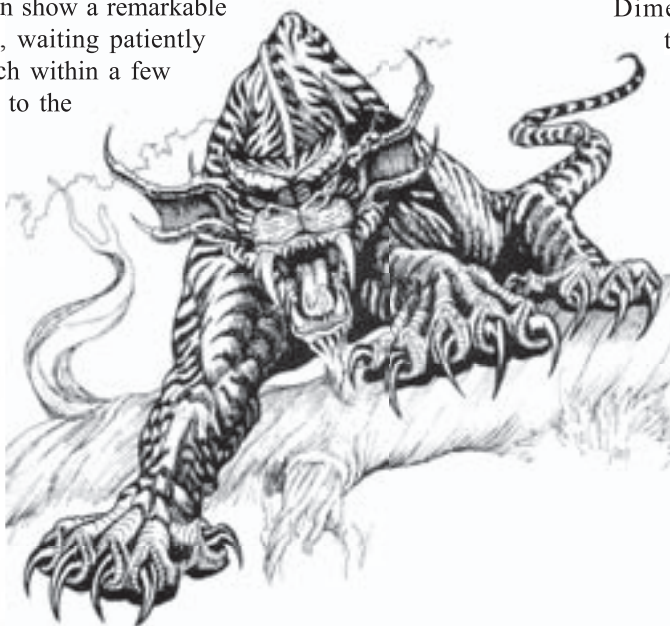
The everblue starfire is an exceedingly rare and precious flower; a magical hybrid, thought to have been created by the fabled botanomancer of ancient times, Viridian. The flower is valued for its brilliant sky-blue petals, which, when dried and ground into a fine powder, can be used to cause hybrid or natural plants and trees to grow to full maturity in just a minute's time (a single blossom yields one dram of powder, a quantity sufficient to affect up to a half-dozen plants, or half as many trees). The everblue starfire is believed to be found only on the Zandir Moors, in Zandu. The flower, or a one-dram quantity of powdered blossom, is valued at a minimum of one thousand gold lumens. The starfire typically grows alone, and blooms only at night.

Fernwood: The fernwood is a deciduous tree native to temperate woodlands and sub-tropical forests. It resembles a giant (up to sixty feet tall) fern, and is valued primarily for its fragrant wood, which is used in the making of the most common types of incense.

EXOMORPH

Exomorphs are fierce quadrupedal predators found in the wooded hills of Arim and most other forest and jungle regions. The creature is justly feared, both for its blood-thirsty nature and for its uncanny ability to blend into its surroundings by assuming virtually any color, combination of colors, or pattern imaginable. Combined with a talent for standing perfectly still for hours on end, exomorphs are nearly impossible to detect in the wild. They often show a remarkable degree of patience, waiting patiently for prey to approach within a few feet before leaping to the attack.

Exomorphs are occasionally hunted for their pigment sacs, from which the finest magical inks and costly dyes are derived. Located at the base of the neck, these small, bladder-shaped glands sell for as much



as five hundred gold lumens each. There are two such glands in female exomorphs, three in the more colorful males. A dead exomorph's hide loses its color in just a few hours, becoming practically worthless to all but the most gullible buyers.

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

Attributes:

INT -6	PER +4
WIL +5	CHA n/a
STR +5	DEX +3
CON +0	SPD +4

Ability Level: 5-10+

Attacks/Damage: Bite: DR 11, Claws: DR 15

Special Abilities: Alter color of hide at will (Stealth at Ability Level +10), tracking by scent at Ability Level +PER

Armor: Scaly hide, PR 2

Hit Points: 45

Habitat: Forests, wilderlands, jungles

FANTASM

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

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

may leave permanent mental scars. These may in time develop into phobias of one sort or another, to the lasting detriment of the unfortunate victim.



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

The attack of a Fantasm causes psychic damage (fear), which may result in death. Victims wounded for greater than half their total number of Hit Points will suffer some sort of permanent psychic disorder (Gamemaster's determination as to type). Thralls are unaffected by Fantasms.

Size: 2'-6'2

Attributes:

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

Ability Level: 1-10

Attacks/Damage: Claws
DR 4 (psychic damage: see above)

Special Abilities: Harmed only by silver and magic, flight

Armor: None

Hit Points: 2-20

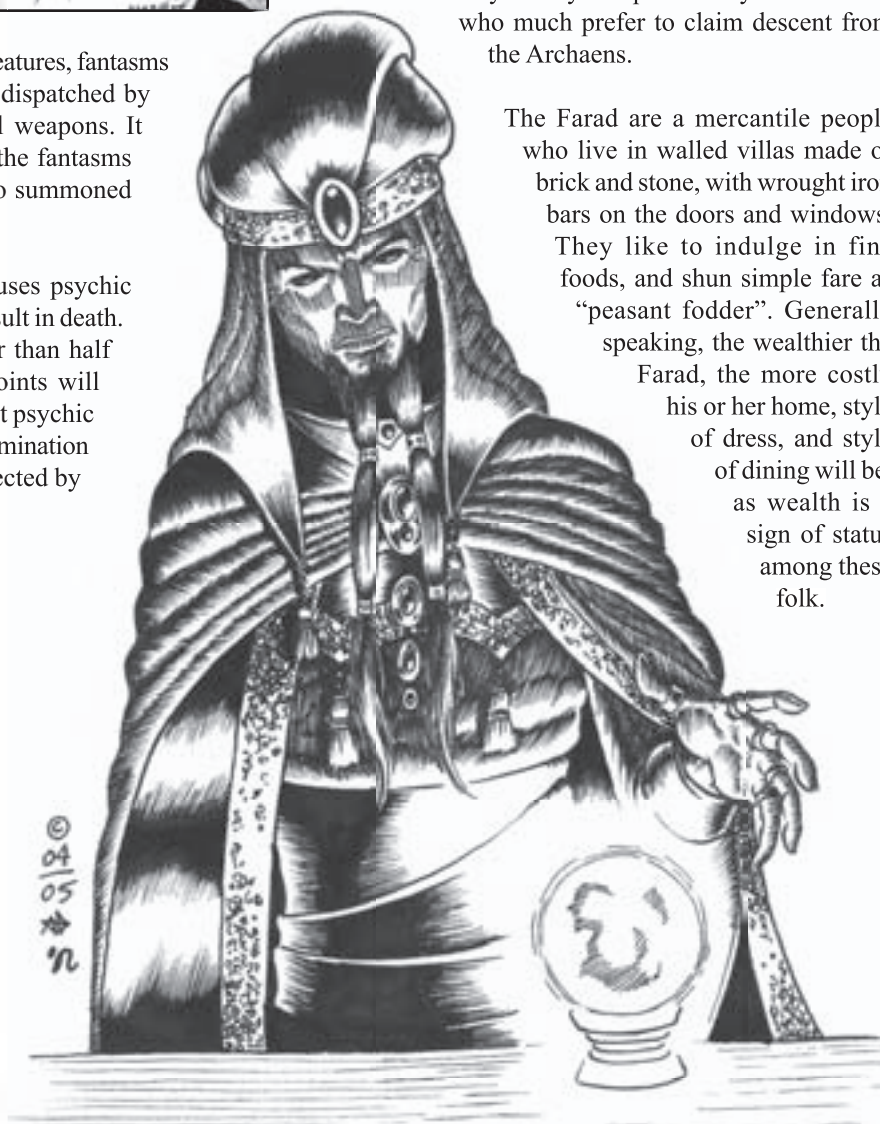
Habitat: Extra-planar

FARAD

The Farad are a dark and saturnine folk of above average height, with flint-grey skin, stony visages, and narrow eyes as black as coal. The customary mode of dress for Farad males includes elaborate headdress, voluminous robes, broad sashes, and velvet boots, all hung with ornate tassels, fringes, and beads of colored glass. Men over the age of twenty wear their beards in twin braids bound with silver fastenings, the length and the degree of ornamentation employed being considered signs of status. Farad women wear long silken gowns and veils, and adorn themselves with necklaces of silver loops, and rings on each of their fingers.

Some say the Farad are related in some way to the Rajans. Others claim the Farad are descended from the ancient Baratus, a race of sky-roving pirates. Neither theory is very complementary to the Farad, who much prefer to claim descent from the Archaens.

The Farad are a mercantile people who live in walled villas made of brick and stone, with wrought iron bars on the doors and windows. They like to indulge in fine foods, and shun simple fare as "peasant fodder". Generally speaking, the wealthier the Farad, the more costly his or her home, style of dress, and style of dining will be, as wealth is a sign of status among these folk.



Farad bear an unsavory reputation as unscrupulous merchants that is tempered only by their great wealth and apparent competence in mercantile endeavors. Generally speaking, a Farad will buy or sell anything from anyone. Trusting no one, Farad merchants require prospective clients to sign elaborate mercantile contracts for all but the most basic transactions. Bribes, favors, and special incentives are common Farad practices; when attempting to make a deal, a Farad can be most accommodating, and even obsequious. Conversely, Farad possess a capacity for cold-blooded, emotionless behavior that is matched only by the soulless logic of the barbaric Harakin.

Size: 5'8"-6'6"; 100-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn (normally none)

Hit Points: 12+

Habitat: Faradun, continent wide



FEATHER DRACTYL

Feather dractyl are a small species of avian resembling a cross between an avir and a dractyl. They are peaceful creatures that subsist primarily on a diet of seeds and fruit. Feather dractyls are prized as pets and may be sold for up to a hundred gold lumens in some places.

Size: Wingspan 1'-4', 3-12 lbs.

Attributes:

INT +0	PER +1
WIL +0	CHA n/a
STR -8	DEX +6
CON +0	SPD +8

Ability Level: 1-3

Attacks/Damage: Bite DR 2, Claws DR 1

Special Abilities: Flight

Armor: None

Hit Points: 3-9

Habitat: Jungles, forests

FERNWOOD

The fernwood is a deciduous tree native to temperate woodlands and sub-tropical forests. It resembles a giant (up to sixty feet tall) fern, and is valued primarily for its fragrant wood, which is used in the making of the most common types of incense.

FERRAN

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

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

Though rare, Ferrans sometimes abandon their wilderland haunts in favor of more civilized surroundings, joining up with a roving bandit clan, a caravan, or a group of wayward adventurers. Those who choose to follow such pursuits often find employment as scouts, wilderness

guides, camp followers, or professional thieves. It is a widely-held belief that sizeable numbers of Ferrans can also be found dwelling in the winding sewers of such cities as Zanth, Aamahd, Hadj, Irdan, and Tarun.

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

Size: 3'6"; 4'4"; 60-80+ lbs.

Attributes:

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

Ability Level: 1-4

Attacks/Damage: Bite DR 1 or as per weapon employed

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

Armor: None

Hit Points: 4-16

Habitat: Wilderlands of Zaran, ruins, wastelands

FETCH, JUJU

A fetch is a spirit that has been bound within a necromantic totem, such as a mummified head, a hand, or a corpse. The shrunken-head fetishes of the Chana witchmen are perhaps the most common type. These grisly totems are made from the heads of the Chana's enemies, which are mummified and preserved using hot sand and certain rare plant extracts. Using black magic, the victim's spirit (or fetch) is imprisoned within, the eyes and mouth sewn shut in order to prevent its escape. The Chana use shrunken-head fetches to communicate with the spirit realm and as occult advisors. If asked a question by its maker, the fetch must always respond truthfully.

Another type of fetch is the juju, a mindless servant made from a reanimated corpse. In this case the fetch is imprisoned within a body, and must be controlled with the use of a graven image (such as a manikin made of wood or woven reeds). Jujus are powerful but slow, and can only be destroyed by fire. Unless its graven image is also destroyed, a juju may continue to be active, even if only a part of it remains intact.

Juju

Size: 6'-7', 140-200+ lbs.

Attributes:

Mindless

STR +5	DEX -5
CON +10	SPD 0*

*The Juju seems to stumble slowly, but actually moves at normal pace.

Ability Level: As per spell level used to create it (usually 10-15)

Attacks/Damage:
Strangle:
DR 11,
Fist:
DR 9

Special Abilities:
Destroyed only by fire or by releasing imprisoned



soul essence, immunity to magical control or influence except by graven image

Armor: None

Hit Points: 30

Habitat: n/a



FIEND

Fiends are despicable creatures from the Nightmare Dimension who are sometimes drawn to desolate regions such as the Shadow Realm and Khazad. They possess the uncanny ability to use shadows as gateways from one plane to another, a talent that enables them to travel from their home plane to other locales and renders them virtually impossible to detect in darkness. On their home plane, fiends serve as kidnappers, spies, and informers of the worst and lowest sort. On the material plane, they are able to take on corporeal form, but only for a limited time. They appear to enjoy scaring and tormenting weaker creatures, but fear magic and are averse to strong light.

Size: 7', weightless

Attributes:

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

CON +5

SPD +5

* in material form

Ability Level: 4-11

Attacks/Damage: Claws: DR 11 +Ability Level

Special Abilities: Stealth at Ability Level +DEX, inter-planar travel through shadows, +5 to Stealth in darkness

Armor: None

Hit Points: 13

Habitat: Extra-planar



FIGMENT

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

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

as a familiar, posing as an imaginary friend, a crystal ball, or some kind of tool.

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

All figments possess the following characteristics and abilities in common:

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

Size: 1 inch tall per level, weightless

Attributes:

INT 0	PER+2
WIL-2	CHA+2
STR-5	DEX+S



CON-2 SPD+2

Ability Level: 1-2

Attacks/Damage: Energy Attack by touch DR 2

Special Abilities: Wizardry with 1 mode at ability level, abilities stated above

Armor: None

Hit Points: 2-3

Habitat: Extra-planar

FILCH

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



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

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

Size: 5 ft. tall, 80-100 lbs.

Attributes:

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

Ability Level: 1-4

Attacks/Damage: Claws DR 6

Special Abilities: Retractable claws, Stealth +10, practically invisible in shadow or darkness (rill vs. PER at -6 to detect)

Armor: None

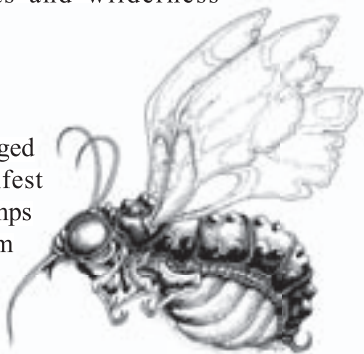
Hit Points: 7-12+

Habitat: Forests and wilderness regions

FLIT

Flits are small, winged insectoids that infest the coasts and swamps of the Southern Rim in great numbers.

They feed on the blood of birds and mammals and are a great nuisance to travelers and their mounts.



Using their barbed legs, flits latch onto their victims and begin to feed (Blood drain: DR 1 per hour, maximum of 3 points per insect, per day). While the bite of a flit exudes an anesthetizing fluid and is not painful, the real danger posed by these pests is that they are carriers of swamp fever, a disease that can cause madness. Flits are repelled by whispbane and by the bitter juice of the mung-berry. Smoke causes them to release their barbs and drop harmlessly to the ground.

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

Attributes:

INT-15	PER +6
WIL +0	CHA n/a
STR -15	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Bite DR 1

Special Abilities: Flight, Blood Drain DR 1 per round

Armor: None

Hit Points: 1

Habitat: Swamps of Mog

FRIENDSHIP AVIR

These colorful avirs travel alone. Sometimes they pick a person and follow him or her for the rest of their lives. If its chosen friend dies, the friendship avir will die within two weeks. Being selected by a friendship avir is considered a sign of good luck among the Sarista and Dhuna folk.

Size: Wingspan 2'-3', 2 lbs.

Attributes:

INT +1	PER +3
WIL +0	CHA +0
STR -9	DEX +12
CON -8	SPD +12

Ability Level: 1

Attacks/Damage:

Beak/claws DR 2

Special Abilities: Flight, mimicry

Armor: None

Hit Points: 4

Habitat: Silvanus, Werewood



FROSTWERE

Frostweres are a species of werebeast native to Xanadas and the cold Northern Reaches of Talislanta. In many respects they resemble their relatives, though their hide is white, enabling them to blend into their snowy



surroundings. Prowling the glacial wastes of Narandu and the vast snowfields of L'Haan by night, frostweres hunt for snowmanes, tundra lopers, and other warm-blooded prey. They usually travel in pairs, though when the female is in estrus, the male will hunt alone. When on the hunt, the creatures emit a frightful howl that can be heard for miles in all directions. Frostweres will readily attack humanoids in lieu of other prey, but they otherwise prefer to keep their distance from civilized locales.

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

Attributes:

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

Level: 5-15

Attacks/Damage: Bite: DR 8, Claws: DR 13

Special Abilities: Keen hearing, track prey by scent at **Ability Level** +PER, night vision

Armor: Shaggy hide, PR 2

Hit Points: 49

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

FUNGOID

Fungoids are a type of giant fungus native to the Sinking Land as well as parts of Werewood and Khazad. These organisms grow in a variety of shapes, colors, and sizes, including pink puffballs, translucent orb fungoid (up to ten feet in diameter), branching yellow fungoid, grey discs, orange fan-shaped fungoid, and a hundred others. Some fungoids are mildly poisonous, though most are benign. All possess phosphorescent properties, and cast an eerie glow by night.

GALL OAK

This variety of deciduous tree is indigenous to many temperate forests and mountainous regions. The blister-like galls found growing from the bark of these trees contains a blueblack secretion which is used in the making of inks and dyes. A single tree will generally yield up to a dozen fist-sized galls per year, each containing about six drams of inky secretion valued at approximately three silver pieces.

GELLID

Gellids are creatures of horrifying aspect, their bodies covered with a layer of shaggy white hair save for their faces. A gellid's face exhibits a deathly white pallor, contrasting with the creature's long black fangs and ebony eyes. The triangular head is set directly atop a

hunched torso, and fringed in a long white mane.



Though natives of the lower planes, Gellids are sometimes encountered on Talislanta, normally the result of some drak summoning.

Gellids are carnivores, who subsist upon any unfortunate creatures that stray too near, but seem to favor the flesh of moondracs and Tarterans. They dwell in caves and fissures, rushing forth from hiding to ambush prey. Mated pairs often make their lairs high in the mountains, and take turns going out to hunt for food. With their clawed appendages they are expert climbers, able to scale even the most precipitous and icy surfaces without difficulty.

Gellids attack by spraying victims with a viscous green fluid, which they expel from their mouth. This foul liquid freezes solid on contact with the air, encasing the victim in a layer of translucent green ice. The Gellid then drags or carries its prey back to its lair, where it slices the victim into pieces, dividing the portions among its mate and its young.

Gellids hatch from eggs which are roughly octagonal in shape, and made of a greenish, crystalline resin. A female typically lays a clutch of eight eggs; the first to hatch usually devours its unhatched siblings.

Size: 8' in height, appendages measure up to 20' across, 600-800 lbs.

Attributes:

INT -6	PER -1
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WIL +3 CHA N/A
STR +6 DEX +4
CON +6 SPD +4

Ability Level: 4-12

Attacks/Damage: Bite: DR 8, Claws: DR 6, four attacks

Special Abilities: Freezing spray (range of 30', has a PR of 5 of can take 15 damage to shatter, breaking out using brute STR requires a successful STR roll with a -8 penalty), climb icy/sheer surfaces without fail, night vision

Armor: Leathery Hide, PR 3

Hit Points: 44

Habitat: Extra-planar

GEOPHAGE

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

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

Although peaceful by nature, these massive creatures nonetheless pose problems for other subterranean races, particularly the Gnomekin of the Seven Kingdoms. The rough-hewn tunnels made by geophages sometimes undermine Gnomekin settlements and have occasionally caused sections of the Underground Highway to collapse. Gnomekin wardens regularly patrol the underground tunnel complexes that lie below their settlements, using a mixture of stenchroot and other noxious plant ingredients to drive away wandering geophages, who are sensitive to strong odors and will generally avoid areas that have been treated in this fashion.

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

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

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

Size: 20-30 ft., 4-6 tons

Attributes:

INT-7	PER+5 *
WIL -2	CHA-7
STR +12	DEX -7
CON +9	SPD -5

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

Ability Level: 3-6+

Attacks/Damage: Claws DR 20

Special Abilities Claws can cut through stone or non-magical metal without penalty, navigate by scent

Armor: Stony exoskeleton PR 8

Hit Points: 40-60+

Habitat: Subterranean continent wide



GHAST

Ghasts are horrific entities believed to hail from the dark, uncharted regions that lie in proximity to the Underworld. Their presence on the material plane is attributed to the legendary black magician, Mordante, who - deliberately or inadvertently - opened a magical gate into the nether realms, allowing hordes of these creatures to gain access to the continent of Talislanta. On the material plane, ghasts often haunt ancient graveyards, tombs, and battlegrounds, sites which are perhaps most reminiscent of their vile home plane. They are most common in Khazad and Werewood, where they are known to prey upon living creatures of all sorts, including even banes and werebeasts.

Though frail and unhealthy-looking, ghasts possess fearsome strength, and cannot be harmed except by magical means. Possessed of a diabolical, and often insane, intelligence, they are known to covet enchanted items and to converse with unseen spiritforms, the skulls of their victims, and even themselves. These foul creatures usually hunt by night, spending the daylight hours lurking in crypts and underground barrows, staring into the darkness.

Size: 7'6"-8', 160-200 lbs.

Attributes:

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

Ability Level: 16-30

Attacks/Damage: Claws: DR 13

Special Abilities: Necromancy with five Modes at **Ability Level:** night vision, detect invisible/astral presences (range: 100 feet per level), harmed only by silver or magical weapons and spells.

Armor: None

Hit Points: 42

GIANT MOLLUSK

Giant mollusks are native to the islands, tidal pools, coastal waters, and swamplands of the Southern Rim. There are many species, from benign types that can attain lengths of up to six feet to "man-eating" varieties that can measure up to twelve feet across. Almost all are edible, with one exception: the coral-mollusk, a four-foot bivalve that is found on Batre and Fahn and is normally fatal if ingested. The rarest of all giant mollusks is the giant quaga, a dangerous carnivore that is hunted for the violet pearls that it produces. These pearls may weigh up to ten pounds and are valued at



over a thousand gold lumens; understandable, given how difficult they are to obtain. A much smaller variety of quaga is common to Mog; its pearls are of accordingly lesser size and value.

Size: 1'-12' in diameter, 5-500+ lbs.

Attributes: STR +1 per 2' diameter

Ability Level: 1 per 2' diameter

Attacks/Damage: Constriction: DR 3 per 2' diameter

Special Abilities: Crush prey between shells

Armor: Shell, PR 6

Hit Points: 2 per 2' diameter

Habitat: Sea, ocean, lake and river bottoms, shorelines, tidal pools

GIANT MUSHROOM

These umbrella-shaped fungi are commonly found in the Mushroom Forest of Werewood, as well as the Sinking Land and parts of Khazad. They range in size from the smaller 2-6 foot types, to massive specimens which stand up to eighty feet or more in height. Small creatures such as skanks and quaal often make their home in the stems and caps of these giant fungi, which emit a phosphorescent glow at night.

GNOMEKIN

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

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

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

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

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

Size: 2'1 0"-3'6 ; 60-100 lbs.

Attributes:



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

Ability Level: 1 +

Attacks/Damage: As per weapon employed

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

Armor: None

Hit Points: 16 +

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

GNORL

Gnorls are short and squat, with wrinkled skin and deep-set, glowing eyes. They dress in voluminous robes and veiled headdresses, which serve to conceal most of their features. Rings, bracelets, and necklaces of many sorts are also favored.

Gnorls are secretive creatures about whom very little is known for sure. Some believe them to be related to the Gnomekin of Durne. More likely, they are akin to the race of Weirdlings.

Reclusive by nature, Gnorls prefer to live alone. There are no known Gnorl settlements, nor has there ever been any reported sighting of a Gnorl family or couple. No less an authority than the noted naturalist, Thystram, believed that this was due to the fact that there is no race of Gnorls, per se. Rather, Gnorls and Weirdlings

together constitute a single ancient race, the name of which has either been forgotten, or is a great secret. Gnorls are the females of this species, and Weirdlings are the males. The courtship and mating rituals of their race are unknown, though Thystram believed that members of the two sexes meet once every fifty years or so in order to propagate the species. It is not known how or by whom their offspring are raised.

Gnorls live in hidden underground nooks or burrows of elaborate and mysterious design. Thystram described one such place as *"decorated with rustic furnishings of appropriately small stature, with carpets of many hues covering the dirt floors and long roots dangling from the ceilings. From a main living area tunnels led this way and that: up stairs and down, to root cellars, secret passageways, hidey-holes, a well, and places too eerie to warrant exploration. Illumination was provided by dozens and dozens of candles, set into alcoves dug into the earthen walls."*

Gnorls shun contact with the outside world, and with outsiders in general. They are suspicious of strangers, and go to great pains to

conceal their homes and activities from other peoples. Thystram believed that the creatures keep a watchful eye upon the surrounding environs at all times, possibly through the use of scrying devices or spy-tubes. No individual is ever allowed into their burrows unless a Gnorl determines beforehand that the person is trustworthy. Just as important, the person must be in possession of something the Gnorl wishes to have, such as an important secret, a rare book, or other esoterica. Gnorls sometimes leave their homes in search of rare herbs and other materials, or to trade secrets with trusted confidants.

Gnorls are known to be practitioners of magic, and are said to covet rare magical tomes, particularly those that describe secret rituals or long-lost arcana. Their religious beliefs, if any, are unknown.

Size: 3'-4' tall; 60-80 lbs

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Night vision; rhabdomancy; Withcraft OR Crytpomancy with 4 Modes at ability level.

Armor: None

Hit Points: 8 + 2/ability level

Habitat: Werewood



GOLD BEETLE

This fabulous and rare insect is a denizen of the deep swamplands of Mog. Measuring up to four inches in length, the beetle's wings and carapace are comprised of pure gold - a condition attributed to the bug's diet, which consists almost entirely of tiny bits of gold. Fine specimens may bring up to two thousand gold lumens apiece in some lands, but only if still alive and unharmed; collectors have little interest in dead or damaged gold beetles. Gold beetles are solitary in nature and tend to nest amidst the branches of poisonous or noxious plants, which apparently tolerate the beetle's presence without ill effects.

Size: 3"-4" long, 1-2 oz.

Attributes:

INT-15	PER +6
WIL +0	CHA n/a
STR -15	DEX +11
CON -10	SPD +11

Ability Level: 1
Attacks/Damage: None
Special Abilities: Flight
Armor: None
Hit Points: 1
Habitat: Swamps of Mog

GREEN MAN

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

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

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

Green Men are the gentlest of the Talislantan races. They cannot bring themselves to harm other living things, but will employ their abilities to influence plants in defense of their homes.

Size: 3'-3'6": 40-50 Ibs

Attributes:

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

Ability Level: 1+

Attacks/Damage: None

Special Abilities: Communicate with/influence plants (at will), immunity to all types of noxious plants, natural camouflage ability

Armor: None

Hit Points: 4+

Habitat: Rain forests of the Dark Coast, Mog (rare), surrounding region (very rare)

GREY BAOBAB

This variety of fruiting tropical tree grows to a height of about twenty feet, and has a thick trunk which can measure up to ten feet in diameter. Its squat appearance is such that the grey baobab is commonly



known as the “barrel tree”; an appropriate name, for the baobab’s hollow trunk often contains up to forty gallons of potable water, which the tree absorbs through its roots. Among the other virtues of the grey baobab are its bark (used in the making of rope) and its five-pound fruit (which contains a sweet, nutritious pulp).

GRUFFAN

The gruffan are an infamous breed of herd animals found exclusively in the hills and plains of Silvanus. Gruffan are small four-legged mammals with strips of shaggy gray and black hair and a long rounded snout. They are almost always dirty and are known and avoided for their terrible unclean stench. Characters standing too close to a group of gruffan must make a CON roll or become lightly nauseated (-1 on all rolls until they’ve been in fresh air for a few minutes). A mishap indicates that the character becomes violently nauseated (-2 on all rolls and about ten minutes in fresh air to recover). Characters who plug or hold their noses are immune to the smell. Rolls are made about every three minutes.

Gruffan travel together in packs, lacking any particular familial bonds or social hierarchy. In general, gruffan act violently, charging opponents by surprise, but they are not especially tough. When their opponents aren’t frightened away by their bluffing, gruffan have their smell, speed, and sheer numbers to protect them.

The gruffan do have a useful function: one of the



most coveted exports from Silvanus, a birth control concoction known as “gypsy salve,” is made from gruffan dung.

Size: 3’ long, 2’ tall.

Attributes:

INT -8	PER +0
WIL +1	CHA -3
STR -1	DEX +0
CON +2	SPD +4

Ability Level: 1-4

Attacks/Damage: Ram DR 3

Special Abilities: Nauseating smell.

Armor: Leathery skin, PR 1

Hit Points: 7-13

Habitat: Hills and grasslands of Silvanus

GRYPH

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

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

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

Size: 6’10”-7’2”; 220-280lbs. (wingspan 24+ ft.)

Attributes:

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

*airborne; average on land

Ability Level: 1 +

Attacks/Damage: Talons DR 6, or as per weapon

employed

Special Abilities:

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

Armor: None

Hit Points: 16 +

Habitat: Forests of Tamaranth

GUARDIAN

Guardians are greater spirit entities that hail from the golden sphere of the positive energy plane. These powerful winged beings resemble golden-skinned giants over twenty feet in height. Each is attired in enchanted armor, helm, and shield and carries an enchanted blade at its side. Despite their imposing presence, their features are calm and placid and their eyes radiate an inner peace.

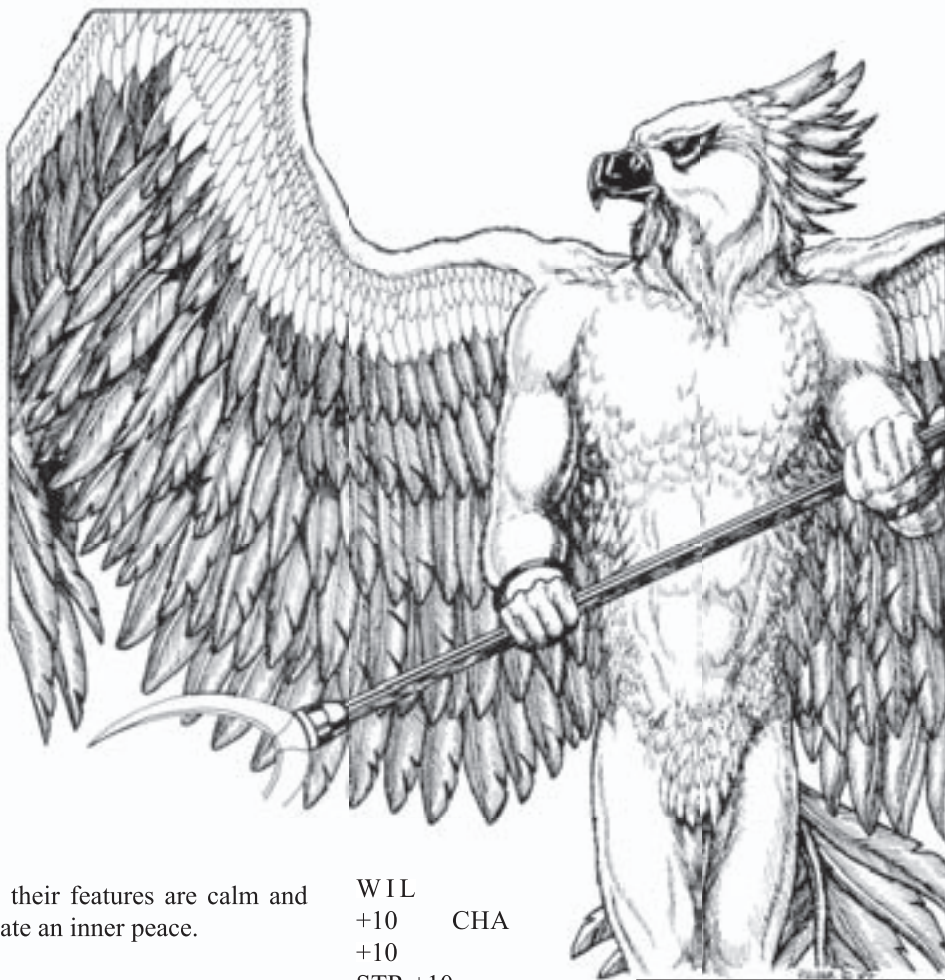
On their home plane, guardians serve as sentinels, protecting the higher planes from access by unauthorized entities. They are employed to stand watch at the gates of heaven and to keep safe the eternal records and their keepers, the Illumini. On rare occasions, a guardian may be sent to the material plane, either to enact vengeance upon the enemies of its patron deity or to protect those who revere such entities. They are the scourge of devils and demons alike, who cannot bear the presence of a guardian.

According to the Book of Solimorrion, two guardians stood watch over the Temple of Ikon, one by night and one by day. When the great city of Numenia was destroyed by an earthquake, the temple was buried beneath an avalanche of stone and has never been found even to the present day. Yet some claim that the two guardians still remain at their posts and will continue to do so until the end of time.

Size: 20 ft. tall, weightless

Attributes:

INT +10 PER +10



WIL

+10 CHA

+10

STR +10

DEX +10

CON +10

SPD +10* +15 airborne

Ability Level: 11-25

Attacks/Damage: Enchanted Sword DR 25

Special Abilities: Primary combat, secondary magic (invocation), teleport or dimensional travel twice per day, immune to non-magical attacks, spells of influence, and illusions

Armor: PR 17 (+10 enchanted armor and shield)

Hit Points: 4 per level

Habitat: Extra-planar

HADJIN (Hajan)

The Hadjin are a tall and slender folk similar in stature to the Cymrilians. They daub their pale green complexions with colored powders, and dress in layered robes, upward-sweeping caps and long, velveteen gloves.

The Hadjin are descended from the Phandre, a sect of magicians who fled from the Western Lands during the Cult Wars, taking with them a vast store of wealth

that had been accumulated by their ancestors. Among their assets were three parcels of land, two of which were leased at a considerable profit; these became the citystates of Danuvia and Maruk. The third was the site upon which the citystate of Hadj was built.

The citystate of Hadj is a monument to materialism and a haven for the idle rich. There is no such thing as public property in Hadj, where every square foot of land is allocated for rent or lease. The Hadjin aristocracy possess no useful skills to speak of, but are the inheritors of an incredibly vast store of wealth left to them by their early ancestors. They live in luxury, their every need attended to by loyal Hajan, a class of highly “refined” servitors.

Hajan regard themselves as “Penultimates” — second only to their Hadjin masters, and as such, exalted in comparison with other peoples. They serve as personal valets, chauffeurs, gourmet chefs, factotums, magistrates, and ambassadors; the citystate’s Monad population and foreign immigrants handle all manual labor, and comprise the “working class” of Hadj.

Size: 6'-6'6" tall; 140-180 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon uses

Special Abilities: None

Hit Points: 12+

Habitat: Citystate of Hadj



HANGMAN'S TREE

This ominous-looking tree is a familiar sight in Arim and many other woodland and wilderness regions - its angular black branches silhouetted against the sky, the long, rope-like tendrils hanging almost to the ground. Hangman's tree has been used as a ready-made gallows since ancient times; the Black Magician, Mordante, was said to have had a grove of such trees planted atop a hill overlooking his mansion. Hangman's tree is still commonly used for this purpose in Arim, primarily by assassins of the Revenant Cult.

HARAKIN

The Harakin are a gray-skinned race, lean and rugged of build and averaging over six feet in height. They dress in loincloths, cowls, high boots, and heavy gloves, usually made of reptile hide. Both the males and females paint the areas around their eyes with black pigments, giving them a fearsome aspect.

The Harakin are believed to be descended from one of the original Sub-Men tribes that fled the central regions of Talislanta following The Great Disaster. The Harakin themselves have no interest in the past; only the present matters to them.



To the Harakin, life is a constant

struggle to eke out a living in a harsh and unforgiving land. Harakin clans are nomadic, traveling from place to place in search of food and water, both precious commodities in this region. Their preferred food is wild muskront or tundra beast, from which they also obtain hides, bone, and horn. If game cannot be found they may raid other clans in order to steal their food. When even such raids have proved fruitless, Harakin subsist on scorpions, serpents, spiders, and bits of lichen and mosses.

Raised in the hostile environment of Harak, these folk are able to endure great hardships. Both the males and females are warriors, and of necessity, survivalists. Mating is viewed as an act required to propagate the species and as one of the few sources of pleasure available. Couples may or may not remain together, depending on the availability of food and the outcome of battles with various clans; the life expectancy of the average Harakin is not great.

Harakin females raise their young. The child-raising period is limited to five years; during this time the mother will do anything to help insure the survival of her child, including sacrificing herself if necessary.

However, after this time the young Harakin is considered an "adult" and must fend for itself.

The Harakin care nothing for the ways of civilized people, which they consider useless. Ultimate survivalists, they view all other living creatures as prey. Some Harakin clans have domesticated the dractyl, a species of winged reptile native to the sheer cliffs of Harak's coastal regions. The Harakin use these creatures for transport and in battle. Though ugly, mean, and ungainly, dractyl require little food and are themselves somewhat edible, factors which hold a certain appeal for their masters.

Size: 6'-6'6" tall, 140-220+ lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 20+

Habitat: Harak, northern Kang Empire

HARPWOOD

This flowering tree is found in certain sylvan woodlands, such as Astar of the Seven Kingdoms. Its curved branches and resonant wood are much favored for use in the making of the finest harps, trioles, and other musical instruments.

HEKLER

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

If given a substantial quantity of food, heklers will become silent for a time, allowing their harried victims

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

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

Size: 4-8 in. long, 2-10 oz.

Attributes:

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

Ability Level: 1

Attacks/Damage: None

Special Abilities: Raucous cry audible for up to 2 miles

Armor: None

Hit Points: 1-2

Habitat: Woodlands, Plains of Golarin (rare)

HORAG

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

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

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

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

Size: over 20 ft. tall, weight unknown **Attributes:**

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

Ability Level: 50+

Attacks/Damage: Strangle DR 20 per round

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

Armor: Hide (type unknown), PR 10

Hit Points: 200+

Habitat: Swamplands of Jhangara

HORNED DEVIL-MAN

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

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



Representatives of the species are most commonly encountered in the desertlands that lie between the city-states of Danuvia and Hadj, though they may be seen throughout much of the Wilderlands of Zaran. Strange and moody by nature, they can often be found sitting atop the ruins of ancient stone towers and columns, where they may be mistaken for stone statues or ornamentation. Errors of this sort can result in unfortunate consequences, particularly if the horned devil-men are hungry enough to eat Man-flesh or are of a mind to rob travelers of their valuables. If they are feeling charitable, it is possible to engage one in conversation, but most travelers find it more expedient to hurry along their way before the creatures' mood changes.

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

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

* *airborne; 0 on ground

Ability Level: 1-10

Attacks/Damage: Claws DR 5, Bite DR 4, or as per weapon employed

Special Abilities: Tracking, detect magic by scent (range: 5 ft., roll vs. level +PER), night vision, flight, possible Wizardry Order with 2 modes at ability level.

Armor: Scaly skin, 1 point

Hit Points: 11-20

Habitat: Desertlands, Wilderlands of Zaran (origins unknown)

IBIK

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

Size: 1'-4' long, 10-40 lbs.

Attributes:

INT +0	PER +4
WIL +0	CHA n/a
STR -6	DEX +12
CON +0	SPD +12

Ability Level: 1-4

Attacks/Damage: Pointed Tongue DR 1, Claws DR 2 (up to two attacks per round)

Special Abilities: Superior speed and agility, excellent climber, run across mud or water

Armor: None

Hit Points: 2 per level

Habitat: The Sinking Land, Mog, Jhangara, swamps and marshes

ICE DRAGON

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

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

Ice dragons begin life as crystalline eggs, which the female usually lays beneath the surface of a frozen sea or lake. The larval dragon, or wyrmm, emerges from the egg fully formed. Not until later are the hatchlings able to use their wings to fly or employ their frigid breath as a weapon.



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

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

Size: 25-35 ft. long, 4-5 tons

Attributes:

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

Ability Level: 4-16

Attacks/Damage: Breath DR 3 cold damage per level (range: 10 ft. per level; may be used up to four times per day). Bite DR 14 Claws DR 12 (total of two attacks per round)

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

Armor: Icy hide PR 4

Hit Points: 20 +5 per ability level

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

ICE GIANT

Ice Giants are magical constructs found in numbers throughout the frigid wastes of Narandu. These unnatural golems are believed to have been created long ago by the Ice King, a mysterious figure who is said to dwell far away in the dark northern realms of Talislanta. Ice giants are comprised entirely of magically animate ice. They emanate waves of cold sufficient in intensity to freeze the ground beneath their feet or slow the reflexes of other creatures in their immediate vicinity.

Ice giants prey upon all sorts of warm-blooded creatures, storing the bodies of their victims in tunnels and caverns carved into the side of glaciers until they are ready to be eaten; ice giants cannot obtain nourishment from anything unless it is frozen solid prior to consumption. Although ice giants are vulnerable to fire, normal weapons are of little avail against them. Adamant blades and enchanted weapons provide a more effective deterrent, and elemental spells that affect water or ice can be used to dispel the magics that animate them.

Removed of such enchantments, ice giants shatter into inanimate fragments.

Size: 9'-10', 1,800-2,400 lbs.

Attributes:

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

Ability Level: 1-20

Attacks/Damage: Fist: DR 18, Club: DR 26

Special Abilities: Emanate cold in 10' radius (causes -2 penalty on opponents' combat rolls), fire inflicts double damage, vulnerable to aquamancy

Armor: Ice, PR 6

Hit Points: 50

Habitat: Narandu

IKSHADA

Ikshada are grisly parasites found in the Sinking Land and other isolated locales. There are three known varieties: yellow ikshada, which inhabit the succulent fruit of the barge tree; black ikshada, which feed upon carrion and are frequently encountered in tombs, crypts, and underground habitats; and gray ikshada, an aquatic species. It is the habit of all three species to attack from hiding: yellow ikshada from within the melon-sized fruit of the barge tree, black ikshada from coffins or under rocks, and gray ikshada from beneath the ocean floor or inside the hulks of sunken vessels.



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



Size: 9"-12" in length, 1-3 lbs.

Attributes:

INT -8	PER +1
WIL +3	CHA N/A
STR -4	DEX +3
CON +1	SPD +4

Ability Level: 4

Attacks/Damage: Bite: DR 2, Sting: DR 1 plus injection of parasitic larvae

Special Abilities: Sting injects victim with 1-4 parasites, each capable of doing one point of damage per round when fully developed (gestation period is 2-8 hours)

Armor: Exoskeletal plates, PR 6

Hit Points: 3

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

IMRIAN

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

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

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

Size: 6'-6'6": 200-280 lbs

Attributes:

INT -1	PER +0
WIL +0	CHA -3
STR +4	DEX -4
CON +2	SPD +2 in water (-2 on land)



Ability Level: 1-16

Attacks/Damage: Claws DR 6, or as per weapon employed

Special Abilities: Amphibious, strong swimmers

Armor: As per leather armor

Hit Points: 16-46

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

INCENSE TREE

The incense tree is found primarily in Zandu, and less commonly, in Arim and Aaman. It is prized for its aromatic wood, which is used in the making of the finest incense and magical fumes. The Sultan of Zandu owns a grove of ancient incense trees which were reportedly once kept by the fabled sorcerer, Kabros.

IRON DRAGONFLY

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

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

Iron dragonflies are among the swiftest and most maneuverable of all air-borne creatures. They are able to hover in place, and they can change direction with startling speed. The razor-edged metallic wings of these insectoids can sometimes do accidental damage to the sails and riggings of low-flying windships, or to unwary crew members. The Sawila use the delicate but durable wings of dead dragonflies to make exquisite wind chimes. It is possible to derive as much as two

pounds of raw blue iron ore from the body of an adult iron dragonfly, though the process is said to be tedious and time consuming.

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

Attributes:

INT -8 PER +3

WIL 0 CHA n/a

STR -2 DEX +9

CON -2 SPD +9

Ability Level: 1

Attacks/Damage: Bite DR 3

Special Abilities: Hover, change directions with great speed.

Armor: None

Hit Points: 2-5 points.

Habitat: Tropical forests, jungles and swamps along the southern coasts of Talislanta (extremely rare), islands in the Far Seas (uncommon).

IRONSHRIKE

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

Ironshrikes mate for life, and usually produce a clutch of two to three young per year. The eggs are a metallic blue in color and very



durable: for most young ironshrikes, emerging from the egg is a trying experience that can take as long as twelve hours. Once free of its metallic prison, the hatchling is prepared to endure the rigors of existence in the Sinking Land.

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

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

Size: 3 ft. long, 80-100lbs

Attributes:

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

Ability Level: 1-3

Attacks/Damage: Beak DR 3

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

Armor: Metallic plumage, PR 2

Hit Points: 3, +1 per level

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

IRONWOOD

A variety of deciduous tree notable for its steely-grey leaves and bark, the ironwood is found in temperate forests across the Talislantan continent. It is valued for its wood, which is nearly as hard as iron; Zandir woodsmen employ saws and axes coated with a solution of magical quicksilver when cutting these trees for timber.

ISPASIAN

The Ispasians are a folk of slender physique, lemon-yellow skin and expressionless features. They dress in robes of fine silkcloth, upon which are indited elaborate sigils representing their respective family crests.

Some believe the Ispasians are descended from a race of neomorphs created by the ancient Archaens. The



Ispasians themselves deny the validity of these theories, citing certain documents which they claim establish the separate and distinct ancestry of their people.

The Ispasians are a people who have prospered through their mastery of financial matters and transactions. They live in manor houses set within the walls of their well-manicured and tastefully landscaped estates. The typical Ispasian manse has circular windows of rose colored glass, a pagoda-style roof, slender white columns, and a flight of white stone stairs leading to the entranceway. Their homes are decorated in rich, yet elegantly understated, style. Typical amenities include a large sitting room, parquet floors carpeted with rugs imported from the Desert Kingdoms, and furnishings upholstered in the finest Mandalan silkcloth.

Size: 5'10"-6'4" tall; 100-180lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Noney

Armor: None

Hit Points: 8+

Habitat: Kang Empire

JABUTU

Jabutu is a tropical plant found only in Chana and notable for its curious properties. The plant grows from a seed, sprouts into a flowering vine, then changes form into a fruit-bearing shrub. Once the plant has reached maturity the metamorphosis occurs in reverse, until

the plant has reverted to its original, seed-like form. At this point the seed goes dormant for a short period before beginning the entire process again. It is said that jabutu plants undergo many such “reincarnations” and that a single plant may live for several centuries. Another unusual property of the jabutu is the claim the plant has a “soul,” visible to those who are able to see spiritforms as a ghostly image.

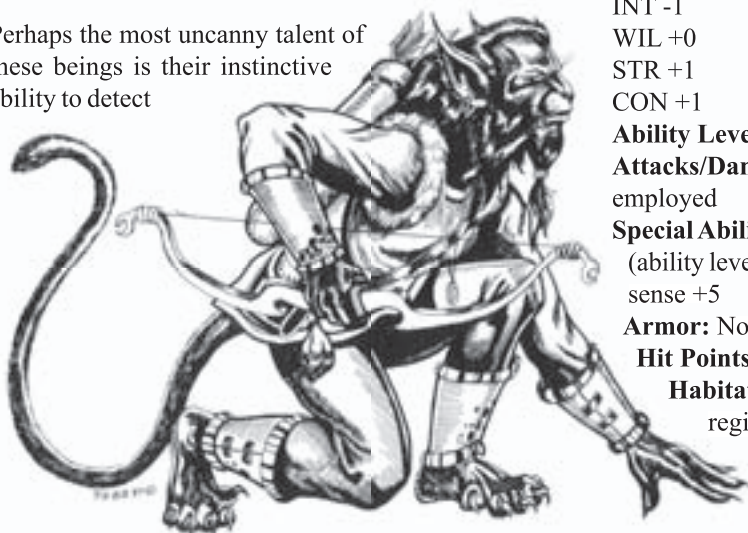
Jabutu is valued both by Manra, who ingest a derivative of the plant’s fruit in developing their shapechanging abilities, and the Chana, who use jabutu seeds to create kesh, a narcotic used in certain of their occult rituals. The Nagra tribes believe that killing a jabutu plant will invoke the wrath of the forest spirits.

JAKA

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

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

Perhaps the most uncanny talent of these beings is their instinctive ability to detect



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

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

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

Size: 5 8--6'. 120-180lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Claws/bite DR 2 , or as per weapon employed

Special Ability: Land on feet (falls up to 30 ft.), stealth (ability level +3), night vision, tracking by scent, sixth sense +5

Armor: None

Hit Points: 12 +

Habitat: Brown Hills of Yrmania, surrounding regions

JHANGARAN

Jhangarans are odd and ungainly in appearance. They have marbled brown and sepia-colored skin, elongated limbs, elliptical craniums and pinched, angular features. Both the males and females are hairless, and may attain heights in excess of six and a half feet. They go about barefoot, and wear only loincloths and bands of coarse cloth wrapped about their arms and legs.

The Jhangarans are thought to be descended from a mixture of several wild humanoid peoples. Their striated skin suggests a possible connection with the Ahazu tribes of the Dark Coast.

Jhangarans are a sullen and superstitious people, prone to displays of hostile or even violent behavior. They live in tribal groups, typically comprised of individuals of the same occupation. Within these tribal groups are subdivisions representing clans – loosely-knit family units comprised of individuals related by birth,



"marriage", or even more specious connections. There is little sense of unity, and less cooperation, among these folk. Jhangaran "marriage" is in large part a farce. If a female is impregnated, she claims a male as the father of her child, and the two are "married". There is no ceremony, and the union has little meaning save that the female may now hound the father for money or goods; more often than not, the male tries to shirk his responsibilities.

Conditions in a typical Jhangaran settlement are abysmal. Open ditches serve as sewage lines, and the air is heavy with the stench of filth and decay. The huts are alive with insects and vermin, and ragged bands of filthy children run around unattended. An outer wall constructed of rude axe-hewn timbers affords their settlements some protection from against attack by bandits, wild beasts, and murderous hordes of water raknids. The tribes subsist on sea-slugs and raw meat, do not use fire, and have no knowledge of metal-working or magic. Jhangarans have a great weakness for alcohol, and consume as much cheap ale and grog as they can afford. Unfortunately, alcohol makes them mad and unpredictable.

The Jhangaran people are divided into four different tribes, who differentiate themselves by the color of the arm and leg-wrappings that they wear. Mud-Miners wear grey, Marsh-Hunters wear green, black is for Mercenaries, and red for Outcasts. Rivalries between the four tribes are common, the effects of which may range from prejudicial behavior to all-out warfare.

Size: 5'7"-6'7" tall; 100-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Ability: None

Armor: Per armor worn (usually none)

Hit Points: 16 +

Habitat: Jhangara, Western Lands

KALIYA

The multi-headed Kaliya are perhaps the most evil of Talislanta's dragon-like species. Measuring up to thirty feet long when fully grown, the body of the kaliya is covered with glistening black scales. A kaliya may have as many as seven heads, each capable of exhaling a gout of flame or a cloud of noxious, choking smoke

once per day. It is believed that kaliya have no control over the precise nature of their exhalations, there being approximately a fifty-fifty chance that either smoke or flame will be produced anytime a kaliya elects to employ this form of attack.

Though most of these monsters possess only average intelligence, some are capable of employing minor spells of black magic. Kaliya have lairs in caves and subterranean grottos, where they may keep vast stores of treasure. It is not uncommon for an ancient and powerful kaliya to have other, less powerful creatures in its service, helping guard and/or maintain its lair. Adventurers possessed of a most fanatical variety of courage once hunted kaliya for their treasure and their scaly hides, which are useful in the making of strong and lightweight armor. This and pressures from other more natural predators have reduced the kaliya to near-extinction.

It is arguably true that, as Thystram claimed: *“the Kaliya is the meanest and most evil of beasts: it subsists upon serpents and crawling things; it lairs amidst caves rife with moulds and slimes; it consorts with black magicians, and acts as advisor to assassins and despots. Of gold and jewels, it cannot own sufficient quantities, and will refrain from nothing to gain greater riches.”*

Though somewhat over-embellished, Thystram’s remarks contain more than a germ of truth, at least in their essence.



Size: 25’- 30’, 2-4 tons

Attributes:

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

Ability Level: 6-16+

Attacks/Damage: Bite: DR 5 (one attack per head), or Fiery Breath DR 9 (per head)

Special Abilities: Breathe fire or smoke, possible Necromancy with 5 Modes at ability level

Armor: Thick hide PR 4

Hit Points: 30-50

Habitat: Jungles, caves, abandoned ruins

KANG

Tall and fierce, Kang have fiery red skin, white pupil-less eyes, and brutal features. Both the males and females wear their long black hair pulled straight back in a single queue. Iron collars and armbands are the fashion among these folk, who customarily attire themselves in armor even when off-duty. So is Kanjiko, a form of scarring used to decorate the body.

The ancestors of the Kang were wild tribesmen of the steppes who reveled in battle, hunted wild tarkus for sport, and loved as fiercely as they fought. In the second century, the Kang tribes united and threatened to take over territories then known as the Quan Empire. They were bought off by the Quan, whom they served until the Silent Insurrection of 611, when the Kang finally took over control of the Empire for themselves.

No longer the wild hillmen who once roamed the steppes and slept under the stars, the Kang now live in walled citadels and fortified outposts. Their dwellings are made of rough-hewn stone, with rugged furnishings of carved hardwood and hides arranged about a central fire-pit. Crossed swords and other battle regalia are hung from the walls, proudly displayed as trophies from past engagements.

As in the old days the primary unit of Kang society remains the war clan: an extended family of male and female warriors, forged together in a blood alliance against all who oppose them. This, in essence, is the Kang philosophy. Kang normally mate for life, though their “marriages” are often tempestuous affairs marked by outbreaks of physical violence. They prize aggressiveness in their mates above all other considerations. Children are raised by Kanjira – a professional class of tutors comprised of Kang who are too old or infirm to serve as warriors.

Kang society is modelled after the military chain of command. Kang are subservient to all individuals of higher rank than themselves, and tend to be verbally abusive and condescending when dealing with those of lower rank. Foreigners, having no rank per se, typically fall into this category unless they have earned *khir* – a term meaning “honor in battle”.

Kang culture reflects the harsh military training that has formed the basis of their upbringing since ancient times. Males and females are both aggressive, competing for dominant status among those of equal rank by blustering and physical intimidation. Kang seethe with wild passions: if insulted or provoked, they find it difficult to restrain themselves. Counteracting this is the intense military training which all Kang undergo from birth, instilling in them a deep-seated respect for authority.

The length and adornment of a Kang’s queue is a mark of pride. For festive occasions, the queue may be bound with silver bands or jeweled rings. In battle, iron rings of leather thongs usually suffice. Kang never wear their hair down or unbound except to bathe. Losing one’s queue in battle is considered a terrible disgrace; the victim will know no rest until he or she gains revenge for this evil act by killing the perpetrator and recovering the lost queue.

Size: 6'-6'8" tall; 120-220lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Ability: None

Armor: Per armor worn

Hit Points: 20+

Habitat: Kang Empire

KASMIRAN

The Kasmirans are short and lean with odd-looking, shriveled features. They dress in hooded cloaks, loose robes, and curl-toed boots or slippers, apparel well-suited to the extremes of their environment.

Originally a nomadic folk displaced by The Great Disaster, the Kasmirans are a wealthy people, though how they acquired their fortune is unknown; some say they were once partners of the Djaffir. They established settlements in

the Kasmir desert around the beginning of the second century.

The Kasmirans are renowned throughout the continent as misers and as crafty negotiators. The Djaffir merchant tribes, who still do business with the Kasmirans from time to time, commonly refer to them as *tu-beshal*, which means “blood-suckers”, though the term carries certain lewd connotations as well. In truth, the Kasmirans are not cheap or stingy; they are just extremely frugal. This is an old habit acquired from the days when the ancestors of the Kasmirans were poor desert nomads, homeless and destitute. In order to ensure that such an occurrence could never happen again, Kasmirans made it a practice to save and safeguard their money, which they keep in personal vaults warded with multiple locks and trap-mechanisms.

In many ways, Kasmirans are different from the other mercantile peoples of Talislanta. Unlike the Ispasians, Kasmirans are hard-working folk who are not afraid to get their hands dirty. They tend to be fiscally conservative, and don’t like to invest in large scale commodities or risky ventures. Unlike the Farad, Kasmirans never deal in drugs, stolen goods, or dangerous contraband. Though they can be shrewd and crafty, most Kasmirans are





scrupulously honest, and are sticklers for detail; their contracts are interpreted exactly, to the letter. Still, it is wise to read the fine print before signing a contract with a Kasmiran, in order to avoid the possibility of unpleasant surprises.

Size: 5'8"-6'. 120-180lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Ability: None

Armor: Per armor worn

Hit Points: 12+

Habitat: Kasmir, Seven Kingdoms

KHADUN'S SAGE

A legendary beast of relentless cruelty, Khadun's Sage is said to wander the most desolate depths of Talislanta's deserts, bringing torment and death to all life it encounters. Only one Khadun's Sage is said to exist, with Rajan legend crediting the dread entity Death with the foul creature's creation.

A long, bone-white, serpentine body is supported by a multitude of sharp, segmented legs. Blade-like

mandibles frame a mobile, fanged maw. Fathomless red eyes glare out from beneath a brow of chitin, while beard-like tendrils hang from its chin, and its brain-like cranium is plain to see.

Khadun's Sage is coldly and cruelly intelligent, powerful physically, as well as possessed of arcane prowess, and an utter lack of mercy.

Size: 90' long, 4.5 tons.

Attributes:

INT +5	PER +2
WIL +8	CHA n/a
STR +10	DEX +1
CON +6	SPD +6*

Ability Level: 15

Attacks/Damage: Mandible Slash: DR 18, Bite: DR 16, Leg Pierce: DR 20; total of four attacks

Special Abilities: *Burrow at full SPD; Necromancy with seven Modes at ability level; see invisible and astral presences

Armor: Thick hide, PR 4

Hit Points: 100

Habitat: Desertlands, Wilderlands of Zaran

KHARAKHAN GIANT

Kharakhan are massive folk, averaging over twelve feet in height and weighing upwards of a thousand pounds. They have dusky grey-black skin and savage features, and wear their hair long and tied-back in a queue. Kharakhan dress in loincloths, sandals, and crude armor made from boiled land lizard hide.

The Kharakhan are descended from a nameless tribe of Wild Folk who existed during the latter part of the Archaen Age. It is believed that when The Great Disaster struck, the tribe was exposed to magical emanations, and suffered a form of mutation called giantism. Persecuted thereafter as freaks and misfits, they fled into the northern Wilderlands. They settled among the ruins of old Kharakhan, a place suited to their great size, and eventually came to be known as the Kharakhan giants, or simply the Kharakhan.

The Kharakhan are hunter-gatherers who range throughout the northern Wilderlands territories in massive armored conveyances known as war wagons. Though the giants call the ruins their home, they are often on the move, hunting for food and useful salvage. There are several tribes, all of which regard themselves as part of the same people. The Kharakhans' great size is both an advantage and a disadvantage: though it affords them protection from lesser predators it also means that

they cannot use tools and implements employed by humanoids of smaller stature and so are forced to make what they require from raw materials. Kharakhan also require substantial amounts of food and water in order to survive, both of which are often in short supply in the regions that they have been forced to inhabit.

Kharakhan giants are gruff and crude by nature, having little knowledge of civilized customs and manners. Their outward demeanor and imposing size have led other peoples to regard them with trepidation. Yet while Kharakhan will aggressively defend their clans and possessions they are not a warlike folk by preference. When they are tending their young or with friends these massive folk can be surprisingly gentle.

Size: 10'-15' tall; 1000-1200+ lbs.

Attributes:

INT -3	PER +3
WIL +6	CHA -2
STR +8	DEX -4
CON +9	SPD -2

Ability Level: 3+

Attacks/Damage: Per weapon employed or Fists DR 6 + STR; detect scent of men at 50 ft.

Special Ability: None

Armor: Thick skin PR 1

Hit Points: 50

Habitat: Kharakhan Wastes, Wilderlands of Zaran

KIRRYAN

Often given the rather romanticized title of "Ardan's Fangs" by the Mirin, the nocturnal Kirryans of the Northern Reaches are famed for hunting as mated pairs, and for the incredibly intensity of the pair-bonds these predators form. Such is the strength of the bond between a pair of Kirryans, that lone Kirryans have been known to pine away and die following the death of a pair-mate.

Seldom exceeding four feet in length, with a tail of equal length, Kirryans are sleek and well-muscled, with large sensitive ears, and enlarged canines. Their furry hide is a dusky sky blue, their neck, forehead and ears subtly marked with stripes of dark blue. The non-retractile black claws of these creatures are quite impressive for their size, and males are differentiated from the females by virtue of the mohawk-like manes of stiff sapphire bristles that run from their foreheads along their spines.

Immune to their habitat's frigid temperature, and able to pad swiftly and quietly across snowdrifts and lakes of ice, by virtue of their large paws and strong claws, Kirryan are seemingly able to navigate by sound, much in the way cave bats seem to.

Kirryans have proven relatively easy to train, but are unpopular, because they only ever bond with a single master, and prove aggressive to, and mistrustful of, all other individuals.

Size: 3'-5' long with tail of equal length, 30-120 lbs.



Attributes:

INT -6 PER +6
 WIL +1 CHA n/a
 STR +0 DEX +3
 CON +1 SPD +3

Ability Level: 4-9**Attacks/Damage:** Claws: DR 4, Bite: DR 6**Special Abilities:** Sure-footed climbers (even on ice), navigate by sound**Armor:** Tough hide, PR 1**Hit Points:** 10**Habitat:** L'Haan, Narandu, Urag (rare), Harak (rare)

KRA

Kra are giant, sightless eels native to undersea caves and grottos around the isle of Imria and the waters of the Far Seas. In their dark domains, kra feed on all sorts of marine creatures, including skalnax, water raknids, and even other kra. They are fierce and aggressive predators who sense prey by sound and vibration. The most ancient kra may grow to immense size, rivaling even sea dragons in stature. A smaller, sighted species, known as rainbow kra, is commonly found in open waters.

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

Size: 20'-25', 2,000-4,000 lbs.**Attributes:**

INT -9 PER +1
 WIL +5 CHA n/a
 STR +7 DEX -1
 CON +7 SPD +5

Ability Level: 6-18**Attacks/Damage:** Bite: DR 15 +Ability Level, Tail: DR 13**Special Abilities:** Aquatic**Armor:** Scaly hide, PR 2**Hit Points:** 53**Habitat:** Oceans, seas

KRA, ICE

Similar in many respects to the Lake Kra, Ice Kra

are giant eels that dwell in the waters of the wintry North. Unlike many of their kin, Ice Kra are capable of surviving outside of water. Although they cannot burrow through rock and stone like Land Kra, they are capable of pushing their bulk through snow. Should food supplies grow short in the waters claimed by an Ice Kra, they will typically leave their homes and travel great distances looking for food. The sight of an Ice Kra bursting from a snow bank to snatch up a nearby strider or tundra beast is not an uncommon one according to Mirin tundra scouts.

Size: 10'-15' long, 1000-1500 lbs.**Attributes:**

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

Ability Level: 5-15**Attacks/Damage:** Bite: DR 10+ Ability Level; Tail: DR 8**Special Abilities:** Aquatic; move across land/burrow through snow at SPD +3; Immune to natural cold**Armor:** Thick Hide, PR 2**Hit Points:** 40

KRA, LAKE

Smaller relatives of the Kra, these giant eels are commonly found in lakes and rivers across the continent. Although they typically do not grow to the size of their other relatives across the continent, the strength and ferocity of Lake Kra are not to be underestimated.

Size: 8'-12' long, 800-1500 lbs.**Attributes:**

INT -9 PER +1
 WIL +3 CHA n/a
 STR +5 DEX -1
 CON +5 SPD +5

Ability Level: 3-15**Attacks/Damage:** Bite: DR 10+Ability Level; Tail: DR 8**Special Abilities:** Aquatic**Armor:** Scaly hide, PR 2**Hit Points:** 30

KRA, LAND

Land kra are a species of giant, segmented eels related to the ocean-dwelling kra. A full grown specimen may exceed forty feet in length, and can weigh as much as five tons. Land kra are burrowers, using their powerful jaws to tear their way through rock, soils, and sand.



In desert regions such as Kasmir, these creatures can sometimes be spotted by the long "wyrmm-trails" that they leave in their wake. Otherwise, a land kra may inhabit an underground region for decades, or even centuries, without ever being seen by the inhabitants of the upper realms.

Land kra normally prey upon other subterranean creatures, but will come to the surface when such food is scarce. Like the aquatic species, land kra are blind, sensing prey by vibration.

Size: 20'-50'; 4,000-10,000 lbs.

Attributes:

INT -9	PER +2
WIL +7	CHA n/a
STR +12	DEX -4
CON +8	SPD +2

Ability Level: 5-20

Attacks/Damage: Bite: DR 20

Special Abilities: Burrowing

Armor: Segmented plates, PR 5

Hit Points: 40 +1 per foot

Habitat: Subterranean

KRA, RIVER

These giant creatures, sometimes erroneously referred to as river dragons, are related to the ocean-dwelling

kra. They are indigenous to freshwater lakes and rivers and may be found throughout the continent of Talislanta. Like most species of kra, they are sightless, navigating by sound and vibration.

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

River kra do not normally pose a threat to land-dwelling humanoids, but any who enter the water are considered fair game. River kra sometimes become tangled in fishermen's nets and anchor lines, often with disastrous results: a full-grown river kra can easily capsize most small to medium-sized vessels. If attacked, a river kra may ram a ship, though attacks of this sort are considered rare. Mature individuals are often covered with clinging algae and other plant life, and as such may be mistaken for rotting logs when basking near the surface of the water.

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

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

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

Attributes:

INT -8	PER -11
WIL +6	CHA n/a
STR +9	DEX -6
CON +7	SPD -5 *blind, but with other keen senses

Ability Level: 1-8



Attacks/Damage: Bite DR 18 (see Special Abilities), Ram DR 20 (+1 per level, ships only)

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

Armor: Armored plates, PR 2

Hit Points: 15, +3 per level

Habitat: Rivers and lakes

K'TALLAH

K'tallah is a rare variety of swamp plant found in Faradun, Raj, and certain tropical forests and jungles along the Southern Rim. The leaves of this plant contain a resinous substance which, when smoked or ingested, enables the user to "see" visions of the near future. Though casual users of this substance cannot control or dictate the nature of these divinatory dreams, those who use k'tallah regularly can supposedly acquire the ability to do so. Unfortunately for those seeking enlightenment by such means, k'tallah is one of the most addictive substances in Talislanta. Individuals experimenting with the drug even two or three times often become completely reliant upon its euphoric and mind-expanding properties.

K'tallah addicts must partake of the substance each day or suffer horrible, and invariably fatal, consequences. The first symptoms of withdrawal are stomach pains, followed by the uneasy feeling that something is growing within the addict's body. Next comes the

appearance of the snake-like tendrils of new k'tallah plants, sprouting from the unfortunate victim's eyes, ears, and mouth. Death invariably follows, usually within a few hours. Heavy users of k'tallah, arguably amongst the most wretched folk in existence, claim that leaves plucked from the body of a deceased k'tallah addict are especially savory.

LAND CRAB

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

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

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

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

Attributes:

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

Ability Level: 1-20

Attacks/Damage: Claws DR 14 (+1 per level)

Special Abilities: Burrowing (2 feet per round)

Armor: Shell, PR 5

Hit Points: 10, +1 per level

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

LAND LIZARD

Land lizards are a species of quadrupedal herbivores that roam the barrens and other parts of the Wilderlands in herds of up to a hundred or more creatures. Although they are somewhat sluggish and dull-witted, land lizards are valued for use as pack and burden beasts. They are very strong and can carry as much as twelve hundred pounds without difficulty. If employed as dray-beasts, they can pull wagonloads 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. As such, 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 further virtues: its flesh, though far from tender, is edible enough, and the beast's sandy-colored hide has many practical (if not decorative) uses.

Size: 8'-10', 1,800-2,600 lbs.

Attributes:

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

Ability Level: 4-7

Attacks/Damage: Bite: DR 10, Kick/Tail: DR 15

Special Abilities: Detect salt (range: one half mile)

Armor: Scaly hide, PR 2

Hit Points: 46

Habitat: Wilderlands of Zaran, wastelands, Golarin (rare)



L'LATHA

The l'latha is found only on the Isle of Phantas, where the species was created by the thaumaturges of Cabal Magicus many centuries ago. On the isle of Phantas, these agile, reptilian creatures live among the tree-tops and feed on nuts, berries, and insect larvae. If taken while still young, they can be trained to communicate by gestures, to read facial expressions, and to perform even more complex tasks. Phantasian astromancers sometimes keep l'latha as pets, as they are quite intelligent and make suitable helpers in their work. A trained l'latha may sell for as much as four hundred gold lumens.

Size: 2'-3', 10-15 lbs.

Attributes:

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

Ability Level: 4

Attacks/Damage: Bite: DR 1; some may be trained to use small weapons

Special Abilities: detect impending storms, night vision, keen hearing

Armor: Hide: PR 2

Hit Points: 7

Habitat: Isle of Phantas

LOPER

Lopers are a peculiar species of bipedal beasts native to the Borderlands and other Wilderlands regions. In the wild, lopers usually travel in herds of up to forty or fifty creatures, including males, females, and sexless broodlings (latent sexual markings and physical characteristics generally do not develop until



the broodlings mature, at or around their third year). The distinction between male and female lopers is an important one; the male of the species is exceptionally mean-tempered and prone to erratic behavior, while the female is somewhat more docile.

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

Size: 14' long (8' tall), 400-600 lbs.

Attributes:

INT -8	PER 0
WIL +7	CHA n/a
STR +4	DEX +4
CON +7	SPD +5

Ability Level: 5-7

Attacks/Damage: Bite: DR 6, Hind Claws: DR 10, Whip-like Tail: DR 8; one attack per round

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

Armor: Scaly hide, PR 2

Hit Points: 43

Habitat: Wilderlands of Zaran, Kang Empire

MACHAKKA

Considered spirits by the superstitious Ahazu, the mournful cries of the Machakka echo through the night skies of Talislanta's southern jungles. Small and sleek, seldom exceeding one-and-a-half feet in length, with

slender tails half again their own length, Machakka are ideally suited to their arboreal, nocturnal existence. Their soft, luxurious fur is a deep, dark green in color, providing excellent camouflage amid the night-time canopy, broken only by two large patches of brilliant white fur that form a mask over the creature's emerald blue eyes. Six agile limbs end in black claws ideal for attacking prey or seeking purchase amid the boughs, while the long slender tail is itself prehensile, providing further means of grasping branch and limb.

Machakka are seldom seen by the Moorg-Wan, Ahazu, or Green Men, for they never venture to the ground of their jungle home, and at most, a flash of their white mask may be seen in the gloom as these curious creatures move swiftly and quietly through the trees.

Machakka hunt the colorful avir of the tropics, feasting on both the animals and their eggs, as well as small lizards, insects, and fruits and nuts of all varieties. These creatures have few predators, but have recently come under threat, for their beautiful fur is much sought after, each pelt selling for as much as 50 gold lumens. Jhangaran, Gao, Chanan, and Farad trappers have proven only too willing to brave the dangers of Talislanta's jungles for such rich rewards.

Size: 12"-18" long plus 18"-27" tail, 4-8 lbs.

Attributes:

INT -5	PER +4
WIL +0	CHA n/a
STR -5	DEX +8
CON +1	SPD +6

Ability Level: 5-10

Attacks/Damage: Claws: DR 2, Bite: DR 1; total of two attacks

Special Abilities: Move through canopy at full speed, nightvision

Armor: None

Hit Points: 5

Habitat: Dark Coast, Mog (rare), Taz (rare)



MALATHROPE

Malathropes are terrible predators found throughout the Wastelands and other wilderness regions. Sorcerous hybrids, they are possessed of a sinister intellect and exhibit a marked tendency towards violent and destructive behavior. Like demons, they require neither sleep nor rest and are always active.

Malathropes kill not only for food, but apparently to satisfy some grisly carnal urging: they prey upon creatures of all sorts and show a decided preference for devouring prey alive. The bite of a malathrope delivers a potent neuro-toxin which heightens its victim's response to fear, a condition from which malathropes seem to derive a sadistic pleasure. They exhibit a maniacal disregard for danger and will not hesitate to attack groups of armed individuals, or creatures larger than themselves. The naturalist Thystram noted that *"the beasts emit a horrid, hissing laughter even after suffering the most grievous wounds, as if seeming to mock - or perhaps welcome - their own death."*

Size: 6'6"-7', up to 3'6" at shoulder, 400+ lbs.

Attributes:

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

Ability Level: 8-16

Attacks/Damage: Bite: DR 8 +poison (CON roll at -5 or victim is too terrified to offer resistance), Claws: DR 10; total of two attacks

Special Abilities: Speak in tongues, night vision, immunity to magical influence/control, detect presences at range of 20 feet

Armor: Hide, DR 2

Hit Points: 52

Habitat: wilderness regions



MALAVRAX

The malavrax is a twisted hybrid of malathrope and omnivrax found in Urag and other wilderness regions. Scholars of ancient arcana theorize that the creature is either some Archaen magician's idea of a joke or the result of a deadly experiment in sorcerous hybridization. Whatever their origins, malavrax combine certain of the more extreme attributes of its two forebears. Like malathropes, they are night-black in appearance and possess a sinister intellect and poisonous bite. Like omnivrax, they are most unparticular with regard to their diet and will eat practically anything.

Observers have noted that malavrax are quite deranged and tend to exhibit sudden and extreme mood shifts, ranging from hysteria to rage and black depression. The noted naturalist, Thystram, purported to have witnessed a malavrax devour itself in a spasm of pure spite.

Size: 7-8' in length, 500-600+ lbs.

Ability Attributes:

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

Ability Level: 4-20

Attacks/Damage: Bite: DR 12 plus poison (CON roll at -2 or victim is too terrified to offer resistance), Claws: DR 12; total of two attacks

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

Armor: Scales, PR 3

Hit Points: 59

Habitat: wilderness regions, ruins



MANDALAN

A golden-skinned folk, the Mandalans are slender of build, with almond-shaped eyes and pleasant features. It is the custom of the males to shave their skulls, while the females do the same, leaving only a top-knot of long, black hair. Both sexes wear loose-fitting robes or pajama-style garments, typically of silkcloth, a material which is common in the regions in which the Mandalans live.



The origins of the Mandalan race date back to the Forgotten Age, when their nomadic ancestors migrated from the Opal Mountains and established permanent communal settlements along the eastern coasts of what is now the Kang Empire. Here, the Mandalans established a peaceful society devoted to the cultivation of the mystic arts and sciences. The arrival of a succession of hostile nomads ensued soon afterwards, from the Zhan to the Mazdaks, and the Quan. Each in turn subjugated the Mandalans, who offered no resistance. Each, in their turn, eventually grew complacent and were overthrown by other peoples. Only the peaceful Mandalans remain as they were before.

The Mandalans have an advanced and enlightened culture centered amidst the pastel spires, arches, and promenades of the coastal city of Jacinth and outlying regions. Those who live in Jacinth serve as artisans, scholars, and historians. They live in simple but elegant dwellings made of parchment stretched over wood frames, with rock gardens, meditation areas, and

shaded arbors adding a sense of serenity and beauty to their surroundings. The remainder of the population is scattered throughout the countryside, making their home in small villages. They live in rustic dwellings of artfully woven reeds and thatch, and work as farmers, herders, and weavers.

To many Talislantans, the Mandalans appear weak and submissive, unwilling to offer even the slightest resistance to those who have invaded their lands in the past as well as the present. While there is considerable evidence to support such a view, this perception of the Mandalans is in many ways inaccurate. Practitioners of an ancient mystical discipline, Mandalans abhor violence, considering militarism to be the domain of unsophisticated and primitive peoples. Yet despite a great aversion to physical violence, the Mandalans are neither weak nor entirely submissive. It is no accident that they have survived centuries of oppression, or that their culture has endured long after the demise of the warlike races who have conquered their lands and subjugated their people. Rather, over the course of many centuries, the Mandalans have developed a unique methodology for dealing with repressive regimes: a philosophy based upon the principles of passive resistance, and the concept of the Mystic Warrior.

Size: 5'6"-6'; 90-170 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: non-lethal only

Special Abilities: None

Armor: None

Hit Points: 10+

Habitat: Kang Empire, refugees continent wide

MANDRAGORE

Denizens of the dark forest of Werewood, mandragores are an intelligent and motile species of plant life. Rarely exceeding three feet in height, these strange creatures are inactive by day, when they stand rooted to the ground. Though individuals skilled in woodlore or horticulture can sometimes spot them, in daylight mandragores appear



much like ordinary plants. In the evenings the creatures uproot themselves and stalk the forest in bands of up to two dozen individuals, searching for prey. Using nets of vines and grasses, they snare their victims and bury them alive, thereafter feeding off their remains as normal plants draw nutrients from fertilizer. Mandragore groves often contain an assortment of valuables, buried and left to rot along with the remains of unfortunate travelers, merchants, and adventurers.

Though mandragores are quite intelligent, they are weak creatures who depend on surprise and overwhelming numbers in order to trap their prey. They fear fire and may be dispatched easily enough by a concerted show of force. As they speak the secret languages of plants and trees, they are coveted as familiars by some spellcasters, who have been known to pay as much as five hundred gold lumens for a healthy specimen.

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

Attributes:

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

Ability Level: 2-4

Attacks/Damage: Sharpened Sticks, DR 2

Special Abilities: Magical ability to warp/animate/alter unliving wood and plant products (maximum: approximately one cubic foot of material per Ability Level), speak language of plants and trees, night vision

Armor: Bark, PR 3

Hit Points: 6

Habitat: Werewood

MANGAR

Mangar are of average stature, with dark brown skin and narrow eyes. It is the custom of the males to shave their heads, wear long mustaches, and decorate their chest with intricate and colorful tattoos depicting sea dragons. Mangar females shave their heads as well, but retain a long scalp-lock, typically confined by a ring of copper, brass, or gold. They also wear tattoos, though usually on their backs or arms. Both sexes dress in high boots, loose pantaloons, brass armbands, and earrings, with curved daggers tucked into their belt-sashes.

The Mangar claim descent from the Baratus, a race of fierce, sky-roving pirates which existed during the Archaen Age. Their claims may or may not be true, though it has been noted that Mangar also bear some resemblance to the Oceanians.

Justly renowned as murderers and cut-throats, the Mangar Corsairs are the bane of ships that traverse the waters of the Far Seas. They are regarded with hatred and fear by sailors from many lands. The Mangar range far and wide in their swift-moving carracks, preying on other vessels, torturing victims, and robbing them of their valuables. There are a number of different pirate bands, all rivals of one another. In lean times they prey on each other, sometimes fighting over potential plunder. The make-up of these bands is frequently quite diverse: captives freed from Imrian vessels, shanghaied sailors, exiles from foreign lands, and even Chana Witchmen, have been found amongst Mangar crews.

Mangar are superstitious, and often read the skies and seas for omens. On a day judged to be governed by ill omens a Mangar crew will not set sail except under threat of bodily harm. They will then obey, but with much reluctance. There is a powerful taboo against mutiny, which is believed to bring a terrible curse upon the mutineers. Despite this, Mangar are occasionally willing to risk the effects of a curse rather than endure the torment of an especially cruel or avaricious captain. One thing no Mangar will do is to cross the wake of a Black Savant vessel, which they believe will invite the most evil sort of misfortune.



Size: 5'8"-6'4" tall; 130-230+ lbs.

Attributes:

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

CON +2 SPD +0
Ability Level: 1+
Attacks/Damage: Per weapon employed
Special Abilities: None
Armor: Per armor worn
Hit Points: 16+
Habitat: Mangar Isles, oceans continent wide

MANGONEL LIZARD

A relative of the land lizard, the mangonel lizard is a denizen of the jungles of Taz and the Borderlands region. Highly aggressive, these creatures have a sinuous tail that terminates in a knob of spiked bone and gristle. The mangonel can use its tail as an effective battering weapon, and so it is shunned by all but the most fierce or desperate predators. Mangonels are herbivorous creatures who generally travel in herds of twenty to eighty animals. Both the males and females will defend their young to the death.



The Thralls of Taz favor mangonel lizards for use as steeds. Though they are difficult to capture and tame, mangonel can be made to serve well in this regard. Their usefulness as steeds depends upon how well the creatures have been trained; a poorly trained mangonel lizard is as much a danger to its rider as it is to any other creature or being.

Size: 8'-10', 2,000-2,800 lbs.

Attributes:

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

Ability Level: 6-10

Attacks/Damage: Tail: DR 20, Bite: DR 12

Special Abilities: None

Armor: Thick hide, PR 3

Hit Points: 55

Habitat: Wilderlands of Zaran, Golarin (rare), domesticated (Taz)

MANRA

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

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



any humanoid being. The ability to assume the forms of immortal, undead or unliving entities is evidently beyond the capabilities of these individuals.

Size: 5'-6', 90-170lbs.

Attributes:

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

Ability Level: 1 +

Attacks/Damage: As per weapon or bodily form

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

Armor: None

Hit Points: 12 +

Habitat: Jungles of Chana, southern Kang Empire (rare)

MANRAK

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

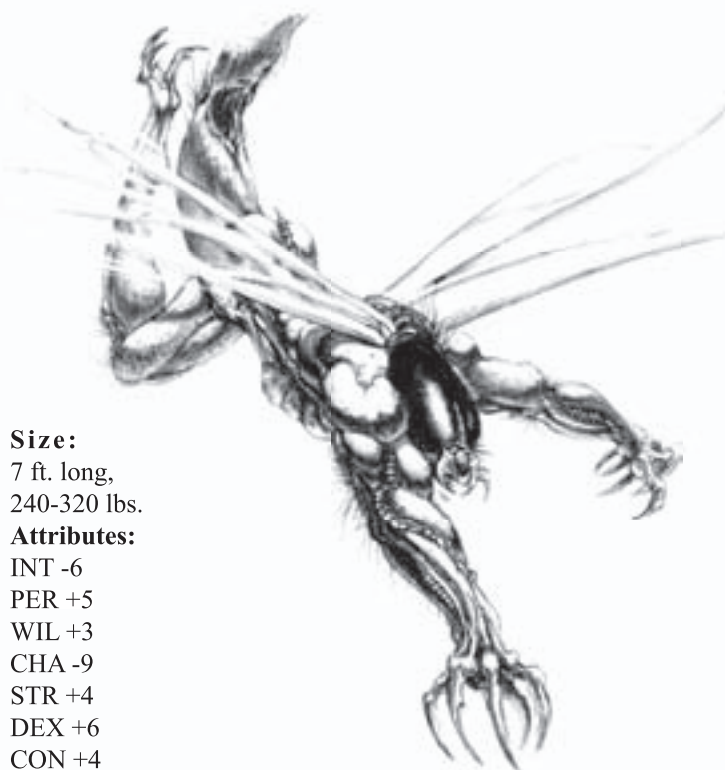
Manrak prey mainly on smaller reptilian creatures such as immature Saurans, land lizard hatchlings, dracs, and chasm vipers. They are airborne hunters, hovering at altitudes of fifty to a hundred feet and scanning the surrounding terrain. When a manrak spots a likely victim it descends from the sky,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

Manrak are social creatures, living in groups of up to thirty individuals in underground nests. They are extremely foul-tempered and will attack Men and even larger creatures without apparent provocation. Their enemies include raknids, vaspas, and giant land kra.

Sauran war clans burn manrak nests whenever they can be found.

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

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



Size:

7 ft. long,
240-320 lbs.

Attributes:

INT -6
PER +5
WIL +3
CHA -9
STR +4
DEX +6
CON +4
SPD +6 airborne only; +1 on the ground

Ability Level: 1-10

Attacks/Damage: Fangs DR 6, Claws DR 8 + poison (see Special Abilities)

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

Armor: Armored exoskeleton, PR 4

Hit Points: 20, +1 per level

Habitat: Wilderlands of Zaran, the Desert Kingdoms

MANTRAP

The mantrap is a giant flowering plant native to the jungles of Faradun and the swamps and marshlands of the Dark Coast. This dangerous organism exudes a scent that is irresistible to most living creatures, and may be borne on the wind for distances of several miles. Once an affected creature or individual approaches the mantrap, the plant enfolds the unwitting victim in its petals. Death by asphyxiation results within three minutes' time, after which the mantrap gradually begins to dissolve and digest its prey. An hour later, the plant will disgorge any inedible materials (cloth, metal, bone, etc.) that it has swallowed. Despite the considerable risks, certain entrepreneurial sorts are known to hunt mantrap for its pollen, a narcotic substance called euphorica.

Size: 6'-10', 120-200 lbs.

Attributes: STR +3, SPD +1; all others negligible

Ability Level: 3-7

Attacks/Damage: Asphyxiation: DR 10 per round

Special Abilities: Irresistible scent (WIL roll at -5 to resist)

Armor: None

Hit Points: 12

Habitat: Dark Coast, Faradun

MARSH STRIDER

A somewhat smaller relative of the common strider, the marsh strider is native to the swamplands of Jhangara, Mog, and the Dark Coast. They subsist on a diet of crustaceans, newts, and other small creatures that live along the shoreline. The creatures especially crave scintilla, the luminous eggs of the water raknid, but find humanoids palatable when easier prey is not available. Female marsh striders make their nests in small gullies and depressions, lining their lairs with brambles and twigs. Young hatchlings emerge from the egg hungry and mean-spirited; though barely a foot tall, the pestiferous creatures will bite anything within reach, and as such, are quickly kicked out of the nest by their mothers.

The Jhangarans train marsh striders for use as steeds, but the beasts must be kept muzzled at all times due to their irritable nature. This is especially true if marsh striders are being used to hunt scintilla, which they will attempt to devour if not adequately restrained.

Size: 7'-7'6", 600-750+ lbs.

Attributes:

INT -6

PER +2

WIL +3

CHA n/a

STR +4

DEX +4

CON +2

SPD +7

Ability Level: 5-9

Attacks/Damage: Bite: DR 6, Talons: DR 10, Tail: DR 6 or used to grasp prey

Special Abilities: Webbed talons allow swift movement in swampy terrain

Armor: Scaly hide, PR 2

Hit Points: 30

Habitat: Jhangara, Dark Coast, Mog

MARUKAN

Once a robust and hearty folk, the Marukans now exhibit a wan and unhealthy appearance. Most have pale sallow complexions, sunken eyes, and limp brown hair. Morose and gloomy by nature, they dress in unflattering garments made of sackcloth and walk about with their eyes downcast.

The Marukan are descended from the ancient Numenians, a people whose lands were destroyed by The Great Disaster. The survivors sold salvage from the ruins, eventually earning enough to acquire a tract of land from the Hadjin, upon which they erected the city of Maruk. For a time the Marukans prospered, selling food crops to Carantheum, Danuvia, and Hadj. But sometime afterwards a series of misfortunes beset them. Their crops failed, their animals died, and their people became dispirited. The Marukans continue to labor under this curse to the present time.

Formerly known for its stable family units, Marukan society has fallen apart. Many families have been forced to split up, as individuals leave the citystate in order to find work elsewhere. Those who remain in the citystate now work as dung merchants, menial laborers, subsistence farmers, salvagers, and talismancers. Few Marukans marry anymore, and the birth rate continues to drop each year.

Marukans are perhaps the most downtrodden and ill-aspected of all the Talislantan races. They suffer from an ancient curse that has brought ill-fortune down upon their heads. Considered harbingers of doom in many lands, Marukans are shunned as if they carried the plague. Fear of curses and bad luck dominates what is left of Marukan culture. Consequently, the people have taken to wearing "Luck Talismans" of many types and descriptions.



Size: 5'4"-6'2" tall; 80-120 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon used

Special Abilities: None

Armor: As per armor worn

Hit Points: 13+

Habitat: Citystate of Maruk

MEGALODONT

Megalodons are an immense species of six-legged herbivores that roam the Plains of Golarin in great herds. They are sometimes hunted for their durable hide and horns, the latter being used to make stout bows of excellent quality. Megalodont flesh is tough and gamey, however, and must be marinated for days before most Talislantans will even try to eat it.

Though appearing to be placid and slow-moving, these creatures can be quite dangerous if provoked or startled. Male megalodons are surprisingly tenacious, particularly as regards the protection of their females. Encroachment into a bull megalodont's territory can often lead to swift and unpleasant consequences, a fact that can be attested to by many an incautious caravan

driver or drayman. A stampeding herd of megalodons is well capable of destroying almost anything in its path, with only the strongest stone fortifications being able to withstand such an onslaught.

Size: 12'-15' at shoulder, 4-6 tons

Attributes:

INT -8	PER +2
WIL +8	CHA n/a
STR +9	DEX -8
CON +9	SPD -4

Ability Level: 5-8

Attacks/Damage: Tail or Kick: DR 25, Trample: DR 35

Special Abilities: Detect scent of blood, predators, or men at ranges of up to one mile

Armor: Hide, PR 2

Hit Points: 70

Habitat: Plains of Golarin, surrounding areas



MIRAJAN

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

Mirajans typically manifest late at night, usually without warning, brandishing ghostly scimitars or curved daggers. When ready to strike, the mirajan begins an eerie, whirling "Dance of Death" - a strange ritual that has the power to enthrall any who do not avert their gaze. Once a victim has fallen under its spell, the mirajan attacks, after which it vanishes into thin air. Should the victim survive, a mirajan may return as many as three times in a single night. Victims who have been "killed" by a mirajan show no visible signs



of damage and will appear to have died of natural causes. However, if one opens the victim's eyelids, it will be seen that the eyes are black and lusterless.

Size: 6-7'

Attributes:*

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

* Attributes pertain only to the mirajan's spiritform

Ability Level: 8+

Attacks/Damage: Spirit blade: DR = Ability Level (damage is tallied as usual, but pertains only to the victim's astral or spiritual self)

Special Abilities: Ritual dance (WIL roll at -5 or be mesmerized and incapable of independent action), manifest or disappear at will, immune to non-magical attacks, insubstantial, flight

Armor: None

Hit Points: 18

Habitat: Extra-planar, desert lands

MIRIN

A people of noble bearing, the Mirin are tall and statuesque. They have bright blue skin and hair as fine and white as gossamer. Mirin dress in robes, boots, and headdresses trimmed with frostwere's hide.

The Mirin are believed to be descended from a group of Archaens whose cloud-city fell to earth following The Great Disaster. Pursued by vengeful bands of Wild Folk, they fled north into the wilderness. Along the way many died from exposure, wild beasts, and battles with their pursuers. Facing certain death, the last members of the group commended their souls into the hands of whatever deity held sway over the region. According to Mirin legend their prayers were heard by the Forgotten God, Borean, an ancient elemental deity who granted them a miraculous boon: immunity to cold. The grateful survivors went on to establish the first shrine to Borean, and later, the first Mirin settlement.



Mirin live in crystalline ice castles constructed from blocks of solid ice, cut from glacial ice-quarries and carved into useful and decorative forms. Mirin have close family ties, a holdover from the days when cooperation was absolutely essential to their survival.

Marriage ceremonies are performed by priests and priestesses of Borean, and are joyous occasions. Children are taught to read and write, and instructed in Mirin philosophy and culture. Members of all professions are equally valued in Mirin society. Hunters provide the settlements with edible lichen, wild and aquatic game, hides and horn. Priests and priestesses provide guidance and keep written records. Warriors defend the settlements. Alchemists forge adamant, an alloy of blue diamond that is one of a very few metals that does not become brittle in sub-zero temperatures.

It is the custom among the Mirin to undertake a ritual "bonding of spirits" with a chosen mate or close friend. The procedure, known as "melding", creates a type of innate psychic link between the two individuals. While melded individuals cannot actually communicate via this ability, each will instinctively know if the other is in danger or in great distress.

Size: 5'8"-6'6" tall; 110-210 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed (usually of adamant)

Special Abilities: Immunity to cold, Melding

Armor: Per armor worn (usually of adamant)

Hit Points: 14+

Habitat: L'Haan, Narandu

MOGROTH

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

Mogroth live in simple huts constructed in the sturdy branches of the mung-berry tree. The leaves and berries of the mung, intolerably bitter to other creatures, form

the main part of the Mogroth's diet. Though lethargic in the extreme, they occasionally dredge the swamps for bits of gold and amber, which they trade in return for strong drink. Otherwise, Mogroth avoid anything that resembles work with great dedication.

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

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

Attributes:

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

Ability Level: 1-12+

Attacks/Damage: Fist DR 8, or as per weapon



employed

Special Abilities: Hide protects against biting/stinging insects and parasites, climbing +5 (SPD +1)

Armor: Thick coat PR 1

Hit Points: 20-40 +

Habitat: Swamplands of Mog, surrounding regions

MONAD

Monads are massive creatures who stand over seven and a half feet in height and may weigh as much as seven hundred pounds. They are entirely hairless, and have striated black and white skin. A comparatively tiny cranium, and immense torso and limbs, are other characteristic features. Loincloth and sandals are their preferred attire, augmented by a cloak in cold weather.

Monads are a hybrid race created in ancient times by the magicians of Phandril, who bred them for heavy labor. Unlike most of their masters, the Monads survived the The Great Disaster, and still exist in Talislanta today.

The Monad population has no homeland, but is scattered across the continent of Talislanta. Most Monads were sold into slavery following The Great Disaster, ending up in such lands as Faradun, Raj, and the Kang Empire. In the Seven Kingdoms, where slavery is illegal, they are treated well and may be hired at reasonable rates. A large portion of the Monad population now resides in Hadj, providing a cheap source of labor.

Monads are monosexual beings who prefer to live in simple dwellings with others of their kind. They do not mate or have children; they simply divide themselves into two separate entities. No one knows exactly how the process works, or how often it occurs.

Bred strictly for size and strength, Monads possess no formal skills or training. They follow instructions well, however, and are tireless and loyal workers. Most Talislantans regard Monads as dumb, lumbering creatures, useless except as pertains to the most menial and physically strenuous labors. Yet others believe there is more to these simple beings than meets the eye.

Monads are mute, but understand common sign language. Among their own kind they favor a complex variation of Sign that seems to have been devised by the Monads themselves and is incomprehensible to other peoples. Scholars who have studied the Monad language describe it as rich, detailed, and cryptic; some go so far as to claim that Monads have a "secret culture" that is completely beyond the ability of non-Monads

to perceive.

Size: 7'-7'6"; 500-700 lbs.

Attributes:

INT +0 PER +0

WIL -6 CHA +0

STR +8 DEX -4

CON +9 SPD -4

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Has no true long-term memory and cannot learn skills, per se; must be instructed in any complex task, performing relatively simple or menial tasks at Laborer level.

Armor: None

Hit Points: 40

Habitat: Continent wide



MONDRE KHAN

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

Savage and feral by nature, Mondre Khan exhibit the ferocity and cunning of wild beasts when on the hunt or in battle. They find it difficult to repress their bestial side, and may react in the manner of wild animals when cornered or subjected to extreme stress. Conversely, Mondre Khan show great kindness and compassion for their young, and appear to harbor deep feelings for their mates and loved ones. This dichotomy seems to be ingrained in the Mondre Khan persona, and their people's struggle with the duality that is inherent in their physical and emotional make-up: on one side, there is the man-like creature striving to achieve a higher state of consciousness, and on the other, the wild animal driven by primal urges.

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

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

Size: 6-7 ft., 180-260+ lbs.

Attributes:

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

Ability Level: 2+

Attacks/Damage: As per weapon employed or Claws
DR 2+ STR

Special Abilities: +3 to Climb skill due to claws

Armor: None

Hit Points: 15+

Habitat: Kang Empire



MONOLITH

Monoliths are mountainous elemental entities native to the isle of Garganta and certain other islands of the Southern Rim. Comprised of stone, they are slow to take action, moving only as the mood suits them, which is often not at all. Monoliths claim to be as old as the world itself, and they are said to possess nearly infinite stores of knowledge. They can be convinced to impart a portion of their wisdom to those patient enough to await a reply, though a waiting period of several days or even weeks should be expected when dealing with these lethargic beings, whose conception of time is not affected by the urgency displayed by mere mortals. The performance of a small favor (such as the removal of an irritating opteryx's nest from a monolith's ear) has on occasion been known to add a mild degree of impetus to a monolith's thought processes.

Most monoliths are passive and implacable, though some are prone to outbursts of violence, generally expressed by means of some volcanic or seismic display. Extremely violent volcanic activity may signal the birth or death of a monolith, or so some scholars believe.

Size: 100'-2,000'+ in height, weight unknown

Attributes:

INT +10	PER +2
WIL +10	CHA +4
STR +15	DEX -10
CON +15	SPD -18

Ability Level: 20+



Attacks/Damage: See Special Abilities

Special Abilities: Cause seismic/volcanic disturbances at Ability Level, immunity to magical control/influence

Armor: Stony exterior, PR 30

Hit Points: Unknown

Habitat: Isle of Gargant (Thaecian Isles)

MOONFISH

Moonfish are silvery-scaled aquatic creatures found only in the Inland Sea and Moon Lake, in the Kang Empire. The Sunra revere moonfish for their “songs”-complex melodic patterns that other sentient beings perceive on a telepathic level, and which moonfish “sing” only at night. The Quan, having less highly-refined sensibilities, favored moonfish as a delicacy when they ruled the Empire. In fact, the Sunra believe that the Quan’s cruel treatment of moonfish is what brought ruin upon their people. Even so, some wealthy Ispasians still keep these creatures as pets, imprisoning them in ornate crystal spheres.

Size: 1'-2' in length, 2-4 lbs.

Attributes:

INT +2*

PER +3

WIL 0 CHA +3

STR -13 DEX +1

CON -2 SPD +3

*possibly higher

Ability Level: 1

Attacks/Damage:

None; moonfish feed on plankton and aquatic plants

Special Abilities:

Telepathic



communication

Armor: None

Hit Points: 2

Habitat: Inland sea and lakes, Kang Empire

MOONFLOWER

This exotic variety of flower is native to the Uuan Empire. It is named for the fact that its fragrant blossoms bloom only at night, and change color to match the hues of the first Talisantan moon to appear in the evening sky. Moonflowers are prized by horticulturists and collectors from other lands, many of whom will pay up to a hundred gold lumens for a single, healthy specimen.

MOORG-WAN

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

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

The customs and culture of the Moorg-Wan are largely unknown, this due in great part to the unsociable attitude of these folk. The magician Malderon, who was unfortunate (or foolish) enough to have been captured by a tribe of Moorg-Wan, gave an account of the experience in his otherwise mundane treatise on the denizens of the Dark Coast. In it, he states: “... *The Mud People, gross though they may appear to us, exhibit certain of the attributes of civilized peoples. They covet riches, particularly sapphires, which they expend an inordinate amount of energy dredging from the muck and mire of their environs. They are religious, as is evidenced by their reverence of Moorg, the giant Mud God (“Moorg-Wan,” translates to “spawn of Moorg”). They raise their offspring from egg to larval newt, then set the young adults to work in the mud mines. Those who find sapphires are rewarded with food; those who*



do not are slain and served up as their first meal."

Size: 6'-6'4"; 300-460-- lbs.

Attributes:

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

* in mud or water (-2 on dry land)

Ability Level: 1-8

Attacks/Damage: Claws or tail DR 8, or as per weapon employed

Special Abilities: Amphibious

Armor: Tough hide PR 1

Hit Points: 18+

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

MORBEAST

Pack hunters of Oblivion, and favored pets of the Shaitan, Morbeasts are horrific entities of flesh, sinew, razor-edged bone, and malicious animal cunning. Morbeasts are created by the Shaitan from the twisted souls and bodies of those mortal diabolists who disappoint their infernal masters, or prove lacking in proper dedication, faith, and skill. At least in this form, the Shaitan reason, their fallen followers are of some small use.

Quadrupedal and slender, a Morbeast's sinewy, muscular flesh is covered in thin, rubbery skin of blood-colored hue. The creature's ivory bones seem to stretch its skin, erupting in tough nodules at the Morbeast's elbows, and along the beast's spine and long, vicious tail, the end of which is tipped with a razor-like spike of bone. All the skin seems to have been drawn

back from the Morbeast's diabolical, fanged skull, the creature's deep, shadowy eyesockets lit by twin points of hellish green light. Sharpened bone claws complete the Morbeast's formidable arsenal.

Morbeasts are typically dispatched to track down and eliminate enemies of the Shaitan or their followers, although these dread creatures are also frequently summoned by ambitious or favored diabolists. When encountered on the material plane, they are almost always pursuing some unfortunate target for their master, or employed as a guard beast by a powerful diabolist. Unfortunately, these tireless entities are not always encountered singly; targets that particularly anger the Shaitan may find themselves hunted by a small pack of these creatures.

Size: 5'-6' long with spike-tipped tail of equal length, 3'-4' at the shoulder, 300+ lbs.

Attributes:

INT -3	PER +6
WIL +3	CHA n/a
STR +3	DEX +4
CON +4	SPD +8

Ability Level: 6-12



Attacks/Damage: Bite: DR 10, Tail Spike: DR 10, Claws: DR 10; total of two attacks

Special Abilities: Night vision, track essence rather than scent, detect presences at range of 20 feet, requires neither sleep nor rest

Armor: Rubbery Hide, PR 2

Hit Points: 45

Habitat: Extra-planar

MORDE

Morde are a lowly variety of avian scavenger favored as pets by the Stryx of Urag. They are semi-intelligent and possess the ability to detect the scent of death at great distances. Craven cowards, morde serve their masters for fear of being eaten. They are believed to be carriers of disease and pestilence.

Size: Up to 1-6' tall; 2-12 lbs.

Attributes:

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

Ability Level: 1

Attacks/Damage: Bite DR 2, Claws DR 1

Armor: None

Hit Points: 4

Habitat: Continent wide

MUD WALKER

These awkward-looking, stilt-legged insects are found throughout the Sinking Lands as well as in most swamps and marshlands. They eat slugs, mudworms and leeches and so are rarely molested by men; the fact that mud walkers are inedible may also have something to do with this. Adult mud walkers may stand up to three feet in height and are virtually all legs. Despite the almost comical appearance of these insects, they are surprisingly swift and agile and are excellent climbers.

Size: Up to 3' tall; 25-45 lbs.

Attributes:

INT-15	PER +2
WIL +0	CHA n/a
STR -12	DEX +10
CON -10	SPD +10

Ability Level: 1

Attacks/Damage: None

Armor: None

Hit Points: 4

Habitat: Continent-wide

MUDRAY

Mudrays are a common species of aquatic creature resembling murky-brown mantas. They are edible and form a staple part of the diet of many Talislantans; smoked mudray is sold throughout much of the continent. A less common variety, the glittering silvurray, is considered a delicacy. Both species are found in salt and fresh water and have a poisonous sting.

Size: 1'-3' long, 1-6 lbs.

Attributes:

INT -10	PER +0
WIL -3	CHA n/a
STR -8	DEX +4
CON +0	SPD +6

Ability Level: 1

Attacks/Damage: Sting: DR 1 + 2 (poison)

Special Abilities: Poisonous sting

Armor: None

Hit Points: 2

Habitat: Seas, oceans, rivers, lakes

MUNG-BERRY

The mung-berry is a large variety of fruiting tree found only in the swamplands of Mog. The leaves and berries of this tree form a substantial part of the Mogroth's diet and have certain practical uses as well. The juice of the mung-berries is so incredibly bitter that it serves to repel biting insects and certain other pests, including the noxious insectoids known as flits. When boiled, the leaves of the mung-berry also yield a waxy glue with excellent adhesive properties. As Mogroth do not take kindly to the stripping of their precious mung-berry trees, the leaves and berries are sometimes difficult to obtain.

MUSE

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

Muses are lovely and sensitive creatures, whose subtle emotions are beyond the comprehension of other races. Their souls are said to be ancient, their hearts filled with the poignant secrets of past ages. To most intelligent individuals, Muses seem flighty and utterly irresponsible. They appear to evince little

concern for anything save their own favorite pursuits: sipping nectar, reclining in meadows, and engaging in various romantic entanglements. When inspired, Muses compose lyrical odes, weave tapestries of colored gossamer, and fashion musical instruments, all of the most enchanting quality.

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

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



Size: 5'6"-6' tall; 80-140 lbs.

Attributes:

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

Ability Level: 1 +

Attacks/Damage: As per spell

Special Abilities: Communicate empathically with other living creatures, natural spell casting ability (Natural Magic Order with 3 modes at ability level), limited flight (2 minutes per ability level)

Armor: None

Hit Points: 10 +

Habitat: Woodlands of Astar, surrounding regions (rare)

NAGRA

Nagra have mottled grey-green skin, black fangs, peaked skulls, and their eyes are like tiny ebony specks. They dress in rude garments made from the furry hides of winged apes, ankle and wrist bands of woven fibers, and earrings made from the fangs of exomorphs or tarkus.

The Nagra are believed to be related to the Chana and Manra, though their appearance would seem to suggest that they also have some Za blood in their veins. The Nagra tribes once lived far to the Northeast, but were driven into the southern jungles by the Kang, who hunted them like animals. Most of the survivors settled in the jungles of the Topaz Mountains, though a handful of others may have traveled to the Jade Mountains of Raj.

The Nagra are semi-nomadic hunters whose movements mirror the migratory patterns of the wild beasts upon which they subsist. When their prey has settled into a region for purposes of grazing or feeding, the Nagra erect temporary shelters of skins and wooden poles that serve as hunting camps. When the wild beasts move on, so do the Nagra. Nagra bands tend to be comprised of several small families, and rarely total more than twenty in number. Mated males and females are the only stable family units; extended families are unknown. Females carry their young strapped to their backs until they are old enough to walk and learn how to hunt for themselves. Nagra offspring usually remain with their parents until puberty, then go off to seek mates of their own.

All Nagra wear stone spirit jars about their necks, in order to protect their souls from evil spiritforms. A



Nagra who has lost his spirit jar would feel exposed, and completely defenseless. These folk are skilled at spirit tracking, an uncanny ability that enables them to follow any track or trail, regardless of its age or origin.

Of all Talisnantans, only the Nagra possess the uncanny ability known as Spirit-Tracking. This talent allows the Nagra to track any creature by following the minute traces left by the passing of its spirit through the astral or material planes. The ability applies also to spiritforms of all types, but apparently not to demons, which have no soul.

To utilize this talent, the spirit-tracker must first locate the trail of the intended subject and isolate it from the traces left by other entities. In desolate areas where few creatures are found, it may take no more than a few seconds to locate the desired trail. In populous regions such as large towns or cities, the process of locating and isolating a single trail among hundreds or even thousands of others may take anywhere from several minutes to several hours.

Once the trail has been found, the spirit-tracker will be able to follow it anywhere: over land, across water, or through the air. From such evidence a spirit-tracker can

determine the age of the tracks, the type of entity that made the traces, and whether or not the tracks belong to a specific individual; according to the Nagra, each entity's track is completely unique, and exactly like no other.

Though spirit traces fade with time, under normal conditions they may remain visible for hundreds, or even thousands, of years. Certain forms of magic may be used to obliterate or conceal a spirit trail, either intentionally or by accident. However, there is no known way to alter or disguise the nature or appearance of spirit traces.

Size: 5'2"-6' tall; 80-160 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: Spirit-Tracking; can run up to 30 miles per day with ease.

Armor: Per armor worn

Hit Points: 15+

Habitat: Chana, souther Kang Empire, Wilderlands of Zaran

NA-KU

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

The Na-Ku are vile creatures of cannibalistic tastes and habits. Their witch doctors possess limited intelligence (INT + 1), and exhibit only the most meager talents in the field of Black Magic (Necromancy Order, 1 mode at ability level).



Size: 6'-6'2"; 160-200lbs.

Attributes:

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

Ability Level: 1-8 -+

Attacks/Damage: Bite DR 3, or as per weapon employed

Special Abilities: Tail may be used to grasp prey

Armor: None

Hit Points: 10-20 +

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

NAR-EEL

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

Size: 4'-12' long, 40-120+ lbs.

Attributes:

INT -10	PER +1
WIL +0	CHA n/a
STR +3	DEX +1
CON +0	SPD +5

Ability Level: 1-3

Attacks/Damage: Horn DR 6

Special Abilities: Leap up to 10' out of the water

Armor: Scaly skin, 2 points

Hit Points: 6-18

Habitat: Seas, oceans, rivers, lakes (rare)

NECROMANE

Necromanes are the avatars of Death, master of the Underworld. These dark entities may stand up to twenty feet in height and are both awesome and frightening to behold. They dress in hooded robes and cloaks, typically stark white in color, and wield great scythes decorated with skulls and other necromantic emblems. Their forms appear to be composed of solid blackness, and their visages lack any discernible features save for the narrow eyes, which emit an otherworldly glow.

On many of the material planes necromanes are referred to as angels of Death—an overly dramatic term, yet indicative of the essential purpose of these soulless entities. It is their duty to escort the souls of the newly deceased to the Underworld, from whence they will eventually be directed to their next incarnations. The presence of a necromane on the material plane almost always means that someone has died and is ready to move on to the next world. They can sometimes be seen overlooking the scene of a great battle or other event of cataclysmic proportions. These entities typically perform their duty without rancor, while at the same time remaining oblivious to bribes, threats, or pleas for mercy.

On their home plane, necromanes are known to serve as guardians of the Underworld, patrolling the outlying regions for intruders. Any who are foolish enough to enter these domains without permission are captured and brought before Death for summary judgment, usually with grim results. Others patrol the lower levels of the astral plane looking for spiritforms that may have eluded judgment due to oversight or other unusual circumstances. Necromanes assigned to such duties are always on the alert for reincarnators, the spiritforms of Torquaran necromancers who are protected from Death so long as they can avoid the retribution of their nemeses, the Xambrians. Reincarnators who have been slain by a Xambrian are fair game for necromanes, who bear a longstanding grudge against these malevolent entities.

Despite their frightful appearance, necromanes are not evil any more than Death itself is evil. All serve a function in the endless cycle of birth, death, and renewal that is the mystery of existence.

A story is told of the magician LaMune, a contemporary of the mad wizard Rodinn, who was said to be obsessed by fears of his own mortality. In an attempt to cheat Death, he used his enchantments to alter his outward semblance, changing the color of his skin and hair, his

facial features, his height, weight, physique, costume, place of residence, habits, acquaintances, mannerisms, and quirks. Yet despite his considerable efforts, as he lay down to sleep one night, he observed a black-robed necromane standing in the shadows of his bedchamber. Aghast, LaMune withdrew into a corner of the room and groaned, "How is it possible that you have found me, after I have gone to such lengths to disguise myself?" The necromane replied, "I know you by the color of your soul, LaMune, which is exactly like no other." So saying, the necromane led LaMune away beyond the mortal veil.

Size: 10-20 ft. tall, weightless

Attributes:

INT +15 PER +15

WIL +15 CHA +15

STR +15 DEX +15

CON +15 SPD +15

Level: 50

Attacks/Damage: Energy Attack DR 20, Scythe DR 30, or as per spell or weapon employed

Special Abilities: Necromancy and Wizardry Orders with all modes at ability level, detect invisible, astral, or ethereal presences (range: 1,000 ft. per level), immunity to harm from non-magical weapons and attack forms, immunity to spells of influence or illusion, teleport or dimension travel at will, emanate darkness in a 100- ft. radius at will

Armor: None

Hit Points: 500

Habitat: Extra-planar

NECROPHAGE

Necrophages are humanoid entities that hail from the darkest depths of the Underworld. Old legends to the contrary, they are not ghosts or spiritforms, but corporeal scavengers that have been known to slip into the material plane by means of magical gates and rifts, drawn by the scent of death. Here, they haunt crypts and burial grounds, feeding upon the bones and remains of the dead. Necrophages can detect the scent of bones, corpses, and corpses at distances of up to two miles, and they are always hungry.

Nauseating to behold, necrophages dress in rags stolen from the bodies of corpses and speak in harsh, rasping whispers. They are found in great numbers in Khazad, but may be encountered in a variety of places, including graveyards, abandoned ruins, and battlefields. Nocturnal by nature, necrophages huddle in underground caves and crypts by day. As they never sleep, their gnashing and mumbling may sometimes provide warning of their presence to those who venture too near their haunts. Driven by their horrible craving for carrion, necrophages are strangers to fear. Many, in fact, are utterly insane. They are also proven carriers of a variety of unpleasant ailments and contagious diseases, including corpse-rot.



It is a known fact that only silver or enchanted weapons will suffice to kill a necrophage. Other types of weapons can be used to cause physical damage to a necrophage, though even dismembered, the bodily parts of a necrophage will continue to attack; a disconcerting sight indeed to those who have witnessed such an occurrence. Rajan necromancers collect the severed hands and heads of necrophages which, invested with unnatural sentience, are said to have numerous uses.

Size: 6'4"-7', 120-180+ lbs.

Attributes:

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

Ability Level: 5-11

Attacks/Damage: Bite: DR 8, Claws: DR 10 (CON roll to resist contracting disease known as "corpse-rot")

Special Abilities: Harmed only by silver and magic, night vision, detect scent of carrion or bones at range of two miles, dismembered body parts may continue to attack

Armor: None

Hit Points: 25

Habitat: Khazad, ruins, crypts, graveyards

Special Abilities: None

Armor: None

Hit Points: 4



NEEDLELEAF

One of the more dangerous Talislantan plants, the needleleaf is found in temperate forests such as Werewood, Silvanus, and woods throughout the Western Lands. The plant is sensitive to vibrations occurring within a ten-foot radius of its location. In response to such stimuli, the plant launches a shower of inch-long, barbed needles. The needles contain a mild toxin that causes a most unpleasant burning and itching sensation. Worse yet, permanent blindness can result if the plant's spiny projectiles strike a creature's eyes. A mature needleleaf may have sufficient needles to launch up to a dozen such attacks, a period of about ten days being required before the plant can manufacture a new supply of ammunition. Whisps are known to employ the plant's needles as diminutive arrows or javelins.

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

Attributes:

PER +1	
DEX +2	SPD +2

All other attributes negligible

Ability Level: 3

Attacks/Damage: Needles: DR 2 at range of 10 feet (causes a painful burning/itching for up to 10 minutes)

NEUROMORPH

Neuromorphs are bizarre creatures that closely resemble the ambulatory fungi known as neurozoids. Posing as these benign organisms, neuromorphs attack prey by surprise, rending with fang and claw. They normally feed on mudwalkers and other small creatures, but have been known to attack Men.

Size: 1'-4" diameter, 30-120 lbs.

Attributes:

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

Ability Level: 2-5

Attacks/Damage: Horn DR 6

Special Abilities: Leap up to 10' out of the water

Armor: Scaly skin, 2 points

Hit Points: 6-18

Habitat: Seas, oceans, rivers, lakes (rare)

NEUROVORE

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

Neurovores feed on the faint electrical impulses which course through the brain cells of intelligent creatures. The neurovore absorbs these through its sensitive feeler, the process involving direct contact with the victim's cranium. As neurovores are timid and physically unimposing, they usually prey only on sleeping or unconscious victims. They are most attracted to highly intelligent or psychic individuals, whose synaptic activities are more pronounced than creatures of lesser intellect. Sindarans, with their dual-encephalic processes, are particularly favored by these fearsome parasites.

The effects of a neurovore's feeding are often not readily apparent. Their feelers do no physical damage, and leave only a faint, circular mark which disappears several hours after the parasite's attack. Victims of a neurovore typically experience some memory loss, which may range considerably in extent. Actual mental impairment is seldom noticeable except in extreme cases (attack by several neurovores, or long exposure to a single, famished neurovore). In neither case are the effects of permanent duration, though full recovery from a neurovore's attack may take from one to twelve weeks, depending on the extent of the damage done.

Size: 1"-2', 1-2 oz.

Attributes:

INT +0	PER +0
WIL +0	CHA n/a
STR -10	DEX +6
CON +0	SPD +6

Ability Level: 1-2

Attacks/Damage: Feelers: drain one point of INT per hour of feeding (A Neurovore's attack may cause mental impairment leading to partial memory loss,



exhibited by the victim's inability to remember detail, skills, known spells, etc. The effects are temporary and generally last from a few days to twelve weeks in extreme cases only.)

Special Abilities: Flight

Armor: None

Hit Points: 1-2

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

NEUROZOID

Neurozoids are a rare and bizarre-looking form of ambulatory fungus found only in the Mushroom Forest of Werewood and the Sinking Land. These organisms resemble great masses of pulsating brain tissue. Despite appearances, the fungus is not a sentient entity. Neurozoids graze on slimes and moulds, moving slowly across the terrain. They are quite harmless, and in fact are of some use to horticulturists and gardeners.

Size: 1-4' diameter, 8-16 lbs.

Attributes:

INT -15	PER -5
WIL +0	CHA n/a
STR -10	DEX -2
CON +0	SPD -3

Ability Level: 1

Attacks/Damage: None

Special Abilities: None

Armor: None

Hit Points: 3

Habitat: Werewood, Sinking Lands

NIGHTHAWK

Nighthawks are a species of nocturnal raptor native to the wooded hills of Yrmania. The swiftest of Talislantan birds, these ebony predators hunt only during the late evening hours. They have exceptional night vision and can spot even the slightest movement on the ground from altitudes of over one thousand feet. Their shining feathers are as hard as flaked obsidian, their knife-edged wings being capable of slicing through even the toughest hide (the bird's claws and beak are used primarily to grasp and tear prey after it has been slain). Highly-prized as hunting birds, nighthawks are sometimes tamed and kept as companions by Jaka traders and manhunters. The birds can be taught to hunt by day as well, provided they are given sufficient rest.

Size: 1'-2', wingspan 6'-8', 2-6 lbs.

Attributes:

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

Ability Level: 7-10

Attacks/Damage: Wings: DR 5, Beak and Claws: DR 4

Special Abilities: Night vision, exceptional powers of perception

Armor: Obsidian plumes, PR 3

Hit Points: 8

Habitat: forests of Yrmania, Werewood, Silvanus and Tamaranth

NIGHTSTALKER

Nightstalkers are frightening creatures that originate on the Nightmare Dimension but may sometimes be found in the Plains of Golarin and other deserted regions. On their home plane, nightstalkers serve more powerful entities as hunters and assassins. On the material plane, they attack by invading the dreams of other sentient beings, whom they seek to slay by "devouring" their victims' astral bodies. Only by feeding on the astral energies of living



creatures can nightstalkers sustain themselves; in their physical forms nightstalkers can kill, but cannot obtain nourishment.

Victims slain in their dreams by a nightstalker suffer the death of their physical form as well, but they appear as if they have simply died in their sleep. Unless a nightstalker is driven off or slain, its chosen victim will be unable to awaken until the ordeal is over. Those fortunate enough to have survived the attack of a nightstalker usually suffer no physical harm, though a close call can sometimes cause such a fright that a victim's hair will turn white.

Size: 10', weightless

Attributes:

INT +5 PER +5
WIL +5 CHA n/a
STR +5 DEX +5
CON +5 SPD +5

Ability Level: 11-25

Attacks/Damage: Claws: DR 13

Special Abilities: Appear simultaneously on both the astral and material planes, attack sleepers in astral form, unaffected by spells of Illusion, acrid breath causes sleep (on material plane only, victims may resist on CON roll versus Ability Level)

Armor: PR 2 in material form

Hit Points: 55

Habitat: Extra-planar

NOCTURNAL STRANGLER

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

There is less disagreement concerning the nature of these beasts, which is uniformly murderous. They attack by night, sneaking up on victims from behind and silently strangling them to death. The physical strength of these creatures is said to be most fearsome, Stranglers supposedly being capable of lifting even

large humanoids such as Ur off the ground without apparent difficulty. Magical weapons seem to have some effect against these monsters, but little else.

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

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

Size: ?

Attributes:

INT ? PER ?

WIL ? CHA ?

STR +8 DEX ?

CON ? SPD ?

Ability Level: 6+

Attacks/Damage: Strangle DR 14 per round (roll vs STR to break grasp)

Special Abilities: Affected only by magical means, invisible and practically undetectable

Armor: None

Hit Points: 30-40

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

OCEANIAN

The Sea Nomads of Oceanus are a green-skinned, dark-haired folk of average height and slender build. Their style of dress is best described as eccentric: vests of iridescent scales, loincloths of rainbow kra's hide, and necklaces of colorful shells being most popular. Their warriors augment this basic wardrobe with shields of zaratan-shell and fierce-looking helms made from the skulls of aquatic predators such as nar-eels.

According to their historians, the Sea Nomads once dwelled in a far off land. When The Great Disaster struck, the inhabitants fled in boats. In their haste, or so the historians claim, the escapees left behind a witch

named Jezem, noted as a practitioner of black magic. Out of spite Jezem placed a murrain upon her people, that they might never again dwell upon the land without invoking consequences of the most dire sort. Though the nature of these consequences was never specified, the survivors thought it best not to tempt fate by testing the efficacy of the witch's magic. Accordingly, they became nomadic seafarers, and built the floating settlement of Oceanus as a means of foiling the witch's curse.

The floating city of Oceanus stands as perhaps the ultimate testament to Talislanta man's defiance of nature — or of common sense, depending upon one's point of view. Construction of the settlement remains an ongoing process, both to accommodate a growing population and due to the ravages of wind, water and sea dragons.

The Sea Nomads have learned how to utilize the ocean's natural resources to fit their needs. The primary source of building materials is yellow aqueor, a giant species of kelp that can grow to lengths of up to five hundred feet. The plant's massive trunk, cut into sections and dried by exposure to sunlight, takes on a buoyancy and tensile strength similar to wood. The leaves are edible, and the



fibrous stems can be used to make rope, parchment, mats, baskets, and even a type of coarse cloth. Other materials used in construction include coral, sponges, the hide and bones of sea dragons, and adhesives derived from the secretions of various species of shellfish.

Size: 5'-6' tall; 100-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 15+

Habitat: Oceanus, southern Oceans

OCTOMORPH

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

Octomorphs are an aquatic species of solitary and often sinister habits. They come forth from their hidden lairs only to hunt for food, preying upon creatures smaller and weaker than themselves. They will attack humanoids in the water or sometimes in small vessels, should the opportunity arise. In all cases

octomorphs prefer to attack from ambush, using their suckered tentacles to grasp their victims and squeeze them to death. It is possible that these creatures may be capable of weapon use and perhaps even magic; accounts differ on this point. Octomorph lairs have yielded such unusual finds as weapons, tools, and even enchanted items, all presumably scavenged from the watery depths or stolen from humanoid victims.

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

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

Size: 6-8 ft. long, 200-400 lbs.

Attributes:

INT +5	P	ER +2
WIL +2		
CHA -5		
STR +3	DEX +4	
CON +0	SPD +5	
(in water; -10 on land)		

Ability Level: 1-6

Attacks/Damage:

Tentacles DR 4
constriction per
round (up to 8
attacks per round)

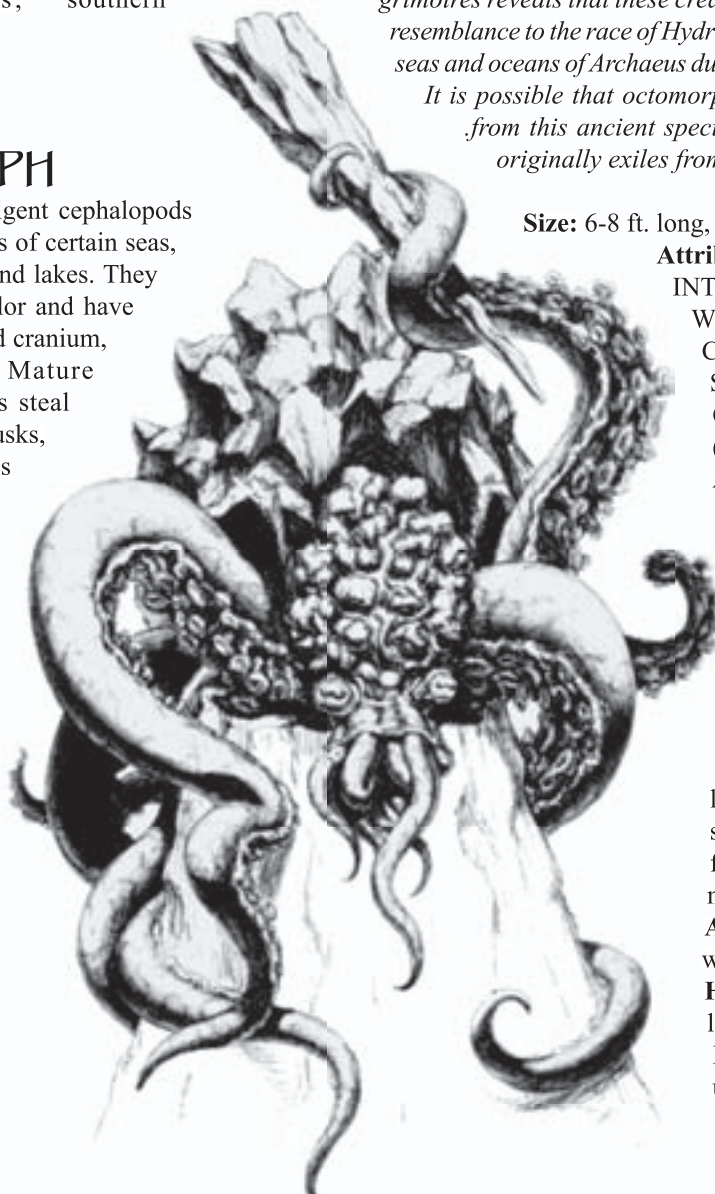
Special Abilities:

Possible
Aquamancy Order
with 2 modes at ability
level, aquatic, can
survive out of water
for no more than one
minute

Armor: None; some
wear shells PR 2

Hit Points: 6, +3 per
level

Habitat: Seas, oceans,
underground lakes



OGRIPHANT

Ogriphants are ponderous quadrupeds native to the land of Urag and the forests and jungles of northern and western Talislanta; a shaggy-haired variety called the wooly ogriphant is known to dwell among the Northern Reaches. In the wild, ogriphants are usually placid, though they can become quite aggressive during the mating season. With their long tusks, horns, and great body mass, these creatures are more than capable of defending themselves against most types of predators.

Ogriphants have been domesticated in several lands, where they are used primarily as burden beasts, to help clear jungle or forest land, and as transportation. In Urag and other places the beasts are trained for use in war and outfitted with plate armor and wooden battle towers. In some places, ogriphants are hunted for their ivory, which brings up to ten gold lumens per pound.

A larger, shaggy-haired version of the ogriphant dwells in the northern climes of Talislanta. The wooley ogriphant, as it is called, is valued for its horns and hide, the latter selling for as much as 400 gold lumens. The creature is sometimes used as a burden beast by the Ur clans of Urag and other folk of the northern reaches, but is considered less useful for such purposes than the ogriphant.

Native to the frozen northlands and temperate forests of Talislanta is another species related to the ogriphant, the muskront. They are small by ogriphant standards, seldom exceeding a height of six feet at the shoulder, but are powerfully built. The shaggy grey hide and yellowish horns of the muskront have certain practical usages but are valued at only a few gold lumens. The creature is hunted for its musk, however, which is used in the making of costly scents and magical fragrances. An adult muskront may carry up to twenty drams of musk in its glandular jowl-sacs, a single dram of which will sell for up to thirty gold lumens. As muskronts are even more foul-tempered than their larger relatives, the

acquisition of this valuable substance is not without certain difficulties.

Size: 8'-9' at shoulder, 2,000+ lbs.

Attributes:

INT -7	PER -1
WIL +3	CHA n/a
STR +10	DEX -8
CON +7	SPD -2

Ability Level: 3-6

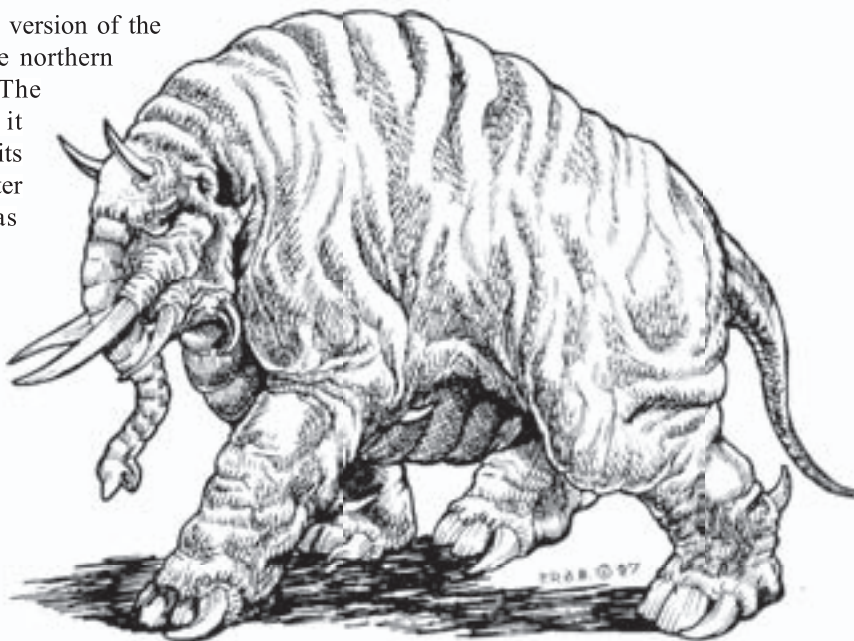
Attacks/Damage: Tusks: DR 20, Trample: DR 30

Special Abilities: Trunk can be used to grasp objects

Armor: Hide, PR 2

Hit Points: 67

Habitat: Western lands, Mog, Werewood, Narandu and L'Haan (wooly ogriphant)



OGRONT

Ogronts are a rare variety of gigantic herbivore native to the Wilderlands of Zaran. Protected by rows of sharp spikes, two layers of rugged hide, and a foot-thick layer of fat, ogronts are virtually impervious to harm, a fact which serves to dismay predators of all sorts. Among the most peaceful and placid of Talislantan creatures, ogronts prefer to wander aimlessly, grazing on grasses and any other type of vegetation that they encounter in their travels. The intestinal fortitude of these giants is beyond normal reckoning; briars, poisonous or

narcotic herbs, and even trees and timber are evidently completely palatable to ogronts.

In their natural plains and savannah habitats, ogronts generally pose no threat to anyone. In fact, they leave behind a highly nutritive (and exceedingly plentiful) fertilizer that sells for up to fifty gold lumens per ton and is among the only resources available to the impoverished people of Maruk. The problem is that ogronts will not walk around anything they can walk though, including stone walls. Occasionally one of the massive beasts will wander into a settled area, inadvertently causing widespread destruction. Unaffected by weapons, spells of influence, or most anything else, the creatures are either sublimely stupid or just plain oblivious to the activities of smaller entities. Only the cleverest or most patient methods are of use in ridding a village or town of an unwanted ogront.

Size: 30'-40' at shoulder, 20-30 tons

Attributes:

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

Ability Level: 5-10

Attacks/Damage: Tusks: DR 30, Trample: DR 50; attacks usually are accidental

Special Abilities: Practically impervious to harm; immune to spells of influence

Armor: Dense hide, PR 30

Hit Points: 200

Habitat: Urag, Golarin, Wilderlands of Zaran

OMNIVRAX

The omnivrax is a ferocious predator native to the Wilderlands of Zaran and other woodland regions of Talislanta. The creature derives its name from the fact that it will eat almost any living organism, including plants, wild beasts, humanoid beings, or even others of its own kind. Omnivrax are highly-adapted to a predatory existence. They have excellent vision and can see clearly even in total darkness. Their sense of smell is so acute that they can follow the faintest tracks and trails without difficulty. The omnivrax's hearing is such that it can perceive the sound of another creature's breathing at distances of a hundred feet or more.

The physical characteristics of the omnivrax are likewise exceptional. A full-grown adult is capable of dragging a land lizard to the ground, or running down even the swiftest graymane. The omnivrax's claws and fangs can easily slice through the toughest hide or rip wooden planks to shreds. The natural armament of these creatures affords them protection similar to the best chainmail. They are utterly fearless and will readily attack even such dangerous predators as exomorphs, malathropes, and behemoths. If the omnivrax has a weakness, it is that the creature's intellect can in no way compare to its great ferocity. Tales of omnivrax attacking statues, or even their own shadows, are not unknown.



Size: 8'-9' long, up to 4'6" at shoulder, 600+ lbs.

Attributes:

INT -11	PER +6
WIL +6	CHA n/a
STR +7	DEX +2
CON +6	SPD +7

Ability Level: 6-12

Attacks/Damage: Bite: DR 15, Claws: DR 19; total



of two attacks

Special Abilities: Can subsist on any organic substance, tracking by scent at Ability Level +PER, detect prey by sound/scent (range: 100+ ft.), night vision

Armor: Exoskeleton, PR 5

Hit Points: 46

Habitat: Wilderness regions

ONIR

The onir are greater entities that hail from the Dream Dimension. On their home plane, these phantasmal beings serve as guardians of the myriad gateways that lead into the Dreamrealms, keeping intruders from entering their domains. They generally appear as ten-

foot ethereal humanoids with bodies clad in glistening suits of enchanted armor and features hidden behind helmets of elaborate design.

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

The astromancer Laslovian recalled several encounters

with onir:

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

All onir possess the following characteristics and **Abilities:**

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

Size: 10 ft. tall, weightless

Attributes:

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

Ability Level: 11-25

Attacks/Damage: Energy Attack DR 3 per ability level, by touch; Dreamblade DR 15 (double damage vs. entities from the Nightmare realms).

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

Armor: None

Hit Points: 42-90+

Habitat: Extra-planar

OPTERYX

The opteryx is a large, three-headed and three-eyed avian native to the Wastelands and other mountainous regions. Each of an opteryx's heads is encased in an exoskeletal mask comprised of interlocking bone plates, at the center of which is set a single, crystalline orb. These unique ocular organs render opteryx impervious to illusions, a useful attribute when hunting sand demons, the favorite prey of these serpentine creatures.

Opteryx lair in high places, usually amidst a pile of

rocks and boulders. They make unusual, triangular nests, using dead branches, rocks, and detritus. Females typically give birth to three offspring every nine years, the largest of which will usually devour its two siblings. Strong flyers, opteryx are capable of lifting an average-sized graymane or ontra into the air, using their hooked "tails" to snare their victims. When on the ground they fold their wings flat to their bodies, enabling them to move about in the manner of serpents.

Size: 30' wingspan, 15' in length, 800-1,200 lbs.

Attributes:

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

* airborne; -2 on the ground

Ability Level: 8-14

Attacks/Damage: Bite: DR 15 (three heads), Claws: DR 17, Knobbed Tail: DR 19; total of three attacks per round

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

Armor: Heads, PR 6; Hide, PR 2

Hit Points: 69

Habitat: Kharakhan wastes, mountainous and arid regions



ORGOVIAN

Orgovians are a wiry, rugged people, hard and spare as flints. Notable features include dusky-orange skin, protruding chin, squinty eyes, and nostrils that resemble vertical slits. They dress in leather vest and



curl-toed boots, loincloth, and brown felt headdress. Iron armbands are worn for decoration, typically by the dozen.

The Orgovians are the last remnants of a people who once hailed from the small kingdom of Orgovia. Following The Great Disaster, their homeland was overrun by savage tribesmen and their nation driven into ruin. They now roam the Wilderlands of Zaran and surrounding regions, making their living as traders.

Orgovians are nomadic traders who range from the Wilderlands of Zaran to the Desert Kingdoms, and sometimes as far as the Eastern and Western Lands. They travel in small armed bands of up to twenty individuals, carrying parcels of goods from many lands on the backs of their loper steeds. Orgovian bands are loosely organized and usually consist of one or more extended families, plus a number of males or females from other bands who have joined the group through marriage or choice. Males and females marry in a brief ceremony that involves the exchange of gifts, symbolizing a relationship of mutual trust. As bands are always on the move females must often give birth while "in the saddle". Infants are wrapped in swaddling and affixed to the back of their mother's steed with the rest of the baggage and possessions. Most learn to

ride before they can walk. Orgovians subsist on foods gathered in the wild or obtained through trade with other peoples.

Orgovians have dealt exclusively in barter ever since the fall of the old nation of Orgovia and the subsequent devaluation of its currency, a lead coin called the yatma (hence the origin of the popular phrase, "not worth a lead yatma"). If offered coin instead of barter for their wares, Orgovians may accuse the unwitting offender of attempting to rob them, generally with disastrous results. They tend to be suspicious of civilized folk, whose ways the Orgovians neither fully understand nor trust.

Size: 5'4"-6' tall; 90-160 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 15+

Habitat: Wilderlands of Zaran

ORUK

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

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

As they grow older and even larger, oruk gradually begin to slow down until their tremendous weight becomes too much of a burden for them to bear. Eventually, the

oruk stops moving altogether, in death becoming as one with the surrounding topography.

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



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

Attributes:

INT -8	PER -5
WIL +10	CHA n/a
STR +17	DEX -19
CON +19	SPD -19

Ability Level: 10+

Attacks/Damage: Crush DR 100 (usually inadvertent)

Special Abilities: Can withdraw its head and limbs into its cavernous "shell" for protection **Armor:** Head PR 5; rocky shell PR 10

Hit Points: 100-300

Habitat: The Wilderlands of Zaran

PARAMANE

Paramanes are lesser spirit entities originating from the silver sphere, a dimension located among the upper reaches of the astral plane. These beings resemble

humanoids in appearance but stand up to ten feet in height and have glistening silver skin that radiates a soft incandescence. Their manner of dress is simple and consists of a long flowing robe, silver bracers, a cloak, and sandals.

Paramanes normally inhabit the silver sphere, where they await acceptance into the higher planes, a reward they seek to attain by the performance of worthy deeds. On many of the material planes these entities are revered as guardian angels, a function a number of paramanes willingly perform as part of their duties. These benevolent entities will eagerly agree to lend assistance to any mortal beings provided they are interested in serving some higher purpose in life. A paramane who serves faithfully in this regard may earn his or her wings and aspire to the stature of a true guardian, thereby gaining increased power, status, and responsibilities.

In his Prophecies, the archimage Solimorrion relates the following tale:

"Many years ago, when I was but a youth, I resolved to make a pilgrimage to the higher planes in order to seek enlightenment. The voyage was long and hard, and many times I was tempted to abandon the quest."



Along the way I met another traveler; a woman with hair like spun silver, who claimed that she too was seeking enlightenment. And so we went together until we came to a great iron gate, before which stood a giant devil bound hand and foot with chains of solid brass. As we drew near the monster called out to us, "Know that I am the guardian of this gate, and that whoever first approaches will be slain." Hearing these words, I became afraid, but the woman approached the horned giant and said, "Kill me if you must, only allow my companion to pass." The devil agreed and, throwing open the gate, motioned for me to pass. I replied that I would not leave the woman, at which she turned to me and smiled. "Do not fear for me," she said, "for I am the paramane sent to protect you and help you on your quest." So it was that I passed through the gate and gained enlightenment in the virtues of sacrifice and devotion."

Size: 7-10 ft. tall, weightless

Attributes:

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

Ability Level: 6-10+

Attacks/Damage: Energy Attack DR 8 or as per spell or weapon employed

Special Abilities: Wizardry Order with 5 modes at ability level, knowledge of arts and sciences, detect invisible, astral, or ethereal entities, immunity to non-magical weapons and attack forms, teleport or dimension travel twice per day

Armor: None

Hit Points: 24-50+

Habitat: Extra-planar

PARASOL TREE

This colorful variety of giant palm tree is common to tropical rain forests and jungles. It is notable for its size (up to a hundred feet in height), and for its spreading crimson foliage, which resembles a great umbrella or parasol in shape.

PARTHENIAN

Parthenians stand seven feet in height, and from a distance appear to have glossy bronze skin and hair. They appear to dress in golden helms, shimmering yellow cloaks, armored vests, and iron arm and wrist bracers. Under close inspection it can be seen that Parthenians wear neither helm nor armor, and do not have bronze colored skin

or hair. Rather, they are made entirely of bronze. Their "hair" is made of braided wire, their cloaks and vests fashioned of flexible, metallic cloth.

Parthenians are not natural lifeforms, but automatons. Cymrilian scholars have speculated that they may be survivors of The Great Disaster, created either by the ancient Archans or perhaps the Neurians. Some believe that the Parthenians may have been created to locate and collect salvage from the sunken city of Aurantium, either to acquire treasure or to find some lost item or artifact.

The Parthenians are rumored to sail the unknown waters that stretch far to the west, across regions which many Talislandans believe lay at the very edge of the world. Employing humanoid slaves as divers, they scour the ocean floor, hauling sunken treasure and valuable salvage aboard their ships by means of winches. The Parthenians occupy a strange settlement called Parthan, an iron castle of ten towers, each over a hundred feet

in height. Its facilities include a dry dock for Parthenian vessels, where triremes are maintained and repaired, and quarters for



their humanoid slaves.

Parthenians do not sleep or eat, but must periodically ingest a liquid lubricant similar to refined lamp oil. Gender differences, even of a surface sort, are nonexistent; Parthenians do not reproduce, though they are apparently able to build new Parthenians to replace those who have been damaged beyond repair or lost. The renowned naturalist, Thystram, stated that there are only one hundred Parthenians in existence at any given time. All are considered parts of the whole, like a complex machine of a hundred parts.

Size: 6'8"-7'; 180-220 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Automaton; immune to poisons, disease, and magical influence; does not sleep, age, or eat (although must periodically ingest a liquid lubricant similar to refined lamp oil); night vision

Armor: Brass skin: PR 3

Hit Points: 24

Habitat: Island of Partnene,
Oceans continent wide



PHANTASIAN

A pale-skinned people, the Phantasians are tall and very thin, with delicate features reminiscent in some ways of the Thaecians. They dress in long, trailing robes, conical caps, and necklaces of colored crystals.

The Phantasians are believed to be descended from the Archaens of ancient Elande, a great sky-city that was destroyed during the Great Disaster. Refugees fleeing from Elande in windships settled on Phantas, where they built Cabal Magicus.

Cabal Magicus is a fabulous castle that hovers high above the Isle of Phantas, tethered to the ground below by chains of adamant. The castle was constructed along the same principles as the sky-cities of the ancient Archaens, which were purportedly fashioned from solidified cloud-stuff. The modern-day Phantasians have long since forgotten the secret of manufacturing such materials, and now have all they can do merely to keep Cabal Magicus afloat.

Like the ancient Archaens, the Phantasians once lived in splendor and ate only the finest and most costly fare. Now, they subsist on bland foods grown in their hydroponic gardens and nutritive elixirs of various sorts. Once among the most skilled practitioners of magic, the Phantasians have forgotten much of the fabled knowledge possessed by their ancient ancestors. Among the few secrets left to them are the talents associated with the building of windships and the art of distilling dream essence. It is these abilities that provide the Phantasians with their livelihood, such as it is.

Phantasian society and civilization are in a state of decline, and appear to be on the verge of collapse. There is a sadness about these folk, whom many deem to be relics of a forgotten era. More than a few Phantasians prefer the old colonial Archaen worldview to the more liberal views currently in vogue among such folk as the Cymrilians. A return to the old ways, and Archaen-style dominance, would be looked upon with much favor by these folk – assuming there was some practical way to recapture the glory of those halcyon times.

Size: 6'8"-7'2" tall; 160-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Aeromancy with 3 Modes at ability level

Armor: Per armor worn

Hit Points: 12+

Habitat: Phantas, merchants continent wide

PHASM

Phasms are astral vampires - horrifying entities apt to prey on spirits and other astral forms of all sorts. These creatures measure in excess of seven feet from head to tail, and resemble nightmarish, two-armed serpents. Their eyes are dark and deep-set above a wide oral cavity lined with sharp fangs, with a "beard" of tendrils below. Other identifying features include a row of quavering tendrils that extends from the peak of the brow to mid-spine, segmented armor plates, and long, grasping claws through which they drain the energies of their victims.

Phasms are possessed of a sinister intellect exceeded only by a single-minded determination to feed. They are known to make their lairs wherever spirits and ghosts can be found, waiting for the opportunity to strike. These dangerous predators can be quite ingenious in this regard, and may exhibit a surprising degree of patience when stalking victims.

Phasms commonly prey upon disembodied spirits, astral travelers and any other incorporeal entities they encounter, draining their victim's life energies in order to acquire sustenance. However, if sufficiently hungry, these foul creatures can pose a threat even to corporeal life-forms, attacking and draining even their life forces even though the astral vampires find the taste of corporeality to be unpleasant.

Only upon death do the bodies of these ghastly creatures assume corporeality.

Size: 7'-10', weight not applicable

Attributes:

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

Ability Level: 4-12+

Attacks/Damage: Energy Drain: DR 8 (DR 16 vs. spirits, astral beings, and other incorporeal entities)

Special Abilities: Flight, detect astral/aethereal/spirit entities within 1000', immune to illusions, harmed only by magic and substances noted as inflicting damage on extra-dimensional entities, incorporeal.



Armor: None

Hit Points: 24

Habitat: Extra-planar

POLYP-PLANT

The polyp-plant is indigenous to the Aberrant Forest and Dark Coast regions, as well as parts of Mog and Jhangara. The plant consists of a long, tube-like stem, terminating in a bulbous tip filled with a sweet, sticky nectar. The Muses o' Astar are partial to the nectar of polyp-plants, as are many types of insects.

PREEN

The Preen, a flightless avir, was created solely to serve as a pet and companion to fashion-conscious Archans, and often paraded around on a leash. Standing a mere two feet in height, the Preen is a slender and graceful avir, with violet eyes, a long serpentine tail and neck, shapely legs, and friendly temperament. The creature's smooth alabaster skin was often magically or alchemically enhanced with colored designs, while

the creature's fringes of soft white feathers, found on the head, lower legs, and end of the tail, were also subject to styling and coloring.

Preen are clever avir, able to sing melodically and memorize short verses or quotations, and perform simple dances. Unfortunately, Preen are extremely rare in the New Age, both because few survived the collapse of the Archaens, and because the avir are particularly fussy eaters, eating only the choicest, ripest fruits and nuts. As a result, Preen breeders serve a very exclusive market in the modern age, and these avir regularly fetch prices of up to 500 gold lumen.

Size: 2', 5-10 lbs.

Attributes:

INT -6	PER +1
WIL -3	CHA n/a
STR -6	DEX +1
CON -1	SPD +1

Ability Level: 1-2

Attacks/Damage: Kick DR 2, Beak DR 1

Special Abilities: Can be taught to sing and dance

Armor: None

Hit Points: 6

Habitat: Forests of Zanth, Aaman and Vardune, Silvanus (rare)

PRISM PLANT

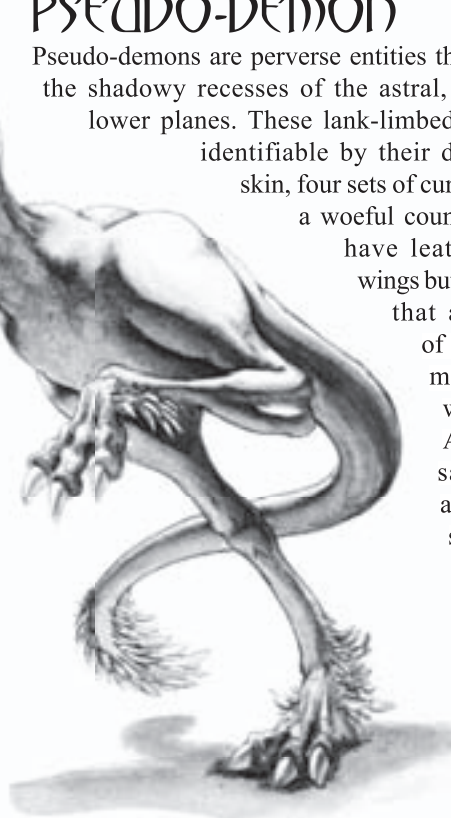
This rare variety of crystal dendron is found in certain woods and forests from Zandu to the Quan Empire. The plant is notable for the prismatic properties of its leaves and blossoms, which refract light in all the colors of the rainbow. Collectors and botanists will often pay up to 150 gold lumens for a healthy prism plant.

PROPHET TREE

This rare and ancient variety of fruiting tree can be found in certain isolated woods and forests. The tree produces a tempting red fruit which, when eaten, confers visions of future events. The nature of these visions is unpredictable; the portents may be favorable, unfavorable, or utterly incomprehensible. Overindulgence in the fruit of the prophet tree is said to lead to madness. The trees cannot be transplanted, and are difficult (-10) to cultivate from seeds or cuttings. The fruit is particularly perishable, losing its efficacy soon after it is picked.

PSEUDO-DEMON

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



Pseudo-demons are miserable entities who wander the astral

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

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

The Phantasian astromancer Laslovian once discovered a pseudo-demon rummaging about in his workroom. He captured the creature in a mesh of force and imprisoned it in an enchanted cage, fearing that the entity had been sent to spy upon him by a treacherous rival. Laslovian



interrogated the insipid creature at length, but found it so appallingly stupid that he became convinced that it had wandered into the material plane by accident, and so dispatched it to one of the lower planes.

Size: 5-7 ft. tall

Attributes:

INT -3	PER +6
WIL -7	CHA -8
STR -1	DEX +2
CON -1	SPD -1*

*airborne; 0 on the ground

Ability Level: 1-6

Attacks/Damage: Claws DR 3

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

Armor: Leathery hide PR 1

Hit Points: 6, +2 per level

Habitat: Extra-planar, ruins, crypts

PSEUDOMORPH

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

from the laboratory of Cabal Magicus.

Pseudomorphs are comprised of magically animate protoplasm and lack a true bodily form. They are fairly intelligent and are able to alter the shape and form of their substance at will, and to project illusions. In combination, the pseudomorph's natural abilities allow it to mimic the appearance of practically any creature, individual, or inanimate object. These anomalies are unable to mimic or reproduce sounds, however, and they do not possess the talents of true shapechangers; pseudomorphs can only approximate other forms, and must disguise their actual appearance by the use of illusions.

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

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

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

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

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

Attributes:

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

Ability Level: 1-10



Attacks/Damage: Smother DR 5 per round

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

Armor: None

Hit Points: 12-32

Habitat: Wilderness, wastelands, swamps and marshes

PURPLE NARCISSUS

The purple narcissus is an enchanted hybrid created by a precocious botanomancer of ancient times, whose name has long since been forgotten. The plant blooms only if it can see its reflection in a mirror, pond, or other reflective surface; this peculiarity has endeared it to collectors of exotic plants such as the Hadjin, who will sometimes pay up to 200 gold lumens for a healthy specimen. Purple narcissus is a cultivated plant and can only be grown in indoor environments. The plants are quite frail and wither if exposed to direct sunlight.

QUAAL

Quaal are smallish, furry creatures common to most tropical islands and jungles of the Southern Rim. They are semi-intelligent and possess keen powers of perception with their flexible eyestalks. Quaal are popular among the Sea Rogues of Gao-Din and Zandir charlatans, who keep these creatures as pets. They can be trained to perform clever tricks and feats of dexterity; in fact, quaal make excellent pick-pockets and sneak-thieves, and they can be taught to serve as lookouts, emitting a chattering noise at the first sign of intruders. Quaal normally subsist on nuts and berries but have a weakness for sweets. If unattended, the creatures are also known to drink wine, which makes them drowsy and disoriented.

Size: 1' in length, 1-2 lbs.

Attributes:

INT -5

PER +6



WIL -1 CHA n/a
STR -8 DEX +8
CON 0 SPD +8

Ability Level: 1+

Attacks/Damage: Bite: DR 1

Special Abilities: Keen sense of smell/hearing, prehensile tail, can be trained in skills such as Legerdemain

Armor: None

Hit Points: 4

Habitat: Wilderness regions, swamps, sewers

QUAN

The Quan are a sallow-skinned folk who, at the height of their reign, were known for their haughty demeanor and gluttonous appetites. They dressed in the richest apparel, adorned themselves with jewelry, and exhibited the lofty airs and delicate sensibilities normally associated with royalty. Now reduced to poverty, the Quan dress in tattered finery or makeshift garments.

The Quan are the descendents of a barbaric people related to the ancient Mazdaks. Using military skill and guile they conquered an empire, but as time passed they descended into complacency. Their reign ended in 611, when the Kang seized control of the Empire in a single day.

After the Kang insurrection the Quan were removed from power and relegated to the lower rungs of society. Their riches were confiscated by the Kang, and their possessions sold at auction. Thousands of Quan were executed for "crimes against the Empire". Hundreds more chose to commit suicide, ordering their servants to kill them rather than face the wrath of the Kang. The remaining Quan are no longer allowed to own property or have servants, and are forbidden to live anywhere but the old capital of Tian.

Size: 5'-6' tall; 120-220 lbs.

Attributes:

INT +2 PER +0
WIL -2 CHA -2

STR -1 DEX -1
CON -2 SPD -1

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Hit Points: 8+

Habitat: Kang Empire

RAHASTRAN

The Rahastrans are a tall and dark-skinned folk who carry about them an air of mystery and magic. The wear cloaks, gloves and long coats of blue fustian, and pendants of carved amethyst. Every Rahastran carries a deck of enchanted cards known as the Zodar.

The Rahastrans are the direct descendents of a sect of cartomancers who once served the rulers of the ancient kingdom of Phandril. According to their legends, their people were banished after a Rahastran displeased the ruler of Phandril by giving an unfavorable reading regarding the future of the kingdom (the reading turned out to be accurate, and Phandril was destroyed during The Great Disaster). Since that time Rahastrans have been wanderers, who give their allegiance to no government.

Rahastrans are traveling seers who wander from place to place, earning a living as fortune tellers or gamblers. It is the custom of these individuals to trust the luck of the Zodar, an archaic and magical game employing a deck of twenty cards, each marked with a different arcane symbol. While Zodar is often thought of as a



game of chance, the cards are most often used to divine the future, or to reveal a person's deepest thoughts and desires. In addition to supplying a livelihood, the Zodar guides virtually every aspect of a Rahastran's life on a day-to-day basis. It is said that no Rahastran would ever make an important decision without first consulting the cards and reading the portents, nor would he or she take any action that the cards indicate to be unwise.

Rahastrans tend to be loners; there are no bands or tribes of Rahastrans, nor do they have any homeland. Some Talislantan scholars believe that there may be no more than a few hundred Rahastrans in existence on the continent, if that.

For Rahastrans the Zodar is religion, magic, art, and craft. They turn to the cards for spiritual guidance, and ascribe sentient virtues to their cards, which they claim are imbued with divinatory powers by the higher spirits. Able to foresee the means of their death in the cards, Rahastrans often prepare a will indicating how their possessions are to be divided among their chosen heirs and successors. Most prefer to be cremated along with their cards.

Size: 5'8"-6'4" tall; 130-190 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Cartomancy and 5 Modes at ability level

Hit Points: 12+

Habitat: Continent wide

RAJAN

The Rajans are a dark-skinned folk, tall and wiry of build, with blood-red eyes, and horn-like protrusions jutting forth from their chins and foreheads. They dress in dark grey capes, veiled headdresses, and loose-fitting garments bound with cords at the wrists, ankles and waist. These same cords are used for many practical purposes by the Rajans, including the strangling of enemies.

Certain Talislantan scholars believe that the Rajan races may be related to the Za, a theory which the Rajans themselves vehemently deny. Rajans prefer to believe that they are descended from the Torquarans, rulers of a dark empire that once spanned much of the Talislantan

continent. The folk now known as the Rajans were once nomadic hunters, who eked out a meager existence in the harsh deserts of Raj. In 404 the Rajan tribes united under a chieftain called the Khadun, and conquered the other desert peoples of Raj.

Rajan society is dominated by men. Women are totally subservient, and are forbidden to show their faces or any part of their bodies in public. Rajan men are allowed to take as many wives as they can support. Wives are "bought" from their fathers, usually at age thirteen, and are considered property; a man can banish an unwanted wife at any time. Children are raised by the wives, and are kept out of sight from the Rajan men, who have little patience for child-raising. At age thirteen, female children are sold off, and male children are given to priests of the Nihilist Cult for training. Most will become warriors, others necromancer-priests, according to their abilities.

Fatalistic by nature, Rajans believe that the harsh circumstances of their existence are punishment for the sins of their ancestors. In essence, Rajans think the Talislantan world is Hell. For these people, death is the means of ascension to a better life in the next world – the Rajan version of Heaven, where the faithful will be rewarded by attaining revenge over their enemies, power, wealth, and the means to satiate all mortal desires.

It is the unfriendly custom of both male and female Rajans to carry concealed weapons on their persons, curved daggers being considered especially elegant. Rajans also favor kaj, a potent narcotic made from a combination of Farad k'tallah and the resinous buds of an hallucinogenic plant know as rajoum. Abuse of this substance is common in Raj.

Size: 5'4"-6'4" tall; 100-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Hit Points: 14+

Habitat: Raj, Wilderlands of Zaran

RAJAN SCORPION

This desert-dwelling species is found primarily in Raj (hence its name) and may measure up to a foot in length



when fully grown. The Rajan scorpion's coloration and penchant for burrowing allows it to blend almost unseen into its desert habitat (stealth at +10), a cause of some concern to individuals who must traverse these areas. The insect's powerful sting can penetrate even the toughest leather (DR 3) and carries a lethal venom

(DR 3 per round for 10 rounds). Rajan assassins often keep Rajan scorpions as "pets," employing both the insect and its venom in certain of their grisly torture rituals. A dram of this toxin can sell for as much as 75 gold lumens on the black market.

Size: 1' long, 1 lbs.

Attributes:

INT -15	PER +6
WIL +0	CHA n/a
STR -10	DEX +8
CON -6	SPD +10

Ability Level: 2

Attacks/Damage: Sting DR 2

Special Abilities: Venomous sting DR 2 per round for 10 rounds.

Armor: None

Hit Points: 3

Habitat: Deserts of Raj

RAKNID

Raknids are a sorcerous hybrid of demon and scorpion native to the Volcanic Hills and parts of the Wastelands. There are four distinct types of raknid, each having a specific responsibility within the rigid confines of their hive-society.

Warrior raknids are humanoid in form, with a heavily armored carapace, hooked talons, and a tail stinger capable of injecting a potent, paralytic venom. These creatures are employed in defense of the hive-colony and to gather food for the hive's inhabitants.

Raknid queens are so huge and bloated that they are practically incapable of movement and require the constant attention of the hive's workers and drones. However, they possess extraordinary psionic powers and can communicate telepathically with raknids from their own hive or read the minds of other sentient creatures. Each raknid colony has a single queen.

Raknid drones are blind, multi-legged insectoids whose soft bodies are protected by a hard, spiked shell. Driven by the instinctive urge to mate, they plot and scheme, seeking ways to win the favor of their queen. Drones will torture and interrogate captive creature, hoping to gain useful information with which to impress their sovereign.

Raknid Workers are mindless giants, performing their limited duties through instinct alone. These huge creatures maintain the colony's hive-complex, which they construct from a pulpy substance extruded from their palpi. When dry, this material becomes tough and fibrous.

The evil hive-mentality of a raknid colony fosters but a single goal: to preserve and propagate their vile species. All other life forms are considered to be either enemies or a potential source of nourishment. More

precisely, living organisms are enemies until they have been slain, whereupon they become food. Among their greatest foes are land dragons, vases, and the Sauran tribes of the Volcanic Hills; the latter burn raknid nests whenever possible.

RAKNID WARRIOR

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

Attributes:

INT *	PER +2
WIL +5	CHA n/a
STR +4	DEX +2
CON +6	SPD -2

* controlled by psychic emanations from Queen

Ability Level: 3-15

Attacks/Damage: Claws: DR 8, Tail stinger: DR 10 +paralysis (CON roll to resist, duration: 20 rounds)

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

Armor: Exoskeleton, PR 3

Hit Points: 30

Habitat: Volcanic Hills, Eastern Lands

RAKNID QUEEN

Size: 20'-40' in length, 1,500-3,500 lbs.

Attributes:

INT +10	PER +10
WIL +10	CHA -6
STR -6	DEX -18
CON 0	SPD -17

Ability Level: 20+

Attacks/Damage: Psychic assault: cause pain or stun, DR 16 +Ability Level (range: 10 feet per level)

Special Abilities: Detect presences (range: 1000 feet), immunity to magical influence or control, control hive colony by psychic emanations (range: 100 feet per level)

Armor: None

Hit Points: 60

Habitat: Volcanic Hills, Eastern Lands

RAKNID DRONE

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

Attributes:

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

Ability Level: 1-10

Attacks/Damage: Claws: DR 3

Special Abilities: Can completely withdraw extremities into armored shell

Armor: Shell, PR 7; body unarmored

Hit Points: 12

Habitat: Volcanic Hills, Eastern Lands

RAKNID WORKER

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

Attributes:

INT *

PER +1

WIL +7

STR +8

DEX -8

CON +8

SPD -8

*controlled by psychic emanations from Queen



Ability Level: 1-3

Attacks/Damage: Bite: DR 18, entangle intruders in strands of fibrous pulp (STR roll at -4 to resist, range: 20 feet)

Special Abilities: Extrude fibrous pulp

Armor: Exoskeleton, PR 7

Hit Points: 33

Habitat: Volcanic Hills, Eastern Lands

RAKNID, WATER

Water raknids are an aquatic species of the common land raknid that make their hives in the shallows of the coastal waters, lagoons, and grottoes of the Southern Rim. Like their land-dwelling relatives, they are ruled by a queen, who is served by water raknid drones, warriors, and workers. Water raknids have both rudimentary gills and lungs and are able to survive in or out of the water. The same cannot be said for water raknid spawn, which do not develop gills until they are several days old. Because their spawn must begin life on land, the colony's drones must convey their queen's eggs in protective sacs, distributing them along the shoreline - typically, among the dense patches of marshweed that grow just beyond the tidal line.

While the eggs are maturing, water raknid warriors patrol the shallows to protect them from harm. Even so, many egg sacs are stolen by opportunistic predators and Jhangaran marsh hunters. Also known as scintilla, the eggs emit a wan luminescence and are valued at up to 100 gold lumens apiece. The surviving spawn head instinctively for their nest as soon as their gills have developed, to become part of the colony.

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

Size: As per Raknid counterpart

Attributes:

As per Raknid counterpart except SPD +3*

* In the water, -5 otherwise

Ability Level: 3-15

Attacks/Damage: Claws:

DR 8, Tail stinger: DR

10 +paralysis (CON

roll to resist, duration:

20 rounds)

Special Abilities:

Leap up to 20 feet,

immunity to magical influence and control

Armor: Exoskeleton, PR 3

Hit Points: 30

Habitat: Continent-wide, coastal areas

RAVANT

The Ravant is a nightmarish monster that some say was created by the Kagan, a sorcerer of reclusive and mysterious habits who makes his home in the depths of the Aberrant Forest. The Ravant is the personification of the destructive forces of nature: its sole purpose is to destroy. Its claws are capable of slicing through metal armor with ease. Its armored visage is adorned with spikes and sharp protrusions; its tail, an eyeless serpent whose bite means death.

The Ravant is believed to be virtually indestructible, though due to its heavily armored exoskeleton the monster cannot stay afloat in water; despite the presence of bat-like wings, the monster is too heavy to fly.

Size: 12' tall, 2,000 lbs.

Attributes:

INT -5*

WIL +10

PER +5

CHA -10

STR +14 DEX -5

CON +15 SPD +1

*INT -10 when angered

Ability Level: 40

Attacks/Damage: Bite or Claws: DR 20, Tail: DR 4 +Level 25 poison.

Special Abilities: Virtually indestructible; regenerate (10 points of damage per round), tireless, immune to poisons, immune to magical or non-magical control or influence, magic resistance (+10 on all resistance rolls).

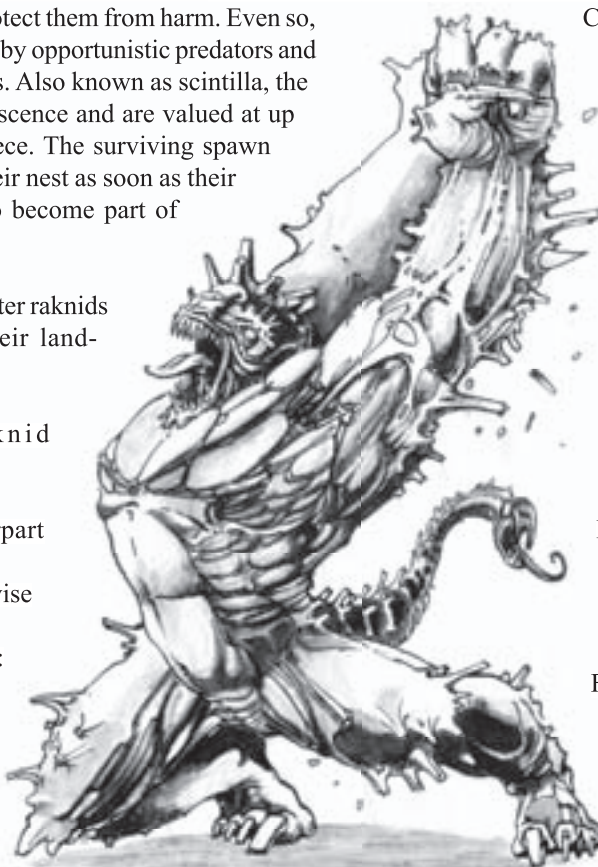
Armor: Exoskeletal plates, PR 12

Hit Points: 500

Habitat: The Aberrant Forest

RAVENGER

From an evolutionary standpoint, the ravenger is certainly one of the more opportunistic Talisantan lifeforms. Ravengers thrive in water, on land, or in the air, and they are found throughout





the continent. They have both lungs and gills and are able to modify their body temperature and metabolic rate to suit almost any climate. The ravenger's wings, tail, and sail-like crest are equally useful with respect to undersea or airborne navigation. Furthermore, they are capable of bipedal ambulation on land and are sure climbers.

Compensating for their lack of a single, specialized talent, ravengers possess an almost single-minded determination to survive. They can subsist on almost anything, including wild beasts, carrion, vermin, and refuse. Ravengers will steal prey from other creatures if given the opportunity, and some habitually follow predators such as omnivrax, behemoths, and sea scorpions for this very purpose, or to scavenge bits of uneaten food. Relentless hunters, ravengers are nearly impossible to deter once they have marked a creature or other food source as theirs. If unsuccessful in its initial attempt to obtain sustenance, a ravenger will return again and again to try anew. In this respect, these creatures can be quite resourceful and even ingenious.

Size: 6-6'6", 140-175 lbs.

Attributes:

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

Ability Level: 1-10

Attacks/Damage: Bite: DR 4, Claws: DR 6

Special Abilities: Ability to thrive in practically any environment, heat or cold inflicts only half damage, flight, swimming

Armor: Hide PR 2

Hit Points: 18

Habitat: Continent-wide

RAVIR

Ravir are a nocturnal species of avir native to the woodlands of western Talislanta, and in particular the dark forests of Werewood. Black as night, these creatures feed on carrion and possess an uncanny ability to speak the Talislan tongue. Ravir are usually encountered alone or in mated pairs. They sometimes follow travelers for miles, presumably to feed on scraps of food left in their wake, though ravir also seem to derive a perverse pleasure from annoying humanoids. They are particularly fond of spouting prophecies and portents, usually of the most gloomy sort. If attacked or threatened they will fly off, only to return later with more of their morbid predictions.

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

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

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

Attributes:

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

Ability Level: 1-3

Attacks/Damage: Beak/Claws DR 2

Special Abilities: Speech (Low Talislan)

Armor: None

Hit Points: 4-9

Habitat: Werewood, forests of western Talislanta



RAYK

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

Rayks have superior manual dexterity and are natural thieves. They possess an uncanny knack for squeezing into tight places, evading detection, untying knots, and even picking locks. They are attracted to shiny objects, particularly coins and gemstones, though a rayk will also collect bits of glistening but worthless brummagem. If captured while in infancy, a rayk can be trained to steal for its master. For this reason, these creatures are valued as pets by professional thieves and other scoundrels and may bring prices in excess of 100 gold lumens.

In the course of his extensive travels, Thystram encountered many oddities and curiosities. Among these was a Namfar thief who kept a rayk as a pet. According to the naturalist: *"The thief had trained the creature to pick pockets and locks, act as a lookout, and*

even steal coins from beggars. When last we spoke, she was attempting to teach the rayk to read and write so that the creature might have all the requisite skills of a professional litigator."

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

Attributes:

INT +0	PER +5
WIL -2	CHA n/a
STR -5	DEX +9*
CON -2	SPD +3

*manual dexterity only; otherwise +6

Ability Level: 1-3

Attacks/Damage: Bite DR 2, Claws DR 1

Special Abilities: Stealth and locks skills at ability level +5

Armor: None

Hit Points: 2-8

Habitat: Woodland regions

REINCARNATOR

Reincarnators are the spiritforms of Torquaran wizards, members of a cabal of black magicians who once ruled a dark empire that spanned much of the continent of Talisanta. During their time in power the Torquarans were responsible for the deaths of untold thousands of innocents, including almost the entire Xambrian race. The Torquaran empire was eventually overthrown, but its rulers escaped and were never tried for their crimes.

Instead, the Torquarans struck an unholy pact with the



arch-devil Zahur, who used an ancient incantation to turn them into reincarnators: malign spirits cloaked in an aura that renders them untouchable by Death. In this manner, the Torquarans acquired a form of near-immortality. They became capable of possessing the physical bodies of living creatures at will, and returning time and time again from the dead. Only if vanquished by a Xambrian can these vile spiritforms finally be claimed by Death and delivered to their final judgement.

Size: 6'-7'ft tall in astral form, or as per bodily form

Attributes:

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

* in astral form; otherwise, as per the physical body that the reincarnator has taken over

Ability Level: 15-20+

Attacks/Damage: Touch: energy drain at DR 1 per Ability Level, or as per spell or weapon

Special Abilities: Possession (WIL roll versus Ability Level to resist), energy drain, Necromancy with seven Modes at Ability Level; in astral form, harmed only by enchanted weapons and magic; flight, pass through solid matter at will

Armor: None

Hit Points: 20 in astral form, or as per bodily form

Habitat: Extra-planar

RICTUS

A twisted, skull-like visage, maw filled with jagged fangs, slitted eyes of baleful amber, oily black pelt, and six, taloned feet; all a deceptive mask for one of Talislanta's least dangerous animals, the Rictus.

Although fearsome to behold, the Rictus is nothing more than a small, tail-less, scavenging rodent, its long, naked, pointed ears serving well to warn it of danger. When a threat first manifests, the Rictus stands its ground, ruffles its pelt to appear larger, hisses menacingly, and inches forward in an attempt to intimidate and scare off its potential attacker. Should this bluff fail, and the Rictus come under attack, it will flee as quickly as its six scrawny legs can carry it.

Packs of these adaptable animals can be found in practically any of Talislanta's environments, and have become something of a pest in the slums and poorer areas of the continent's towns and cities.

Size: 5"-10" long, up to 2 lbs.

Attributes:

INT -7	PER +5
WIL +0	CHA n/a
STR -7	DEX +4
CON +0	SPD +6

Ability Level: 1+

Attacks/Damage: Bite: DR 1

Special Abilities: Look and act intimidating

Armor: None

Hit Points: 2

Habitat: Continent-wide, sewers



RIME HOUND

The near constant bane of travelers crossing Narandu, these fierce beasts scour the plains in numerous bands numbering in the dozens. Small and reptilian, Rime Hounds are covered in what appears to be stiff, frozen spines of fur. They are capable of running across the surface of even the most dangerous snow without ill-effect. Because of this, they are practically indistinguishable from a cloud of blown snow from a distance.

Called hounds for their predilection to hound their quarry for long distances, they seemingly flock towards sources of heat. Thick, insulating furs that keep in heat and turn away cold are often sufficient to keep Rime Hounds away since they can apparently detect the warmth of the skin. Those creatures who are



unfortunate enough to experience the exposure of their skin to Rime Hounds suffer from a rapid drop in body temperature and the swift onset of hypothermia. Flames attract Rime Hounds but can also keep them at bay; unfortunately, such things as campfires often attract the attention of other creatures in Narandu as well.

Size: 1' high at the shoulder, 3' long, 60-100+ lbs.

Attributes:

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

Ability Level: 1-2

Attacks/Damage: Claws: DR 2, Touch: DR 1 per round within melee range due to loss of body heat

Special Abilities: fire inflicts double damage; detect warmth at a range of 100'

Armor: Icy skin, PR 1

Hit Points: 5

Habitat: Northern Reaches, temperate forests

ROCK URCHIN

Rock urchins are benign creatures found in caves and underground tunnels in the Wastelands and other remote

areas. They feed on mosses, lichens, and detritus, and pose no threat to Talisphantans. To the contrary, rock urchins are prized as food and are considered a delicacy in many lands. They are also valued for their spines, which are used to make quill pens of good quality.

Size: 1'-2' diameter, 1-2 lbs.

Attributes:

INT-15	PER +0
WIL +0	CHA n/a
STR -15	DEX +0
CON -8	SPD -10

Ability Level: 1

Attacks/Damage: Spines may cause incidental damage DR 1

Special Abilities: Slow-moving but sure rock climbers, able to hang upside down from cave ceilings.

Armor: Chitinous shell PR 5

Hit Points: 2

Habitat: Subterranean

ROOT GRUB

These eyeless, fanged larvae live below ground in Vardune and many woodland and jungle regions. They feed on the roots of large plants and trees, and they pose a threat to cultivated crops, vineyards, and orchards. An adult root grub may grow up to two feet in length, with a diameter of eight inches or more: a truly repulsive sight, which the creature's deathly pale coloration does little to diminish. Green Aeriad employ trained avir to locate and kill these subterranean vermin, which are responsible for a considerable amount of crop damage in Vardune each year.

Size: 2" to 5" long, 2 to 4 oz..

Attributes:

INT-15	PER +0
WIL +0	CHA n/a
STR -15	DEX +0
CON -8	SPD -3

Ability Level: 1

Attacks/Damage: Bite DR 2

Special Abilities: None

Armor: None

Hit Points: 2

Habitat: Deserts of Raj

SANDMAN

Sandmen are lesser entities that appear as shriveled, gnome-like creatures attired in hooded robes. On their home plane sandmen serve as messengers, delivering dreams to sleepers who reside upon the myriad material

planes of existence. They are somewhat ill-tempered by nature and always seem to be rumbling and complaining about something.

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

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

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

Size: 3 ft. tall, weightless

Attributes:

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

Ability Level: 3-10

Attacks/Damage: Energy Attack DR 3 Dreamdust: drives off or stuns extra-dimensional entities, causes mortals to sleep; duration is up to 8 hours

Special Abilities: Wizardry Order with 3 modes at ability level, concoct dreamdust

Armor: None

Hit Points: 2 per level

Habitat: Extra-planar

SAPIENT

Sapientes are a species of primates indigenous to jungles

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

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

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

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

Attributes:

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

Ability Level: 1-6

Attacks/Damage: As per weapon employed

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

Armor: Fur PR 1

Hit Points: 12-22

Habitat: Jungles and tropical forests



SARISTA

The Sarista are built along slender proportions, and have skin the color of topaz, dark eyes and jet black hair. They are partial to such forms of ornamentation as ear bangles, facial tattooing, and all types of gaudy raiment. The men sport colorful capes, berets, tight-fitting hose, sashes and high boots; the women: all manner of sultry and provocative attire, also of a colorful nature.

The history of the Sarista consists of a baffling collection of anecdotes, fables and bawdy ballads. From these, scholars have theorized that the Sarista are descended from the Phaedrans, and related to the Aamanians and Zandir. Others believe they are kin to the Dhuna witch-covens of Werewood.

The Sarista are a people of diverse qualities. Some are loners who make their living as peddlers, mercenaries or vagabonds. Others, notable for their skill at witchcraft, live in secluded wilderness regions. The majority of these folk are more gregarious in nature, preferring to travel in loose-knit tribal groups, carrying all that they own in brightly painted wagons.

Sarista families are close-knit - "as thick as thieves", according to some Talislantans - and often quite large. Young males attract wives by acts of courage and daring; an offering of gold coins to the wife's parents seals the deal. Their children are raised in liberal fashion, and travel with the tribe.

Sarista caravans roam the Western Lands from Silvanus to the Seven Kingdoms, stopping in cities and villages along the way. In such places, the Sarista are renowned for their talents as folk healers, fortune tellers and performers- or as mountebanks, charlatans and tricksters, depending upon one's point of view.

The discrepancy of opinion regarding the Sarista may be attributed to their mysterious customs and traditions. The tribes do not keep written records of any sort, but rely upon their elders to teach their offspring the secret lore of their people. These studies consist primarily of minor magics, herb lore, local geography and "Sarista culture", a euphemism held to be roughly equivalent to the less flattering term, "thievery". By age seven, a Sarista child will know every woodland trail in Silvanus by heart, and will have an alarmingly comprehensive understanding of Sarista culture.

Size: 5'-6' tall, 80-180 lbs.

Attributes:

INT +1

PER +1

WIL +0

CHA +2

STR +0

DEX +2

CON +0

SPD +1

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 11 + 2/ability level

Habitat: Silvanus, Werewood, Western Lands

SATADA

Satada are a race of reptilian predators found in hot and arid regions from Sindar of the Seven Kingdoms to the Red Desert and the Kang Empire. The great range of these intelligent creatures is attributed to the widely held belief that groups of Satada regularly traverse the length and breadth of the continent, following the extensive maze of subterranean tunnels known as the Underground Highway. Satada are particularly numerous in Sindar, where they are known to attack travelers headed to and from the Sindarans' mesa



settlements. They feed on warm and cold-blooded creatures of most sorts, including humanoid beings. An ancient and malefic race, Satada converse in a variation of the Sauran tongue.

Satada employ iron tools and implements of unusual design, including the capture-bow, a heavy and unwieldy weapon resembling an oversized crossbow. The weapon fires a barbed, iron-tipped bolt similar to a harpoon; a rotating spindle wound with a hundred feet of stout whipcord allows the wielder to "reel-in" the unfortunate victim.

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

Attributes:

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

Level: 5-12+

Attacks/Damage: Bite or Claws: DR 6, Tail: DR 8 (may be used to simultaneously defend from rear assault), Capture Bow: DR 8, or as per weapon employed

Special Abilities: Capable of speech (dialect of Sauran, possibly other languages), cold inflicts double damage

Armor: Scaly hide, PR 2

Hit Points: 33

Hit Points: Desert lands and other arid regions

SAURAN

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

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

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

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

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



Size: 6'-7' Tall; 350-450 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Claws DR 7, Tail DR 11, or as per weapon employed

Special Abilities: Converse with all reptilian species, immune to poison/ fire, cold makes sluggish (-2 on attack rolls), 10% of species possesses chameleon-like ability to change skin coloration (Stealth ability level +5)

Armor: Tough hide PR 3

Hit Points: 16+

Habitat: Volcanic Hills, Wilderlands of Zaran, western Kang Empire (rare)

SAURUD

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

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

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

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

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

Attributes:

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

Ability Level: 1-20

Attacks/Damage: Clawed hands DR11, Tail DR 13, or as per weapon employed

Special Abilities: Converse with all reptilian species, immunity to poison and fire, cold renders immobile

Armor: Thick, scaly hide PR 5

Hit Points: 20 +

Habitat: Volcanic Hills, Wilderlands of Zaran, western Kang Empire (rare)

SAWILA

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

Physically, the Sawila seem a race apart from the other humanoid peoples of Talislanta. Their skin is nearly translucent; the eyes are ovals of clear crystal. In lieu of hair, the Sawila sport bright cox-combs of feathery plumes. The renowned magician and naturalist, Thystram, compared the Sawila to "*a race of flightless, humanoid birds.*" The Sawila's vocal capabilities notwithstanding, it is probable that Thystram, in this instance at least, may well have substituted a quaint metaphor for a more traditionally acceptable mode of scientific analysis regarding this unique and colorful species of beings.

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

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: Spell Weaving (Sawila are able to weave magical spells through subtle means by their traditional songs and dances, the sing-song inflection of their voices and even by motions of the heads, fingers

and eyes. Sawila spell weavers are also able to use their talents together in concert, thereby creating spells of exceptional potency)

Armor: None

Hit Points: 12+

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



SCARLET SPOROZOID

The scarlet sporozoid is a blood-red variety of mushroom found only in dark, damp environs such as swamps, ancient crypts, and the subterranean tunnels around Durne and other regions. If disturbed or approached carelessly, the fungus will expel a cloud of crimson spores. Each of these tiny spores is a living, feeding organism that will greedily devour organic substances of any sort, including hide, flesh, and even bone. The spores feed continuously until the unfortunate victim is dead, at which time new scarlet sporozoids begin growing from the unwitting host's corpse.

Fire will kill a sporozoid or its malignant spores, though a medicinal purge is the preferred treatment for victims of a sporozoid attack. Radiant magical light, cast directly upon a scarlet sporozoid, will render it temporarily unable to expel its deadly spores.



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

Attributes: All negligible

Ability Level: 1

Attacks/Damage: Spores: DR 4 per round

Special Abilities: Rendered impotent by radiant light, spores harmed only by fire/acid/anti-parasitic purge

Armor: None

Hit Points: 1 (mushroom)

SCAVENGER SLIME

Scavenger slimes are a variety of large, single-celled creatures native to the Sinking Land and certain swamps, deep woodlands, and subterranean regions. They resemble pale, oozing bags of viscous fluid and are not a sight recommended to those who have weak stomachs. Visible within the organism is its cytoplasm and nucleus; the tentacle-like appendages attached to its surface are flagella, which enable the creature to move about.

Scavenger slimes feed on carrion and organic wastes, which they ingest by surrounding and enveloping these substances within their bodily forms. Once consumed in this manner, the substance is dissolved by the scavenger's corrosive internal fluids. The nutrients and degradable organic materials are thereby extracted, leaving only bones and any inorganic materials which the creature may have inadvertently "swallowed". These the scavenger eventually discards along with other waste products, the entire process taking a day or two to complete. The areas that they inhabit are often littered with these materials.

Size: 8' in height, up to 10' in diameter, 500+ lbs.

Attributes:

INT -14	PER -5
WIL -5	CHA n/a
STR -2	DEX -5*
CON +5	SPD -1

* when attacking; otherwise, -15

Ability Level: 1-5

Attacks/Damage: Whip-like Flagella: DR 4; Acidic Internal Fluids: DR 6 per round

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

Armor: None

Hit Points: 25

Habitat: Sinking Land, Mog, Mushroom Forest, subterranean regions

SCIMITAR BUSH

Scimitar Bush is indigenous to hills, plains, and wilderness regions. It is quite aggressive, and will lash out at creatures or individuals who approach too closely. In this respect, the plant is aptly named, for its leaves are as long and nearly as sharp as scimitars, and are capable of delivering a nasty wound. Unlucky creatures who happen to run into (or try to hide in) a scimitar bush may suffer up to a dozen attacks, and may be cut to ribbons. Scimitar bush is exceptionally rugged, and can survive even in such hostile regions as Khazad, Urag, and the Wilderlands of Zaran.

Size: 3-7' in height, up to 6' in diameter

Attributes:

INT -15	PER -10
WIL -10	CHA n/a
STR +1	DEX -5*
CON +0	SPD -1

* when attacking; otherwise, -15

Ability Level: 1-3

Attacks/Damage: Scimitar-like leaves: DR 4

Special Abilities: None

Armor: None

Hit Points: 12 +2/level

Habitat: Continent wide

SCYTHE

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

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

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

the death to protect their mates and offspring.

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

Size: 5'-6' long, 4' tall at the shoulder, 70-90 lbs.

Attributes:

INT -6	PER +3
WIL -2	CHA n/a
STR -3	DEX +4
CON -1	SPD +1

Ability Level: 1-4

Attacks/Damage: Claws DR 6

Special Abilities: None

Armor: Chitinous shell PR 2

Hit Points: 8-14

Habitat: Temperate woodlands and jungles

SEA SCORPION

The sea scorpion is a giant species of aquatic insectoid found throughout the Azure Ocean and the Far Seas. These fearsome monsters commonly attain lengths in excess of forty feet and may grow to even twice this size. Sea scorpions normally prey on other large aquatic creatures, such as sea dragons and giant kra, though they have also been known to attack ocean-going vessels of all sizes. A sea scorpion's pincers can crush wooden masts and timbers with ease, and its long stinger can penetrate even the thickest wooden hulls. If the creatures have a weakness, it is that their vision is extremely poor. In fact, it is possible that they attack sailing vessels only by mistake, thinking them to be living entities.

The giant skeletal jaws of sea scorpions grace the walls of many a portside tavern - most found after being washed up on the shore after a storm, rather than as a result of the tavern-owner's heroics, regardless of claims to the contrary. A trophy of this sort may command up to 1000 gold lumens or more.

Size: 40'+, 4-6 tons

Attributes:

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

Ability Level: 14-20

Attacks/Damage: Pincers: DR 30, mandibles: DR 20, sting: DR 25; total of two attacks per round

Special Abilities: None

Armor: Exoskeleton, PR 7

Hit Points: 88

Habitat: Oceans and seas

SEPHARAN

Sepharans are an ancient race of humanoids with deathly white skin, a mane of dark tendrils in place of hair, and three eyes: a pair of black orbs set with pearly white pupils, plus a third eye, larger than the other two and set vertically in the center of the forehead. The paired eyes function as ocular organs, and are sensitive to light and color. The third eye is blind to visual stimuli, but possesses other, potent capabilities.

Sepharans decorate their faces and hands (and some say, their entire bodies) with intricate arcane symbology called calligraphs. These markings have black magical significance, and also serve to identify the wearers as members of the secret society known as the Cult of the Sephar.

The ancestors of the Sepharans originally hailed from the Nether Dimension, a region of the lower planes bordered to the south by the demon-haunted waters of the Raging Sea, and to the north by the Demonrealms. According to accounts, it is a chaotic realm where temperatures vacillate unpredictably from freezing cold to sweltering hot, and black lightning, black winds, and sudden rains of stones, icicles, and acid are common occurrences.

The topography of the Nether Realm defies all natural laws of nature, and includes such anomalies as seething quagmires, lakes of liquid fire, chasms that open and close at random, mountains that rise and fall in slow motion, and massive islands that hover high above the ground. These flying islands have long served as home to the Sepharans, who live here in cities carved from solid stone.

In this perilous environment, the early Sepharans struggled merely to survive. They did so by acquiring first-hand knowledge of demons, through which they eventually became aware of the existence of the Nether Ones: monstrous demonic entities who dwelled in the very depths of the Void.

Awed by the destructive power and incomprehensible nature of the Nether Ones, the early Sepharans came to view these entities as gods. In an attempt to commune with their “deities”, they devised a lexicon of mystical symbols, or calligraphs, each representing one of the Nether Ones or some aspect of the Sepharan reality. The practice of Symbolatry soon attracted a cult of loyal devotees, whose single goal became the completion of the Sephar: a complete codex of calligraphs that would enable the Cult to channel the full knowledge and power of the Nether Ones.

Calling themselves Sepharans, followers of the Cult traveled to many realms, searching for the missing elements of the Sephar. After many centuries, they finally located the last of the symbolic “keys” comprising the codex.

With the complete Sepharan Codex finally in their possession, the cult’s Priests prepared to achieve what they believed to be their one true purpose: to summon



the Nether Ones to the material planes, bring about the destruction of the Omniverse, and prepare the way for a New Beginning.

Unfortunately for the Sepharans, their plan was thwarted by their enemies. Parts of the Sepharan Codex were lost, and the Nether Ones were banished to an unknown dimension. Defeated and disgraced, the Cult of Sephar split into a number of rival sects, factions, and individual cells, each with its own agenda. Some disappeared, and have never been heard from since. Others established enclaves in isolated regions throughout the lower planes, from which they eventually emerged to pursue their respective goals.

Size: 5'4"-6'6" tall; 100-180 lbs.

Attributes:

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

Ability Level: 5+

Attacks/Damage: Per weapon employed

Special Abilities: Demon Eye Order with 1 mode at ability level) see *Midnight Realm* Pg. 49

Armor: None

Hit Points: 20+

Habitat: Extra Planar

SERPENTVINE

Serpentvine is an unusual species of carnivorous plant found growing amongst the branches of swamp trees in such locales as Mog, Jhangara, and the Dark Coast. The plant is aptly named, for its vines terminate in fibrous pods which very much resemble the heads of small serpents. Normally subsisting on a diet of small birds, lizards, and insects, serpentvine poses little threat to larger creatures. Its pods, which may number as many as a dozen on a large plant, are nonetheless capable of delivering a nasty bite (DR 1 per tendril) to those who fail to exercise an appropriate degree of caution.

As serpentvine is a proven deterrent against woodwhisps, flits,

and other diminutive pests, it is in demand in some places.

SHADINN

The Shadinn hail from Shadinnar in southern Raj and are the largest and strongest of the Rajan races. Shadinn stand 6'8"-7'4" tall and weigh between 300-450 lbs. They usually have dark brown skin, black hair, blood-red eyes, horn-like protrusions from their chins and foreheads, and they have clawed hands and feet.

Once rulers of the southern deserts, they are now subjects of the Rajan Empire. The past is gone. The Shadinn serve the Rajans, and are now devout followers of their dark god, Death. The Shadinn are used primarily in the Khadun's army, as guards and as executioners. Specialists in heavy cavalry, Shadinn troops love nothing more than riding their massive Land Lizard steeds, wielding great war axes and trampling the enemies of the Khadun.

Size: 6'8"-7'4" tall; 300-450 lbs.

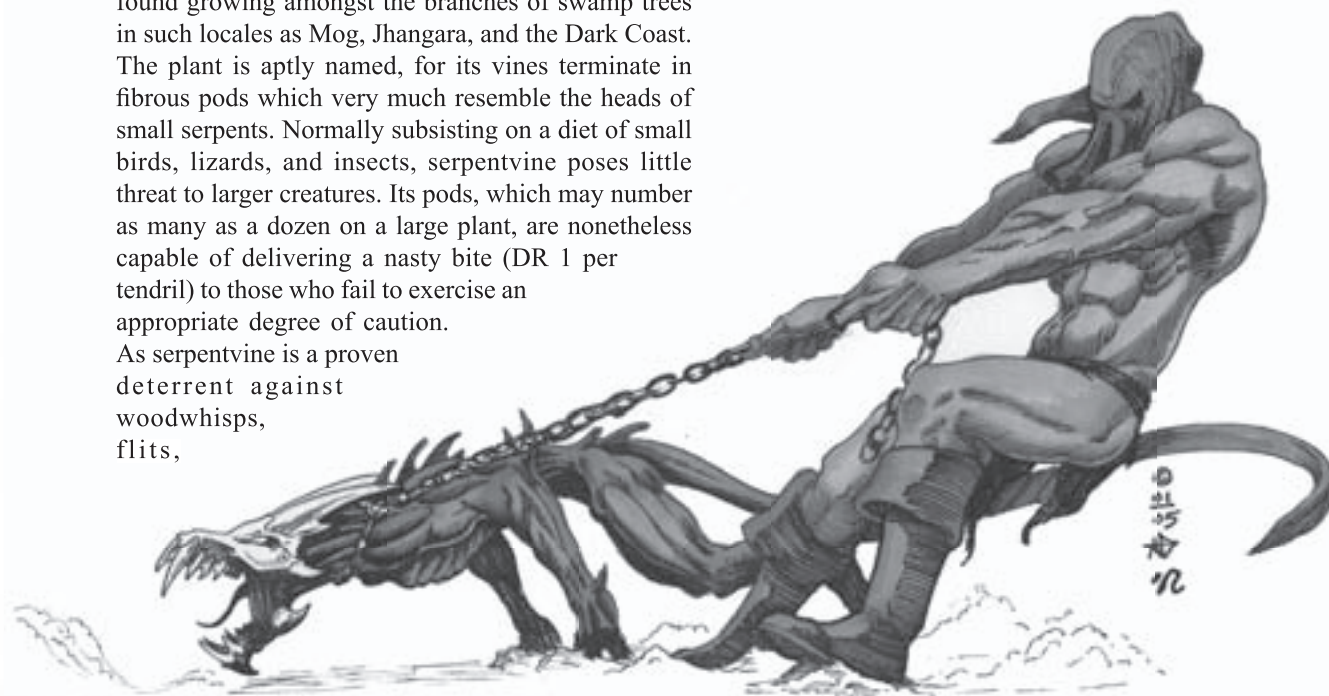
Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None



Armor: Per armor worn
Hit Points: 24+
Habitat: Raj, Wilderlands of Zaran

SHADOWCAT

These shadowy creatures are believed to be the spectral forms of an extinct species of felines once native to the Talislantan continent. They are similar to shadowwights in most respects, but are purported to have nine lives. If slain on the material plane, a shadowcat may return again and again until such time as all of its lives have been spent. In corporeal form, they resemble great black cats with peculiar, glowing eyes.

Shadowcats are able to attain a degree of corporeality by draining the substance of living creatures of similar form, such as exomorphs and malathropes. These stolen qualities last but a few hours before fading. Victims who have been drained of all their physical substance become shadowforms.

While in spectral form, shadowcats cannot be harmed by weapons of any sort. They are dismayed by strong light and can be dispersed by magical or divine light. Once a shadowcat has gained a measure of corporeality from a living being, it can be slain by silver or magical weapons.

These creatures are not evil per se and do not usually bother humanoids. Even so, superstitious Talislantans have long regarded shadowcats as harbingers of ill fortune.

Size: 2-5 ft. long, generally weightless

Attributes:

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

*physical attributes pertain to corporeal form

Ability Level: 1-5

Attacks/Damage: Touch DR 1 +1 per ability level (drains substance; see Special Abilities)

Special Abilities: Immune to weapons while in spectral form, ability to steal the substance of similar creatures by touch (stolen corporeality lasts 1 hour per level of the victim), dismayed by strong light (-2 to skill and combat rolls), dispersed by magical radiance, nine lives

Armor: None

Hit Points: 5-15

Habitat: Extra-planar

SHADOW DRAGON

Shadow dragons are the spirits of ancient dragons that chose or were chosen to serve Death. Vaguely reptilian in form, these massive spectres are as black as night, and have eyes that glow faintly white in the darkness.

Shadow dragons are discomfited by strong light, and like most denizens of the Underworld can be harmed by magical radiance. Enchanted weapons, and weapons made of materials that are harmful to extra-dimensional entities, can destroy these beasts.



Size: 20-40' in length, 4-8 tons when corporeal, no weight when incorporeal

Attributes:

INT -6	PER +1
WIL +10	CHA n/a
STR +10	DEX -2
CON +8	SPD 0*

*on land or in the air

Ability Level: 5-15

Attacks/Damage: Bite: DR 32, Claws: DR 30, Tail: DR 28

Special Abilities: See clearly in even magical darkness; detect invisible and aethereal presences by sight; immune to damage from unenchanted weapons and those not noted for damaging extra-dimensional entities; dismayed and partially blinded by strong light (-5 to all actions); damaged by magical radiance (suffers damage equal to the Level of the light spell); change from corporeal to incorporeal form at will (change takes one round); emanates an aura of death in a 10' radius (this spooks normal animals, and these must make a WIL roll or flee the shadow dragon's presence).

Armor: Thick Scales, PR 8

Hit Points: 65

Habitat: Extra-planar

SHADOWWIGHT

Shadowwights are the spiritforms of deceased persons sentenced to spend eternity as specters. They can be found throughout Talislanta, but they are most numerous in the Shadow Realm. Consigned to haunt the areas surrounding their grave sites, shadowwights are miserable creatures. They despise their spectral bodies and crave corporeality and physical form above all things. Shadowwights are able to rob living creatures of their substance by touch, thereby attaining a semblance of solidity and physical being. These stolen qualities last but a few hours before again fading, requiring shadowwights to constantly seek new victims in order to satisfy their longings. Living creatures may survive an attack by shadowwights, but if drained of all their physical substance, their bodies simply cease to exist, and they will themselves become shadowforms.

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

Size: 6'6"-7'6" tall, weightless

Attributes:

Mental attributes as in life
STR +2* DEX +1
CON +2* SPD 0

* in corporeal form

Ability Level: 1+

Attacks/Damage: Touch: DR 6 + Ability Level (drains substance of similar creatures; lasts ten minutes per hit point; completely drained victims become shadowforms)

Special Abilities: Immune to weapons while in spectral form, may be slain by silver or magical weapons in corporeal form, dismayed by strong light (-5 to all actions), dispersed by magical radiance (Ability Level roll versus spell level to resist)

Armor: None

Hit Points: as per drained hit points

Habitat: Ruins, crypts, graveyards

SHADOW WIZARD

Shadow wizards are the spiritforms of deceased magicians from various dimensions, worlds, and eras. Though most of these powerful specters are consigned to the Underworld, a cabal of shadow wizards called the Malum is known to dwell in the Iron Citadel, in the Shadow Realm. Unlike their weaker cousins, the shadowwights, shadow wizards are able to change from substantial to insubstantial form at will. Although they are susceptible to magical light, non-magical forms of illumination have little effect on them.

On the lower plane known as the Underworld, shadow wizards are subject to the rule of the mysterious entity known as Death. Some serve as his advisors; others dwell alone in isolated towers located among the various dimensions that lie adjacent to the Underworld. Others are merchants who trade in soulstones - the spirit essences of living creatures, captured and imprisoned in enchanted crystals. The shadow wizards of the Iron Citadel purportedly engage in occult studies and magical experimentation, and they are believed to consort with their brethren from the lower planes. As such they are believed to know much of what transpires in the lands of the dead.

Size: 6'6"-7'6", weightless

Attributes:

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

Ability Level: 11-25+



Attacks/Damage: Touch: DR 10 +Ability Level (drains substance of similar creatures; lasts ten minutes per hit point; completely drained victims become shadowforms), or as per spell or weapon employed
Special Abilities: Necromancy or Wizardry with seven Modes at Ability Level, immune to damage by normal weapons, may be slain by silver or magical weapons, dismayed by strong light (-5 to all actions), dispersed by magical radiance (Ability Level roll versus spell level to resist), change from corporeal to spectral form at will (change takes one round), detect invisible, ethereal, or astral presences by sight.

Armor: None

Hit Points: 49 +drained hit points

Habitat: Extra-planar, the Shadown Realm

SHARL

Ungainly in appearance, the Sharl is native to Talislanta's cooler northern regions, but not the ice-locked lands of the Northern Reaches themselves. Six, trunk-like legs carry the Sharl over the lightly-forested, open grassland and tundra it prefers as its habitat, its compact body, and long neck and tail, swathed in long, light-gray hair rather than fur. The creature's wide-mouthed head is naked and white, with large, deep-set black eyes, and a crest-like mane of white hair.

Capable of reasonable speed, the Sharl is a herbivore, subsisting by grazing on both grasses and leaves. Sharl form small flocks, but their rapid breeding cycle maintains their numbers in the face of heavy predation by wild beasts and humanoids.

Sharls are considered extremely useful beasts, for their delicious meat is high in fat content, while their hair is easily woven to make clothing, rope, and matting. Unfortunately, attempts to domesticate the Sharl have met with only limited success; these animals do not breed well in captivity, and can become belligerent.

Size: 3'-4' long, neck and tail both of length equal to body, 240-300 lbs.

Attributes:

INT -8	PER +1
WIL -1	CHA n/a
STR +0	DEX +0
CON +1	SPD +2

Ability Level: 1-3

Attacks/Damage: Headbutt: DR 2

Special Abilities: None

Armor: Leathery Hide, PR 2

Hit Points: 13

Habitat: Northern Kang Empire, Harak, Tamaranth, Urag (rare), Yrmania



SHATHANE

Shathane are a sub-species of werebeast found in the deep forests and woodlands of the Eastern Lands and, less commonly, the Dark Coast. Since the dawn of the New Age, these giant creatures have retreated further and further from the encroaching forces of civilization. Now they are seldom encountered except in the most isolated wilderness areas. Despite their imposing presence, shathane are relatively unaggressive creatures. They subsist on leaves, bark, and fat root-grubs (the latter obtained by uprooting a tree after it has been stripped of its leaves and bark). Although shathane can be quite destructive, they rarely pose a threat to other living creatures.

There are several exceptions to this statement which are worthy of note, however. First, it is unwise to interrupt a shathane while it is eating. Second, one should never make loud noises or threatening motions

while a shathane is about. Third, and most important: never approach a grove of trees in which a shathane has hidden its young. Rash actions of this sort can only lead to grave consequences.

Size: 10'-12' tall, 800-1,000+ lbs.

Attributes:

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

Ability Level: 6-14

Attacks/Damage: Grasp: DR 17 per round, Hand: DR 13

Special Abilities: Can uproot even very large trees

Armor: Fur, PR 2

Hit Points: 71

Habitat: forests and jungles continent-wide



SHIKARI

A decidedly unusual member of the avir family, the Shikari seldom exceeds six inches in height, and can be distinguished by its sapphire blue wings, azure underbelly, turquoise face, and midnight blue crest.

However, it is not this avir's appearance, nor its unusual habitat - the Cerulean Forest of Kang - that makes it so unique; rather, it is the Shikari's talent for constructing traps and snares.

The carrion-eating avir actively traps other small avir, rodents, lizards, and insects by creating ingenious devices such as thorn-tipped, trip-activated, striking arms, net snares woven from grass and weighted with tiny stones, and so on. It creates a handful of these devices throughout its territory, checking, resetting, and mending them routinely. Though these traps pose no real threat to most humanoids (DR 1-3), the occasional blue woodwhisp has been known to run afoul of the Shikari's devices.



Size: Wingspan averages from 5"-6", 2-4 oz.

Attributes:

INT +2	PER +3
WIL -2	CHA n/a
STR -10	DEX +12
CON -8	SPD +12

Ability Level: 1

Attacks/Damage: None

Special Abilities: Flight

Armor: None

Hit Points: 1

Habitat: Cerulean Forest (Kang Empire)

SHRIEKER

Shriekers are fierce avian predators who haunt the forests of the northern Kang Empire. With its heavy plumage of sharp metallic feathers, the bird is not a good flyer. For this reason, shriekers hunt by diving from the high branches of trees and impaling prey with their pointed, three-foot long beaks. Few creatures possess hide or armor strong enough to afford protection from a shrieker diving at full speed from high altitudes. Travelers in the Cerulean Forests of the Empire are in the habit of stringing nets of silken cords among the trees to protect their encampments from plummeting shriekers.

The metallic feathers of the shrieker are much in demand in the Kang Empire. In addition to their ornamental uses, the feathers are used in the making of arrows and are smelted down to obtain the extraordinarily light metal known as blue iron. A smaller relative of the shrieker, the ironshrike, is a native of the Sinking Land, feeding primarily on ikshada.

Size: 6'-7' in length, 12'-14' wingspan, 160-200 lbs.

Attributes:

INT -4	PER +1
WIL 0	CHA n/a
STR -4	DEX 0
CON 0	SPD +4*

* +8 while diving

Ability Level: 1-3

Attacks/Damage: Beak: DR 12 if diving, DR 4 otherwise

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

Armor: Metallic feathers, PR 5

Hit Points: 12

Habitat: Cerulean Forest (Kang Empire)

SICKLEWEED

This grassy plant grows wild in many wilderness areas, and is particularly common on the Plains of Golarin. It is named for its wiry, curved leaves, which resemble sickle-blades. A "blade" of sickleweed can, in fact, be used to saw through rope, cloth or similar materials in a pinch.

SILK WYRRM

Silk Wyrms are segmented insects that resemble tiny, larval dragons. They are among the most beneficial of Talislantan insects, producing a fine silk of excellent quality. Silk wyrms can be trained to follow colored patterns on a loom, thereby “weaving” bolts of finished silkcloth of great beauty and intricacy. Training and tending silk wyrms is said to be something of an art in itself, and of all Talislantans, only the Mandalans possess this talent.

Size: 1”-2” long, 1 oz.

Attributes:

INT-15	PER +6
WIL +0	CHA n/a
STR -15	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: None

Special Abilities: None

Armor: None

Hit Points: 1

Habitat: Chana, southern Kang Empire

SILVER DEODAR

This large (up to seventy feet) variety of spreading conifer is native to both the Eastern and Western land. It is valued for its durable and fragrant wood, which is extensively utilized for Talislantan construction.

SINDARAN

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

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

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

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

Size: 7’-7’4” tall, 180-220lbs.

Attributes:

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



Ability Level: 1 +

Attacks/Damage: As per weapon employed

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

Armor: None

Hit Points: 12 +

Habitat: Mesalands of Sindar, surrounding regions

SIVIAN

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

Sivians are very strong, and are savage predators not easily deterred. They lair in caves for the most part, though some few are said to reside in the branches of tall trees. Snakes, avir, and various small to medium-sized mammals are their usual prey,

though sivians will not hesitate to attack men if hungry or provoked. Not noted for exceptional intelligence, they can sometimes be baffled by illusions and other minor magics. Sivians are resistant to poisons of all sorts, the thick hide of these creatures conferring protection equivalent in value to leather armor. Mated pairs often hunt together, gliding from tree to tree in search of prey. Males are very protective of their mates, and will fight to the death if the female is attacked. Otherwise, sivians shun heroics, finding few meals worth the cost of dying.

Size: 6'-7' tall, 400-600 lbs.

Attributes:

INT -2 PER +1

WIL +4 CHA n/a

STR +8 DEX -2

CON +4 SPD +1

Ability Level: 1-6+

Attacks/Damage: Claws DR 11 or Strangle DR 8/rd

Special Abilities: Gliding, limited flight

Armor: Thick hide PR 4

Hit Points: 20-30 +

Habitat: Tropical junglelands, rain forests, swamplands (rare)

SKALANX

Skalanx are horrid aquatic predators native to the rivers and streams of Zandu and to lakes and rivers throughout the Western Lands and

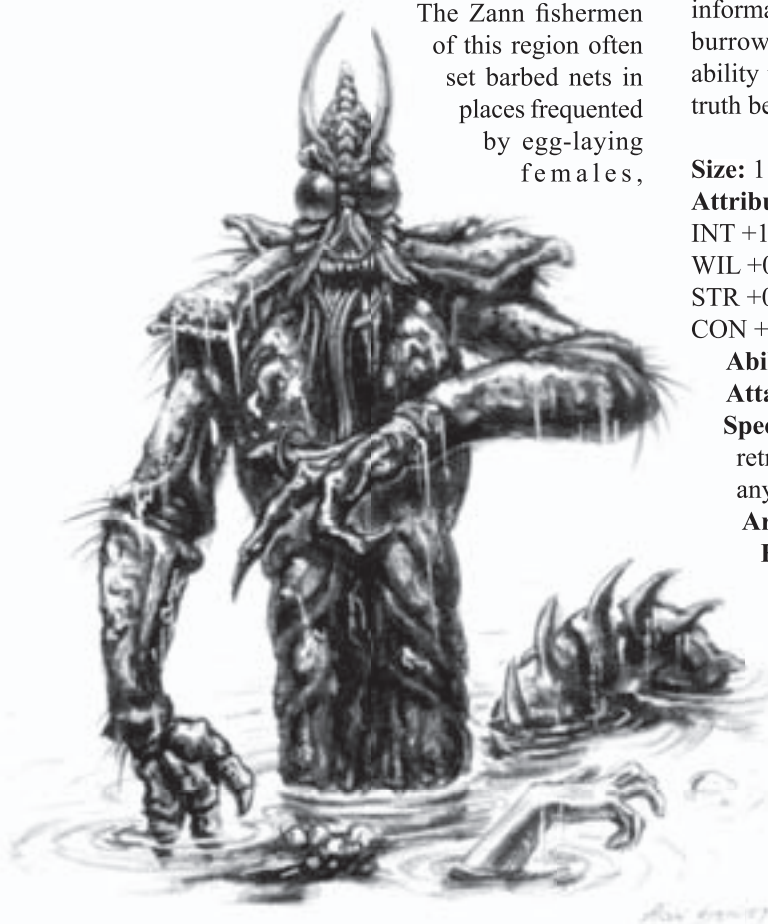


Southern Rim. The naturalist, Thystram, described these creatures as “*water-breathing demonoids that infest the depths of the elemental ocean-world of Oranx.*” A more likely explanation is that skalanx are distant relatives of the giant sea-scorpion, though their classification as “demonoids” is difficult to dismiss entirely. A single look at the skalanx’s fearsome, fanged countenance is sufficient to explain how the estimable Thystram arrived at his theories regarding the origins of these creatures.

Skalanx make their lairs in underwater caves, grottoes, and the hulls of small sunken vessels; giant lake and river kra, enemies of the skalanx, usually prevent them from inhabiting more commodious places. Though they are solitary creatures, great numbers of skalanx can sometimes be found living in close proximity. Each competes with the others for food, though a group of skalanx will sometimes work in concert to attack larger creatures (such as the aforementioned kra).

Though they normally prey on other aquatic creatures, skalanx also pose a threat to small craft of all sorts, particularly along the Sascasm River, in Zandu.

The Zann fishermen of this region often set barbed nets in places frequented by egg-laying females,



hoping in this manner to keep the skalanx population under control, or at least to cause the creatures some inconvenience.

Size: 12'-14' tall, 600-800 lbs.

Attributes:

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

Ability Level: 10-16

Attacks/Damage: Pincers: DR 18, Sting: DR 14, Mandibles: DR 10; total of two attacks per round

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

Armor: Chitinous plates, PR 6

Hit Points: 41

Habitat: Lakes, rivers, swamplands

SKANK

The skank is a distant relative of the snipe, a species of intelligent mollusk that inhabits the Sinking Land. Like snipes, they are curious creatures eager to exchange news about their surroundings for bits of gossip, information about other locales and so on. Skanks are burrowers, however, and do not possess the snipes' ability to “swim” through earth and mud. Also, if the truth be known, skanks are prone to telling tall tales.

Size: 1'-2' in diameter, 2-4 lbs.

Attributes:

INT +1	PER +5
WIL +0	CHA n/a
STR +0	DEX -6
CON +0	SPD -6

Ability Level: 1

Attacks/Damage: None

Special Abilities: Intelligent, capable of speech, can retract into shell for protection, adhere to almost any surface

Armor: Shell PR 4

Hit Points: 1

Habitat: Wilderness, wastelands

SLICUS

Found in numbers in the oases, pools, wells, and water systems of the Wilderlands, Slicus are inoffensive creatures: small, gelatinous blobs with several small pseudopods. Slicus feed on any detritus within the water they dwell in, helping to cleanse the fluid in the process.

Furthermore, these pale, milky amoeboids are considered quite palatable by many Wilderlands dwellers, and are consumed live, "drunk" within a glass of water. Not only are they said to provide fluid and nourishment, but to purportedly aid in cleansing the consumer's digestive system.

Outsiders find that the Slicus' slimy texture and wriggling make it somewhat of an acquired taste.



Size: 1"-2", 2-3 oz.

Attributes:

INT -10	PER +0
WIL -10	CHA n/a
STR -20	DEX -10
CON +0	SPD -10

Ability Level: 1

Attacks/Damage: None

Special Abilities: Cleanses the digestive system of an imbiber. Removes all ingested toxins.

Armor: None

Hit Points: 1

Habitat: Oases, pools and wells (Wilderlands of Zaran)

SMOKK

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

ranges in excess of one mile.

Aside from its incidental ability to promote laughter, the smokk is notable as an infallible locator of precious stones and metals. The smokk's talent seems to be of little benefit to the bird itself, unless one credits it with an extreme degree of intelligence. Because of the smokk's value as a treasure hunter, no intelligent creature will ever harm these birds, and for the same reason they are coveted and pampered as pets. This is not to say that smokks will willingly surrender themselves into captivity. On the contrary, these creatures seem to enjoy a good chase, and despite their ungainly appearance can run with astounding speed. Once captured and tamed they make good pets, but are prone to diseases of all sorts, most of which require costly alchemical treatments. A live and healthy smokk can often bring 2000 or more gold lumen, assuming one is willing to sell it.

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



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

Attributes:

INT +1	PER +8
WIL +0	CHA n/a
STR -8	DEX +6
CON	SPD +6

Ability Level: 1

Attacks/Damage: None

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

Armor: None

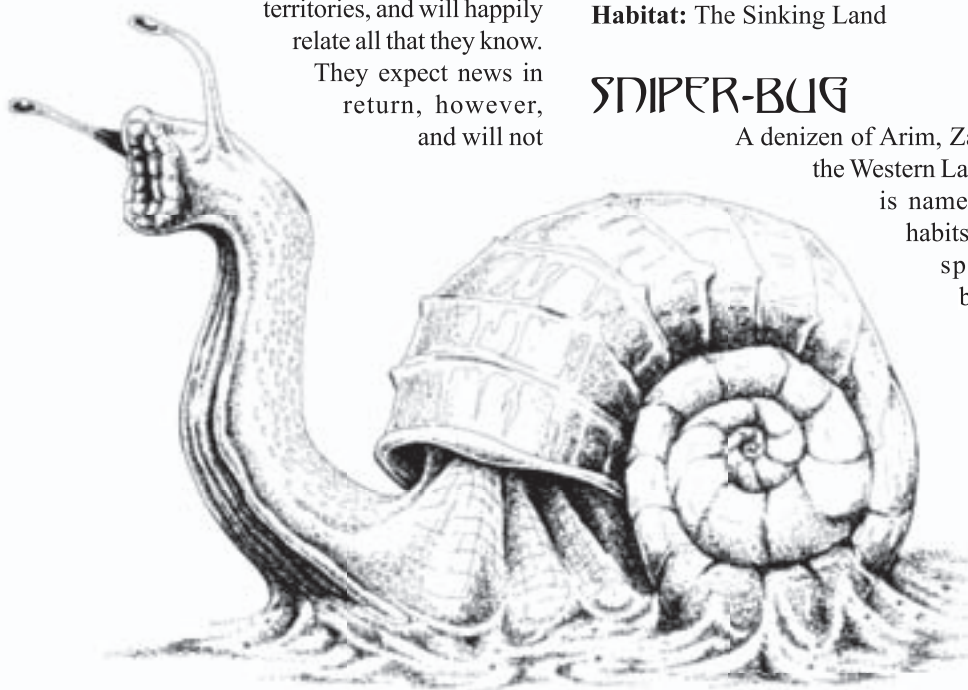
Habitat: Urag

SNIFE

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

Odd creatures, snipes are possessed of an insatiable curiosity. They speak many languages, and can converse with all manner of living, and even seemingly inert, organisms. As travelers in the Sinking Land are quite rare, the appearance of such individuals elicits much excitement amongst these creatures. Eye/mouth stalks poked above the ground, snipes see and hear most

everything that occurs in their territories, and will happily relate all that they know. They expect news in return, however, and will not



give information unless this consideration is met.

Snipes are highly intelligent, exceptionally curious and (usually) friendly. They take exception to disparaging remarks concerning their appearance and habits, but love gossip.

In spite of their awkward looking bodily form, 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. The shells of these uncanny mollusks are valued for their beauty, and are as resistant to damage as plate armor. The shells also possess properties resistant to magic (degree of resistance varies). While snipes are not violent in nature, they will tunnel beneath creatures who mean them harm, creating cave-ins and pitfalls.

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

Attributes:

INT +6	PER +4
WIL +2	CHA +2
STR -4	DEX -1
CON +3	SPD +2 (in mud or water; -6 elsewhere)

Ability Level: 2-8

Attacks/Damage: None

Special Abilities: Travel through muddy terrain with ease, multi-lingual, immune to magic

Armor: Shell is as like plate armor PR 6 (eye/mouth stalk is unarmored)

Hit Points: 10-20

Habitat: The Sinking Land

SNIPER-BUG

A denizen of Arim, Zandu, and much of the Western Lands, the sniper-bug is named for its uncanny habits. Armed with tiny spears made from bits of wood, rock, and glass, these diminutive insects lurk in hiding, waiting to ambush unwary prey. Quite intelligent (INT -7), sniper-bugs usually

travel in "platoons" of up to two dozen adults, each carrying one or more larval young on its back, along with a plentiful supply of spears. Their platoons generally prey on small avians, reptiles, and other insects, but they are quite fearless and will attack larger creatures as well.



While their small weapons are capable of doing only minor damage to humanoids, sniper-bugs can be dangerous when encountered in large groups. They are almost impossible to get rid of once they have marked a territory (part of a clearing, a path, home, basement, etc.) as their own. Wars between sniper-bugs and whisps have purportedly gone on for untold millennia, largely unnoticed by most Talisnantans.

Size: 1"-3" long, 2oz..

Attributes:

INT-7	PER +8
WIL +0	CHA n/a
STR -15	DEX +10
CON -8	SPD +8

Ability Level: 1

Attacks/Damage: Tiny weapons DR 1

Special Abilities: Limited language

Armor: None

Hit Points: 1

Habitat: Zandu, Silvanus, Arim, Yrmania (rare)

SNOW LILY

A delicate white flower found only in the coldest climes, snow lily is a beneficial plant that has certain practical uses. Eaten fresh, the lily's stem can be used to ward against the onset of frostbite. Prepared in an elixir, snow lily petals are said to confer virtual immunity against the effects of cold.

Vast fields of snow lilies can be found across the Northern Reaches from Narandu to the borders of Xanadas. The plants lay dormant during the spring, bursting into bloom only after the weather turns cold. Borne upon the winds, their frost-blue pollen covers the

snowfields of L'Haan and Narandu for miles, providing food for numerous small creatures and organisms.

SORCERER TREE

This rare coniferous tree is found only in isolated woodland regions. It is notable for its "mantle" of dark green foliage, which gives the tree the semblance of a tall (10-12 feet) hooded man. The wood of the sorcerer tree is often used in the making of enchanted staves and wands, and is thought to possess magical virtues.

SPICE TREE

The spice tree is a hybrid originally created by the Green Aeriad botanomancers of Vardune, and now grown extensively in Vardune and Zandu. The tree is eminently useful: its bark, leaves, and roots can be used to make three different types of tea; its nuts are like clove, its soft inner bark like ginger, and its flowers as fragrant as myrrh.

SPIDER MOSS

This parasitic plant is native to swamps, jungles, and woodlands across the continent. The plant is aptly named, for it resembles a 2-4 foot tall shambling spider, and is capable of moving about from one place to another in a slow (SPD -4) creeping fashion. Except as pertains to other forms of plantlife, spider moss is harmless. The Green Men of the Dark Coast have learned to be wary of this plant, which is stubbornly aggressive and feeds on vegetable matter by injecting it with a caustic chemical solvent then absorbing the nutrients through its fibrous roots.

Size: 2-4' long

Attributes:

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

Ability Level: 2-5

Attacks/Damage: Caustic spray DR 3

Special Abilities: None

Armor: None

Hit Points: 5

Habitat: Continent wide

SPIDER OAK

A much smaller relative of the Span Oak, the Spider Oak has a large exposed root system that lifts its main trunk high off the ground much in the same way that a Crag Spider's dozen legs elevate its own body. Large

groves of Spider Oak often have their root systems so intertwined with one another that many woodsmen go elsewhere in search of lumber for fear of cutting the wrong root and having part of the mass come crashing down. The undersides of Spider Oaks are often moist, damp places and home to the various fungi, mosses, and vermin found in such places. However, for a traveler seeking to get out of the rain, the darkened arches of a Spider Oak's roots offer some shelter.

SPITTING CROCUS

This noxious variety of wildflower is found in wooded and jungle regions of all sorts. The flower is named for its habit of "spitting" at creatures or individuals who pass within a five foot radius of its location; no doubt, an effective deterrent to creatures who might wish to devour it. The plant's acidic spray can cause temporary blindness (lasting from 1-10 minutes), but generally does no permanent harm.

Size: 6" to 1 tall

Attributes:

INT-15	PER n/a
WIL n/a	CHA n/a
STR n/a	DEX n/a
CON n/a	SPD n/a

Ability Level: 1

Attacks/Damage: Acidic spray DR 1 (can cause blindness for up to 10 minutes on a critical success)

Special Abilities: None

Armor: None

Hit Points: 1

Habitat: Continent-wide

SPONGE BRISTLE

This rugged variety of spiny-skinned succulent is indigenous to hot, arid regions, such as Carantheum, Djaffa, Kasmir, and Raj. The sponge bristle absorbs moisture from the air and from below ground, storing it within its pulpy interior. A fully grown plant can measure up to three feet in diameter and may contain up to six quarts of water, making the sponge-bristle a boon to desert-dwellers and travelers. Along with desert palms, these plants are common to many a Wilderland oasis.

STRANGLEVINE

Stranglevine is a rugged species of parasitic plant found in Taz and many jungle and forest regions. In its native environment the plant is difficult to detect,

for it intertwines itself in the branches of other trees and shrubs. When an animal or other creature passes within a few feet of a stranglevine, the plant sends forth a whip-like tendril in an attempt to ensnare its prey. If successful, the plant drops more tendrils about its victim, seeking to immobilize and strangle it in its tough, fibrous coils. Only the strongest creatures can hope to break free once entangled in this manner, for the vines are resistant to cutting and, to a lesser extent, burning. The plant's root system is far more vulnerable to damage, though it can be difficult to locate in a crisis.

Stranglevines draw nutrients directly from the decomposing corpses of slain victims, the remains of which often provide a grim clue as to the location of these dangerous plants. A mature stranglevine can have as many as six tendrils; an ancient plant, up to twelve.



Size: 10'-80'+, 1 lb. per ft.

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

Ability Level: 3-5

Attacks/Damage: Constriction: DR 9 per round, one attack per tendril

Special Abilities: Limited motility

Armor: Tendrils, PR 5; Roots, None

Hit Points: Tendrils: 6 points each; Roots: 8
Habitat: Forest and jungles, Continent-wide

STRIDER

Striders are bipedal predators native to the Graylands region of the Kang Empire, the Volcanic Hills, and parts of the Wilderness of Zaran; a smaller cousin, the Marsh Strider, can be found in Jhangara and other parts of the Southern Rim. In the wild, striders are most often found in mated pairs, with shallow depressions lined with burrs and nettles serving as their nests. The blue-scaled male guards the nest, keeping watch over his mate's clutch of eggs, usually three or four in number. The purple-scaled female goes forth to hunt for food by day and sleeps by night.

The crimson-skinned Kang have long employed striders as war steeds, a task to which these fierce beasts are well-suited. Despite their size, striders are surprisingly swift and sure-footed. Unless raised from infancy, these beasts are impossible to train.

Size: 7'-8', 750-850 + lbs.

Attributes:

INT -7	PER +2
WIL +3	CHA n/a
STR +6	DEX +2
CON +3	SPD +6

Ability Level: 1-4

Attacks/Damage: Bite: DR

8, Talons: DR 12, Tail:

DR 8 or used to grasp prey

Special Abilities:

None

Armor: Scaly hide PR 2

Hit Points: 35

Habitat: Graylands (Kang Empire), Volcanic Hills, Wilderlands of Zaran, domesticated

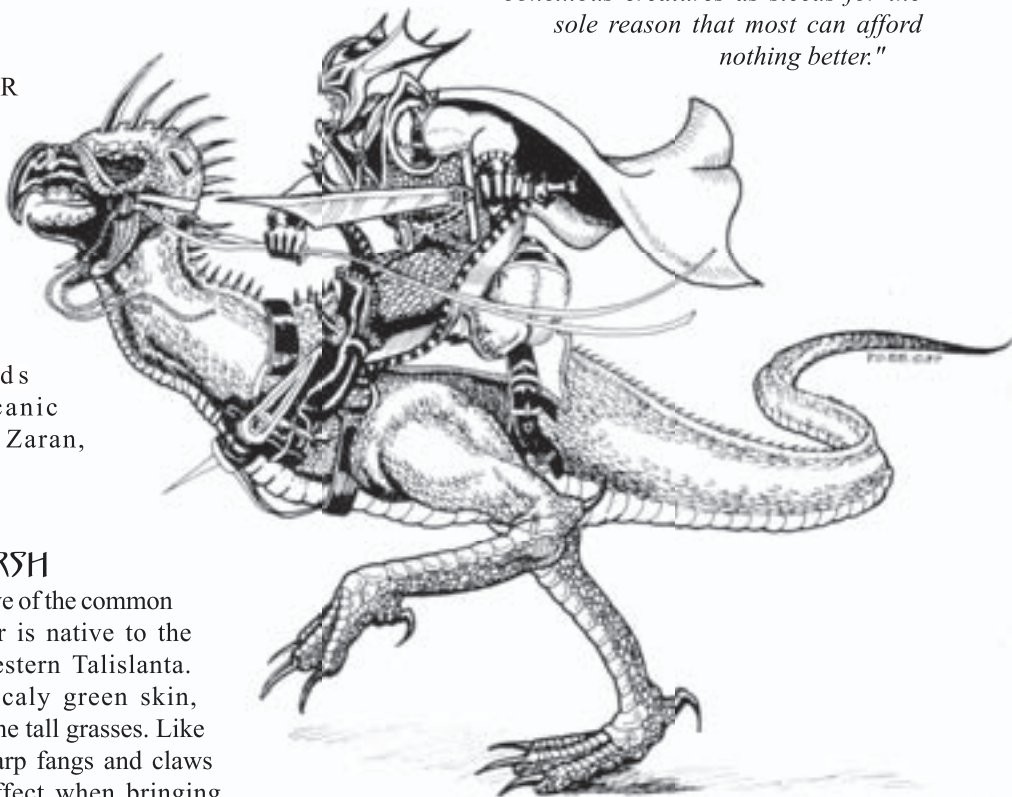
STRIDER, MARSH

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

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

Marsh striders may be trained for use as steeds but must be kept muzzled at all times due to their irritable nature. This is especially true if these creatures are being used to hunt scintilla, which they will attempt to devour if not adequately restrained. Thystram, who rode a marsh strider while hunting scintilla with a tribe of Jhangarans, described the experience as follows:

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



Size: 7'-7'6" tall, 600-750+ lbs.

Attributes:

INT -6	PER +2
WIL +3	CHA n/a
STR +4	DEX +4
CON +2	SPD +7

Ability Level: 1-4

Attacks/Damage: Bite DR 6, Talons DR 8, Tail DR 6

Special Abilities: webbed talons allow swift movement in swampy terrain

Armor: Scaly hide DR 1

Hit Points: 16-24

Habitat: Jhangara, the Dark Coast, and Mog

STRYX

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

Stryx have superior night vision, but see poorly in daylight. They are neither as strong nor as swift as their hated rivals, the avian Gryphs, but maneuver in the air with a fair degree of skill. Stryx excel at gliding, however, and can cover great distances or remain aloft for hours without difficulty. They are otherwise slow and unmaneuverable in the air, and cannot carry weights in excess of about one hundred pounds.



Erstwhile allies of the Ur clans, the Stryx serve as their spies, messengers, and airborne reconnaissance. Generally speaking, the Ur regard them as useful subordinates, if treacherous and untrustworthy. Stryx are skilled in the use of spears, snaffle-hooks, and other pole arms, but do not possess the manual dexterity required to employ more sophisticated weaponry.

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

Certain of their folk have some capacity for black magic, though such individuals are far from commonplace. These Stryx necromancers serve as shaman and advisors to the Stryx clanlords.

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

Attributes:

INT +0	PER +3 (at night, -2 in daylight)
WIL +0	CHA -3
STR +1	DEX -2
CON +1	SPD -1 (on the ground, otherwise +6 while in flight)

Ability Level: 1-10

Attacks/Damage: Claws DR 3 Bite DR 3, or as per weapon employed

Special Abilities: Flight, detect carrion by scent (range: 5 miles)

Armor: None

Hit Points: 10-40

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

SUBTERRANOID

Subterranooids are massive bipeds who dwell far below the surface of Durne, and may be found in underground regions across Talislanta. Bands of subterranooids sometimes tunnel up from the depths to prey on Gnomekin settlements, or to ambush travelers along the Underground Highway. In combat, subterranooids wield strange-looking swords made of an unbreakable black metal. Despite numerous attempts, Talislantan metallurgists have as yet been unable to identify this substance. Almost nothing is known of the subterranooids' lifestyle, habits, or customs, though it has been observed that these creatures are unaffected by heat or flame. Able to see in total darkness, they are

sensitive to strong light, which causes them pain.

Size: 6'-7', 300-400+ lbs.

Attributes:

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

Ability Level: 6-15

Attacks/Damage: Tusks: DR 9, or Sword: DR 15

Special Abilities: Immune to heat and fire, see in darkness, -5 to all Action Table rolls in strong light

Armor: Exoskeletal plates, PR 6

Hit Points: 34

Habitat: Subterranean



SULPHUR TREE

This acrid-smelling tree is notable for its bright yellow foliage, bark and roots. Sulphur trees are highly flammable, but are of no use as tinder, for the reason that they give off a noxious smoke. The tree is found only in the Yellow Marshes of Mog.

SUNRA

Sunra are graceful in stature, with silver-scaled skin and deep-blue eyes. The customary mode of dress for both males and females consists of a simple robe of Mandalan silkcloth, sandals, and a silk headband.

The Sunra are a semi-aquatic race whose origins predate The Great Disaster. Their ancestors, the Sun-Ra-San, once ranged the Far Seas in glittering dragon barques,

hunting sea dragons and trading with far-distant lands. Now the majority of the Sunra population is housed in the Coral City of Isalis, as subjects of the Kang.

The Sunra have a great love of learning. Their children are taught to read and write at an early age, and are given basic training in the various crafts and professions practiced by the Sunra people: sea-farming, astromancy, ship-building, piloting sea craft, etc. Once this general education has been completed, Sunra schools allow students to concentrate on a preferred subject or subjects, as they wish. Sunra have long wished to regain their freedom, but for the present they remain subjects of the Empire.

Sunra believe that the souls of their ancestors reside within Moonfish, and so will never harm these creatures. They believe that anyone who captures or kills a Moonfish will suffer a terrible curse; in fact, the Sunra say that this is what happened to the Quan, who once kept Moonfish as pets. While many scoff at these claims it should be noted that, not long after the Silent Insurrection, the Kang

forced the Quan to release all their Moonfish into the River Shan, and thereafter made it illegal to own or eat Moonfish.

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

Attributes:

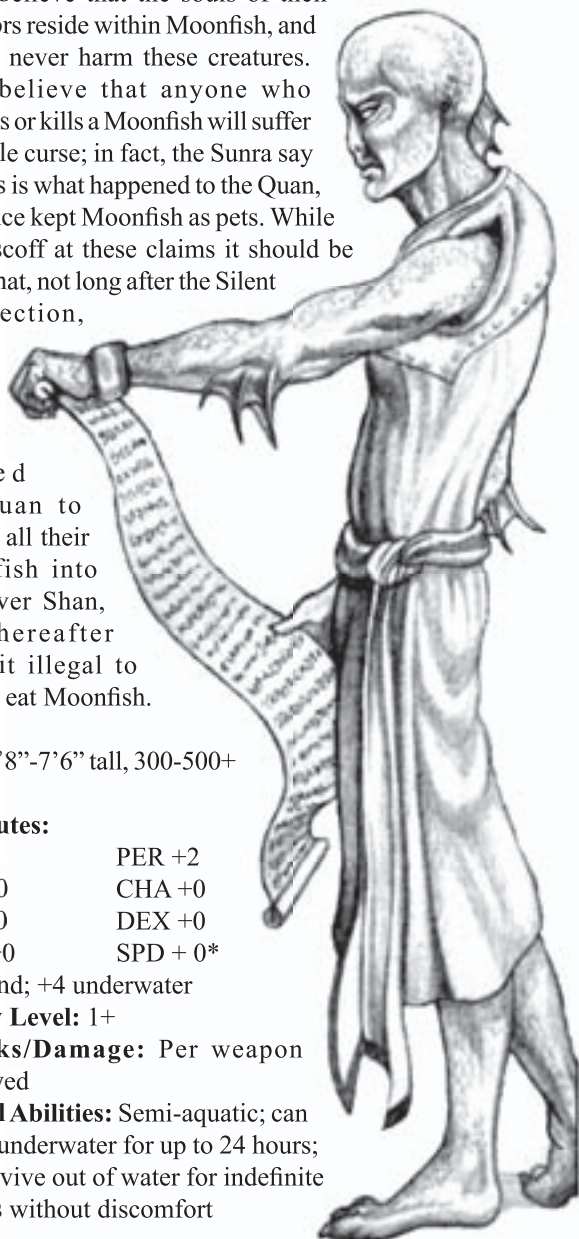
INT +1	PER +2
WIL +0	CHA +0
STR +0	DEX +0
CON +0	SPD +0*

* on land; +4 underwater

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Semi-aquatic; can breath underwater for up to 24 hours; can survive out of water for indefinite periods without discomfort



Armor: Per armor worn (normally none)

Hit Points: 15+

Habitat: Kang Empire

SUN-RA-SAN

The Sun-Ra-San are a semi-aquatic race. They have silvery skin, covered with fine scales, and deep blue eyes. The Sun-Ra-San resemble their “civilized” brothers, the Sunra of the Kang Empire, but in general are larger and more muscular of build. They wear armor of sea dragon scales and boots of rainbow kra’s hide, and carry spears and daggers made from the bones of sea dragons.

The Sun-Ra-San are the descendants of an ancient race of seafarers who once spanned the waters of the Far Seas. They may also be related to the Batrachians, a race of amphibious creatures now thought to be extinct. The tribes escaped from the Eastern Lands in time to avoid subjugation by the Quan, and fled to the Scimitar Isles, where they now live much as their ancient ancestors did before the time of The Great Disaster.



Sun-Ra-San culture is rich in legend and lore. Of special importance is the legend of Sur-San the Fire-Giver, a bold hunter who led his tribe safely from the grasp of the Quan. His name means “First One” – appropriate, as he was the first elected ruler of the Sun-Ra-San after they fled their homeland. Sur-San is revered as a great warrior and hunter, but also as a great scholar. He used his great knowledge of the seas and tides to escape and

outwit the Quan. Written accounts of this legend can be found in most Sun-Ra-San dwellings.

Size: 6'-6'4" tall; 150-220+ lbs.

Attributes:

INT +1 PER +3

WIL +0 CHA +0

STR +2 DEX +1

CON +2 SPD + 0*

* on land; +4 underwater

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Semi-aquatic; can breath underwater for up to 24 hours; can survive out of water for indefinite periods without discomfort

Armor: Per armor worn

Hit Points: 15+

Habitat: Southern oceans

SWAMP LURKER

Swamp lurkers are solitary creatures that dwell in bogs, marshes, and swamplands along the Southern Rim. A full-grown lurker may measure over seven feet tall, though their size is often difficult to determine due to their habit of lying in shallow water or mud, with only the tops of their heads and eyes exposed to view. When lurking (hence the name) in this fashion, the creature’s head can easily be mistaken for a partially submerged stone, often with tragic results. Swamp lurkers normally prey upon giant mollusks, fanged eels, and marsh striders, but they are known to attack humanoid beings as well. The grasp of their suckered tentacles is said to be nearly impossible to escape.

Size: 6’8”-7’6” tall, 300-500+ lbs.

Attributes:

INT -7 PER +3

WIL +4 CHA n/a

STR +6 DEX +3

CON +3 SPD + 3*

* in water; -3 on land

Ability Level: 9-19

Attacks/Damage: Tentacles: DR 10 each (three attacks possible per round), Grasp: STR roll at -6 to resist

Special Abilities: Amphibious

Armor: Scaly hide, PR 2

Hit Points: 60; Tentacles: 8 points each

Habitat: Swamps and marshes

SWAMP MANTIS

A native of the sourther swamps of Mog and Jhagara, the six-foot tall Swamp Mantis feeds on crustaceans, larvae

and the eggs of other aquatic species although they are not above eating carrion and other refuse as available. Jhangarans and Imrians both favor swamp mantis as a food source, a fact that disgusts most civilized folk.

Size: Up to 6' tall; 40-75 lbs.

Attributes:

INT-15	PER +7
WIL +0	CHA n/a
STR +0	DEX +6
CON -3	SPD +8

Ability Level: 3

Attacks/Damage: Claws DR 4

Armor: None

Hit Points: 6

Habitat: Continent-wide

TARDISITE

Tardisites are amphibious creatures that inhabit the swamps, marshes, and jungles of the Southern Rim; a related species is found along the coasts of the Western and Eastern Lands. Tardisites are notoriously slow-moving, often remaining perched atop a stone or tree stump for days at a time. Fairly intelligent, they are capable of speech but care little for the concerns of humanoid beings. Tardisites possess the somewhat disconcerting ability to swivel their head a full 360 degrees, and they can rotate each of their eyes independently. If threatened, a tardisite will puff up like a blowfish, becoming a ten-foot ball covered with needle-sharp spines. Tardisites normally subsist on insects, which they catch with their tongue.



Size: 3' tall, 30+ lbs.

Attributes:

INT -5	PER +4
WIL +3	CHA -3
STR -4	DEX +2
CON 0	SPD -12*

*except as pertains to special ability

Ability Level: 3-5

Attacks/Damage: Spines: DR 8 (when inflated)

Special Abilities: Inflate at SPD +2

Armor: Spines, PR 5

Hit Points: 10

Habitat: Swamps, marshes, lakes, ponds

TARKUS

Tarkus are terrible, quadrupedal carnivores native to the Graylands, the Volcanic Hills, and the mountains of northern Chana. In the wild, they are known to travel in packs, preying on all sorts of creatures, including striders, Saurans, and even raknids. Sorcerous hybrids, tarkus resemble a cross between mangonel lizard, raknid, and tundra beast. Though they may measure over seven feet in length and weigh as much as five hundred pounds, they are tireless runners, and they can match a graymane stride-for-stride over short distances. Tarkus are able to track prey by scent over almost any type of terrain, and they have fairly acute night vision.

The Kang know the secret of breeding and training tarkus, feats requiring no small degree of caution and expertise. Kang tracker units employ chained tarkus when patrolling the borders of the Empire, to guard their outposts, and to locate Sauran settlements in the Volcanic Hill region. Tarkus serve well in all such capacities, though they are extremely violent and can only be controlled by skilled animal handlers.



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

Attributes:

INT -6	PER +6
WIL +4	CHA n/a
STR +6	DEX 0
CON +5	SPD +6

Ability Level: 5-9

Attacks/Damage: Bite: DR 12, Claws: DR 12

Special Abilities: Track prey by scent at Ability Level +PER, night vision, can run at SPD +7 for distances of up to one mile

Armor: Exoskeletal plates, PR 6; Limbs and underside, PR 2

Hit Points: 35

Habitat: Graylands (Kang Empire), Volcanic Hills, Wilderlands of Zaran (rare)

TAZIAN FLY

This noxious variety of biting insect is native to the jungles of Taz (hence its name), as well as other swamps and jungle regions. The Tazian fly is believed to be a carrier of such virulent diseases as yakuk and the Red Death. Its iridescent wings and bright red coloration make it easy to spot; swarming in hordes ten thousand strong during the spring months, the Tazian fly is less simple to avoid. For some unknown reason, Thralls are rarely bothered by these insects, possibly because Tazian flies find Thralls unpleasant to the taste.

Size: 1" long, 1 oz.

Attributes:

INT-15	PER +4
WIL +0	CHA n/a
STR -15	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Bite 1

Special Abilities: Carrier of diseases

Armor: None

Hit Points: 1

Habitat: Taz, Mog, Jhangara, Imria (rare)

TEMESIAN MONORYX

Thought to have originated on the mythical realm of Temesia, the Monoryx is undeniably alien to the continent of Talislanta. A slender, graceful, and blindingly swift quadruped, the beast's hide and Y-shaped horn are formed from thick metallic plates of glittering silver, while its hooves bear two sharp claws of a black, iron-like substance. However, by far its most bizarre trait is the creature's single crystalline eye, a large, smooth, round orb of perfect clarity.

The Monoryx feeds exclusively on glass, crystal, and metal, restricting its choice of habitat significantly, making the creature rare and elusive. Indeed, Monoryx are only found in small numbers near the Sea of Glass, in Faradun, and the rare forests wherein crystal dendrons grow in any significant quantity.

The crystal eye of the creature is greatly favored by some oracles and diviners for use as scrying devices, and a single Monoryx eye can sell for as much as 500

gold lumens. The creature's metallic, silvery hide may be sold for a similar amount, is considered quite decorative, and may even be forged into attractive partial plate armor. Only the Monoryx's staggering speed and agility have prevented it from being wiped out by enterprising hunters.

Size: 5'-6' long, 3'-4' at the shoulder, 200+ lbs.

Attributes:

INT -6	PER +5
WIL +0	CHA n/a
STR +0	DEX +8
CON +3	SPD +15

Ability Level: 3-9

Attacks/Damage: Horn: DR 6, Claw: DR 4

Special Abilities: Night vision

Armor: Metallic Hide, PR 6

Hit Points: 20

Habitat: Sea of Glass and environs



TERRADRACTYL

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

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

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

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

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

Terradractyls will eat almost anything,

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

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

Attributes:

INT -7	PER +3
WIL +6	CHA n/a
STR +6	DEX +2
CON +4	SPD +8 (airborne; +3 on the ground)

Ability Level: 5-15

Attacks/Damage: Beak DR 10, Talons DR 10

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

Armor: Leathery scales PR 2

Hit Points: 40-60+

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



THAECIAN

Thaecians are slender and graceful in stature, with silvery complexions and hair a deep blue color. They dress in diaphanous robes of many hues and styles.

The Thaecians are believed to be descended either from the ancient Archaens, or from a race of neomorphs created in their image. They are probably related to the Thiasians, to whom they have close ties.

Thaecians live in fanciful pavilions constructed of a translucent fabric called gossamer, artfully stretched over frameworks of silken cords. They build no cities, but simply erect pavilions wherever they wish to live. As such, small "colonies" of Thaecians are scattered across the main island and certain of the smaller isles. The single settlement of noteworthy size is Caprica, site of the "Festival of the Bizarre".

Thaecians do not marry, though some couples remain together for life; most prefer the freedom to change partners as they desire. Thaecian "families" are loose-knit units at best. A single individual may have dozens of sisters and brothers, and hundreds upon hundreds of cousins. Children are raised by their older siblings and extended families, who dote upon their young charges with great joy and affection.

The Thaecians are devout pleasure-seekers who enjoy indulging in all manner of stimulating pastimes. Like the Muses of Astar, they show an aversion to hard work of any sort. The pursuit of various romantic confluxes, and the study of certain forms of magic, occupy much of their leisure hours. The folk of this isle are partial to the nectar of rainbow lotus flowers, a secret distillation of which is used to create "Thaecian nectar", a drink noted for its exotic flavor and exhilarating properties.

Size: 6'-6'6" tall; 100-160 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Wizardry with 4 Modes at ability level

Armor: None

Hit Points: 12+

Habitat: Thaecia

THIASIAN

Thiasians have violet skin, black hair, and comely features. Lithe and slender in stature, they dress in garlands of flowers, sashes, or abbreviated sarongs. Those who have been taken to civilized lands prefer silkcloth and other finery.

The Thiasians are believed to be descended from the same root-stock as the Thaecians, their neighbors to the south. The two peoples have had close relations for centuries, and if Thiasian legends are to be believed, may share a common ancestor: a figure known only as the Enchantress of the Shoals, who lives on the island of Cella.

Thiasians are hunter-gatherers who live in fanciful dwellings constructed of woven vines, sea shells, and bits of colored coral. Each communal abode houses a single



extended family. These dwellings are well-hidden and scattered about the isle, in order to discourage raids by Imrian slavers. Thiasians subsist on a diet of provender plant, fruit, and nuts, liberally flavored with extracts of the spice tree, which grows here in profusion. To outsiders, Thiasians food often seems to be too heavily seasoned. Conversely, to Thiasians, all other types of food are bland and tasteless.

A flirtatious and promiscuous people, Thiasians never marry, and change partners frequently. Mothers raise their children for the first month or so, then tend to grow bored with the responsibility and allow the older members of the tribe to take over. Young children aged five and up are often unsupervised, and allowed to run free about the island.

The Thiasians are renowned for their exotic dances and performing talents, but are said to lack interest in most practical matters. This is generally true, though Thiasians are not quite so shallow as they may seem. Though generally non-violent, they are known to throw tantrums if frustrated or angered. Thiasians are extremely emotional, and give vent to their feelings without apparent restraint. All manner of behavior is tolerated by these folk, so long as no one is injured.

The Thiasians have a rich culture, and express themselves through dance rather than words. Their performance art is used to celebrate or to mourn the loss of a beloved friend, to express love, anger, frustration, boredom, or any of a dozen emotions. It is customary for their performers to wear expressionless white vizards that conceal their features, as facial expressions are considered irrelevant to movement, song, and music.

Size: 5'-6' tall; 80-170 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: None

Hit Points: 12+

Habitat: Thaecian Isles

THISTLEDOWN

The thistledown bush is common to the deep woodlands of Tamaranth, but is almost unknown elsewhere. The soft down contained in the plant's seedpods is used to

make spinifax, a light and durable cloth favored by the Ariane.

THORNWOOD

A giant species of vine, Thornwood can be found in regions across Talislanta. The tough spiny branches of the Thornwood are highly resistant to both fire and cutting implements normally used for clearing brush, furthermore, the prodigious rate of growth of this vine leads most farmers to describe it as a nuisance. Although it can be used as an efficient hedge to surround a property, providing a measure of both privacy and security, the constant need to keep the plant from over-growing its bounds and taking over the rest of the landscape often discourages any but the wealthiest or most careless from using it for this purpose.

THRALL

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



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

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

Attributes:

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

Ability Level: 3+

Attacks/Damage: As per weapon employed

Special Abilities: Immune to fear, inability to comprehend magic

Armor: None

Hit Points: 30+

Habitat: Jungles of Taz, surrounding regions

TIMBER BEAST

A larger relative of the Tundra Beast, Timber Beasts only possess one head and have a darker coloration. Typically found in the mountains and forests of northern Talislanta, Timber Beasts are known for their distinctive cry – a long and eerie shriek that seems to carry on the wind.

Packs of Timber Beasts often spread out over the territory they claim; using their shrill howl they are able to communicate with their pack in the event of finding suitable prey.

Size: 5'5"-6' tall at shoulder, 450-700 lbs.

Attributes:

INT -8	PER +7
WIL +3	CHA n/a
STR +6	DEX +2
CON +5	SPD +4

Ability Level: 4-10

Attacks/Damage: Bite: DR 12

Special Abilities: Track by scent

Armor: Thick scales and fur, PR 3

Hit Points: 30

Habitat: Northern Reaches, temperate forests



TINSEL TREE

This peculiar tree is found in the Aberrant Forest and other isolated woodlands. It is named for its silvery leaves, which sparkle in the light of the twin Talislantan suns. The spun fibers of tinsel tree leaves are used to make silver-sparkle, a costly (ten times the price of common cloth) and somewhat garish material popular in Zandu, Hadj, and the Quan Empire.

TSARLAK

Also called "Sand Maws", Tszarlak are immobile, carnivorous entities of the Desert Kingdoms. Consisting of little more than a large, circular maw surrounded by rows of fangs, in turn surrounded by eleven slender but strong tentacles, this bizarre creature lies just atop the sand, only slightly buried, camouflaged on account of its light dun-colored flesh. Sliths, other small animals, and insects, are lured to the Tszarlak by virtue of the creature's reserve of a sweet smelling watery nectar, which it regurgitates into the pit of its maw. Insects scurry into the maw itself, and find themselves unable

to escape, quickly to be digested, while larger prey is quickly snatched by the submerged tentacles, thrust into the maw, and repeatedly bitten so as to prevent escape.

Tsarlak readily grapple anything that comes within reach, and have been known to wrench themselves free of the sand while attempting to pull in a prey that proves far too large or heavy. The nectar they produce is a boon to desert travelers, although it is first slowly filtered through muslin to remove any debris. Unfortunately, the creature itself is inedible, and indeed, is actually slightly toxic. Djaffir legends abound of Tsarlak of monstrous size, capable of seizing duneships, but such tales are considered fanciful exaggerations at best.

Size: 2'-4' diameter, 2'-4' long tentacles, 20-80 lbs.

Attributes:

INT -10 PER +0

WIL +1 CHA n/a

STR +0 DEX +2

CON +0 SPD +3*

*Immobile SPD used for Initiative only

Ability Level: 3-10

Attacks/Damage: Bite: DR 6, Tentacle Grab; total of four attacks

Special Abilities: holds 1-2 gallons of potable nectar

Armor: Leathery Skin, PR 1

Hit Points: 12

Habitat: Red Desert

TUNDRA BEAST

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

Like many canine species, tundra beasts generally hunt in packs, numbering from four to twelve individuals. They are quite aggressive, even large creatures such as the wooley ogriphant being subject to their depredations. Tracking by scent and sound, tundra beasts will follow prey across vast stretches of territory. They attack by latching onto their chosen victim with one set of jaws, and employing the second set of jaws to rend the victim to bits. Though they are fierce, tundra beasts will abandon any fight which does not seem to be going in their favor.

Tundra beasts are sometimes trapped for their warm, thick hides, which bring over 150 gold lumens in many regions. The Jaka of Yrmania are especially fond of these hides, and also have a liking for the tundra beast's three-inch long fangs, which are used to make a number of useful items. The natural enemies of these large



carnivores are the Ice Giants of Narandu and, to a lesser extent, yaksha and frostweres. The main sources of food for tundra beasts are snowmanes, young muskronts, and careless or overbold adventurers.

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

Attributes:

INT-4	PER + 6
WIL +0	CHA n/a
STR +1	DEX + 4
CON +1	SPD + 4

Ability Level: 2-4

Attacks/Damage: Bite DR 6 (two attacks)

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

Armor: Shaggy fur PR 2

Hit Points: 32+

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

TUNDRA LOPER

Hardy and belligerent cousin of the common, plains loper, tundra lopers are indigenous to the frozen northern realms of Narandu and L'Haan. They are distinguishable from their plains-dwelling relatives by their shaggy white manes. Tundra lopers also have an additional spike on their clawed lower appendages, which enables them to negotiate icy terrain.



Traveling in herds of up to thirty individuals, these rugged bipeds roam the frigid wastelands, feeding on creatures smaller and weaker than themselves. They have been known to attack frostweres, but usually only

in self-defense. When food is scarce, such as after a deep snowstorm, tundra lopers may hunt larger prey, including humanoids.

Size: 14' in length, 8' in height, 400-600 lbs.

Attributes:

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

Ability Level: 7-9

Attacks/Damage: Bite: DR 6, Hind Claws: DR 10, Whip-like Tail: DR 8; one attack per round

Special Abilities: Sure-footed climbers (even on ice), leap across 20'-30' spans with running start

Armor: Shaggy fur, PR 2

Hit Points: 44

Habitat: Narandu, L;Haan, Xanadas, Harak, Yrmania (rare)

UR

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

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

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

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



Size: 7'-8' tall, 500-600 + lbs.

Attributes:

INT -2	PER +0 (can read emotions at up to 2- ft. PER +6)
WIL +0	CHA -2
STR +6	DEX -2
CON +6	SPD -2

Ability Level: 1-12+

Attacks/Damage: Fist DR 8 or as per weapon employed

Special Abilities: Night vision, read emotions (range: 20 ft.)

Armor: None

Hit Points: 20-50+

Habitat: Urag, surrounding regions

URTHRAX

Urthrax are an insidious species of vermin found throughout the continent of Talislanta, from the Toxic Hills of Urag to the Western Lands and beyond. They are exceptionally prolific, reproducing at an astounding

rate; the naturalist, Thystram, estimated that a single female can give birth to as many as two thousand urthrax-spawn in its six-year lifetime.

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

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

Size: 3'-4' in length, 1'6" at shoulder, 25-50+ lbs.

Attributes:

INT -9	PER +5
WIL +3	CHA n/a
STR -4	DEX +7
CON +10	SPD +7

Ability Level: 4

Attacks/Damage: Bite: DR 4, Claws: DR 2



Special Abilities: Emanate vile odor (CON roll or all actions at -5 due to nausea; range: 10'), immune to toxins and poisons, ten percent chance of contracting disease from bite

Armor: Exoskeleton, PR 5

Hit Points: 13

Habitat: Swamps, sewers, jungles, rubbish tips

VAJRA

The Vajra are short and squat, with barrel-like torsos and heavy limbs. Their bodies are covered with overlapping orange-brown plates, which form an effective natural armor. They dress in loincloths and wide belts, donning cloaks for ceremonial occasions. Their tough, scaled hide renders them impervious to cuts and abrasions, and serves as a natural form of armor.

The ancestors of the Vajra once dwelled beneath the Opal Mountains and Vajran Hills, in the northern part of what is now the Kang Empire. They were originally subjugated by the Quan, who captured a large clutch of hibernating Vajra young and threatened to kill them unless the adults surrendered. Fearing that their species might be driven to extinction should such a catastrophe occur, the Vajra acceded to the Quan's demands. Following the Silent Insurrection of 611, the Vajra became subjects of the Kang.



The Vajra once lived in subterranean settlements that resembled intricate tunnel-mazes, designed, excavated, and polished with meticulous attention to detail. The passageways and caves were illuminated by globular masses of phosphorescent fungi, suspended from the ceilings. These settlements resembled underground hives, with separate chambers for the hibernating Vajra young, the Queen, the workers, and the soldiers. The population subsisted on a simple diet of mosses, lichen, and mineral-rich water from underground streams, springs, and lakes.

Since their subjugation, the Vajra have been forced to live in tunnel-complexes built into large mounds and hillocks. In order to ensure the loyalty of their workers, the Kang hold hibernating Vajra young captive in locked iron vaults until they have hatched. The Kang employ Vajra engineers as miners, road workers, and builders. They are paid a nominal wage, but are often treated like slaves.

Vajra regard their entire race as a single family; the propagation and protection of the species are vital concerns to these folk. Vajra males court the females, who may mate with as many males as they please. In Vajra society the ability to have many offspring is highly-valued. Females give birth to a clutch of up to four fetal young, each resembling a scaled impling enclosed in a translucent but durable egg-sac filled with nutrient fluids. The young remain enclosed in their egg-sacs for a full year, slowly growing and developing into young adults. During this period of so-called "hibernation" that Vajra young are extremely vulnerable. At the end of the year, the hatchlings claw their way out of the sac, emerging as fully-developed, "young adults".

Size: 4'8"-5'4" in height, 140-200 lbs.

Attributes:

INT +1 PER -1*

WIL +2 CHA -1

STR +3 DEX +0

CON +4 SPD -2

* keen hearing audio PER +4

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: May burrow at 1 foot/round

Armor: Plated skin: PR 3

Hit Points: 16+

Habitat: Kang Empire

VASP

The vasp is a giant, predatory insectoid native to the Volcanic Hills and Wilderlands regions. Despite their size, vasp are surprisingly quick and are capable of leaping up to forty feet at a bound. Solitary by nature, vasp hunt alone, often after dark. Their favored prey are raknid warriors who have wandered too far from their hive. Vasp are not particular, however, and exhibit an equal preference for Saurans, land lizards, durge, Araq, and other humanoids. Vasp have no known natural enemies.

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

lair, to be consumed at its leisure. These insectoids are distinguishable by a characteristic clicking of the mandibles, audible at distances up to fifty feet.

Size: 9'-10' in height, 500-600 lbs.

Attributes:

INT -12	PER +3
WIL +7	CHA n/a
STR +7	DEX +6
CON +6	SPD +4

Ability Level: 14-22

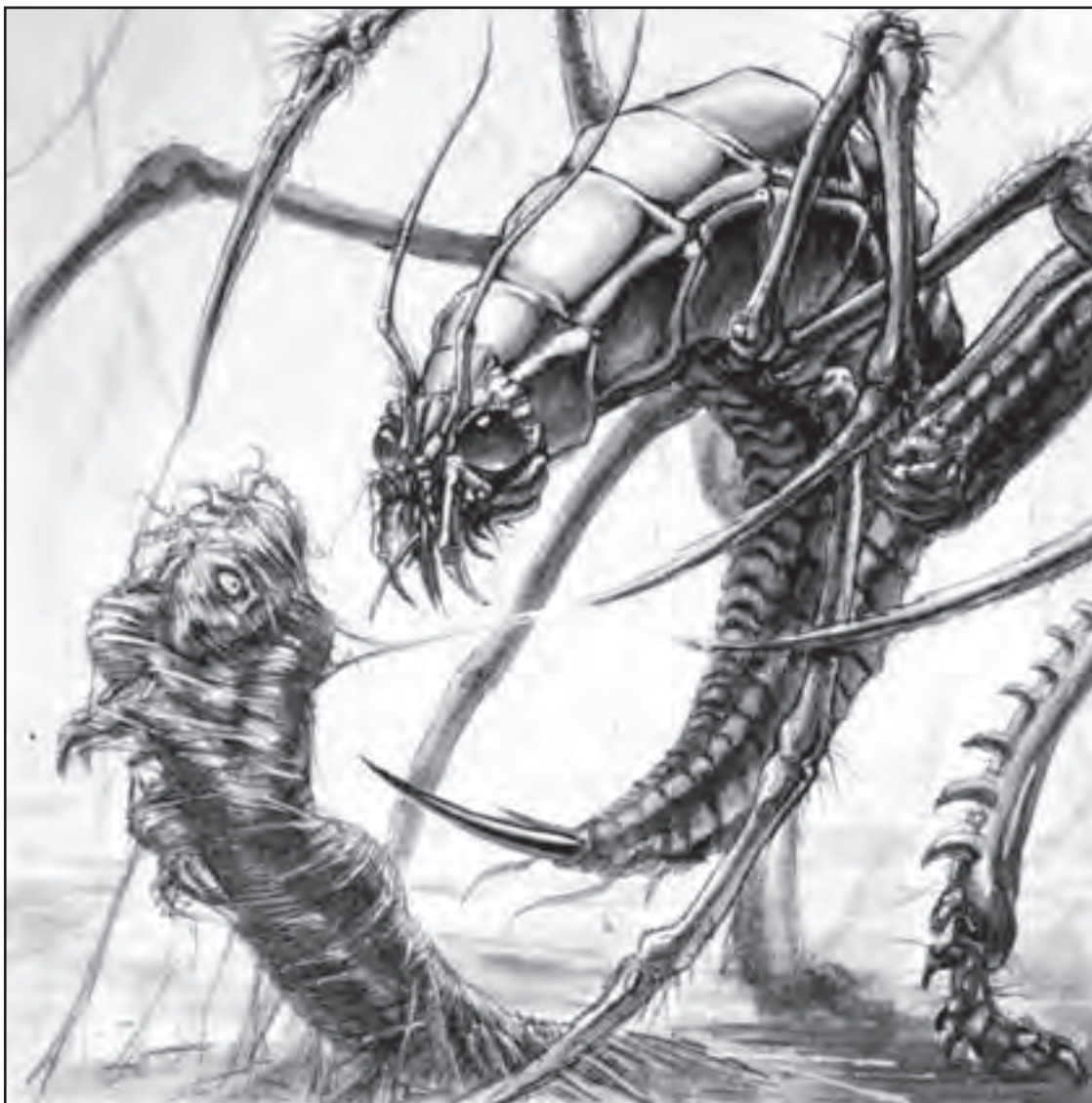
Attacks/Damage: Pincers: DR 17, Sting: DR 11 +venom (DR 4 per round for 10 rounds) or Mandibles: DR 13, Webbing (STR roll at -5 to resist)

Special Abilities: Leap up to 40 feet, night vision, webbing

Armor: Metallic scales, PR 6

Hit Points: 46

Habitat: Volcanic Hills, Wilderlands of Zaran



VASP, AQUATIC

Larger relative of the land-dwelling vasp, the aquatic vasp is a giant, predatory insectoid that haunts coastal regions and deep swamps all along the Southern Rim. Like their landborne relatives, aquatic vasp are nocturnal creatures. They emerge from their watery lairs to prowl the shallows, hunting for water raknids and other aquatic prey. If provided with the opportunity, they will also take humanoid victims. It is the nature of these creatures to leave fine lines of webbing in their wake, demarcating their territories. When another creature touches the sensitive web line, the vasp is alerted to its presence and leaps to the attack. Once the victim has been subdued, the vasp will drag it below the water, where it can feed upon its prey undisturbed. Aquatic vasp compete for prey with giant river kra and skalanx and sometimes engage in fierce battles with these savage predators.

Size: 11'-12' in height, 600-800 lbs.

Attributes:

INT -12	PER +3
WIL +7	CHA n/a
STR +8	DEX +4
CON +6	SPD +3

Level: 12-20

Attacks/Damage: Pincers: DR 20, Sting: DR 12 +venom (DR 3 per round for 10 rounds), or Mandibles: DR 16, Webbing (STR roll at -5 to resist)



Special Abilities: Aquatic, night vision, webbing

Armor: Metallic scales, PR 6

Hit Points: 50

Habitat: Coasts of Jhangara smf Faradun, Dark Coast, Mog, Crescent Islands

VERDIR

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

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

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

Size: 6'6"-7' tall, 150-175 lbs.

Attributes:

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

Ability Level: 1+

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

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

Armor: None

Hit Points: 12+

Habitat: The Aberrant Forest

VENOMWOOD

The venomwood tree is a rare variety of tropical plant found on the island of Pana-Ku and other parts of the Southern Rim. Its wood exudes a virulent poison that is thought to protect the tree from boring insects and root grubs. The cannibalistic Na-Ku tribes make "poison arrows" (as they are most aptly called) from the branches of the venomwood. Victims hit by a poison arrow first experience searing pain in the area surrounding the wound, followed swiftly by a noticeable loss of strength. Unless an antidote can be obtained, even the slightest wound from a poison arrow will result in death within two to eight hours. Illegal in most civilized lands, venomwood arrows are greatly favored by assassins and are sometimes available through black market connections.

VIOLET CREEPER

Violet creeper is a rare species of ambulatory shrub native to certain temperate forests and jungles. It is easily recognized by its dense, purple foliage and can reach a height of up to seven feet. Inactive by day, this shrub uproots itself at night and creeps about, searching for warm-blooded prey. When it comes upon a sleeping or helpless creature, the creeper sends forth a dozen or more wormlike shoots that exude an anesthetizing fluid. The plant then roots itself in the hapless victim and feeds on its vital fluids, leaving the area just before the light of day. If attacked before it has finished feeding, a violet creeper will shamle away.

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

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

Attributes:

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

Ability Level: 1-3

Attacks/Damage: Blood Drain DR 2 per minute

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

Armor: Bark, PR 2

Hit Points: 2, +2 per level

Habitat: Temperate forests, jungles, marshlands
limited mobility

VIRD

The Vird were the first tribe conquered by the Rajan's who now use them primarily as menial servants and as infantry in their armies. The Vird hail originally from the north of Raj in an area of desert pinched between the banditlands of the Wilderlands of Zaran and the heavily patrolled steppes of the Kang Empire.



Vird average between 5'-6' tall and weigh from 90-160 lbs. Their skin is of a dark hue and is lined and creased. Vird have sparse dark hair, blood-red eyes, and clawed hands and feet. Although they have no chin-horns as the Rajans have, many Vird emulate this look through the grooming of their beards.

More so even than the Rajans, the Vird are fanatical followers of Death. They live only to serve Death and his mortal representative, the Khadun. Vird are terrified of Death and will obey any command from the Khadun in an attempt to remain on Death's "good side".

Size: 6'-6' tall, 90-160 lbs.

Attributes:

INT -2	PER +1
WIL +1	CHA -2
STR +1	DEX +20
CON +3	SPD +0

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None
Armor: Per armor worn
Hit Points: 12+
Habitat: Deserts of Raj

VIRIDIA

A hybrid plant with many practical uses, viridia was developed several hundred years ago by the legendary botanomancer, Viridian. Seeking to create the ideal cultivated plant, Viridian spent over forty years isolating, categorizing and combining plant essences. The result of the fabled magician's labors was a plant of uncommon virtues.

All parts of the viridia plant are useful. The root is a nutritious tuber, and can be ground into flour for baking. The tree discards a fourth of its older branches once a year, yielding a plentiful supply of wood for construction or fuel. The young leaves can be boiled to make an herbal tea, and the old ones used as roofing material or compost. The viridia's six foot-long pods are of use as one-man skiffs, and the fibrous down found in these pods can be woven into a fine, supple linen.

Perhaps one of Viridian's finest achievements, the viridia plant is not without certain minor flaws. Developed to be hardy and long-lived, viridia grows with wild abandon, sometimes forcing out other forms of vegetation. Viridia bark is resistant to fire, and its root system grows so deep in the soil that the plant is practically impossible to remove or kill once it has attained a height of four feet or more.

VISION

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

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

The Phantasian astromancer Laslovian included a

discussion of visions in his book *The Compendium of Dreams*:

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

All visions possess the following characteristics and **Abilities**:

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

Size: 20 ft. tall, weightless

Attributes:

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

*in material form

Ability Level: 50

Attacks/Damage: Energy Attack DR 10 +1 per level, by touch

Special Abilities: Wizardry Order with Illusion mode at ability level +10, abilities listed above

Armor: None

Hit Points: 500

Habitat: Extra-planar

VOID MONSTER

Void monsters are grotesque and extremely dangerous creatures who hail from the negative energy dimension known as The Void. On their home plane they are formless, having no definable shape or substance. Magical tampering, such as spells which open gates into other planes of existence, sometimes cause rifts

in the dimensional fabric sufficient to enable a void monster to gain access to one of the positive energy dimensions (such as any of the countless material planes of existence). According to some spellcasters, certain obscure summoning rituals may also be employed to this end, though the use of such magics would seem to entail an inordinate degree of risk.

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

The touch of a void monster can cause extensive damage to living organisms and inorganic materials alike by means of gradual disintegration (the result of contact between the opposing negative and positive forces). Conversely, contact with any form of matter or energy from the material plane causes damage to the void monster as well, and will eventually lead to the monster's disintegration. It is for this reason that weapons of any sort will do normal damage to a void monster, though such items may themselves disintegrate as a result of being employed in this manner. There is a 25% chance that any weapon employed against a Void Monster will disintegrate on any successful hit. Magical weapons are less susceptible to disintegration (-5% per +1 of Enchantment). Void Monsters cannot survive for long on any of the positive-energy planes, and suffer one point of damage per round when subjected to such environments. Spells or devices which employ negative (disintegrating) energy have a reversed effect on Void Monsters.

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

Size: 10', weight unknown

Attributes:

INT -5	PER +0
WIL +0	CHA n/a
STR +1	DEX +0
CON +0	SPD -2

Ability Level: 4-16+

Attacks/Damage: Touch (tentacle) DR 5 negative energy damage (disintegration; 1-6 attacks per round)

Special Abilities: Disintegrate matter by touch

Armor: None

Hit Points: 20-40

Habitat: Extra-planar

VOLTT

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

Voltts lair under rocks or in the hulls of sunken ships, keeping to the shadows in order to avoid detection. They mate for life, with the female guarding her broodlings while the male goes forth to hunt at night. These



creatures typically prey upon smaller aquatic species such as mudrays, but are known to attack even such dangerous predators as skalans when hungry. Voltts are well-equipped to take on either foe, possessing the ability to emit a powerful charge of electrical energy that is capable of stunning prey in or out of the water. Once a victim has been incapacitated, the voltts latch onto it with its long fangs and drags it off to some secluded place to devour.

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

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

Size: 6-10 ft. long, 500-1,000 lbs.

Attributes:

INT -9	PER +2
WIL +3	CHA n/a
STR +3	DEX +2
CON +2	SPD +2

Ability Level: 1-4

Attacks/Damage: Bite DR 6 or Electricity DR 3 per ability level (see Special Abilities)

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

Armor: Metallic scales PR 3

Hit Points: 9-22

Habitat: Rivers, lakes, swamps

VORL

Denizens of the Valley of Mist, Vorls are insidious creatures whose bodies are composed entirely of animate vapors, leading some naturalists to surmise that these organisms are a variety of quasi-elemental. Although they are vaguely humanoid in form, vorls are able to alter their shape as suits their needs. Their features are amorphous, their mouth and eyes resembling little more

than pulsating, dark holes.

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

Vorls cannot be harmed by ordinary weapons, and even magical weapons do little damage against their vaporous forms. Strong winds will disperse them temporarily, and spells that affect wind and water can be used to dissolve them to nothingness. Vorls can also be evaporated by great surges of heat or flame, and so can be fought with fire. As they often roam the Valley of Mist in numbers, these insubstantial beings pose a great hazard to Aamanian pilgrims traveling to the Well of Saints.

Size: 6'-7', weightless

Attributes:

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

*insubstantial

Ability Level: 1-8

Attacks/Damage: Touch: DR 8 +Ability Level from moisture drain, per round

Special Abilities: Immune to non-magical weapons, magical weapons inflict only half damage, harmed by heat or flame, can be affected by winds and magic

Armor: None

Hit Points: 10

Habitat: Valley of Mists

WANDERER OF ASHANN

The Wanderers are the last of a race of mystics known as the Shan, whose civilization was destroyed during the Great Disaster. Eight feet in height and angular of build, the Wanderers dress in loose-fitting, white robes, which completely hide their features. Each carries a magical staff engraved with the symbol of a single eye set in the center of a silver pentacle.

The Dracartans of Carantheum know something of these strange folk, who they say once provided aid to their nomadic ancestors. According to them, the Wanderers are sightless, and must rely upon their magical staves in order to see. Having no desire to interfere in the affairs of others, the Wanderers will answer if addressed, but will never initiate a conversation or prolong any

discussion by asking so much as a single question.

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



The scholarly Thystram, though evincing little enthusiasm for the concept, gave due report to the ancient Mazdak legend concerning the Wanderers, saying: *"The barbaric Mazdak, while still extant, believed that it was not the Wanderers who were alive, but their staves. According to the black magicians of these people, the Wanderers themselves were but lifeless cadavers, given a semblance of sentience and impetus by the staves, which the Mazdak portrayed as devils in transmogrified form."*

Privately, it was said of Thystram that he believed the Mazdak tale, but was afraid of publishing it in his book lest the Phaedran authorities have him confined to a place such as was commonly reserved for lunatics.

Size: 7'8"-8' tall, weight unknown

Attributes:

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

Ability Level: 10+

Attacks/Damage: As per spell or staff

Special Abilities: Two Orders with 4 modes each at ability level. The Wanderers are able to concentrate their personal force into a type of focused mystical energy. This power can be used to negate the effects of spells and magical devices (as per a counterspell; effectiveness is per the Wanderer's ability level times 2) or to erect invisible barriers of pure energy. These abilities may be employed once per day, per ability level of the Wanderer

Armor: None

Hit Points: 40+

Habitat: Wilderlands of Zaran

WAVERING SUNBLOSSOM

This colorful wildflower is found only in the Aberrant Forest, where it grows in great abundance in certain spots. The flower derives its name from its uncanny propensity to shift in color, according to the prevailing breezes. There are few sights as breathtaking as a field of wavering sunblossoms, fluctuating in myriad hues with the movement of the wind.

WEIRDLING

Weirdlings are either male Gnorls, or else Gnorls are female Weirdlings; no one seems to know for sure. These diminutive humanoids inhabit the dreary forestlands of Werewood. Extremely eccentric, they are noted for their garish tastes in decor and dress. Scavengers by trade, weirdlings collect bangles, geegaws, and curios of all sorts. They horde their treasures in underground burrows, stealing forth at night to pilfer items from other woodland creatures and unwary travelers. Weirdlings are skilled thieves and are often bold beyond belief. Tales of weirdlings sneaking into the lairs of ferocious predators such as malathropes are not as uncommon as one might reasonably expect.

According to legend, each weirdling has the ability to grant up to thirteen wishes in its lifetime, which may span over a thousand years. If captured, a weirdling must grant one of its wishes or give up its treasure, as its captor demands. As these creatures are miserly by nature, parting with either of these commodities causes weirdlings the greatest dismay, except in one instance. The thirteenth and final wish which a weirdling may

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



Size: 2'-3' tall, 25-80 + lbs.

Attributes:

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

Ability Level: 5-10

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

Special Abilities: Natural thieving talents at Ability Level +DEX, ability to grant wishes (similar in power to a spell cast at the 20th level of ability, from any Mode of the Magical Orders, Wizardry with five Modes.

Armor: None

Hit Points: 18

Habitat: Werewood, surrounding areas (rare)

WEREBEAST

Werebeasts are vicious carnivores who inhabit the deep forests of Werewood, Arim, and Zandu, laying dormant in caves and barrows during the daylight and coming out to hunt after sunset. They tend to hunt in small packs that may number from three to seven individuals. The largest and strongest member of the pack is generally its leader, though fierce fights to establish dominance are thought to be quite common amongst these bestial creatures. Werebeasts are noted for their cruelty, and they will often torture and torment their victims unless driven to less elaborate measures by extreme hunger. They are able to track prey by scent and have superior night-vision and keen hearing.



Several sub-species of werebeast are found in different parts of the Talislantan continent, including the snow-dwelling Frostwere; the Yaksha, a denizen of rugged hills and mountain regions; and the Shathane, a species found only in tropical and temperate forests.

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

Attributes:

INT -6	PER +3
WIL +5	CHA n/a
STR +7	DEX 0
CON +3	SPD -1

Ability Level: 4-14

Attacks/Damage: Bite: DR 8, Claws: DR 17

Special Abilities: Keen hearing, track prey by scent at Ability Level +PER, night vision

Armor: Fur, PR 2

Hit Points: 43

Habitat: Werewood, Western Lands

WHIPWEED

This insidious plant grows both on land and underwater, and can be found across much of the continent. It can cover large areas in a fairly short amount of time, and is quite dangerous. Individuals or creatures attempting to pass through a patch of whipweed will be instantly attacked by dozens of slashing, leafy tendrils (damage: d8 per round). Whipweed is easily mistaken for common plainsgrass; an error which may yield fatal consequences.

WHISP

Whisps are a diminutive and mischievous variety of minor elementals who dwell in the forests of Astar and other woodland areas. There are three known types: the brownish woodwhisps, who know secret things about the woodlands in which they dwell, and are fond of Muses, for whom they sometimes serve as interpreters; the aqua-colored waterwhisps, shy creatures who make their home in woodland streams and ponds, living in fanciful "castles" made of air bubbles and gossamer; and the smoky gray nightwhisps, the most obnoxious of the species, who come forth at night to play cruel pranks on other creatures.



All whisps know a dint or two of magic, and are fascinated by enchanted items. They are partial to cakes, sweetmeats, and blossom nectar, which can be used to gain their favor or cooperation. If attacked, whisps will flee, only to return later with reinforcements. Some folk claim that the best way to be rid of annoying whisps is to ignore them until they become bored and leave. Others suggest ample doses of whispbane, live serpentvine and yellow stickler, or noxious magics as a more certain remedy for these tiny trouble-makers.

Size: 6" tall, 1-6 oz.

Attributes:

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

Ability Level: 3+

Attacks/Damage: Diminutive weapon at DR 1, or as per spell employed

Special Abilities: Natural Magic with three Modes of choice at Ability Level, flight, swimming (Waterwhisp only), may converse in humanoid languages

Armor: None

Hit Points: 2

Habitat: Forests, jungles, swamplands, seas and oceans (water whisps)

WHITEWOOD

Whitewood is an ivory-colored variety of coniferous tree found in mountainous, hill and forest regions. The handsome wood of this tree is prized by woodcarvers for its ornate beauty and durability. Both the Ariane and the Dhuna favor whitewood for use in the making of staves and bows.

WILLOWOOD

This tree, with its characteristic hanging foliage, is native to the banks of rivers, lakes, and swamps. The flexible twigs of the willowood are used in the weaving of baskets, mats, and furnishings of various sorts.

WINGED VIPER

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

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

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

Attributes:

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

Ability Level: 1-4

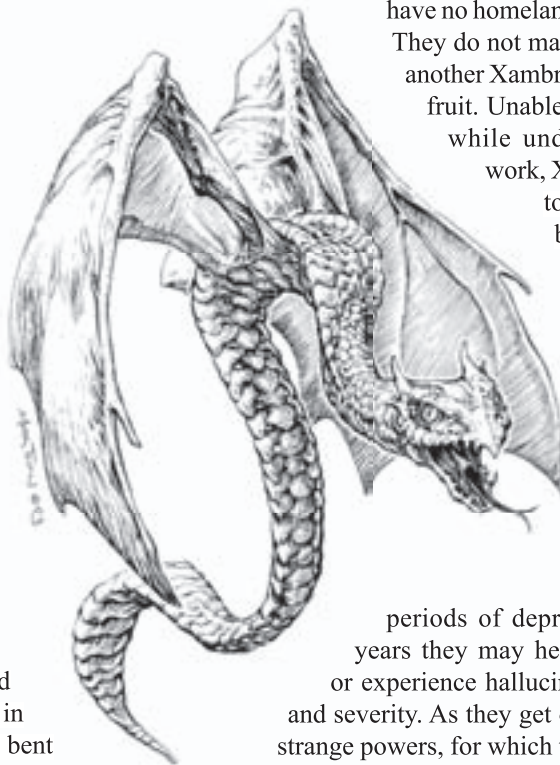
Attacks/Damage: Bite DR 2
(+ 1 pt. venom per level)

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

Armor: Leathery hide PR 3

Hit Points: 8-32

Habitat: Tropical jungles,
rain forests, swamps and
marshes



have no homeland, no clans, and no families. They do not marry, and can mate only with another Xambrian; no other union will bear fruit. Unable to bring infants with them while undertaking such dangerous work, Xambrian females are forced to abandon their offspring at birth; usually to a family or individual whom the Xambrian has come to know and trust.

No matter how they are raised, Xambrian children are doomed to grow up as outcasts. They look, act, and feel different from others, and are subject to protracted periods of depression. During their early years they may hear "voices" in their heads, or experience hallucinations of varying duration and severity. As they get older they begin to develop strange powers, for which there seems to be no logical explanation. Then, on the eve of their thirteenth birthday, young Xambrians receive a vision from an ancestral spirit, who explains the Xambrians' heritage and the reason for their existence. From this point on the child is a Xambrian wizard hunter, and will receive spiritual guidance and training from the ancestors, until he or she is ready for "the Calling".

At any time following the first spirit vision, a Xambrian may receive "the Calling": a summons from the spirit guides, letting the Xambrian know that one of the enemies of his people has returned to Talislanta in the form of a reincarnator, and directing him to travel to the place called Omen, the mountain of skulls. Once here, the ancestor-spirits will tell the Xambrian how to locate the reincarnator, and will invest the wizard hunter with a portion of their spiritual strength. From this moment on, the Xambrian will not rest until he or she has carried out the vendetta.

Xambrians revere and obey the spirits of their ancestors, whose souls can never know rest until their murderers have been brought to justice. From their ancestors, Xambrians learn abilities that enable them to resist and combat magicians, talents necessary to the pursuit of their life's goal. Xambrians believe that upon passing from the mortal world they will be reunited with their ancestors. Whatever burial customs their people once had are now lost.

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

WITHERGALL

Withergall is a variety of gall oak native to wastelands and wilderlands regions. It is similar in most respects to gall oak, but is bent and withered in appearance, and is a favorite nesting place for avian scavengers, such as the morde.

XAMBRIAN

Xambrians resemble the Ariane in stature, but have bone-white skin and long, raven-black hair. Their customary mode of dress includes a cape, high boots, a vest, and tight breeches of black strider hide, with gauntlets of fine silver mesh.

These folk are descended from the ancient Xambrians, a peaceful people who were all but exterminated by a cult of black wizards known as the Torquarans. At their hands, untold thousands of Xambrians perished in the Firepits of Malnangar. A few Xambrians escaped into the Wilderlands and went into hiding. Assisted by unknown benefactors, they somehow managed to survive The Great Disaster, disease, and starvation. To the spirits of their ancestors they swore an unbreakable oath, to find and bring to justice the murderers of their people. The last of their descendents, the Xambrian wizard hunters, can still be found scattered across the Talislantan continent.

The few remaining Xambrians have but one goal in life: to hunt down and bring to justice the reincarnations of their ancient enemies, the Torquarans. The Xambrians



YAKSHA

Deemed among the fiercest of Talislantan creatures, yaksha are a sub-species of werebeast that inhabits the hills and mountains of Yrmania and the Northern Reaches. Fearsome to behold, yaksha are known for their almost total lack of fear or reason. Their customary mode of attack is to leap forth from hiding, slashing with their claws and shrieking hideously; the cry of a yaksha alone is often sufficient to cause its intended victim to be paralyzed with terror. Once a yaksha has tasted blood, it will fight to the death, ignoring even the most grievous damage inflicted upon it. It has been reliably reported that spells of influence or control have no effect whatever upon these creatures, whose single-minded

desire to rend and kill is exceeded only by their inhuman strength and fury.

The Ur clans of neighboring Urag favor the use of mummified yaksha paws as war clubs. Ownership of these grisly weapons is generally limited only to Ur chieftains and warlords and is considered a mark of unsurpassed courage, or extreme good fortune. In actuality, most of these items are obtained from aged or infirm yaksha, for the Ur have an almost unreasoning fear of these beasts.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: Spiritforce, Dispel Magic +4

Armor: Per armor worn

Hit Points: 14+

Habitat: Continent wide



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

Attributes:

INT -8	PER +1
WIL +6	CHA n/a
STR +7	DEX -3
CON +4	SPD +1

Level: 5-15

Attacks/Damage: Claws: DR 15, Bite: DR 10

Special Abilities: Immunity to spells of control or influence, climbing at Ability Level +DEX

Armor: Fur, PR 2

Hit Points: 54

Habitat: Hills, mountains, forests

YASSAN

The Yassan are a short and stocky people, with metallic grey skin, flat features, and six-fingered hands. They dress in hooded yellow tunics and breeches, with heavy leather boots and gloves: a costume well-suited to their preferred line of work.

The Yassan are thought to be descended from a race of neomorphs created by the ancient Archans. Displaced during the aftermath of The Great Disaster, the Yassan spent many years wandering in the Wilderness of Zaran. Eventually they were found by Dracartan desert scouts, and their clans granted sanctuary within the walled settlement of Nadan.

Yassan are artisans by trade, skilled in the working of metals, stone, and glass, and adept at building, repairing, and maintaining, most types of mechanisms and structures. While certain aristocratic Talislandans

denigrate them as “commoners” or “manual laborers”, the Yassan are highly intelligent and possessed of an independent spirit. They are arguably the most skilled artisans on the continent, and can build or repair just about anything.



The Yassan know no ancestral homeland, nor do they know much of the origins and history of their people. Despite this, they have created a unique and diverse culture, which emphasizes hard work, honesty, and a respect for craftsmanship that is unsurpassed by other peoples. Since being taken in by the Dracartans, the majority of Yassan now reside in Nadan. Most live in Dracartan dwellings, modified to suit their needs and decorated to their tastes.

Yassan are devoted to their clans, or family units. Couples bond for life, and may produce as many as ten offspring – large families are favored by the Yassan. Children are raised by the parents; at age two they are enrolled in a Yassan trade school for intensive instruction.

Among these people, hard work is considered a virtue, and sloth, a crime. Yassan craftsmen uphold the highest standards of craftsmanship in all things that they do. They have little respect for those who produce sub-standard or slip-shod work. Yassan hate being idle, and always keep busy.

Size: 5'-6' tall, 130-230lbs.

Attributes:

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

**exceptional manual dexterity, DEX +9 for fine manipulation.*

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: Technomancy at ability level +5

Armor: As per armor worn

Hit Points: 18+

Habitat: Red Desert, Wilderlands of Zaran, Seven Kingdoms

YELLOW AQUEOR

A giant species of kelp that can grow up to five hundred feet in length, yellow aqueor is an important natural resource for the Oceanians, who consider it the most useful of all sea-plants. The aqueor's massive trunk, cut into sections and dried in the light of the twin suns, takes on tensile strength comparable to good hardwood. The leaves are edible, and the fibrous stems can be used to make rope, parchment, mats, baskets, and even a type of coarse cloth. Furthermore, all products derived from the yellow aqueor are highly resistant to rotting and water-logging.

YITEK

A desert people with dark brown skin and hair, Yitek are thin, wiry, and active. There is no such thing as a fat Yitek, for their people are constantly on the move and are well-adapted to a nomadic existence. The customary mode of dress includes loose-fitting robes, cape, and veiled headdress. The latter affords protection from sandstorms, and also provides the wearer with a modicum of anonymity - a useful function, given the Yitek's line of work.

Like the Dracartans, the Yitek are among the many Talislandans whose ancestors were displaced by The Great Disaster. The Yitek claim to be descended from the folk of ancient Ashann, and say that they were once rulers of a great and powerful kingdom. Others regard

the Yitek legends with skepticism, stating that their tribes have always been as they are now: wandering vagabonds whose only talent is tomb-robbing.



The Yitek are nomads who traverse the Desert Kingdoms and Wilderlands regions in small-to-medium-sized bands. There are two main tribes: the Notas (northern Yitek) and Sutas (southern Yitek), named after the general regions in which they are found and which each claims as their respective territories. The two tribes are usually on good terms with each other, though territorial disputes are not unknown. Yitek bands are highly mobile, carrying everything they need and own on the backs of their aht-ra. Most prefer the three-humped tatra, which, though not as swift as the one-humped ontra, can carry heavier loads. This is an important consideration, as the typical Yitek mount must bear water, provisions, weapons, sleeping tent, tools such as winches, chisels, pry-bars, a musical instrument or two, and even the rider's offspring.

Like their rugged mounts, Yitek require little in the way of food and water, and so are able to venture into areas considered uninhabitable by other Talislandans. They earn a livelihood by scouring the Desert Kingdoms and Wilderlands for ancient ruins, using old maps, legends, artifacts, and their own instincts to guide them. Yitek are particularly adept at locating sites and structures that have been lost beneath the shifting sands, or deliberately hidden in order to protect their contents. Ancient burial

grounds and crypts are among the most coveted finds, due to the riches that such places may contain - hence, the Yitek's reputation as tomb-robbers.

Size: 5'6"-6'4" tall, 85-185 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

Special Abilities: See well in darkness

Armor: As per armor worn

Hit Points: 16+

Habitat: Red Desert, Wilderlands of Zaran

YRMANIAN

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



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

are incompetent spell-casters, however, their minds hopelessly befuddled by their addiction to death.

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

Size: 5'6"-6' tall, 130-230 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: As per weapon employed

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

Armor: None

Hit Points: 25+

Habitat: Badlands of Yrmania, surrounding regions

ZA

The Za are lean and muscular, most standing at or just under six feet in height. Their skin is a pallid yellow in hue, leathery in texture and lined with creases and wrinkles. Za shave their skulls, and forgo all but the most abbreviated attire. Necklaces of hammered black-iron disks are favored, as are bands of reptile-hide worn on the head and upper arms. Males generally wear long, braided mustaches; females, two long braids, one above either ear.

The Za believe that all the primitive peoples of Talislanta are descended from a single race: the Landborne, or Wild Races. In ancient times vast tribes of Wild Folk held sway over the entire continent, and once fought the ancient Archaens to a standstill. Divided by war, pestilence, and finally The Great Disaster, the Landborne split into numerous smaller groups and factions. The Za are perhaps the largest such group.

Nomadic bandits who range far and wide throughout much of the central Talislanta, Za are the bane of the Wilderlands of Zaran. Their clans can range in size from small scouting parties to great raiding bands of as many as three or four hundred individuals. They prey upon merchant caravans, landarks, and travelers of all races. Za carry their possessions with them on the backs of

their mounts and in carts drawn by older greymanes or land lizards. Contending that the Wilderlands region rightfully belongs to them, Za rationalize that they are justified in robbing and murdering any who trespass in "their" territory.



Za are fierce and cruel, seldom taking prisoners. Exceptionally valorous foes are sometimes accorded the dubious honor of being taken alive, so that they may later be slain in ritual fashion. The Za drink the blood of these vanquished enemies from skull-cups, believing that this gives them the strength of their foes. Za are sensitive to insults, and have long memories.

Size: 5'6"-6' tall, 90-190 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 16+

Habitat: Wilderlands of Zaran

ZANDIR

The Zandir are a handsome folk with copper-colored skin, dark hair, and dark eyes. They enhance their features with vividly colored pigments, adorn their hair with silver bands, and dress in flamboyant apparel:

velvet blouses and trousers, capes of silken brocade, curl-toed boots or slippers, and so forth.

Like the Aamanians, the Zandir are descended from the Phaedrans, a people who ruled the Western Lands during the early part of the New Age. A dispute over religious views caused the Phaedrans to split into opposing factions, who proceeded to wage war on each other for nearly four hundred years. One of the factions that participated in these Cult Wars became known as the Aamanians; the other became known as the Zandir.

The Zandir are a people diametrically opposed to the folk of neighboring Aaman. Where the Aamanians are conservative, Zandir are liberal, or even radical, in their views.

Aamanians dress in colorless smocks; Zandir favor the most colorful attire. Aamanians believe in one god, while the Zandir believe in numerous luminaries, pagan gods, woodland spirits, and saints. It is little wonder then that the two are enemies, for they can agree on almost nothing.

The womenfolk of Zandu practice the quaint custom of hiding their faces behind decorative fans, giving the impression that they are shy and demure. This is hardly the case, as male visitors to Zandu often discover. Zandir men are even less subtle, and in other lands are widely regarded as lechers and philanderers.

The Zandir are Paradoxists who profess to be mystified by the nature of their own existence. The tenets of the



Zandir "religion" are perhaps best explained in the Paradoxist text, The Book of Mysteries, a lengthy tome filled with over 100,000 questions, and no answers. Paradoxist seers, widely regarded as charlatans by other folk, are well-liked in Zandu. Some possess actual magical abilities.

Size: 5'6"-6'2" tall, 100-200 lbs.

Attributes:

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

Ability Level: 1+

Attacks/Damage: Per weapon employed

Special Abilities: None

Armor: Per armor worn

Hit Points: 12+

Habitat: Zandu, Western Lands

ZARATAN

Zaratan are giant sea creatures native to the Far Seas and other temperate, watery regions. Covered with a foot-thick layer of scales as tough as plate armor, zaratan are practically impervious to harm.

Normally benign, they will only attack other creatures if greatly provoked, in which case zaratan prefer to use their great bulk and power to ram would-be adversaries.

The Sea Nomads of Oceanus have domesticated the zaratan, using them for transportation, construction, and food gathering. The more aggressive females are used in military operations, and they can be taught to ram intruding sea vessels. The presence of even a few of zaratan is usually sufficient to discourage the depredations of ocean kra and sea scorpions, both of which are hesitant to approach within ramming range of these aquatic behemoths.

Size: 20'-30', 4,000-10,000 lbs.

Attributes:

INT -7	PER +2
WIL +7	CHA n/a
STR +12	DEX -2
CON +7	SPD +2

Ability Level: 2-14+

Attacks/Damage: Bite: DR 16, Claws: DR 22, or Ram: 32

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

Armor: Armored plates, PR 25

Hit Points: 60

Habitat: Seas and oceans

ZOAB

Zoab are repellent creatures who hail from a distant dimension that lies adjacent to the lower planes. Half-humanoid and half-larval in appearance, they measure approximately five feet in height and ten feet in length.

Zoab skin is slightly translucent, covering their pale flesh and partially revealing the internal organs. The air around these creatures is heavy with the nauseous reek of Ulu scent, which Zoab regard as a stimulating olfactory enhancement. They favor multiple body piercings of various types, the wealthiest Zoab even going so far as to embed small soulstones in the wattled skin above their forehead and around their eyes.

Zoab are the descendants of a long line of kings called the Old Exaltar, who once ruled over an empire that extended across large parts of the lower plane and Aethereal Sea. For three thousand years the Empire prospered, until conflicts with the Cult of Sephar and its allies forced the Zoab to withdraw to their home plane, bringing an end to their plans of conquest and colonization.

Though the empire has been in decline for centuries, the Zoab still possess matchless wealth, resources, and a vast fleet of dimension-spanning trade vessels.

On their home world, the Zoab live in cities resembling



great clusters of crystalline globes, connected together by coils of translucent tubes, and anchored to one or more atolls. Large, disk-shaped platforms, surrounded by spherical structures of varying utility, serve as landing pads for their windships.

With the exception of the loftiest Exaltar, all Zoab are outwardly fawning, servile, and eager to please. These are cultural traits common in Zoabian society, where deference to authority is used to mask one's true feelings and intentions. In reality, Zoab are crafty, greedy creatures concerned only with the acquisition of riches and their own comfort.

Zoab are gluttons and voluptuaries who possess a nearly insatiable appetite for all pleasures of the flesh. They eat only liquids and soft foods, the blood and vital fluids of small living creatures being especially favored. To feed, Zoab use a hollow, sharp-tipped tongue that can rapidly extend up to three feet in length. This organ injects a powerful digestive fluid that turns solid organic substances into liquid, which the Zoab can then ingest. The tongue can either be used to penetrate skin and flesh, or as a syphon to suck up liquids.

Zoab do not bathe, and in fact hate water. Instead, they douse themselves with Ulu scent, a rancid-smelling liquid that appeals only to Zoab. The "best" Ulu scent is "Yellow Ulu," which is derived from the pustules of the canker-worm, a hideous creature found only in the Maladian Forest, in the Midnight Realm. Live canker-worms fetch a high price among Zoab, as they

are valued not only for their pustules but also their soft, oleaginous flesh.

Size: 4'-6' tall, 8'-12' total length; 400-1350 lbs.

Attributes:

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

Ability Level: 5+

Attacks/Damage: Tongue Attack, DR 4 (successful hit inflicts damage, corrosive fluids injected cause DR 4 per round for 10 rounds. The fluids can be sprayed up to 10', and inflict damage for 2 rounds. A sprayed victim must roll vs. DEX to avoid being blinded. Can inject/spray the fluids a number of times per day equal to CON); May constrict opponent with lower half of body (requires Full Success on a Brawling roll to initiate, and crushes the victim, causing Zoab's STR in damage per round, no roll to hit needed)

Special Abilities: May travel along walls or ceilings at half speed (leaves trail of ooze when doing so); regenerate 1HP per round (can re-grow lost limbs in days)

Armor: None

Hit Points: 38

Habitat: Extra-Planar



APPENDIX A

D20 GAME STATISTICS

READING THE STAT BLOCKS

All of the creatures presented in *Menagerie* are found on the following pages defined entirely in d20 terms and statistics. These stat blocks include vital game information such as Hit Dice, Attacks and Skills which is then followed by any special abilities the creature may have.

Name

This is the name by which the creature is generally known. A full descriptive is given for each creature earlier in this book.

Size and Type

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line gives the creature's modifier on initiative checks.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes

an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The remaining weapons are secondary, and attacks with them are made with a -5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a -2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here. Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon,

tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial Hit Dice + the relevant ability modifier.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Non-Abilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations. Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a –8 penalty on skill checks that defy its natural tendencies.

In extreme circumstances the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a superscript B (B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Advancement

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

Talisanta has never been a game overly concerned with balance of character types or power.

The designers have always been more interested in the fun of roleplaying than rules lawyers. A Marukan Dung Merchant is just as viable a character type as a massive Kharakhan Giant or Kang warrior. That said, this line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature's total Hit Dice, including class levels, to get the creature's effective character level (ECL). A character's ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character's starting equipment.



ABOMINATION

Medium Abomination

HD: 4d8+24 (42 hp); **Init:** +1; **Spd:** 10 ft.; **AC:** 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; **Attack:** Bite +4 melee (1); **Full Attack:** 6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness); **Space:** 5 ft./5 ft.; **SA:** improved grab, engulf; **SQ:** Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.; **SV:** Fort +7, Ref +4, Will +5; **Abilities:** Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13; **Skills:** Listen +4, Spot +9, Swim +8; **Feats:** None; **CR:** 5; **Advancement:** 5–12 HD (Large)

Improved Grab (Ex): To use this ability, the abomination must hit with a bite attack.

Engulf (Ex): An Abomination can try to engulf a Medium or smaller opponent grabbed by three or more mouths. The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

AEROPLASM

Large Abomination

HD: 1d8 (4 hp); **Init:** +0; **Spd:** 10 ft.; **AC:** 9 (–1 size) touch 12, flat-footed 10; **Attack:** None; **Full Attack:** None; **Space/Reach:** 5 ft./5 ft.; **SA:** Paralyzing Sting, Fort Save or suffer paralysis for 1d8 rounds; **SQ:** None; **SV:** Fort +0, Ref +0, Will +0; **Abil:** Str 6, Dex 10, Con 10, Int –, Wis –, Cha –; **Skills:** None; **Feats:** none; **CR:** 1

AHT-RA

Large Animal

HD: 3d8+6 (19 hp); **Init:** +3; **Spd:** Ontra: 50 ft. Batra: 40 ft., Tatra: 30 ft.; **AC:** 13 (–1 size, +3 Dex, +1 natural) touch 12, flat-footed 10; **Attack:** Bite +0 melee (1d4+2*); **Full Attack:** Bite +0 melee* (1d4+2*) **Space/Reach:** 10 ft./5 ft.; **SA:** —; **SQ:** Low-light vision, scent; **SV:** Fort +5, Ref +6, Will +1; **Abil:** Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; **Skills:** Listen +5, Spot +5 **Feats:** Alertness, Endurance; **CR:** 1

Carrying Capacity: Travel up to six days without requiring rest, subsist without water for one month per hump, bear burdens of four hundred pounds per hump.

AHT-RA, WINGED

Large Magical Beast

HD: 3d8+6 (19 hp); **Init:** +3; **Spd:** 30 ft./50 ft. flying; **AC:** 13 (–1 size, +3 Dex, +1 natural) touch 12, flat-footed 10; **Attack:** Bite +0 melee (1d4+2*); **Full Attack:** Bite +0 melee* (1d4+2*) **Space:** 10 ft./5 ft.; **SA:** —; **SQ:** Low-light vision, scent; **SV:** Fort +5, Ref +6, Will +1; **Abil:** Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4; **Skills:** Listen +5, Spot +5

Feats: Alertness, Endurance; **CR:** 1

Carrying Capacity: Travel up to six days without requiring rest, subsist without water for one month per hump, bear burdens of up to 200 hundred pounds.

ALATUS

HD: 2d8 (9 hp); **Init:** +2; **Spd:** 20 ft./fly 50 ft.; **AC:** 16 (+2 Dex, +4 natural); **Attack:** Bite +3 melee (1d6+2); **Full Attack:** Bite 1d6+2; **Space:** 5 ft./5 ft.; **SA:** Blood Drain, Constrict, Improved Grab; **SQ:** None **SV:** Fort +0, Ref +2, Will +5; **Abilities:** Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5; **Skills:** Climb +10, Listen +6, Spot +6; **Feats:** None; **CR:** 3; **Advancement:** 3–4 HD (Medium); 5–6 HD (Large)

Blood Drain (Ex): An Alatus can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.

Constrict (Ex): An Alatus deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the Alatus' grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, an Alatus must hit a Large or smaller opponent with a Bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Alatus receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

ANGORN

HD: 2d8 (9 hp); **Init:** +2; **Spd:** 20 ft./fly 50 ft.; **AC:** 13 (+2 Dex, +1 natural); **Attack:** Bite +3 melee (1d6); **Full Attack:** Bite (1d6); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** None **SV:** Fort +0, Ref +2, Will +5; **Abilities:** Str 10, Dex 14, Con 11, Int 3, Wis 14, Cha 6; **Skills:** Listen +6, Spot +6; **Feats:** None; **CR:** 3; **Advancement:** 3–4 HD (Medium); 5–6 HD (Large)

APPARITION

Medium Outsider

HD: 20d8 +140 (260 hp); +12; **AC:** 54; **Attack:** Energy Attack +61 (2d20 +54); **Full Attack:** Energy Attack +61; **Space:** 5ft./5ft.; **SA:** None; **SQ:** Divine immunities, DR 50, Wizardry and Necromancy Orders with all modes at +50; **SV:** Fort +54, Ref: +55, Wil: +59; **Abilities:** Str 24, Dex 27, Con 24, Int 47, Wis 34, Cha 29; **Skills:** All skills +50; **Feats:** Aerial Combat, Combat Casting, Spirit Tracking; **CR:** 50

ARAMATUS

Large Magical Beast

HD: 6d8+12 (39 hp); **Init:** +7; **Spd:** 60 ft.; **AC:** 17 (–1 size, +3 Dex, +5 natural), touch 12, flat-footed 14; **Attack:** Bite +10 melee (2d8+5); **Full Attack:** Bite +10 melee (2d8+5); **Space:** 10 ft./5 ft.; **SA:** Attach; **Special**

Qualities: Improved Grab; **SV:** Fort +7, Ref +8, Will +7; **Abilities:** Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8; **Skills:** Climb +14, Hide +8, Listen +13, Move Silently +12, Spot +13; **Feats:** Alertness, Combat Reflexes, Improved Initiative; **CR:** 3; **Advancement:** 7–9 HD (Large); 11–18 HD (Huge).

Attach (Ex): An Aramatus that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached Aramatus loses its Dexterity bonus to AC and thus has an AC of 14. An attached Aramatus can be struck with a weapon or grappled itself. To remove an attached Aramatus through grappling, the opponent must achieve a pin against the creature.

ARAO

Medium Humanoid (Reptilian)

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +2 Hide armor, +1 hide shield); **Attack:** Spear +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1); **Full Attack:** Spear+2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Can survive without food or water for up to 6 weeks; **SV:** Fort +4, Ref +1, Will –1; **Abilities:** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8; **Skills:** Hide +3, Listen +2, Move Silently +3, Spot +2; **Feats:** Alertness; **CR:** 1; **Advancement:** By character class; **Level Adjustment:** +1

ARBORIN

Medium Plant

HD: 1d8+2 (7 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +3 natural armor); **Attack:** Blowgun +4 1d4 (ranged), Club +1 (1d6); **Full Attack:** Blowgun +4 1d4 (ranged), Club +1 (1d6); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** none; **SV:** Fort +1, Ref +4, Will –1; **Abilities:** Str 10, Dex 16, Con 11, Int 10, Wis 10, Cha 8; **Skills:** Hide +4, Listen +2, Move Silently +3, Spot +2; **Feats:** Alertness; **CR:** 1; **Advancement:** By character class; **Skills:** Arborin receive a +10 racial bonus to Hide checks when in a forest environment.

ARCHON

Large Outsider

HD: 40d8 +240 (480 hp); **Init:** +14; **AC:** 60 (–1 size, +10 Dex, +19 Divine, +32 natural); **Attacks:** Energy touch 3d6+50 (always rolls 20 on attack rolls); **Full Attack:** Energy touch 3d6+50 (always rolls 20 on attack rolls); **Space:** 10ft./10 ft.; **SA:** All Orders and Modes at +50; **SQ:** DR/30, immune to fire, electricity, cold and acid; **SV:** Fort +70, Ref +66, Will +65; **Abilities:** Str 51, Dex 30, Con 34, Int 30, Wis 30, Cha 28; **Skills:** Concentration +61, Diplomacy +40, Handle Animal +68, Heal +38, Intimidate +68, Jump +98, Knowledge (all) +78, Listen +50, Search +48, Sense Motive +48, Spot +50; **Feats:** Alertness, Cleave, Combat Reflexes, Divine Might, Dodge, Endurance, Great Cleave, Great Fortitude, Leadership, Mobility, Power Attack, Spring Attack, Sunder, Whirlwind Attack; **CR:** 100

AVIR

Diminutive Animal

HD: 1/4 d8 (1 hp); **Init:** +2; **Spd:** 5 ft, fly 40 ft. (good); **AC:** 16 (+4 size, +2 Dex); **Attack:** —; **Full Attack:** —; **Space:** 1 ft./0 ft.; **SA:** —; **SQ:** none; **SV:** Fort +2, Ref +4, Will +2; **Abilities:** Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4; **Skills:** Hide +14, Listen +8, Move Silently +6, Spot +8; **Feats:** Alertness; **CR:** 1/10; **Advancement:** —

AXE-HEAD

Large Animal

HD: 5d8+15 (37 hp); **Init:** +0; **Spd:** 40 ft.; **AC:** 13 (–1 size, +4 natural); **Attack:** Ram +8 melee (1d8+9); **Full Attack:** Ram +8 melee (1d8+9); **Space:** 10 ft./5 ft.; **SA:** Stampede; **SQ:** Low-light vision, scent; **SV:** Fort +7, Ref +4, Will +1; **Abilities:** Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4; **Skills:** Listen +7, Spot +5; **Feats:** Alertness, Endurance; **CR:** 2; **Advancement:** 6–7 HD (Large); **Stampede (Ex):** A frightened herd of axe-heads flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five axe-heads in the herd (Reflex DC 18 half). The save DC is Strength-based.

AZIR

Medium Humanoid

HD: 1d8+2 (6 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 12 (+2 Dex); **Attack:** None; **Full Attack:** None; **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** none; **Saves:** Fort +3, Ref +3, Will +1; **Abilities:** Str 13, Dex 14, Con 14, Int 10, Wis 12, Cha 8; **Skills:** Listen +2, Spot +2, Survival +4; **Feats:** none; **CR:** ½; **Advancement:** By character class; **Level Adjustment:** +0

AZORYL

Large Animal

HD: 7d12+14 (59 hp); **Init:** +1; **Spd:** 20 ft., fly 60 ft.; **AC:** 18 (–1 size, +1 Dex, +8 natural); **Attack:** Talon +10 melee (2d6+4) or bite +10 melee (2d8+4); **Full Attack:** Bite +8 melee (2d8+4) and 2 talons +8 melee (2d6+4); **Space:** 10 ft./5 ft.; **SA:** Improved grab; **SQ:** Darkvision 60 ft., low-light vision, scent; **SV:** Fort +7, Ref +6, Will +6; **Abilities:** Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9; **Skills:** Hide +7, Listen +13, Move Silently +11, Spot +16; **Feats:** Alertness, Flyby Attack, Multiattack; **CR:** 6; **Advancement:** 8–10 HD (Huge); 11–21 HD (Gargantuan)

Improved Grab (Ex): To use this ability, anazoryl must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Skills: Azoryl have a +3 racial bonus on Spot checks.

BANE

Medium Humanoid

HD: 4d8+19 (37 hp); **Init:** +2; **Spd:** 30 ft.; **AC:** 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; **Attack:** Claw +6 melee (1d4+2); **Full Attack:** 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1); **Space:** 5 ft./5 ft.; **SA:** Blood Drain; **SQ:** Darkvision 60 ft.; **SV:** Fort +5, Ref +6, Will +4; **Abilities:** Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 7; **Skills:** Hide +7*, Listen +4, Spot +4

Feats: Multiattack, Toughness; **CR:** 4; **LA:** +5

Blood Drain (Ex): A Bane can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the Bane gains 5 temporary hit points.

Mimicry (Ex): Banes can perfectly mimic the natural sounds of any animal native to Werewood. Additionally, Bane slaves may perfectly mimic the voices of those with whom they have spent at least one week time.

BARBED HORROR

Small Outsider

Hit Dice: 3d8 (13 hp); **Init:** +3; **Spd:** 20 ft.; **AC:** 19 (+1 size, +3 Dex, +5 natural); **Attack:** Claws +3 (1d4) or Barbs +8 melee; **Full Attack:** 2 Claws +3 (1d4) and Barbs +8 melee (1d4 plus poison); **Space:** 2-1/2 ft./0 ft.; **SA:** Poison (causes fear), spell-like abilities; **SQ:** Darkvision 60 ft., Ethereal jaunt, invisibility; **SV:** Fort +3, Ref +6, Will +4; **Abilities:** Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14; **Skills:** Hide +17, Listen +7, Move Silently +9, Search +6, Spot +7, Survival +1 (+3 following tracks); **Feats:** Dodge, Weapon Finesse; **CR:** 2; **Advancement:** 4-6 HD (small)

Ethereal Jaunt (Su): A barbed horror can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action.

Invisibility (Su): A barbed horror can turn invisible as a free action, and turn back again as a move action.

BAT MANTA

Huge Animal

HD: 10d8 +50 (95 hp); **Init:** +6; **Spd:** 20 ft., fly 40 ft.; **AC:** 23 (-2 size, +6 Dex, +9 natural); **Attack:** Tail +12 2d6+10; **Full Attack:** Tail +12 (2d6+10), 2 Wings +12 (1d6+6); **Space:** 10 ft./10 ft.; **SA:** Breath weapon (electrical); **SQ:** Darkvision 60 ft., Detect invisibility (100 ft.), Immune to Influence Mode; **SV:** Fort +12, Ref +13, Will +9; **Abilities:** Str 25, Dex 22, Con 21, Int 3, Wis 14, Cha 3; **Skills:** Listen +13, Move Silently +11, Spot +16; **Feats:** None; **CR:** 8; **Advancement:** 11-16 HD (Huge); 17-30 HD (Gargantuan)

Breath Weapon (Su): 20-foot line, once every 4 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

BATRANE

Large Animal

HD: 4d8+12 (30 hp); **Init:** +6; **Spd:** 20 ft., fly 60 ft.; **AC:** 20 (-1 size, +6 Dex, +5 natural); **Attack:** Bite +5 1d8+4; **Full Attack:** Bite +5 1d8+4; **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Darkvision 60 ft.; **SV:** Fort +7, Ref +10, Will +6; **Abilities:** Str 17, Dex 22, Con 17, Int 3, Wis 14, Cha 7; **Skills:** Listen +15, Move Silently +11, Spot +15; **Feats:** None; **CR:** 3; **Advancement:** 5-12 HD (Huge)

BATREAN, MALE

Medium Humanoid

HD: 3d8+6 (24 hp); **Init:** -1; **Spd:** 30 ft.; **AC:** 8 (-2 Dex); **Attack:** Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); **Full Attack:** Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5); **Space:** 10 ft./10 ft.; **SA:** none; **SQ:** immune to Batrean Female pheromones; **SV:** Fort +6, Ref +0, Will +1; **Abilities:** Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7; **Skills:** Climb +5, Listen +2, Spot +2; **Feats:** Toughness, Weapon Focus (greatclub)

CR: 3; **Advancement:** By character class; **Level Adjustment:** +1

BATREAN FEMALE

Medium Humanoid

HD: 1d8 (5 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 12 (+2 Dex); **Attack:** Dagger (1d4 -1); **Full Attack:** Dagger (1d4 -1); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Pheromones; **SV:** Fort +0, Ref +2, Will +2; **Abilities:** Str 9, Dex 15, Con 10, Int 14, Wis 14, Cha 17; **Skills:** Bluff +6, Diplomacy +6, Gather Information +4; **Feats:** Persuasive; **CR:** 1; **Advancement:** Per character class

Pheromones (Ex): The pheromones of a Batrean Female act as a spell of the Influence Mode although no roll is required for success and the spell only has an effect on humanoid males.

Range: 50 feet

Duration: 3d20 rounds

Resistance: Will save a -3

Area: Multiple targets

On a failed Will save, the victim of the pheromones will be open to any suggestion made by the Batrean Female. Victims cannot be made to harm themselves or their loved ones but will be open to almost anything else including dangerous or illegal actions.

BEASTMAN

Medium Humanoid

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; **Attack:** Battleaxe +4 melee (1d8+3); **Full Attack:** Battleaxe +4 melee (1d8+3); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Low Light vision; **SV:** Fort +1, Ref +4, Will +2; **Abilities:** Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6; **Skills:** Hide +3*, Listen +5, Spot +3; **Feats:** Alertness;

CR: 1; **Advancement:** By character class; **LA:** +0

BEHEMOTH

Huge Animal

HD: 11d8+55 (104 hp); **Init:** +0; **Spd:** 40 ft.; **AC:** 15 (-2 size, +7 natural); **Attack:** Slam +16 melee (2d8+15); **Full Attack:** Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); **Space:** 15 ft./10 ft.; **SA:** Trample 2d8+15; **SQ:** Low-light vision, scent; **SV:** Fort+12, Ref+7, Will+6; **Abilities:** Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7; **Skills:** Listen +12, Spot +10; **Feats:** Alertness, Endurance, Iron Will; **CR:** 7; **Advancement:** 12–22 HD (Huge) **Trample (Ex):** Reflex half DC 25. The save DC is Strength-based.

BENIGN SPIRIT

Tiny Outsider

HD: 1d6 (3 hp); **Init:** +4; **Spd:** 20 ft., fly 60 ft.; **AC:** 16 (+1 size, +4 Dex, +1 natural); **Attack:** Energy Attack (1d6 +3); **Full Attack:** Energy Attack (1d6 +3); **Space:** 5 ft./5 ft.; **SA:** none; Special Qualities: DR 4 /non-magical, spell resistance 10, Wizardry Order with 2 Modes at +8; **SV:** Fort +0, Ref +6, Will +4; **Abilities:** Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16; **Skills:** Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Search +9, Sense Motive +10, Spot +8; **Feats:** Dodge; **CR:** 4; **Advancement:** 2–3 HD (Small)

BLACK SAVANT

Medium Undead

HD: 12d8+72 (126 hp); **Init:** +7; **Spd:** 30 ft.; **AC:** 10; **Attack:** none; **Full Attack:** none; **Space:** 5 ft./5 ft.; **SA:** Necromancy Order will all modes at +15; **SQ:** See invisible, undead qualities; **SV:** Fort +5, Ref +6, Will +11; **Abilities:** Str 10, Dex 11, Con 9, Int 20, Wis 18, Cha 6; **Skills:** Concentration +21, Diplomacy +20, Escape Artist +18, Knowledge (any 4) +18, Listen +18, Mode (any 6) +20, Move Silently +18, Sense Motive +18, Spot +18; **Feats:** Combat Casting, Iron Will, Necromancy Order, Studious; **CR:** 14; **Advancement:** 13–18 HD (Medium); **Level Adjustment:** +8 **Spells:** Black Savants could know any Necromancy spell at the GM's discretion.

BODOR

Small Humanoid

HD: 1d8+1 (5 hp); **Init:** +1; **Spd:** 20 ft.; **AC:** 12 (+1 size, +1 Dex); **Attack:** Shortsword +3 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20); **Full Attack:** Shortsword +3 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** soundsight; **SV:** Fort +4, Ref +2, Will +0; **Abilities:** Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 16; **Skills:** Jump -4, Listen +4, Perform (any) +6; **Feats:** Skill focus (Perform); Challenge Rating: 1/2; **Advancement:** By character class **Sound sight (Ex):** The ability to see sound in colors of varying hue and intensity. The Bodorian language, based upon musical notes, makes full use of this talent. The Bodor are also able to

use sound-sight to detect lies, which are darker in shade than truthful statements; discern even the most subtle emotions in a speaker's tone of voice; and identify sounds of all sorts with uncanny accuracy. Bodor receive a +10 racial bonus to all Sense Motive checks.

BOG DEVIL

Medium Monstrous Humanoid (Aquatic)

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 30 ft., swim 60 ft.; **AC:** 16 (+1 Dex, +5 natural); **Attack:** Talon +4 melee (1d4+2) or spear +4 melee (1d8+3); **Full Attack:** Spear +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** none; **SV:** Fort +3, Ref +4, Will +4; **Abilities:** Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9; **Skills:** Hide +6, Listen +6, Profession (hunter) +1, Ride +3, Spot +6, Survival +1; **Feats:** Great Fortitude; **CR:** 2; **Advancement:** 3–5 HD (Medium), 6–10 HD (Large), or by character class; **Level Adjustment:** +2

Skills: A bog devil has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a bog devil has a +4 racial bonus on Hide, Listen, and Spot checks.

BROOD

Medium Outsider

HD: 9d8+9 (49 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 17 (+1 Dex, +6 natural); **Attack:** Claw +13 melee (1d4+2); **Full Attack:** 2 claws +13 melee (1d4+2); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Darkvision 90 ft., Synesthesia senses; Saves: Fort +6, Ref +7, Will +7; **Abilities:** Str 14, Dex 12, Con 12, Int 13, Wis 13, Cha 6; **Skills:** Concentration +7, Craft or Knowledge (any one) +7, Hide +9, Listen +11, Spot +11; **Feats:** Alertness, Blind-Fight; **CR:** 4; **Advancement:** By character class **Level Adjustment:** +3

Synesthesia senses (Ex): Brood receive a +6 racial bonus to all Listen, Search, Sense Motive, and Spot checks due to their heightened alien senses.

CAS TABULAESE

Medium Humanoid

HD: 1d8+2 (6 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 10; **Attack:** Quarterstaff 1d6 or light crossbow +3 ranged 1d6; **Full Attack:** Quarterstaff 1d6/19–20 or light crossbow +3 ranged 1d6; **Space:** 5 ft./5 ft.; **SA:** Aeromancy Order with 4 modes at +5; **SQ:** none; Saves: Fort +0, Ref +0, Will +1; **Abilities:** Str 10, Dex 11, Con 14, Int 15, Wis 12, Cha 10; **Skills:** Concentration +5, Craft (mundane) +4, Decipher Script +4, Knowledge (arcana) +4, Knowledge (nature) +2; **Feats:** Elementalism; **CR:** 1/2; **Advancement:** By character class

CATDRAC

Small Magical Beast

HD: 2d10 (11 hp); **Init:** +2; **Spd:** 40 ft.; **AC:** 15 (+2 Dex, +3 natural); **Attack:** Bite +2 melee (1d6); **Full Attack:** Bite +2 melee (1d6) and 2 claws +0 melee (1d4); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Low-light vision, scent; **SV:** Fort +3, Ref +5, Will +1; **Abilities:** Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13; **Skills:** Hide +4, Jump +9, Listen +8, Move Silently +6; **Feats:** Multiattack; **CR:** 1; **Advancement:** 3–4 HD (Medium).

CAVE BAT

Large Animal

HD: 4d8+12 (30 hp); **Init:** +6; **Spd:** 20 ft., fly 40 ft.; **AC:** 20 (-1 size, +6 Dex, +5 natural); **Attack:** Bite +5 melee (1d8+4); **Full Attack:** Bite +5 melee (1d8+4); **Space:** 10 ft./5 ft.; **SA:** none; **SQ:** Blindsense 40 ft.; **SV:** Fort +7, Ref +10, Will +6; **Abilities:** Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6; **Skills:** Hide +4, Listen +12, Move Silently +11, Spot +8; **Feats:** Alertness, Stealthy; Challenge Rating: 2; **Advancement:** 5–12 HD (Large)
Blindsense (Ex): A cave bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.
Skills: Cave bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

CHANA WITHEMAN

Medium Humanoid

HD: 2d8 (9 hp); **Init.:** +2; **Spd:** 30 ft.; **AC:** 12 (+2 Dex); **Attack:** Spear 1d8 or Blowgun 1d4 ranged; **Full Attack:** Spear 1d8 or Blowgun 1d4 ranged; **SA:** Possible Shamanism Order with 4 modes at +4; **SQ:** none; **SV:** Fort +0, Ref +5, Wil -1; **Abilities:** Str 11, Dex 14, Con 11, Int 11, Wis 8, Cha 6; **Skills:** Balance +6, Climb +4, Handle Animal (wrist viper) +5, Hide +6, Move Silently, +4, Survival +4; **Feats:** Weapon Focus (blowgun); **CR:** 1; **Advancement:** By character class.

CHANG

Small Animal (aquatic)

HD: 1d8 (5 hp); **Init.:** +2; **Spd:** 60 ft.; **AC:** 15 (+2 Dex, +3 natural); **Attack:** Bite (1d6 -2); **Full Attack:** Bite (1d6 -2); **SA:** none; **SQ:** none; **SV:** Fort +0, Ref +3, Wil +0; **Abilities:** Str 8, Dex 14, Con 11, Int 3, Wis 10, Cha 3; **Feats:** none; **CR:** 1; **Advancement:** 2–4 HD (small)

CHASM VIPER

Medium Animal

HD: 4d8 (24 hp); **Init:** +2; **Spd:** 40 ft.; **AC:** 15 (+2 Dex, +3 natural); **Attack:** Bite +2 melee (1d6); **Full Attack:** Bite +2 melee (1d6); **Space:** 5 ft./5 ft.; **SA:** Poison; **SQ:** none; **SV:** Fort +3, Ref +5, Will +1; **Abilities:** Str 11, Dex 14, Con 11, Int 3, Wis 12, Cha 3; **Skills:** Hide

+4, Listen +8, Move Silently +12; **Feats:** none; **CR:** 3; **Advancement:** 3–4 HD (Medium).

Poison (Ex): On a successful Bite attack, a Chasm Viper inject a mild poison into its victim. This poison does 1d4 points of damage for 2 rounds.

CHIG

Diminutive Animal

HD: 1/4 d8 (1 hp); **Init:** +2; **Spd:** 15 ft., climb 15 ft.; **AC:** 18 (+4 size, +2 Dex); **Attack:** Bite +4 (1d3–4); **Full Attack:** Bite +4 (1d3–4); **Space:** 1 ft./0 ft.; **SA:** none; **SQ:** none; **SV:** Fort +2, Ref +4, Will +1; **Abilities:** Str 1, Dex 15, Con 10, Int 2, Wis 12, Cha 2; **Skills:** Balance +10, Climb +12, Hide +14, Move Silently +10; **Feats:** none; **CR:** 1/8;

CIBANT

Medium Vermin

HD: 2d8+4 (13 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 16 (+6 natural); **Attack:** Tongue Slash +2 melee (1d4+1); **Full Attack:** Tongue Slash +2 (1d4+1), 2x Leg slash (1d6 +1); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Vermin traits; Saves: Fort +5, Ref +0, Will +0; **Abilities:** Str 13, Dex 10, Con 14, Int 3, Wis 10, Cha 9; **Skills:** none; **Feats:** none; **CR:** 2; **Advancement:** 3–4 HD (Medium); 5–6 HD (Large)

CRAIG SPIDER

Huge Vermin

HD: 8d8+16 (52 hp); **Init:** +3; **Spd:** 30 ft. climb 2-ft.; **AC:** 16 (-2 size, +3 Dex, +5 natural); **Attack:** Bite +9 (2d6+6 plus poison); **Full Attack:** Bite +9 (2d6+6 plus poison); **Space:** 15 ft./10 ft.; **SA:** Poison, web; **SQ:** Darkvision 60ft., Tremorsense 60 ft., Vermin traits; Saves: Fort +8, Ref +5, Will +2; **Abilities:** Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2; **Skills:** Climb +12, Hide -1, jump +4, Spot +4; **Feats:** none; **CR:** 5; **Advancement:** 3–4 HD (Medium); 9–15 HD (Huge)

Poison (Ex): A crag spider has a poisonous bite. This poison does 1d8 Str damage for 3 rounds and has a Fort save DC of 16.

Web (Ex): Crag spiders often wait in their webs then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC 16) or burst it with a Strength check (DC 14). Both are standard actions.. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become

trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—. A crag spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A crag spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

DARKLING

Small Humanoid

HD: 1d8+1 (5 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; **BAB/Grp:** +1/–3; **Attack:** Dagger +2 melee (1d4) or short spear +3 ranged (1d6); **Full Attack:** Dagger +2 melee (1d4) or short spear +3 ranged (1d6); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Darkvision 60 ft., scent; **SV:** Fort +3, Ref +1, Will –1; **Abilities:** Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6; **Skills:** Bluff +5, Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; **Feats:** Alertness; **CR:** 1/3; **Advancement:** By character class; **LA:** +0

Combat: Being bullied by bigger, stronger creatures has taught Darklings to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. Darklings have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

DEATH'S HEAD VIPER

Tiny Animal

HD: 1d8 (6 hp); **Init:** +3; **Spd:** 15 ft. (3 squares), climb 15 ft., swim 15 ft.; **AC:** 17 (+2 size, +3 Dex, +2 natural); **Attack:** Bite +5 melee (1 plus poison); **Full Attack:** Bite +5 melee (1 plus poison); **Space:** 2-1/2 ft./0 ft.; **SA:** Poison; **SQ:** Scent; **SV:** Fort +2, Ref +5, Will +1; **Abilities:** Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2; **Skills:** Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5; **Feats:** Weapon Finesse; **CR:** 1

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC is 14. The save DCs are Constitution-based.

DEMON, QUASI

Small Outsider

HD: 3d8 (13 hp); **Init:** +7; **Spd:** 20 ft., fly 50 ft.; **AC:** 18 (+2 size, +3 Dex, +3 natural); **Attack:** Claw +8 melee (1d3–1); **Full Attack:** 2 claws +8 melee (1d3–1) and bite +3 melee (1d4–1); **Space:** 2-1/2 ft./0 ft.; **SA:** none; **SQ:** Immunity, Detect Living, Primal Dissolution; **SV:** Fort +3, Ref +6, Will

+4; **Abilities:** Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10; **Skills:** Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; **Feats:** Improved Initiative, Weapon Finesse; **CR:** 1; **Advancement:** 4–6 HD (small)

Immunity (Su): All Demons are immune to harm by non-enchanted weaponry, with the exception of silver/black adamant. Non-magical weapons of this type inflict full damage vs. demons, and enchanted weapons of these types do full damage plus any magical bonus that they possess. Weapons imbued with elemental properties inflict double damage against demons of opposite nature.

Detect Living (Su): Due to the antithetical nature demons possess in regards to natural life energies, they are capable of detecting living presences at a distance of up to 100 feet.

Primal Dissolution (Su): When destroyed, a demon's physical form returns to the inanimate substance it was before the demon inhabited it. For example: Smoke demons will dissipate into thin air, rock demons will crumble to dust, and lava demons will collapse into a pool of molten rock. Amid the remains will be the demon's heartstone - a black diamond possessed of magical qualities, one carat per 8 hit dice of the Demon.

DEMON, AQUA

Medium Outsider

HD: 10d8+70 (115 hp); **Init:** +2; **Spd:** 30 ft., swim 50 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** Claw +15 melee (2d6+6); **Full Attack:** 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); **Space:** 10 ft./10 ft.; **SA:** Aquamancy Order with 5 Modes at +10; **SQ:** Drench, Transform, Fire vulnerability, Damage reduction 5/non-magical, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +3 (+5 following tracks); **Feats:** Cleave, Combat Reflexes, Multiattack, Power Attack; **CR:** 9; **Advancement:** 11–14 HD (Large); 15–30 HD (Huge)

Drench (Ex): The Aqua Demon's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can also dispel magical fire it touches.

Transform (Su): The demon can transform itself into liquid water at will. It can also transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the aqua demon can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The demon controls the exact height, but it must be at least 10 feet. The demon's movement while in vortex form does not provoke attacks of opportunity, even if the demon enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the demon moves

into or through the creature's space. Creatures one or more size categories smaller than the demon might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take 2d6 damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects is 19. The save DC is Strength-based. Creatures trapped in the vortex cannot move except to go where the demon carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The demon can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume. The demon can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned demon always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the demon and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell. An aqua demon in vortex form cannot make slam attacks and does not threaten the area around it.

Fire Vulnerability: Aqua Demons have a vulnerability to heat, which means they take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Skills: An Aqua Demon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DEMON, BLACK ICE

Large Outsider

HD: 10d8+60 (105 hp); **Init:** +2; **Spd:** 30 ft.; **AC:** 22 (-1 size, +2 Dex, +11 natural); **Attack:** Claw +15 melee (2d6+6); **Full Attack:** 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); **Space:** 10 ft./10 ft.; **SA:** Aquamancy Order with 4 Modes at +10; **SQ:** Emanate Cold, Fire vulnerability, Damage reduction 5/non-magical, darkvision 60 ft., immunity to cold and poison, resistance to acid 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); **Feats:** Cleave, Combat Reflexes, Multiattack, Power Attack; **CR:** 9; **Advancement:** 11-14 HD (Large); 15-30 HD (Huge)

Emanate Cold (Su): Black Ice Demons emanate cold in a 10 foot radius. All creatures within this zone suffer a -2 circumstance bonus to all attacks and skill checks.

Fire Vulnerability: Black Ice Demons have a vulnerability to heat, which means they take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DEMON, BLUE FIRE

Medium Outsider

HD: 10d8+65 (110 hp); **Init:** +2; **Spd:** 30 ft., swim 30 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** Claw +15 melee (2d6+6); **Full Attack:** 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); **Space:** 10 ft./10 ft.; **SA:** Aquamancy Order with 4 Modes at +12; **SQ:** Emanate Cold, Fire vulnerability, Extreme Cold, Damage reduction 5/non-magical, darkvision 60 ft., immunity to cold and poison, resistance to acid 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +3 (+5 following tracks); **Feats:** Cleave, Combat Reflexes, Multiattack, Power Attack; **CR:** 9; **Advancement:** 11-14 HD (Large); 15-30 HD (Huge)

Emanate Cold (Su): Blue Fire Demons emanate cold in a 10 foot radius. All creatures within this zone suffer a -4 circumstance bonus to all attacks and skill checks and suffer 1d4 points of cold damage per round.

Extreme Cold (Su): The touch of a Blue Fire Demon causes intense cold damage that may not be healed through normal methods. Only magical healing will have an effect.

Fire Vulnerability: Blue Fire Demons have a vulnerability to heat, which means they take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DEMON, DROUGHT

Medium Outsider

HD: 9d8+50 (86 hp); **Init:** +2; **Spd:** 30 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** Claw +15 melee (2d6+6); **Full Attack:** 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); **Space:** 10 ft./10 ft.; **SA:** Desiccate; **SQ:** Damage reduction 5/non-magical, darkvision 60 ft., immunity to fire and poison, resistance to acid and cold 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +3 (+5 following tracks); **Feats:** Cleave, Combat Reflexes, Multiattack, Power Attack; **CR:** 7; **Advancement:** 10-12 HD (Large); 13-20 HD (Huge)

Desiccate (Su): Drought Demons draw moisture out of anything which they come into contact. Each time a Drought Demon touches a living creature, the creature must make a DC 18 Fortitude save or suffer 3d6 points of damage from

desication. Aquatic and Plant based creatures suffer 3d10 points of damage rather than the usual 3d8.

DEMON, DUST

Large Outsider

HD: 10d8+65 (110 hp); **Init:** +2; **Spd:** 60 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** none; **Full Attack:** none; **Space:** 10 ft./10 ft.; **SA:** Suffocate; **SQ:** Amorphous, tremorsense, darkvision 60 ft., immunity to fire and poison, resistance to acid, electricity and cold 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Knowledge (any one) +15, Listen +24, Move Silently +20, Search +15, Sense Motive +16, Spot +24, Survival +6 (+10 following tracks); **Feats:** Combat Reflexes, Multiattack, Power Attack; **CR:** 9; **Advancement:** 11–14 HD (Large); 15–30 HD (Huge)

Amorphous (Ex): A Dust Demon in its natural form has immunity to poison, sleep, paralysis and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Suffocate (Su): A Dust Demon swirls around a victim, choking him with dust and debris. On a successful Grapple attack, the victim suffers an additional 1d8 points of suffocation damage and continues to take 1d8 damage per round until the pin is broken.

Tremorsense (Ex): A Dust Demon can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

DEMON, EARTH

Huge Outsider

HD: 16d8+80 (152 hp); **Init:** –1; **Spd:** 30 ft.; **AC:** 18 (–2 size, –1 Dex, +11 natural); **Attack:** Slam +19 melee (2d10+9); **Full Attack:** 2 slams +19 melee (2d10+9); **Space:** 15 ft./15 ft.; **SA:** Earth mastery, push; **SQ:** Tremorsense, Damage reduction 5/–, earth glide, darkvision 60 ft.; **SV:** Fort +15, Ref +4, Will +7; **Abilities:** Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11; **Skills:** Listen +10, Spot +9; **Feats:** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack; **CR:** 8

Earth Mastery (Ex): An earth demon gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the demon takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth demon can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the demon's opposed Strength checks.

Earth Glide (Ex): An earth demon can glide through dirt or mud, or almost any other sort of loose earth except metal and stone as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Tremorsense (Ex): An Earth Demon can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

DEMON, FROST

Medium Outsider

HD: 10d8+65 (110 hp); **Init:** +2; **Spd:** 60 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** Claws +12 (1d8+5) or Bite +12 (1d10 +5); **Full Attack:** 2 Claws +12 (1d8+5) Bite (1d10 +5); **Space:** 5 ft./5 ft.; **SA:** Aeromancy Order with 4 Modes at +10; **SQ:** Emanate Cold, Fire vulnerability, darkvision 60 ft., immunity to cold and poison, resistance to acid and electricity 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 20, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Knowledge (any one) +15, Listen +24, Move Silently +20, Search +15, Sense Motive +16, Spot +24, Survival +6 (+10 following tracks); **Feats:** Cleave, Combat Reflexes, Multiattack, Power Attack; **CR:** 9; **Advancement:** 11–14 HD (Large)

Emanate Cold (Su): Frost Demons emanate cold in a 10 foot radius. All creatures within this zone suffer a –2 circumstance bonus to all attacks and skill checks.

Fire Vulnerability: Frost Demons have a vulnerability to heat, which means they take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DEMON, LAVA

Huge Outsider

HD: 16d8+80 (152 hp); **Init:** –1; **Spd:** 30 ft.; **AC:** 18 (–2 size, –1 Dex, +11 natural); **Attack:** Slam +19 melee (2d10+9); **Full Attack:** 2 slams +19 melee (2d10+9); **Space:** 15 ft./15 ft.; **SA:** Pyromancy Order and 5 modes at +12; **SQ:** Emanate Heat, Cold & water vulnerability, Damage reduction 10/–, earth glide, darkvision 60 ft.; **SV:** Fort +15, Ref +4, Will +7; **Abilities:** Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11; **Skills:** Listen +10, Spot +9; **Feats:** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack; **CR:** 8

Emanate Heat(Su): Lava Demons emanate heat in a 10 foot radius. All creatures within this zone suffer a –2 circumstance bonus to all attacks and skill checks. All Slam attacks do an additional 1d6 fire damage.

Cold & Water Vulnerability: Lava Demons have a vulnerability to cold, which means they take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure. Likewise for all water based attacks.

DEMON, MIST

Large Outsider

HD: 16d8+64 (136 hp); **Init:** +13, **Spd:** Fly 100 ft.; **AC:** 21 (–2 size, +9 Dex, +4 natural); **Attack:** Slam +19 (2d8+4); **Full Attack:** 2 slams +19 (2d8+4); **Space:** 10 ft./10 ft.; **SA:** Aeromancy Order with 4 Modes at +12; **SQ:** Damage reduction 10/–, darkvision 60 ft.; **SV:** Fort +9, Ref +19, Will +5; **Abilities:** Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11; **Skills:** Listen +11, Spot +12; **Feats:** Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse; **CR:** 7; **Advancement:** 17–20

HD (Huge)

Suffocate (Ex): A Mist Demon deals 1d6+3 points of suffocation damage with a successful grapple check against a Large or smaller creature.

DEMON, NIGHT

Medium Outsider

HD: 6d8+6 (33 hp); **Init:** +1; **Spd:** 30 ft., fly 50 ft.; **AC:** 15 (+1 Dex, +4 natural); **Attack:** Claw +7 melee (1d6+5) or Longsword (1d8+5); **Full Attack:** 2 claws +7 melee (1d6+5) and Longsword (1d8+5); **Space:** 5 ft./5 ft.; **SA:** Necromancy Order with 4 Modes at +6; Special Qualities: Dark invisibility, Darkvision 100 ft., Sunlight Sensitivity; **SV:** Fort +6, Ref +6, Will +7; **Abilities:** Str 18, Dex 13, Con 13, Int 16, Wis 14, Cha 8; **Skills:** Bluff +19, Concentration +10, Diplomacy +12, Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +4; **Feats:** Dodge, Mobility, Power Attack; **CR:** 6; **Advancement:** 7–12 HD (Medium); **Level Adjustment:** +6

Dark Invisibility (Ex): Night Demons gain all the benefits of invisibility whenever in low light or darkness conditions.

Sunlight Sensitivity (Ex): Night Demons suffer a -6 circumstance bonus whenever exposed to sunlight or bright magical light.

DEMON, PLAGUE

Large Outsider

HD: 10d8+93 (138 hp); **Init:** +0; **Spd:** 30 ft., fly 50 ft.; **AC:** 23 (-1 size, +14 natural), touch 9, flat-footed 23; **BAB/Grp:** +10/+19; **Attack:** Bite +14; **Full Attack:** Bite +14 melee 4d4 +5; **Space:** 10 ft./10 ft.; **SA:** Plague, improved Grab; **SQ:** Stench, Damage reduction 10/good, darkvision 60 ft., immunity to disease and poison, resistance to acid 10, electricity 10, spell resistance 19; **SV:** Fort +16, Ref +7, Will +9; **Abilities:** Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 7; **Skills:** Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spot +23, Survival +2 (+4 following tracks); **Feats:** Cleave, Power Attack, Toughness; **CR:** 11; **Advancement:** 11–15 HD (large), 16–30 (huge); **Level Adjustment:** +9

Improved Grab (Ex): To use this ability, a Plague Demon must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex): A Plague Demon's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison type spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on

their saving throws.. The save DC is Constitution-based.

Plague (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, a Plague Demons plague ability continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Plague is a powerful curse, not a natural disease. A character attempting to cast any healing spell on a creature afflicted with Plague must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate Plague, the curse must first be broken with a successful Ward mode spell after which a caster level check is no longer necessary to cast healing spells on the victim, and the Plague can be magically cured as any normal disease.

DEMON, PLANT

Medium Outsider

HD: 10d8+65 (110 hp); **Init:** +2; **Spd:** 60 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** Claws +12 (1d8+5); **Full Attack:** 2 Claws +12 (1d8+5); **Space:** 5 ft./5 ft.; **SA:** Constrict, Natural Magic Order with 4 Modes at +12; **SQ:** Cold vulnerability, Darkvision 60 ft., immunity to cold and poison, resistance to acid and electricity 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 20, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Knowledge (nature) +15, Listen +24, Move Silently +20, Search +15, Sense Motive +16, Spot +24, Survival +6 (+10 following tracks); **Feats:** Cleave Combat Reflexes, Multiattack, Power Attack; **CR:** 9; **Advancement:** 11–14 HD (Large)

Constrict (Ex): Plant Demon deals 1d6+7 points of damage with a successful grapple check by constricting with vine-like appendages.

Cold Vulnerability: Plant Demons have a vulnerability to cold, which means they take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DEMON, PSYCHO

Medium Outsider

HD: 8d8 +48 (84 hp); **Int.:** +6; **Spd:** fly 60 ft.; **AC:** 20 (+2 Dex, +8 natural); **Attack:** none; **Full Attack:** none; **Space:** 5 ft./5 ft.; **SA:** Psycho Touch +6; **SQ:** Despair, Damage reduction 15/non-magical, darkvision 100 ft., immunity to cold, fire, electricity, acid and poison; **SV:** Fort +5, Ref +8, Will +3; **Abilities:** Str 11, Dex 15, Con 16, Int 18, Wis 13, Cha 15; **Skills:** Concentration +10, Listen +24, Move Silently +20, Search +15, Sense Motive +16, Spot +24, Survival +12; **Feats:** Spirit Tracking; **CR:** 8; **Advancement:** 8–14 HD (Large)

Psycho Touch (Su): Any creature struck by a Psycho Demon takes 1d6 points of Charisma drain rather than physical damage. When the creature reaches 0 Charisma they collapse into a psychotic and terrifying nightmarish coma. The save DC is Charisma based.

Despair (Su): Creatures within a 10 ft. radius of a Psycho Demon must succeed in a DC 17 Will save or take a -4 penalty on all attack rolls, saving throws, skill checks, ability checks and damage rolls. The penalties last until the Psycho Demon

is destroyed when the Despair will be lifted.

DEMON, PYRO

Large Outsider

HD: 10d8+70(138 hp); **Init:** +2; **Spd:** 30 ft., fly 50 ft.; **AC:** 22 (-1 size, +2 Dex, +11 natural); **Attack:** Claws +15 (2d6+6); **Full Attack:** 2 Claws +15 melee 2d6 +6 and Bite +13 melee (1d8+3); **Space:** 10 ft./10 ft.; **SA:** Breath Weapon (10d4); **SQ:** Damage reduction 10/non-magical, dark vision 6- ft., immunity to fire and poison, resistance to acid 10, spell resistance 17; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 9; **Skills:** Concentration +20, Hide +11, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +3 (+5 following tracks); **Feats:** Cleave, Combat Reflexes, Power Attack; **CR:** 9; **Advancement:** 11-14 HD (large), 15-30 (huge)

Cold & Water Vulnerability: Although Pyro Demons are immune to fire they do have a vulnerability to cold, which means they take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure. Similarly, any water-based spell has the same damaging effect on Pyro Demons.

Breath Weapon (Su): Pyro Demons have the ability to breath fire in a cone out to 30 feet. Using a breath weapon is a standard action. Once a Pyro Demon breathes, it cannot breathe again until 1d4 rounds later. Creatures caught in the area can attempt Reflex saves to take half damage (DC 22)

DEMON, ROCK

Huge Outsider

HD: 16d8+80 (152 hp); **Init:** -1; **Spd:** 30 ft.; **AC:** 18 (-2 size, -1 Dex, +11 natural); **Attack:** Slam +19 melee (2d10+9); **Full Attack:** 2 slams +19 melee (2d10+9); **Space:** 15 ft./15 ft.; **SA:** Geomancy Order with 5 modes at +12; **SQ:** Tremorsense, Damage reduction 10/-, darkvision 60 ft.; **SV:** Fort +15, Ref +4, Will +7; **Abilities:** Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11; **Skills:** Listen +10, Spot +9; **Feats:** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack; **CR:** 8

Tremorsense (Ex): An Rock Demon can automatically sense the location of anything within 80 feet that is in contact with the ground, so long as it is touching the ground itself.

DEMON, SAND

Large Outsider

HD: 10d8+65 (110 hp); **Init:** +2; **Spd:** 60 ft.; **AC:** 23 (+2 Dex, +11 natural); **Attack:** none; **Full Attack:** none; **Space:** 10 ft./10 ft.; **SA:** Mirage; **SQ:** Tremorsense, darkvision 60 ft., immunity to fire and poison, resistance to acid and cold 10; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16; **Skills:** Concentration +10, Knowledge (any one) +15, Listen +24, Move Silently +20, Search +15, Sense Motive +16, Spot +24, Survival +6 (+10 following tracks); **Feats:** Combat Reflexes, Multiattack, Power Attack; **CR:** 8; **Advancement:** 11-14 HD (Large);

15-30 HD (Huge)

Mirage (Su): Sand Demons may create illusionary images of anything they desire with a maximum diameter of 10 feet. Disbelief requires a DC 17 Wisdom check.

Tremorsense (Ex): A Sand Demon can automatically sense the location of anything within 40 feet that is in contact with the ground, so long as it is touching the ground itself.

DEMON, SLIME

Large Outsider

HD: 10d8+70(138 hp); **Init:** +2; **Spd:** 30 ft., fly 50 ft.; **AC:** 22 (-1 size, +2 Dex, +11 natural); **Attack:** Slam +15 (2d6+6); **Full Attack:** 2 Slams +15 melee 2d6 +6; **Space:** 10 ft./10 ft.; **SA:** Caustic Embrace; **SQ:** Fire vulnerability, Damage reduction 10/-, dark vision 6- ft., immunity to acid and poison, resistance to electricity 10, spell resistance 17; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 9; **Skills:** Concentration +20, Hide +11, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +4 (+7 following tracks); **Feats:** Cleave, Combat Reflexes, Power Attack; **CR:** 9; **Advancement:** 11-14 HD (large), 15-30 (huge)

Improved Grab (Ex): To use this ability, a slime demon must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can engage its Caustic Embrace.

Caustic Embrace (Ex): On a successful grapple check, the victim of a slime demon is engulfed in the demon's slime. All attacks that hit the slime demon thereafter do half damage to the engulfed victim. While embraced, the victim also receives 1d6 acid damage per round. Breaking free requires a successful opposed grapple check.

Fire Vulnerability: Slime Demons have a vulnerability to heat, which means they take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DEMON, SMOKE

Medium Outsider (incorporeal)

HD: 7d8+7 (38 hp); **Init:** +5; **Spd:** fly 50 ft. (perfect); **AC:** 23 (+5 Dex, +8 natural); **Attack:** none; **Full Attack:** none; **Space:** 10 ft./10 ft.; **SA:** Smoke Attack; **SA:** Darkvision 60 ft., incorporeal traits, Engulf; **SV:** Fort +3, Ref +10, Will +2; **Abilities:** Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11; **Skills:** Listen +7, Move Silently +9, Spot +7; **Feats:** Alertness; **CR:** 6; **Advancement:** 8-10 HD (Large); 11-21 HD (Huge)

Engulf (Ex): A Smoke Demon can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Victims receives 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round.

DEMON, STORM

Large Outsider

HD: 10d8+70 (138 hp); **Init:** +2; **Spd:** 30 ft., fly 50 ft.; **AC:** 22 (-1 size, +2 Dex, +11 natural); **Attack:** Claws +15 (2d6+6); **Full Attack:** 2 Claws +15 melee 2d6 +6 and Bite +13 melee (1d8+3); **Space:** 10 ft./10 ft.; **SA:** Breath Weapon (8d6); **SQ:** Damage reduction 10/non-magical, darkvision 6- ft., immunity to cold and poison, resistance to acid and fire 10, spell resistance 17; **SV:** Fort +14, Ref +9, Will +10; **Abilities:** Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 9; **Skills:** Concentration +20, Hide +11, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +3 (+5 following tracks); **Feats:** Combat Reflexes, Power Attack; **CR:** 9; **Advancement:** 11-14 HD (large), 15-30 (huge)

Breath Weapon (Su): Storm Demons have the ability to shoot a thunder bolt at a single target out to 30 feet. Using a breath weapon is a standard action. The attack roll ignores all armor. Once a Storm Demon breathes, it cannot breathe again until 1d4 rounds later. Creatures targeted can attempt Reflex saves to take half damage (DC 22)

DEMON, VOID

Large Outsider

HD: 10d8+93 (138 hp); **Init:** +0; **Spd:** 30 ft., fly 60 ft.; **AC:** 23 (-1 size, +14 natural), touch 9, flat-footed 23; **BAB/Grp:** +10/+19; **Attack:** Bite +14; **Full Attack:** Bite +14 melee 4d4 +5; **Space:** 10 ft./10 ft.; **SA:** Plague, improved Grab; **SQ:** Stench, Damage reduction 10/good, darkvision 6- ft., immunity to disease and poison, resistance to acid 10, electricity 10, spell resistance 19; **SV:** Fort +16, Ref +7, Will +9; **Abilities:** Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 7; **Skills:** Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spot +23, Survival +2 (+4 following tracks); **Feats:** Cleave, Power Attack, Toughness; **CR:** 11; **Advancement:** 11-15 HD (large), 16-30 (huge); **Level Adjustment:** +11

Entropic Aura (Su): All those within a 10 ft. radius of a Void Demon must succeed at a DC 17 Fort save or suffer 2d10 points of damage from the negative energy pulsing from the demon. Those who save suffer half this damage.

DEPREDATOR

Medium Magical Beast

HD: 7d10+21 (59 hp); **Init:** +1; **Spd:** 30 ft., fly 60 ft.; **AC:** 21 (+1 Dex, +10 natural); **Attack:** Claw +12 (1d6+6); **Full Attack:** 2 claws +12 (1d6+6); **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Regeneration, darkvision 60 ft., low-light vision; **SV:** Fort +8, Ref +8, Will +7; **Abilities:** Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 6; **Skills:** Listen +13, Spot +15; **Feats:** Blind-Fight; **CR:** 6; **Advancement:** 8-10 HD (Large); 11-21 HD (Huge)

DEVIL, TARTERAN

Medium Outsider

HD: 2d8+1 (10 hp); **Init:** +1; **Spd:** 30 ft., fly 50 ft.; **AC:** 15 (+1 Dex, +3 studded leather, +1 light shield); **Attack:** Longsword +3 melee (1d8+1/19-20) or light crossbow +2 ranged (1d8/19-20); **Full Attack:** Longsword+3 melee (1d8+1/19-20) or light crossbow +2 ranged (1d8/19-20); **Space:** 5 ft./5 ft.; **SA:** Possible Magic Order with 4 Modes at +4; **SQ:** Darkvision 60 ft.; **Saves:** Fort +3, Ref +1, Will -1; **Abilities:** Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 10; **Skills:** Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1; **Feats:** Weapon Focus (longsword); **CR:** 1; **Advancement:** By character class; **Level Adjustment:** +1

DEVIL, GREMLIN

Diminutive Outsider

HD: 2d8 (9 hp); **Init:** +3; **Spd:** 20 ft., fly 50 ft. (average); **AC:** 18 (+2 size, +3 Dex, +2 natural); **Attack:** Claws 1d4; **Full Attack:** 2 Claws 1d4; **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Darkvision 60 ft.; **SV:** Fort +3, Ref +6, Will +4; **Abilities:** Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10; **Skills:** Craft +12, Survival +2 (+6 following tracks); **Feats:** Dodge, Weapon Finesse; **CR:** 1; **Advancement:** 4-6 HD (Diminutive)

DEVIL, SERVITOR IMP

Small Outsider

HD: 3d8 (13 hp); **Init:** +3; **Spd:** 20 ft., fly 50 ft. (average); **AC:** 17 (+1 size, +3 Dex, +2 natural); **Attack:** Claws 1d4; **Full Attack:** 2 Claws 1d4; **Space:** 5 ft./5 ft.; **SA:** none; **SQ:** Darkvision 60 ft.; **SV:** Fort +3, Ref +6, Will +4; **Abilities:** Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10; **Skills:** Hide +17, Listen +7, Move Silently +9, Search +6, Spot +7, Survival +2 (+6 following tracks); **Feats:** Dodge, Weapon Finesse; **CR:** 1; **Advancement:** 4-6 HD (Small)

DEVIL, MONITOR IMP

Diminutive Outsider

HD: 3d8 (13 hp); **Init:** +3; **Spd:** 20 ft., fly 50 ft. (average); **AC:** 20 (+2 size, +3 Dex, +5 natural); **Attack:** Sting +8 melee (1d4 plus poison); **Full Attack:** Sting +8 melee (1d4 plus poison); **Space:** 2-1/2 ft./0 ft.; **SA:** Poison, spell-like abilities; **SQ:** Damage reduction 5/magic or silver, darkvision 60 ft., Detection; **SV:** Fort +3, Ref +6, Will +4; **Abilities:** Str 10, Dex 17, Con 10, Int 18, Wis 12, Cha 14; **Skills:** Diplomacy +8, Hide +17, Knowledge (any five) +12, Listen +7, Mode (any three) +4, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); **Feats:** Dodge, Weapon Finesse; **CR:** 2; **Advancement:** 4-6 HD (Tiny)

DEVIL, SARDONICUS

Diminutive Outsider

HD: 3d8 (13 hp); **Init:** +3; **Spd:** 20 ft., fly 50 ft. (average); **AC:** 20 (+2 size, +3 Dex, +5 natural); **Attack:** Sting +8 melee (1d4 plus poison); **Full Attack:** Sting +8 melee (1d4 plus

poison); **Space:** 2-1/2 ft./0 ft.; **SA:** Poison, spell-like abilities; **SQ:** Damage reduction 5/magic or silver, darkvision 60 ft., Detection; **SV:** Fort +3, Ref +6, Will +4; **Abilities:** Str 10, Dex 17, Con 10, Int 18, Wis 12, Cha 14; **Skills:** Diplomacy +8, Hide +17, Knowledge (any five) +12, Listen +7, Mode (any three) +4, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); **Feats:** Dodge, Weapon Finesse; **CR:** 2; **Advancement:** 4-6 HD (Tiny)

Detection (Su): Sardonicus are able to sense and identify by type (i.e., "mammal," "reptile," "undead," "demon," and so on) presences at distances of up to one thousand feet, and can detect magical emanations by sight.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spells (Su): Sardonicus are able to cast spells of the Necromancy Order. GMs should prepare four random Necromantic spells with which any given Sardonicus is familiar.

Lore (Su): An imprisoned Sardonicus may be asked up to three questions per day regarding magical lore, future events, or strategies pertaining to acquisition of power, influence and wealth. If a fourth question is asked, the Sardonicus can either break free of its magical prison or choose to activate a malevolent curse. In the latter case, the Sardonicus remains imprisoned but gains control over its master's will (Will save DC 25). Thereafter, the former master must do the bidding of the Sardonicus (only the release of the Sardonicus can free the former master from the imp's control).

DEVIL, GARGOYLE

Medium Outsider

HD: 11d8-11 (42 hp); **Init:** -1; **Spd:** 30 ft., Fly 30 (poor); **AC:** 18 (-1 Dex, +9 natural); **Attack:** Claw +15 melee (1d6+4) or Warhammer +15 melee (1d8+4); **Full Attack:** 2 claws +15/+10/+1/-4 (1d6+4) or Warhammer +15/+10/+5 (1d8+4); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60ft., outsider traits; **SV:** Fort +8, Ref +6, Will +8; **Abilities:** Str 18, Dex 8, Con 8, Int 10, Wis 13, Cha 8; **Skills:** Bluff +14*, Climb +18, Intimidate +13, Knowledge (arcane) +14, Knowledge (dungeoneering) +14, Listen +15, Sense Motive +15, Spot +15; **Feats:** Endurance, Great Fortitude, Toughness, Improved Natural Armor; **CR:** 5; **Advancement:** 22-44 HD (Large)

Supernatural Endurance (Ex): The gargoyle is immune to sleep, exhaustion and fatigue. He never gets tired and he never needs to sleep although he can sleep if he chooses to do so. Further, he can fly at normal speed under any encumbrance.

DEVIL, SATAN

Medium Outsider

HD: 4d8+8 (26 hp); **Init:** +5; **Spd:** 30 ft., Fly 120 (good); **AC:** 12 (+1 Dex, +1 natural); **Attack:** Claw +5 melee (1d6+1) or Longsword +5 Melee (1d8+1); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** DR 20/magic, dark vision 60 ft., blind sight 100 ft., outsider traits; **SV:** Fort +5, Ref +4, Will +4; **Abilities:** Str 12, Dex 12, Con 14, Int 13, Wis 12, Cha 17; **Skills:** Concentration +9, Escape Artist +8, Hide +9, Knowledge (arcane) +8, Listen

+8, Mode (any 3) +6, Move Silently +9, Sleight of Hand +8, Spellcraft +8, Spot +8; **Feats:** Improved Initiative, Order (wizardry); **CR:** 5; **Advancement:** 8-12 HD (Large)

DEVIL, SHEDIM

Large Outsider

HD: 5d8+10 (33 hp); **Init:** +4; **Spd:** 40 ft.; **AC:** 11 (+0 Dex, +2 natural -1 size); **Attack:** Claw +11 melee (1d8+6) or Great Axe +11 melee (1d8+9); **Full Attack:** 2 claws +11 (1d8+6); **Space:** 10 ft./5 ft; **SA:** —; **SQ:** DR 20/magic, dark vision 60 ft., blind sight 100ft., enhanced blind sight, outsider traits; **SV:** Fort +6, Ref +4, Will +3; **Abilities:** Str 23, Dex 10, Con 15, Int 13, Wis 8, Cha 13; **Skills:** Bluff +7, Concentration +10, Decipher Script +9, Knowledge (arcana) +3, Knowledge (local) +3, Knowledge (nobility and royalty) +3, Knowledge (the planes) +3, Listen +9, Mode (any 4) +9, Intimidate +7, Sense Motive +7, Spellcraft +9, Spot +9; **Feats:** Improved Initiative, Order (wizardry); **CR:** 6; **Advancement:** 6-10 HD (Large), 11-15 (Huge)

Enhanced Blind sight (Ex): Shedim can detect ethereal or astral creatures with its blind sight.

Brass Vulnerability: Brass weapons ignore the enim's damage reduction and inflict double damage against them.

DEVIL, ENIM

Large Outsider

HD: 8d8+16 (52 hp); **Init:** +2; **Spd:** 40 ft.; **AC:** 10 (-2 Dex, +3 natural, -1 size); **Attack:** Claw +14 melee (1d6+6) ; **Full Attack:** 2 claws +14 (1d6+6); **Space:** 10 ft./5 ft; **SA:** —; **SQ:** DR 20/magic, dark vision 60 ft., blind sight 100ft., enhanced blind sight, brass vulnerability, outsider traits; **SV:** Fort +8, Ref +4, Will +8; **Abilities:** Str 22, Dex 6, Con 15, Int 13, Wis 14, Cha 13; **Skills:** Appraise +13, Bluff +13, Climb +17, Concentration +13, Knowledge (arcane) +12, Profession (gambling) +13, Sense Motive +13, Spellcraft +12, Spot +13, Swim +17; **Feats:** Power Attack, Improved Grapple, Improved Initiative; **CR:** 6; **Advancement:** 9-16 HD (Huge)

Enhanced Blind sight (Ex): The enim can detect ethereal or astral creatures with its blind sight.

Brass Vulnerability: Brass weapons ignore the enim's damage reduction and inflict double damage against them.

DEVIL, AZADIM

Huge Outsider

HD: 8d8+16 (52 hp); **Init:** +2; **Spd:** 40 ft.; **AC:** 11 (-2 Dex, +5 natural, -2 size); **Attack:** Claw +19 melee (1d8+11) or Great Whip +19 (1d6+11); **Full Attack:** 2 claws +19 (1d8+11) or Great Whip +19/+14 (1d6+11); **Space:** 15 ft./10 ft; **SA:** —; **SQ:** Dark vision 60ft., outsider traits; **SV:** Fort +8, Ref +4, Will +8; **Abilities:** Str 32, Dex 6, Con 15, Int 16, Wis 14, Cha 14; **Skills:** Appraise +13, Bluff +13, Concentration +13, Intimidate +13, Knowledge (history) +14, Knowledge (nobility and royalty) +14, Listen +13, Mode (any 5) +14, Search +14, Spellcraft +14, Spot +13; **Feats:** Silent Spell, Improved Initiative, Quick Draw; **CR:** 9; **Advancement:** 9-16 HD (Huge)

Brass Vulnerability: Brass weapons ignore the enim's damage reduction and inflict double damage against them.

DEVIL, NEPHILIM

Large Outsider

HD: 4d8+4 (22 hp); **Init:** +0; **Spd:** 40 ft.; **AC:** 10 (+0 Dex, +1 natural, -1 size); **Attack:** Claw +9 melee (1d6+5); **Full Attack:** 2 Claws +9 melee (1d6+5); **Space:** 10 ft./5 ft; **SA:** —; **SQ:** alter self at will, dark vision 60ft., outsider traits; **SV:** Fort +5, Ref +4, Will +6; **Abilities:** Str 20, Dex 10, Con 12, Int 18, Wis 14, Cha 20; **Skills:** Bluff +12, Climb +12, Concentration +8, Diplomacy +12, Knowledge (arcane) +11, Knowledge (nobility and royalty) +11, Knowledge (the planes) +11, Listen +9, Mode (any 6) +10, Sense Motive +9, Spellcraft +11, Spot +9, Swim +12; **Feats:** Order (wizardry or elementalism), Power Attack; **CR:** 7; **Advancement:** 5-8 (Large), 8-12 HD (Large).

Alter Self at Will (Sp): Nephilim can use alter self at will with an unlimited duration.

Spellcasting: Nephilim cast spells as an 8th level sorcerer.

Brass Vulnerability: Brass weapons ignore the enim's damage reduction and inflict double damage against them.

DEVIL, ARCH

Medium Outsider

HD: 12d8+48 (102 hp); **Init:** +8; **Spd:** 30 ft.; **AC:** 26 (+4 Dex, +4 natural, +4 mage armor, +4 shield); **Attack:** Claw +16 melee (1d6+4); **Full Attack:** 2 claws +16 (1d6+4); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** DR 30/magic, teleport at will, dark vision 60ft., outsider traits; **SV:** Fort +12, Ref +12, Will +11; **Abilities:** Str 18, Dex 18, Con 18, Int 17, Wis 17, Cha 16; **Skills:** Diplomacy +18, Concentration +19, Gather Information +18, Intimidate +18, Knowledge (arcana) +18, Knowledge (nobility and royalty) +18, Knowledge (the planes) +18, Listen +20, Search +18, Sense Motive +18, Spellcraft +18, Spot +20; **Feats:** Improved Initiative, Quick Draw, Power Attack, Alertness, Order (wizardry); **CR:** 15; **Advancement:** 13-24 HD (Large)

Teleport at Will (Sp): Arch devils can teleport at will.

DEVIL, SHAITAN

Large Outsider

HD: 58d10+173 (493 hp); **Init:** +6; **Spd:** 40 ft.; **AC:** 10 (+2 Dex, +30 natural, -1 size); **Attack:** Claw +65 melee (1d6+7) or great sword +65 (2d6+7); **Full Attack:** 2 claws +65 (1d6+7) or great sword +65/+60/+55/+50 (2d6+7); **Space:** 10 ft./5 ft; **SA:** —; **SQ:** DR 30/magic, DR 10/epic, teleport without error at will, greater darkness at will, dark vision 60ft., outsider traits; **SV:** Fort +37, Ref +37, Will +37; **Abilities:** Str 24, Dex 14, Con 16, Int 18, Wis 16, Cha 30; **Skills:** Appraise +23, Balance +22, Bluff +71, Climb +27, Concentration +24, Diplomacy +30, Disable Device +24, Disguise +30, Escape Artist +22, Gather Information +30, Intimidate +30, Knowledge (all skills) +24, Listen +25, Mode (all) +22, Move Silently +22, Open Lock +22, Search +24, Sense Motive +53, Spellcraft +24, Spot +66, Swim +27, Tumble +22, Use Magic

Device +30; **Feats:** Alertness, Improved Initiative, Dodge, Mobility, Spring Attack, Combat Reflexes, Order (wizardry, elementalism, natural magic), Whirlwind Attack, Power Attack, Endurance, Die Hard, Improved Grapple, Track, **CR:** 39; **Advancement:** —

Teleport without Error at Will (Sp): Shaitan can cast teleport without error at will.

Greater Darkness at Will (Sp): Shaitan can cast create darkness at will with a diameter of 50 feet.

DEVIL, DIABOLUS

Large Outsider

HD: 58d10+232 (551 hp); **Init:** +7; **Spd:** 40 ft.; **AC:** 42 (+3 Dex, +40 natural, -1 size); **Attack:** Claw +66 melee (1d6+6) or +7 Great Sword +73 (2d6+13); **Full Attack:** 2 claws +66 (1d6+6) or +7 Great Sword +73/+68/+63/+58 (2d6+13); **Space:** 10 ft./5 ft; **SA:** —; **SQ:** DR 30/epic, SR 58, teleport without error at will, greater darkness at will, dark vision 60ft., outsider traits, immunity to fire, cold, lightning; **SV:** Fort +0, Ref +0, Will +0; **Abilities:** Str 26, Dex 16, Con 18, Int 18, Wis 18, Cha 20; **Skills:** Appraise +23, Balance +23, Bluff +65, Climb +28, Concentration +25, Diplomacy +24, Disable Device +24, Disguise +24, Escape Artist +23, Gather Information +24, Intimidate +24, Knowledge (all skills) +24, Listen +27, Move Silently +23, Open Lock +22, Search +24, Sense Motive +54, Spellcraft +24, Spot +67, Swim +28, Tumble +23, Use Magic Device +24; **Feats:** Alertness, Improved Initiative, Dodge, Mobility, Spring Attack, Combat Reflexes, Whirlwind Attack, Power Attack, Power Attack, Cleave, Endurance, Die Hard, Improved Grapple, Order (all), Track; **CR:** 40; **Advancement:** —

Teleport without Error at Will (Sp): Diabolus can cast teleport without error at will.

Greater Darkness at Will (Sp): Diabolus can cast greater darkness at will with a diameter of 200 feet.

DISEMBODIED SPIRIT

Medium Undead

HD: 2d12 (12 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 11 (+1 Dex); **Attack:** Slam +1 melee (1d4); **Space:** 5 ft./5 ft; **SA:** Negative energy blast; **SQ:** Possession, ethereal at will, DR 10/silver or magic, dark vision 60ft, undead traits; **SV:** Fort +0, Ref +1, Will +3; **Abilities:** Str 11, Dex 13, Con —, Int 10, Wis 10, Cha 10; **Skills:** Bluff +5, Intimidate +5, Spot +5, Survival +5; **Feats:** Track; **CR:** 1; **Advancement:** 3-4 HD (Medium), 5-6 HD (Medium)

Possession (Su): As a full round action a disembodied spirit can inhabit an inanimate object. This allows the object to function as it were animated with animate objects.

Negative Energy Blast: A disembodied spirit can make a ranged touch attack to deal 1d6 cold damage and 1 Strength damage to a target within 30 feet.

Ethereal at Will: A disembodied spirit can become ethereal at will as a free action.

DRAC

Medium Dragon

HD: 2d12+2 (15 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +4 natural); **Attack:** Claw +2 melee (1d4) or Bite +2 melee (1d6); **Full Attack:** 2 claws +0 (1d4) and bite +2 melee (1d6); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Scent, dark vision 60 ft., low-light vision, immunity to sleep and paralysis; **SV:** Fort +4, Ref +4, Will +3; **Abilities:** Str 10, Dex 12, Con 12, Int 12, Wis 10, Cha —; **Skills:** Climb +5, Listen +5, Search +5, Sense Motive +5, Spot +5, Survival +5, Swim +5; **Feats:** Multiattack; **CR:** 1; **Advancement:** 3-4 HD (Medium), 5-6 HD (Large)

DRACONID

Medium Dragon

HD: 1d12 (7 hp); **Init:** +1; **Spd:** 30 ft., Fly 30 ft. (poor); **AC:** 10 (+1 Dex, +0 natural); **Attack:** Bite +0 melee (1d6 plus draconid poison); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Detect magic at will, dark vision 60 ft., low-light vision, immunity to sleep and paralysis; **SV:** Fort +2, Ref +3, Will +2; **Abilities:** Str 8, Dex 13, Con 10, Int 10, Wis 10, Cha 10; **Skills:** Appraise +4, Hide +13, Knowledge (arcana) +5, Listen +4, Move Silently +9, Spellcraft +4, Spot +4; **Feats:** Multiattack; **CR:** 1; **Advancement:** 2-3 HD (Medium).

Draconid Poison (Ex): Anyone bitten by a draconid must succeed at a Fortitude saving throw against poison or Concentration check (both DC 10) or be unable to act for 1d4 rounds because of searing pain. There is no secondary effect.

Detect Magic at Will (Sp): Draconid can detect magic at will.

Skills: Draconids have a +8 racial bonus to Hide and Move Silently checks.

Languages: Draconids can converse in the ancient tongue.

DRACTYL

Medium Dragon

HD: 4d12+4 (30 hp); **Init:** -1; **Spd:** 30 ft., Fly 60 ft. (good); **AC:** 11 (-1 Dex, +2 natural); **Attack:** Claw +5 melee (1d4+1) or Bite +5 Melee (1d6); **Full Attack:** 2 claws +3 (1d4+1) and bite +5 melee (1d6+1); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., low-light vision, immunity to sleep and paralysis; **SV:** Fort +5, Ref +3, Will +4; **Abilities:** Str 12, Dex 8, Con 12, Int 7, Wis 10, Cha 7; **Skills:** Climb +8, Intimidate +5, Listen +7, Spot 7; **Feats:** Improved Initiative, Multiattack; **CR:** 2; **Advancement:** 5-8 HD (Medium), 9-12 HD (Large)

DRAGON, CRESTED

Gargantuan Dragon

HD: 12d12+24 (102 hp); **Init:** +1; **Spd:** 50 ft., Fly 90 (poor); **AC:** 19 (-3 Dex, +16 natural, -4 size); **Attack:** Claw +31 melee (2d8+19) or Bite +31 melee (4d6+28); **Full Attack:** 2 claws +29 melee (2d6+19) and bite +31 (2d8+28) and 2 wings (2d6 +19) and tail slap (2d8 +28); **Space:** 20 ft./15 ft; **SA:** Breath weapon; **SQ:** —; **SV:** Fort +10, Ref +5, Will +9; **Abilities:** Str 49, Dex 4, Con 15, Int 14, Wis 13, Cha

11; **Skills:** Climb +21, Concentration +17, Diplomacy +15, Hide +0, Knowledge (arcana) +17, Listen +17, Move Silently +12, Spellcraft +17, Spot +12, Swim +17; **Feats:** Improved Initiative, Multiattack, Still Spell; **CR:** 7; **Advancement:** 9-16 HD (Colossal)

Breath Weapon (Su): A crested dragon has one type of breath weapon, a cone of fire 30 feet long and wide at the end. It must wait 1d4 rounds after using its breath weapon before it can do so again. A crested dragon's breath weapon deals 4d10 fire damage with a Reflex saving throw (DC 18) for half damage.

DRAGON, LAND

Gargantuan Dragon

HD: 8d12+16 (68 hp); **Init:** +1; **Spd:** 50 ft.; **AC:** 23 (-3 Dex, +20 natural, -4 size); **Attack:** Claw +23 melee (2d8+15) or Bite +23 (2d8+22); **Full Attack:** 2 claws +21 melee (2d8+15) and bite +23 (2d8+22) and 2 wings +21 (2d6+15) and tail slap (2d8+22) or trample +23 (2d8+22)(DC 29 for half); **Space:** 20 ft./15 ft; **SA:** —; **SQ:** Fire immunity; **SV:** Fort +8, Ref +3, Will +8; **Abilities:** Str 40, Dex 4, Con 14, Int 4, Wis 14, Cha 14; **Skills:** Intimidate +13, Listen +13, Hide -15, Spot +13; **Feats:** Power Attack, Multiattack, Improved Initiative; **CR:** 6; **Advancement:** 9-16 HD (Colossal)

DRAGON, SEA

Gargantuan Dragon

HD: 10d12+20 (85 hp); **Init:** +1; **Spd:** 30 ft., Swim 60; **AC:** 18 (-3 Dex, +15 natural, -4 size); **Attack:** Claw +24 melee (2d8+14) or Bite +24 (2d8+21); **Full Attack:** 2 claws +22 melee (2d8+14) and bite +24 (2d8+21) and tail slap +22 (2d8+21); **Space:** 20 ft./15 ft; **SA:** Swallow Whole; **SQ:** Poison immunity; **SV:** Fort +9, Ref +4, Will +7; **Abilities:** Str 39, Dex 4, Con 15, Int 12, Wis 11, Cha 8; **Skills:** Gather Information +12, Intimidate +12, Knowledge (local) +14, Listen +13, Search +14, Sense Motive +13, Spot +13; **Feats:** Improved Initiative, Endurance, Die Hard, Improved Grapple; **CR:** 7; **Advancement:** 11-24 HD (Colossal)

Swallow Whole: A swallowed creature must deal 10 points of slashing damage against an AC 17 to escape from a sea dragon after which the hole closes behind it. A swallowed creature takes 4d6 points of acid damage each round.

Constrict: Sea dragons have a +8 racial bonus to grapple opponents size Huge or smaller.

Language: Sea dragons can converse in the ancient tongue.

DRUKH

Medium Humanoid

HD: 2d8+4 (11 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 11 (+1 Dex); **Attack:** Short spear +1 melee (1d6) or shortspear +2 ranged (1d6); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** —; **SV:** Fort +1, Ref +4, Will +4; **Abilities:** Str 10, Dex 12, Con 13, Int 10, Wis 12, Cha 9; **Skills:** Listen +8, Spot +8; **Feats:** Alertness; **CR:** 1; **Advancement:** By character class

Drukh Shaman: Drukh Shamans are drukh with magical training. Their CR is 2, their Wisdom score is 14, they have

the ORder (shamanism) Feat in place of Alertness and they have the drums of the shaman ability but otherwise have the same statistics as a drukh.

Drums of the Shaman: Druksh shamans can make a Perform check DC 10 to play their flute or drums. Other drukh listening to the drums gain the Die Hard feat as long as the shaman keeps playing.

Racial Traits

- ▶ +2 Dexterity, +2 Constitution, +2 Wisdom, -2 Charisma
- ▶ Medium size.
- ▶ A drukh's base land speed is 30 feet.
- ▶ Weapon Proficiency: Druksh are automatically proficient with the shortspear, longspear and shortbow.
- ▶ Automatic Languages: Low Talislan, Druksh.
- ▶ Bonus Languages: —
- ▶ Favored Class: Barbarian.
- ▶ The Druksh humanoid here had the following ability scores before racial adjustments: Str 10, Dex, 10, Con 11, Wis 10, Cha 11.

DRYAD BUSH

Medium Plant

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +4 natural); **Attack:** Club +0 melee (1d6-1); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Polymorph, low-light vision, immunity to mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning and crits; **SV:** Fort +4, Ref +1, Will +1; **Abilities:** Str 9, Dex 12, Con 12, Int 11, Wis 12, Cha 17; **Skills:**; **Feats:**; **CR:** 1; **Advancement:** By character class
Polymorph (Su): The dryad bush can polymorph from bush to dryad or back as a standard action at will.

DUADIR

Large Animal

HD: 3d10+9 (25 hp); **Init:** +2; **Spd:** 60 ft.; **AC:** 15 (-1 size, +2 Dex, +4 natural); **Attack:** Bite +1 melee (1d8+2); **Full Attack:** 2 claws +6 melee (1d4+4) and 2 bite +1 melee (1d8+2); **Space:** 10 ft./5 ft.; **SA:** —; **SQ:** Low-light vision, scent; **SV:** Fort +6, Ref +5, Will +2; **Abilities:** Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8; **Skills:** Listen +4, Spot +8; **Feats:** Multiattack; **CR:** 2; **Advancement:** 4–6 HD (Large)

Training A Duadir

The creatures are trained as steeds by the Araq, who accomplish this feat by the cruel treatment of duadir hatchlings. A Duadir requires training before it can bear a rider in combat. Training a Duadir requires six weeks of work and a DC 25 Handle Animal check. Riding a Duadir requires an exotic saddle. A Duadir can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a Duadir is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

DURGE

Medium Animal

HD: 7d8+14 (46 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 9 (-3 Dex, +2 natural); **Attack:** Head butt +7 (1d6+2); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** low-light vision; **SV:** Fort +7, Ref +2, Will +4; **Abilities:** Str 14, Dex 5, Con 14, Int 2, Wis 14, Cha —; **Skills:** Spot +12; **Feats:** Improved Initiative; **CR:** 3; **Advancement:** 8-14 HD (Large).

EBONITE

Medium Undead (Incorporeal)

HD: 3d12 (20 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 15 (+5 armor); **Attack:** Scimitar +1 melee (1d8); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** True seeing, DR 20/magic, light vulnerability, incorporeal at will, fear, dark vision 60ft, undead traits; **SV:** Fort +0, Ref +1, Will +6; **Abilities:** Str 10, Dex 11, Con —, Int 12, Wis 12, Cha 9; **Skills:** Intimidate +5, Knowledge (history) +7, Listen +7, Search +7, Spot +7; **Feats:** Iron Will; **CR:** 2; **Advancement:** By character class

True Seeing (Ex): Ebonite's have a continuous true seeing ability.

Light Vulnerability: In areas of bright light, ebonites suffer a -2 penalty to hit and Reflex saving throws. Further, magical light harms them. When they are affected by a light spell or enter an area magically lit, they take damage equal to the level of the spell providing the light.

Incorporeal at Will (Su): Ebonites can change from corporeal to incorporeal as free action at will.

Fear: Creatures within 10 feet of an ebonite must succeed at a Will save (DC 10) against fear, or use their next action to move out of this range.

ECHINOMORPH

Medium Magical Beast (Aquatic)

HD: 2d10+4 (15 hp); **Init:** +2; **Spd:** 30 ft.; **AC:** 12 (-2 Dex, +4 natural); **Attack:** Crushing Grasp +4 melee (1d6+2); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., low-light vision; **SV:** Fort +5, Ref +1, Will +1; **Abilities:** Str 15, Dex 7, Con 14, Int 7, Wis 13, Cha 4; **Skills:** Spot +6; **Feats:** Improved Initiative; **CR:** 5; **Advancement:** 2-4 HD (Medium)

Skills: Echinomorphs have a +4 racial bonus to hide because they can alter their coloration to match their surrounding.

Natural Grapple: Echinomorphs have a +4 racial bonus to grapple.

ELEMENTAL, AVATAR

Colossal Elemental

HD: 58d8+232 (551 hp); **Init:** +6; **Spd:** 60 ft.; **AC:** 44 (+2 Dex, +40 natural, -8 size); **Attack:** Slam +64 melee (2d8+15 plus 4d6 elemental type damage); **Full Attack:** +64/+59/+54/+49 (2d8+15 plus 4d6 fire); **Space:** 30 ft./20 ft; **SA:** —; **SQ:** Transform area, DR 30/magic, elemental immunity, elemental weakness, dark vision 60 feet, immunity to paralysis, poison, sleep effects, stunning, crits and flanking, elemental traits; **SV:** Fort +22, Ref +37, Will +22 (earth or

water) Fort +39, Ref +20, Will +22 (air or fire); **Abilities:** Str 50, Dex 14, Con 18, Int 18, Wis 18, Cha 18; **Skills:** Bluff +17, Diplomacy +24, Escape Artist +22, Gather Information +24, Knowledge (all except but the planes) +14, Knowledge (the planes) +65, Listen +65, Mode (all) +65, Sense Motive +24, Spot +65; **Feats:** Improved Initiative, Improved Grapple, Improved Sunder, Combat Reflexes, Dodge, Mobility, Spring Attack, Whirlwind Attack, Power Attack, Improved Bull Rush, Awesome Blow, Improved Overrun, Endurance, Die Hard, Cleave, Order (elementalism); **CR:** 38; **Advancement:** —

Transform Area: The avatar elemental can create an area of elemental force that replicates the environment on their elemental plane, up to 1000 feet in radius, centered on themselves. The area is transformed to become filled with earth, air, fire or water. Solid structures become made of solid elements. Open areas become made of gaseous elements. In the case of earth, open areas become filled with stone works like a castle or an underground environment with tunnels. In the case of water, ice structures may fill the area or living creatures may be surrounded by air pockets to they float to the surface. Living creatures can still be harmed by the new environment, but the initial appearance does not cause them harm and they begin in a location that is safe for them. Everything is returned to its previous state when the elemental dismisses the effect or leaves the plane. It can have only one such area at a time. Creatures are caught within this elemental area, or expelled when it comes into existence if they make a Reflex saving throw DC 15. Areas turned to air are relatively harmless and can not cause structures to collapse, even if the lack to solid material normally would. Areas filled with fire cause 1d6 points of fire damage per round to creatures in the area unless they succeed at a Reflex saving throw DC 10 each around. Also any creature in the area can spend a full round action to find a location free of fire

Elemental Immunity: The avatar elemental is immune to damage from his elemental type. Avatar earth elementals have DR 50 versus weapons made of metal or stone.

Elemental Weakness: The avatar elemental takes double damage from attacks with of elemental type opposite to his own except on a successful saving throw. The avatar air elemental takes double damage from weapons made of metal or stone but this does not bypass its damage reduction.

Spellcasting: Elemental avatars cast spells as a 20th level sorcerer.

Spells Known: Elemental avatars know any spell from their respective elemental Order.

ELEMENTAL, GREATER

Huge Elemental

HD: 15d8+30 (98 hp); **Init:** +0; **Spd:** 40 ft.; **AC:** 18 (+0 Dex, +10 natural, -2 size); **Attack:** Slam +21 melee (1d8+10 plus 2d6 elemental type damage); **Full Attack:** Slam +21/+16/+11/+6 melee (1d8+10 plus 2d6 elemental type damage); **Space:** 15 ft./10 ft; **SA:** —; **SQ:** Transform area, DR 20/magic, elemental immunity, elemental weakness, dark vision 60 feet, immunity to paralysis, poison, sleep effects, stunning, crits and flanking, elemental traits; **SV:** Fort +11, Ref +5, Will +7 (earth or water) or Fort +7, Ref +9, Will +7 (air or

fire); **Abilities:** Str 31, Dex 11, Con 15, Int 15, Wis 15, Cha 15; **Skills:** Knowledge (the planes) +20, Listen +20, Mode (all) +20, Sense Motive +20, Spot +20; **Feats:** Improved Initiative, Power Attack, Endurance, Die Hard, Improved Grapple, Order (elementalism); **CR:** 15; **Advancement:** —

Transform Area: As the avatar elemental's ability, but with a radius of 200 feet.

Elemental Immunity: The avatar elemental is immune to damage from his elemental type. Greater earth elementals have DR 30 versus weapons made of metal or stone.

Elemental Weakness: The greater elemental takes double damage from attacks with of elemental type opposite to his own except on a successful saving throw. The greater air elemental takes double damage from weapons made of metal or stone but this does not bypass its damage reduction.

Spellcasting: Greater elementals cast spells as a 15th level sorcerer.

Spells Known: Greater elementals know any spell from their respective elemental Order.

ELEMENTAL, SUB

Medium Elemental

HD: 5d8+5 (28 hp); **Init:** +5; **Spd:** 30 ft.; **AC:** 16 (+1 Dex, +5 natural); **Attack:** Slam +4 melee (1d6+1 plus 1d6 elemental type damage); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** DR 10/magic, transform area, elemental immunity, elemental weakness, dark vision 60 feet, immunity to paralysis, poison, sleep effects, stunning, crits and flanking, elemental traits; **SV:** Fort +5, Ref +2, Will +2 (earth or water) or Fort +3, Ref +5, Will +2 (air or fire); **Abilities:** Str 13, Dex 13, Con 13, Int 8, Wis 13, Cha 12; **Skills:** Mode (any 3) +8, Spot +9; **Feats:** Order (elementalism); **CR:** 5; **Advancement:** —

Transform Area: As the avatar elemental's ability, but with a radius of 30 feet.

Elemental Immunity: The sub elemental is immune to damage from his elemental type. Sub earth elementals have DR 15 versus weapons made of metal or stone.

Elemental Weakness: The sub elemental takes double damage from attacks with of elemental type opposite to his own except on a successful saving throw. The sub air elemental takes double damage from weapons made of metal or stone but this does not bypass its damage reduction.

Spellcasting: Sub elementals cast up to 9 spells of their respective elemental Orders at the GMs discretion.

ELEMENTAL, MINOR

Diminutive Elemental

HD: 1d8-1 (5 hp); **Init:** +3; **Spd:** 30 ft.; **AC:** 10 (+3 Dex, +0 natural, +4 size); **Attack:** Slam +3 melee (1d1-5 plus 1d4 elemental type damage); **Space:** 1 ft./0 ft; **SA:** —; **SQ:** Transform area, DR 10/magic elemental immunity, elemental weakness, dark vision 60 feet, immunity to paralysis, poison, sleep effects, stunning, crits and flanking, elemental traits; **SV:** Fort +1, Ref +3, Will -1 (earth or water) or Fort -1, Ref +5, Will -1 (air or fire); **Abilities:** Str 1, Dex 17, Con 9, Int 9, Wis 9, Cha 11; **Skills:** Mode (any 2), Spot +2; **Feats:** Order (elementalism); **CR:** 1; **Advancement:** —

Transform Area: As the avatar elemental's ability, but with a radius of 10 feet.

Elemental Immunity: The minor elemental is immune to damage from his elemental type. Minor earth elementals have DR 10 versus weapons made of metal or stone.

Elemental Weakness: The minor elemental takes double damage from attacks with of elemental type opposite to his own except on a successful saving throw. The minor air elemental takes double damage from weapons made of metal or stone but this does not bypass its damage reduction.

ENDOMORPH

Fine Fey

HD: 1/2 d6 (1 hp); **Init:** +2; **Spd:** 20 ft.; **AC:** 21 (+2 Dex +8 Size +1 insight); **Attack:** —; **Full Attack:** —; **Space:** 1/2 ft./0 ft.; **SA:** —; **SQ:** Sense danger; **SV:** Fort +1, Ref +5, Will +5; **Abilities:** Str 2, Dex 15, Con 10, Int 12, Wis 14, Cha 11; **Skills:** Craft (any one) +6, Diplomacy +4, Hide +8, Listen +8, Move Silently +8, Sense Motive +6 Spot +8; **Feats:** Alertness [B], Stealthy; **CR:** 1/4; **Advancement:** 1-3 HD (Fine)

Sense Danger (Su): Endomorphs have a supernatural ability to sense danger. As a result they are never surprised or flatfooted, and receive a +1 insight bonus to Armor Class and all saving throws.

EQUUS

Large Animal

HD: 3d8+9 (22 hp); **Initiative:** +1; **Spd:** 60 ft.; **AC:** 14 (–1 size, +1 Dex, +4 natural); **Attack:** Claw+4 melee (1d4+3); **Full Attack:** 2 Claws +4 melee (1d4+3) and bite –1 melee (1d3+1); **Space:** 10 ft./5 ft.; **SA:** —; **SQ:** Low-light vision, scent; **SV:** Fort +6, Ref +4, Will +2; **Abilities:** Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; **Skills:** Listen +4, Spot +4; **Feats:** Endurance, Run; **CR:** 1.

ERD

Large Animal

HC: 5d8+15 (37 hp); **Init:** +0; **Spd:** 40 ft.; **AC:** 13 (–1 size, +4 natural); **Attack:** Ram +8 melee (1d8+9); **Full Attack:** Ram +8 melee (1d8+9); **Space:** 10 ft./5 ft.; **SA:** Stampede; **SQ:** Low-light vision, scent; **SV:** Fort +7, Ref +4, Will +1; **Abilities:** Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4; **Skills:** Listen +7, Spot +5; **Feats:** Alertness, Endurance; **CR:** 2; **Advancement:** 6–7 HD (Large).

ERX

Small Outsider

HD: 2d8+4 (13 hp); **Init:** +2; **Spd:** 20 ft.; **AC:** 17 (+2 Dex, +4 natural, +1 size); **Attack:** Stinger +4 melee (1d1 plus erx poison); **Space:** 5 ft./5 ft.; **SA:** Stringer touch attack; **SQ:** Levitate at will, protective ball, detect magic at will, immunity to magic, absorb magic, dark vision 60ft., outsider traits; **SV:** Fort +5, Ref +5, Will +5; **Abilities:** Str 4, Dex 14, Con 15, Int 7, Wis 14, Cha —; **Skills:** Spot +7; **Feats:** Weapon Finesse; **CR:** 2; **Advancement:** 3–4 HD (Small)

Ex Poison (Ex): Characters stung by an erx must succeed at a Fortitude saving throw against poison (DC 10) or suffer a –2 penalty to attacks for the next 1d10 rounds because of the painful effect of the bite.

Levitate at Will (Sp): The erx can levitate at will.

Protective Ball (Ex): The erx can curl into a ball as a move action to increase its armor class. While curled, its natural armor class is increased by +4 and it gains damage reduction 10/–.

Detect Magic at Will (Sp): The erx can detect magic at will.

Immunity to Magic (Ex): The erx is immune to all spells and spell-like effects.

Absorb Magic (Su): The erx can absorb one spell or spell-like effect that targets it or includes the erx in its area of effect. This is an immediate action usable once per round that causes the spell to fail and gives the erx 1 temporary hit point per spell level.

EXOMORPH

Large Animal

HD: 5d8+10 (32 hp); **Init:** +3; **Spd:** 40 ft.; **AC:** 15 (–1 size, +3 Dex, +3 natural); **Attack:** Claw +7 melee (1d4+5); **Full Attack:** 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2); **Space:** 10 ft./5 ft.; **SA:** Pounce, improved grab, rake 1d4+2; **SQ:** Chameleon Skin, low-light vision, scent; **SV:** Fort +6, Ref +7, Will +2; **Abilities:** Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6; **Skills:** Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5; **Feats:** Alertness, Run; **CR:** 3; **Advancement:** 6–8 HD (Large).

Pounce (Ex): If an Exomorph charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, an Exomorph must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Chameleon Skin (Ex): Because of their chameleon like ability, Exomorphs also have a +12 racial bonus to High checks. The ability of Exomorphs to blend into their surroundings is such that these creatures can assume nearly any color or combination of colors imaginable, with variations in hue being achieved in a second or two at most.

FANTASM

Small Outsider

HD: 4d8 (18 hp); **Init:** +2; **Spd:** 20 ft.; **AC:** 13 (+2 Dex, +0 natural, +1 size); **Attack:** Claw* +4 melee (1d3-2 plus 1d4 Wisdom damage); **Space:** 5 ft./5 ft.; **SA:** Psychic damage; **SQ:** DR 30/silver or magic, dark vision 60ft., outsider traits; **SV:** Fort +4, Ref +6, Will +6; **Abilities:** Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 10; **Skills:** Intimidate +7, Listen +2, Spot +9; **Feats:** Iron Will, Alertness; **CR:** 2; **Advancement:** 5-8 HD (Small)

***Psychic Damage:** Fantasm damage is not real. As a full round action a character can attempt a Will save DC 20 + total damage dealt negates the damage. Anyone reduced to

zero hit points and zero Wisdom by a fantasm dies.

FEATHER DRACHTYL

Small Magical Beast

HD: 1d10 (6 hp); **Init:** +2; **Spd:** 20 ft., Fly 60 (good); **AC:** 13 (+2 Dex, +0 natural, +1 size); **Attack:** Bite +3 melee (1d4-4); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., low-light vision; **SV:** Fort +2, Ref +4, Will +0; **Abilities:** Str 2, Dex 15, Con 10, Int 10, Wis 10, Cha —; **Skills:** Listen +4, Spot +4; **Feats:** Weapon Finesse; **CR:** 1/2; **Advancement:** 2–3 HD (Medium)

FERRAN

Small Humanoid

HD: 1d8 (4 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14; **Attack:** Spear +1 melee (1d6–1/x3) or sling +3 ranged (1d3); **Full Attack:** Spear +1 melee (1d6–1/x3) or sling +3 ranged (1d3); **Space:** 5 ft./5 ft.

SA: —; **SQ:** Darkvision 60 ft., scent; **SV:** Fort +2, Ref +1, Will –1; **Abilities:** Str 9, Dex 18, Con 10, Int 10, Wis 9, Cha 8; **Skills:** Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2; **Feats:** Alertness; **CR:** 1/4; **Advancement:** By character class; **LA:** +0

Stench (Ex): A Ferran may release a nauseating stench up to 3 times per day. Creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same Ferran's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. Creatures with the Scent ability who fail the save are sickened for twice as long. The save DC is Charisma-based.

FETCH, JUJU

Medium Undead

HD: 4d12 (26 hp); **Init:** –2; **Spd:** 30 ft.; **AC:** 10 (–2 Dex, +0 natural); **Attack:** Strangle +3 melee (1d4+1 plus suffocation*); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Undead traits, dark vision 60 ft. DR 30/epic, energy resist (all but fire): 30, vulnerability to fire, SR 30 (except for fire spells); **SV:** Fort +1, Ref –1, Will +4; **Abilities:** Str 13, Dex 7, Con —, Int —, Wis 10, Cha 10; **Skills:** —; **Feats:** —; **CR:** 4; **Advancement:** —

Suffocation (Ex): Juju fetch have a +4 circumstance bonus to grapple for their strangle attack. Juju fetch who strike an opponent begin strangling them, suffocating the victim. A grapple or Escape Artist check opposed by the juju fetch grapple check (+7) breaks the strangle and allows the victim to breath.

Energy Resist: Juju fetch have energy resistance: 30 against all energy types except fire.

Vulnerability to Fire: Besides releasing the imprisoned soul essence, juju fetch are vulnerable to fire. They take double damage from fire except on a successful save. A juju fetch's

spell resistance does not apply to spells with the fire type.

FIEND

Medium Outsider

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 10 (+1 Dex, +0 natural); **Attack:** Claw +3 melee (1d6+1); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Shadow walk, dark vision 60ft., outsider traits; **SV:** Fort +4, Ref +4, Will +2; **Abilities:** Str 13, Dex 13, Con 13, Int 12, Wis 7, Cha 6; **Skills:** Bluff +3, Diplomacy +3, Hide +6, Knowledge (the planes) +6, Listen +3, Move Silently +6, Search +3, Sense Motive +3, Spot +3; **Feats:** Improved Grapple; **CR:** 2; **Advancement:** 3–4 HD (Medium), 5–6 HD (Large)

Shadow Walk (Sp): Fiends can shadow walk at will as a standard action.

Skills: Fiends have a +4 racial bonus to Hide and Move Silently checks. In areas of darkness this increases to +8.

FIGMENT

Diminutive Elemental (Air)

HD: 1d8–1 (4 hp); **Init:** +4; **Spd:** 20 ft.; **AC:** 18 (+4 Dex, +0 natural, +4 size); **Attack:** Sonic strike +4 melee (1d4 sonic); **Space:** 1 ft./0 ft; **SA:** —; **SQ:** Change forms, DR 15/magic, SR 10, dark vision 60 feet, immunity to paralysis, poison, sleep effects, stunning, crits and flanking, elemental traits; **SV:** Fort –1, Ref +6, Will –1; **Abilities:** Str 1, Dex 19, Con 9, Int 10, Wis 9, Cha 12; **Skills:** Listen +3, Move (Move) +3, Spot +3; **Feats:** Order (elementalism); **CR:** 2; **Advancement:** —
Change Forms: A figment can become ethereal, material and/or invisible at will as a move action.

FILCH

Medium Humanoid

HD: 1d8+1 (5 hp); **Init:** +4; **Spd:** 20 ft.; **AC:** 16 (+4 dexterity, +2 natural); **Attack:** Claw (1d4 +1); **Full Attack:** 2 Claws (1d4 +1); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Shadow Blend
SV: Fort +4, Ref +6, Will +0; **Abilities:** Str 11, Dex 18, Con 12, Int 10, Wis 9, Cha 8; **Skills:** Climb +2, Hide +4, Listen +3, Move Silently +5; **Feats:** Deft Hands; **LA:** +0
Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

FLIT

Fine Animal

HD: 1d8–3 (2 hp); **Init:** +3; **Spd:** 10 ft., Fly 60 (perfect); **AC:** 21 (+3 Dex, +0 natural, +8 size); **Attack:** Bite +0 melee (1d1–5 plus blood drain); **Space:** 1/2 ft./0 ft; **SA:** Blood drain; **SQ:** low-light vision; **SV:** Fort –1, Ref +5, Will +0; **Abilities:** Str 1, Dex 16, Con 5, Int 1, Wis 10, Cha —; **Skills:** Spot +4; **Feats:** Weapon Finesse; **CR:** 1/2; **Advancement:** —

Blood Drain (Ex): Anyone bitten by a flit suffers 1 point of

extra damage and the flit gains 1 temporary hit point.

FROSTWERE

Medium Monstrous Humanoid

HD: 7d8+14 (46 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 14 (+1 Dex, +3 natural); **Attack:** Claw +8 melee (1d4+1) or Bite +8 (1d6+1); **Full Attack:** 2 claws +6 (1d4+1) and bite +8 melee (1d8+3); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Scent, low light vision, dark vision 60 ft.; **SV:** Fort +4, Ref +6, Will +3; **Abilities:** Str 13, Dex 12, Con 15, Int 7, Wis 13, Cha —; **Skills:** Alertness +11; **Feats:** Endurance, Die Hard, Multiattack; **CR:** 4; **Advancement:** 8–14 HD (Large)

Skills: Frostwere have a +8 racial bonus to Listen checks.

GELLID

Large Aberration

HD: 8d8+8 (44 hp); **Init:** +5; **Spd:** 40 ft.; **AC:** 12 (+1 Dex, +2 natural, -1 size); **Attack:** Claw +7 melee (1d6+1) or Bite +7 (1d8+1); **Full Attack:** 2 claws +5 (1d6+1) and bite +7 melee (1d8+1); **Space:** 10 ft./5 ft.; **SA:** Freezing spray, reach; **SQ:** Ice walk, dark vision 60 ft.; **SV:** Fort +3, Ref +3, Will +7; **Abilities:** Str 13, Dex 12, Con 13, Int 7, Wis 12, Cha —; **Skills:** Improved Initiative Spot +12; **Feats:** ; **CR:** 5; **Advancement:** 9–16 HD (Huge)

Freezing Spray (Ex): As a standard action a gellid can release a freezing spray in a 30 foot cone. It deals 4d6 cold damage or half on a successful Reflex save (DC 15). As a full round action a gellid can create a wall of ice, 30 feet long and one foot thick, with 4 hit points per foot.

Reach (Ex): Gellid have 20 foot reach with their claw attacks instead of just 5 feet.

Ice Walk: Gellid can walk and climb on icy surfaces without any chance of slipping as if it were a normal surface.

GEOPHAGE

Huge Magical Beast

HD: 8d10+16 (60 hp); **Init:** +0; **Spd:** 50 ft., Climb 20; **AC:** 16 (-4 Dex, +12 natural, -2 size); **Attack:** Claw +19 melee (1d8+11); **Full Attack:** 2 claws +19 (1d8+11); **Space:** 15 ft./10 ft.; **SA:** Adamantine claws; **SQ:** Scent, dark vision 60 ft., low-light vision; **SV:** Fort +8, Ref +2, Will +1; **Abilities:** Str 32, Dex 2, Con 15, Int 6, Wis 9, Cha 6; **Skills:** Spot +10; **Feats:** Improved Initiative, Endurance, Die Hard; **CR:** 5; **Advancement:** 9–16 HD (Huge)

Adamantine Claws (Ex): The geophage's claws are treated as adamantine for the purposes of bypassing hardness and damage reduction.

GHOST

Medium Outsider

HD: 9d12 (58 hp); **Init:** +6; **Spd:** 20 ft.; **AC:** 16 (+2 Dex, +4 natural), touch 14, flat-footed 18; **Attack:** Claw +6 melee (1d8+3); **Full Attack:** 2 Claws +6 melee (1d8+3), Bite (1d8); **Space:** 5 ft./5 ft.; **SA:** Spellcasting; **SQ:** Damage reduction 10/iron, darkvision 60 ft.; **SV:** Fort

+3, Ref +5, Will +7; **Abilities:** Str 16, Dex 15, Con —, Int 6, Wis 12, Cha 12; **Skills:** Listen +11, Move Silently +10, Spot +11, Mode (Attack) 6, Mode (Any) 4, Mode (Any) 4; **Feats:** Alertness, Dodge, Improved Initiative, Necromancy, Weapon Focus (Claws); **CR:** 8; **Advancement:** 10–13 HD (Medium).

Spells (Su): Ghosts are able to cast spells of the Necromancy Order. GMs should prepare 5 random Necromantic spells with which the Ghost is familiar.

See Invisibility (Su): Ghost's continuously see invisibility out to a range of 100 feet.

GREENMAN

Small Humanoid

HD: 1d8 (8 hp); **Init:** +3; **Spd:** 20 ft.; **AC:** 14 (+3 Dex, +0 natural, +1 size); **Attack:** Fist* -2 melee (1d3-2); **Space:** 2-1/2 ft./0 ft.; **SA:** —; **SQ:** Speak with plants, immunity to natural toxins; **SV:** Fort +0, Ref +5, Will +0; **Abilities:** Str 6, Dex 16, Con 10, Int 12, Wis 10, Cha 10; **Skills:** Listen +4, Spot +4, Survival +4; **Feats:** Toughness; **CR:** 1/2; **Advancement:** By character class.

**This unarmed attack provokes an attack of opportunity from armed opponents.*

Speak with Plants (Su): Greenmen can speak with plants at will.

Immunity to natural Toxins (Ex): Greenmen are immune to natural toxins, including poisonous, paralytic or sleeping effects from plants. This also includes poisons made or distilled from plants.

Skills: Greenmen have a +8 racial bonus to Hide in a natural setting because of their natural camouflage ability.

Racial Traits

- -4 Strength, +4 Dexterity, +2 Intelligence
- Small size.
- Speak with plants at will.
- Immunity to natural toxins.
- A greenman's base land speed is 20 feet.
- Automatic Languages: Low Talislan, Sign
- Favored Class: Scholar (savant)
- The greenman humanoid here had the following ability scores before racial adjustments: Str 10, Dex, 10, Con 10, Wis 10, Cha 10.

GRUFFAN

Small Animal

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 14 (+1 Dex, +2 natural, +1 size); **Attack:** Ram +2 melee (1d4-3); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Nauseating smell, low-light vision; **SV:** Fort +4, Ref +4, Will +0; **Abilities:** Str 5, Dex 12, Con 12, Int 2, Wis 11, Cha 8; **Skills:** Spot +4; **Feats:** Weapon Finesse; **CR:** 1; **Advancement:** 3-4 HD (Medium)

Nauseating Smell (Ex): Anyone who approaches a gruffan must make a Fort save DC 10 or become nauseated by its smell until 1d4 rounds after they leave its presence.

GUARDIAN

Huge Outsider

HD: 15d8+30 (98 hp); **Init:** +4; **Spd:** 40 ft., Fly 90 (average); **AC:** 24 (+0 Dex, +0 natural, +9 armor (+5 breastplate), +7 shield (+5 heavy shield), -2 size); **Attack:** +5 longsword +30 melee (1d8+20); **Full Attack:** +5 longsword +30/+25/+20 (1d8+20); **Space:** 15 ft./10 ft; **SA:** —; **SQ:** DR 15/magic, dark vision 60 ft., outsider traits, spell-like abilities; **SV:** Fort +11, Ref +9, Will +11; **Abilities:** Str 31, Dex 11, Con 15, Int 15, Wis 15, Cha 15; **Skills:** Diplomacy +20, Intimidate +20, Knowledge (arcana) +20, Knowledge (nobility and royalty) +20, Knowledge (the planes) +20, Listen +20, Move (any 4) +28, Sense Motive +20, Spot +28, Survival +20, Tumble +18; **Feats:** Track, Improved Initiative, Order 9wizardry, Power Attack, Improved Disarm, Improved Grapple, Endurance; **CR:** 12; **Advancement:** 15-30 (Huge)

Equipment: A guardian is always found with a +5 heavy breastplate, +5 heavy shield and a +5 longsword (or other 1-handed sword). Guardians are very protective of this equipment and will go to great lengths to retrieve lost or stolen items.

Skills: Guardians have a +8 racial bonus to Spot checks.

HADJIN

Medium Humanoid

HD: 1d8-1 (3 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 10 (+0 Dex); **Attack:** Dagger -1 melee (1d6-1/18-20); **Full Attack:** Rapier -1 melee (1d4-1/18-20); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** —; **SV:** Fort -1, Ref +0, Will +2; **Abilities:** Str 8, Dex 11, Con 9, Int 12, Wis 10, Cha 11; **Skills:** Bluff +2, Diplomacy +5, Sense Motive +5, Knowledge (any one) +5; **Feats:** Negotiator; **CR:** 1/3; **Advancement:** By character class.

HARAKIN

Medium Humanoid

HD: 3d8+9 (22 hp); **Init:** +0; **Spd:** 20 ft. (30 ft. unarmored); **AC:** 16 (+4 hide armor +2 heavy shield); **Attack:** Kru +4 melee (2d4+1) or shortspear +3 ranged (1d6+1); **Full Attack:** Khu +4 melee (2d4+1) or Jang +3 ranged (2d4+1); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** —; **SV:** Fort +4, Ref +1, Will +2; **Abilities:** Str 12, Dex 11, Con 16, Int 11, Wis 12, Cha 8; **Skills:** Climb +2, Jump -4, Listen +3, Spot +3, Survival +9; **Feats:** Endurance [B], Track, Weapon Focus (khu); **CR:** 2; **Advancement:** By character class.

Skills: Harakin receive a +2 racial bonus to Survival checks. Survival is always considered a class skill to them.

HEKLER

Diminutive Magical Beast

HD: 1/2d10-1 (2 hp); **Init:** +4; **Spd:** 20 ft.; **AC:** 18 (+4 Dex, +0 natural, +4 size); **Attack:** Bite -4 Melee (1d1-5); **Space:** 1 ft./0 ft; **SA:** —; **SQ:** Raucous cry, dark vision 60 ft., low-light vision; **SV:** Fort +1, Ref +6, Will +1; **Abilities:** Str 1, Dex 18, Con 9, Int 7, Wis 12, Cha 4; **Skills:** Listen +3, Spot +7; **Feats:** Alertness; **CR:** 1/2; **Advancement:** —

Raucous Cry (Ex): The cry of a heckler can be heard up to 2 miles away. Anyone within 60 feet of such a cry must make a Fortitude save DC 15 or become deafened for 1d10 rounds.

HORAG

Huge Magical Beast

HD: 21d10+105 (200 hp); **Init:** +0; **Spd:** 50 ft.; **AC:** 26 (-4 Dex, +20 natural, -2 size); **Attack:** Strangle +33 melee (1d8+12); **Full Attack:** Strangle +33/+28/+23/+18 melee (1d8+12); **Space:** 15 ft./10 ft; **SA:** —; **SQ:** Paralyzing gaze, immune to mind influencing effects, hide in plain sight, dark vision 60 ft., low-light vision; **SV:** Fort +16, Ref +10, Will +12; **Abilities:** Str 35, Dex 3, Con 19, Int 15, Wis 19, Cha 25; **Skills:** Hide +16, Intimidate +31, Listen +28, Move Silently +17, Spot +28; **Feats:** Improved Initiative, Improved Grapple, Improved Sunder, Endurance, Die Hard, Power Attack, Lightning Reflexes, Iron Will; **CR:** 14; **Advancement:** 22-42 (Gargantuan)

Suffocation (Ex): Horag who strike an opponent of size medium or larger can begin strangling them, suffocating the victim. A grapple or Escape Artist check opposed by the horag's grapple check (+41) breaks the strangle and allows the victim to breath.

Paralyzing Gaze: The Horag's gaze causes anyone who makes eye-contact with it, within 60 feet, to become paralyzed unless they succeed at a Fortitude save DC 17. The paralysis lasts 2d12 hours.

Hide in Plain Sight: The horag can made a Hide check even when there is no cover available to hide in.

Skills: Horag have a +16 racial bonus to Hide checks and a +8 racial bonus to Move Silently checks.

HORNED DEVIL MAN

Medium Monstrous Humanoid

HD: 3d8+3 (17 hp); **Init:** +0; **Spd:** 30 ft., Fly 60 (poor); **AC:** 14 (+0 Dex, +4 natural); **Attack:** Bite +3 melee (1d6); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Detect magic by scent, dark vision 60 ft.; **SV:** Fort +2, Ref +3, Will +2; **Abilities:** Str 11, Dex 10, Con 12, Int 12, Wis 8, Cha 6; **Skills:** Listen +7, Spot +7, Survival +5; **Feats:** Track, Alertness; **CR:** 2; **Advancement:** By character class

Detect Magic by Scent: Horned Devil Men can detect magic by scent. This functions exactly as the spell, except because they are tracking by scent lighting conditions and concealment do not affect his ability to detect magic.

Racial Traits

- +2 Constitution, +2 Intelligence, -2 Wisdom, -4 Charisma
- Medium size.
- Detect magic by scent.
- Dark vision 60 ft.
- A horned devil man's base land speed is 20 feet.
- Automatic Languages: Low Talislana
- Favored Class: Warrior
- The horned devil man monstrous humanoid here had the following ability scores before racial adjustments: Str 11, Dex, 10, Con 10, Int 10, Wis 10, Cha 10.

IBIK

Tiny Magical Beast

HD: 1d10 (5 hp); **Init:** +5; **Spd** 60 ft.; **AC:** 17 (+5 Dex +2 size); **Attack:** Bite +6 melee (1d3-2); **Full Attack:** Bite +6 melee (1d3-2) and two claws +1 melee (1d2-2); **Space:** 2 1/2 ft./0 ft.; **SA:** —; **SQ:** Darkvision 60 ft., water walk; **SV:** Fort +2, Ref +7, Will +1; **Abilities:** Str 6, Dex 20, Con 11, Int 11, Wis 12, Cha 11; **Skills:** Climb +10, Jump +11, Listen +2, Spot +2, Swim +9; **Feats:** Run, Weapon Finesse [B]; **CR:** 1/4; **Advancement:** 2-3 HD (Tiny) 3-6 HD (Small)

Water Walk (Ex): If an ibik runs (as a full round action) it can travel over water, mud, or similar surfaces as though it were solid ground. If the ibik stops running, while on such a surface, it begins to sink as normal.

Skills: An ibik gains a +4 racial bonus to Climb and Swim checks. It uses its Dexterity modifier in place of its Strength modifier for these two skills.

ICE DRAGON

Huge Dragon

HD: 15d12 (98 hp); **Init:** +1; **Spd:** 40 ft., Fly 120 (poor); **AC:** 25 (-3 Dex, +20 natural, -2 size); **Attack:** Claw +25 melee (2d6+10) or Bite +25 (2d8+15); **Full Attack:** 2 claws +23 (2d6+10) and bite +25 melee (2d8+15) and 2 wings +23 (1d8+10) and tail slap +23 (2d6+15); **Space:** 15 ft./10 ft.; **SA:** Breath weapon; **SQ:** Radiate cold, fire vulnerability, immunity to poison and cold, dark vision 60 ft., low-light vision, immunity to sleep and paralysis; **SV:** Fort +9, Ref +7, Will +11; **Abilities:** Str 30, Dex 4, Con 11, Int 9, Wis 14, Cha 6; **Skills:** Bluff +20, Intimidate +16, Listen +20, Spot +20, Survival +20; **Feats:** Improved Initiative, Track, Power Attack, Improved Grapple, Multiattack, Hover, Flyby Attack; **CR:** 10; **Advancement:** 16-30 HD (Gargantuan), 31-45 (Colossal)

Breath Weapon: An ice dragon has one type of breath weapon a line of cold 100 feet long and 10 feet wide. It must wait 1d4 rounds after using its breath weapon before it can do so again. An ice dragon's breath weapon deals 4d10 cold damage with a Reflex saving throw (DC 14) for half damage.

Radiate Cold: Creatures within 10 feet of the ice dragon suffer a -2 penalty to hit. Creatures immune to cold or protected from cold, such as with endure elements, are not affected.

Fire Vulnerability: Ice dragons take double damage from fire except on a successful saving throw.

ICE GIANT

Large Construct (Cold)

HD: 5d10+30 (4 hp); **Init:** -2; **Spd:** 40 ft.; **AC:** 20 (-3 Dex, -1 size +13 natural); **Attack:** Slam +8 melee (1d6+6) or Club +8 (1d8+6); **Space:** 10 ft./5 ft.; **SA:** Radiate cold; **SQ:** Cold food, construct traits, dark vision 60 ft., immunity to cold, low-light vision, vulnerability to aquamancy, vulnerability to fire; **SV:** Fort -4, Ref +1, Will +3; **Abilities:** Str 22, Dex 6, Con —, Int 8, Wis 14, Cha 2; **Skills:** Hide -5*, Spot +10; **Feats:** Power Attack, Lightning Reflexes; **CR:** 4; **Advancement:** 6-10 HD (Medium)

Cold Food: Ice giants do not heal naturally unless they consume a frozen Small or larger sized creature that day.

Radiate Cold: Creatures within 10 feet of the ice giant suffer a -2 penalty to hit. Creatures immune to cold or protected from cold, such as with endure elements, are not affected.

Vulnerability to Aquamancy: Ice giants take double damage from spells from the aquamancy Order except on a successful saving throw.

Skills: Ice giants have a +8* racial bonus to hide against a white or snow-covered background.

IKSHADA

Diminutive Aberration*

HD: 1d8 (5 hp); **Init:** +4; **Spd:** 10 ft., Jump 20 ft.; **AC:** 22 (+4 Dex, +4 size); **Attack:** Sting +4 melee (1d2-1 plus parasites); **Space:** 1 ft. (1/25)/0 ft.; **SA:** Parasitic larvae; **SQ:** Dark vision 60 ft.; **SV:** Fort +0, Ref +4, Will +3; **Abilities:** Str 1, Dex 18, Con 11, Int 6, Wis 12, Cha —; **Skills:** Hide +16, Listen +5, Move Silently +4; **Feats:** Weapon Finesse; **CR:** 1/2; **Advancement:** —

*These stats represent the yellow, black and gray ikshada. Gray ikshada have the aquatic sub type in addition to the stats listed above.

Parasitic Larvae: If an ikshada deals damage to a creature, it injects that creature with larve if the creature fails a Fortitude saving throw DC 15. The larvae mature in two to eight hours (2d4 hours). After this time the creature takes 1 point of damage per round until it dies and the parasites emerge as fully grown ikshada. Ingesting noxious or poisonous materials, if they do not slay the creature, allow it to make another Fortitude saving throw to resist the larvae infection. A remove disease or heal will kill the larvae which will then eventually be expelled from the system. Neutralize poison has no effect on them.

No Charisma Score: Ikshada are immune to Charisma damage. They can not become sorcerers. Use their Constitution modifier on Charisma based skills.

IMRIAN

Medium Humanoid (aquatic)

HD: 1d8+1 (6 hp); **Init:** -1; **Spd:** 10 ft., Swim 30 ft.; **AC:** 11 (-1 Dex, +2 natural); **Attack:** Claw +4 melee (1d4+1) or trident +2 (1d8+1); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Amphibious; **SV:** Fort +1, Ref +1, Will +0; **Abilities:** Str 12, Dex 8, Con 12, Int 2, Wis 10, Cha 8; **Skills:** Listen +0, Spot +4; **Feats:** Weapon Finesse; **CR:** 1; **Advancement:** By character class

Skills*: Imrians have a +4 racial bonus to Listen and Spot underwater.

Imrian Characters

Imrian characters posses the following racial traits.

- +2 Str, -2 Dex, +2 Con, -8 Int, -2 Cha.
- An imrian's base land speed is 20 feet, swim 30 feet.
- +2 natural armor bonus
- **Racial Skills:** Imrians have a +4 racial bonus to Listen and Spot underwater.
- Automatic Languages: Low Talislan
- Favored Class: Barbarian

IRON DRAGONFLY

Medium Animal

HD: 1d8-1 (4 hp); **Init:** +3; **Spd:** 30 ft. Fly 60 (perfect); **AC:** 13 (+3 Dex, +0 natural); **Attack:** Bite +3 melee (1d4-3); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., low-light vision, immunity to sleep and paralysis; **SV:** Fort +1, Ref +5, Will +0; **Abilities:** Str 5, Dex 17, Con 9, Int 2, Wis 10, Cha —; **Skills:** Spot+4; **Feats:** Weapon Finesse; **CR:** 5; **Advancement:** 2-3 HD (Medium)

IRONSHRIKE

Small Animal

HD: 1d8 (5 hp); **Init:** +2; **Spd:** 20 ft., Fly 60 (good); **AC:** 17 (+2 Dex, +4 natural, +1 size); **Attack:** Bite +2 melee (1d4-4); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Raucous cry, low-light vision; **SV:** Fort +2, Ref +4, Will +0; **Abilities:** Str 3, Dex 15, Con 11, Int 2, Wis 11, Cha 5; **Skills:** Spot +4; **Feats:** Weapon Finesse; **CR:** 1; **Advancement:** 2-3 HD (Small)

Raucous Cry (Ex): The cry of an ironshrike can be heard up to 2 miles away. Anyone within 60 feet of such a cry must make a Fortitude save DC 15 or become deafened for 1d10 rounds.

KALIYA

Huge Magical Beast

HD: 7d10+7 (46 hp); **Init:** +1; **Spd:** 40 ft.; **AC:** 8 (-3 Dex, +3 natural, -2 size); **Attack:** Bite +17 melee (2d6+10); **Full Attack:** 7 bites +17 (2d6+10); **Space:** 15 ft./10 ft; **SA:** Breath fire or smoke; **SQ:** Dark vision 60 ft., low-light vision, spell-like abilities; **SV:** Fort +6, Ref +2, Will +2; **Abilities:** Str 30, Dex 5, Con 12, Int 11, Wis 11, Cha 9; **Skills:** Spot +10, Listen +10; **Feats:** Improved Initiative, Endurance, Die Hard; **CR:** 7; **Advancement:** 8-14 HD (Gargantuan)

Breath Fire or Smoke (Ex): Instead of making a bite attack, a Kaliya can breath fire, dealing 2d6 fire damage or half on a successful Reflex saving throw DC 14 or it can fill a 10 x 10 x 10 foot area with smoke which lasts for 1d10 rounds in an enclosed space or 1d4 in the open.

KHADUN'S SAGE

Colossal Magical Beast

HD: 15d10+15 (98 hp); **Init:** +2; **Spd:** 50 ft., Dig 50; **AC:** 20 (-2 Dex, +20 natural, -8 size); **Attack:** Claw +33 melee (2d8+18); **Full Attack:** 2 claws +28 (2d8+18) and bite +33 melee (4d6+27) and leg +28 (2d8+18); **Space:** 30 ft./20 ft; **SA:** —; **SQ:** True seeing, dark vision 60 ft., low-light vision, spell-like abilities; **SV:** Fort +10, Ref +7, Will +9; **Abilities:** Str 47, Dex 7, Con 13, Int 13, Wis 14, Cha —; **Skills:** Intimidate +18, Listen +20, Spot +20; **Feats:** Improved Initiative, Power Attack, Endurance, Die Hard, Run, Iron Will; **CR:** 9; **Advancement:** 16-30 HD (Colossal)

True Seeing (Su): The khadun's sage can use true seeing at will with an unlimited duration.

KIRRYAN

Medium Magical Beast

HD: 2d10 (11 hp); **Init:** +1; **Spd:** 30 ft., Climb 20; **AC:** 14 (+1 Dex, +3 natural); **Attack:** Claw +2 melee (1d4) or Bite +2 (1d6); **Full Attack:** 2 claws +0 (1d4) and bite +2 melee (1d6); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Ice Walk, blind sense 60ft., dark vision 60 ft., low-light vision; **SV:** Fort +3, Ref +4, Will +0; **Abilities:** Str 10, Dex 12, Con 11, Int 7, Wis 11, Cha —; **Skills:** Survival +5; **Feats:** Multiattack; **CR:** 1; **Advancement:** 3-4 HD (Medium), 5-6 HD (Large)

Ice Walk: Kirryan can walk and climb on icy surfaces without any chance of slipping as if it were a normal surface.

Blind Sense 60ft: Kirryan can navigate by sound giving them blind sense 60 feet.

KRA

Huge Animal

HD: 7d10+35 (73 hp); **Init:** +1; **Spd:** 30 ft., burrow 20 ft. (Land or Ice Kra); **AC:** 0 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; **Attack:** Bite +13 melee (2d8+12); **Full Attack:** Bite +13 melee (2d8+12); **Space:** 15 ft./10 ft.; **SA:** Improved grab, swallow whole; **SQ:** Tremorsense 60 ft.; **SV:** Fort +10, Ref +6, Will +3; **Abilities:** Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10; **Skills:** Listen +8, Spot +8; **Feats:** Awesome Blow, Improved Bull Rush, Power Attack; **CR:** 7; **Advancement:** 8-14 HD (Huge); 15-21 HD (Gargantuan).

Improved Grab (Ex): To use this ability, a Kra must hit an opponent at least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a Kra begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge Kra's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Tremorsense (Ex): A Kra automatically senses the location of anything that in or on the water within 200 ft. Land and Ice Kra can sense anything touching the ground within 60 ft. If no straight path exists through the water or ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. The Kra must itself be in contact with the ground or water, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they are considered moving; they do not have to move from place to place for a Kra to detect them.

LAND CRAB

Huge Animal

HD: 2d8+4 (11 hp); **Init:** +0; **Spd:** 40 ft., Dig 2; **AC:** 14 (-2 Dex, +8 natural, -2 size); **Attack:** Claw +11 melee (2d6+15); **Full Attack:** 2 claws +11 (2d6+15); **Space:** 15 ft./10 ft; **SA:** —; **SQ:** Low-light vision; **SV:** Fort +5, Ref +1, Will +1; **Abilities:** Str 31, Dex 7, Con 15, Int 5, Wis 13, Cha —; **Skills:** Spot +7; **Feats:** Improved Initiative; **CR:** 3; **Advancement:** 3-6 HD (Huge), 6-12 HD (Gargantuan)

Claws: A land crab adds 1 1/2 times its Strength bonus with its claw attacks.

LAND LIZARD

Large Animal (Reptilian)

HD: 3d10+12 (28 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 18 (-1 size, +9 natural); **Attack:** Bite +7 melee (2d6+7); **Full Attack:** Bite +7 melee (2d6+7); **Space:** 10 ft./5 ft.; **SA:** None; **SQ:** None; **SV:** Fort +6, Ref +3, Will +2; **Abilities:** Str 22, Dex 10, Con 17, Int 3, Wis 13, Cha 6; **Skills:** Listen +3, Spot +3; **Feats:** Alertness, Toughness; **CR:** 3; **Advancement:** 4 HD (Large); 5-9 HD (Huge).

Training A Land Lizard

These creatures are trained as steeds and beasts of burden by several sentient species. A Land Lizard requires training before it can bear a rider in combat.

Training a Land Lizard requires six weeks of work and a DC 20 Handle Animal check. Riding a Land Lizard requires an exotic saddle. A Land Lizard cannot fight while carrying a rider.

Carrying Capacity: A light load for a Land Lizard is up to 519 pounds; a medium load, 520-1038 pounds; and a heavy load, 1039-1557 pounds. A Land Lizard can drag 7785 pounds.

L'LATHA

Small Magical Beast

HD: 1d10-1 (5 hp); **Init:** +2; **Spd:** 20 ft.; **AC:** 6 (+2 Dex, +3 natural, +1 size); **Attack:** Claw -1 melee (1d4-2); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Detect impending storms, dark vision 60 ft., low-light vision; **SV:** Fort +1, Ref +4, Will +0; **Abilities:** Str 6, Dex 15, Con 9, Int 8, Wis 10, Cha 10; **Skills:** Spot +4; **Feats:** Endurance; **CR:** 1; **Advancement:** 2-3 HD (Small)

Detect Impending Storms: L'latha can tell if a storm is approaching or going to form. Larger storms they can detect as much as a week away, while they only detect smaller storms they can only detect a day away. They can predict the formation of tornados and similar weather patterns hours before they occur.

Skills: L'latha have a +8 racial bonus to Listen checks.

LOPER

Large Magical Beast

HD: 5d10+10 (38 hp); **Init:** +2; **Spd:** 40 ft. Climb 30; **AC:** 15 (+2 Dex, +4 natural, -1 size); **Attack:** Claw +10 melee (1d6+5) or Bite +10 (1d8+7) or tail (1d4+7); **Full Attack:** Claw +5 (1d6+5) and Bite +10 (1d6+7); **Space:** 10 ft./5 ft; **SA:**

—; **SQ:** Dark vision 60 ft., low-light vision; **SV:** Fort +6, Ref +6, Will +3; **Abilities:** Str 20, Dex 14, Con 14, Int 6, Wis 14, Cha —; **Skills:** Spot +10; **Feats:** Endurance, Die Hard; **CR:** 3; **Advancement:** 6-10 HD (Large), 11-15 (Huge)

Skills: Loper have a +10 racial bonus to Jump checks and they can always take 10 on Jump checks and Climb checks.

MACHAKKA

Small Magical Beast

HD: 1d10 (6 hp); **Init:** +3; **Spd:** 20 ft., Climb 30; **AC:** 14 (+3 Dex, +1 size); **Attack:** Claw +1 melee (1d3-3) or Bite +1 (1d4-3); **Full Attack:** 2 claws -4 (1d3-3) and bite +1 melee (1d4-3); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., low-light vision; **SV:** Fort +2, Ref +5, Will +0; **Abilities:** Str 4, Dex 16, Con 11, Int 8, Wis 10, Cha —; **Skills:** Listen +4; **Feats:** Weapon Finesse; **CR:** 1/2; **Advancement:** 2-3 HD (Small)

Climb: Machakka can move the canopy of a forest using it's climbing rate as if it were walking. It can double move, run and make any other normal movement action.

MALATHROPE

Medium Outsider

HD: 8d10+8 (52 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 14 (+1 Dex, +3 natural); **Attack:** Claw +9 melee (1d4+1 plus malathrope poison); **Full Attack:** 2 claws +9 (1d4+1 plus malathrope poison); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., immunity to all mind altering influences, blind sight 20 ft., outside traits; **SV:** Fort +7, Ref +7, Will +4; **Abilities:** Str 12, Dex 12, Con 12, Int 13, Wis 14, Cha 5; **Skills:** Climb +12, Balance +12, Intimidate +8, Listen +13, Sense Motive +13, Spot +13, Survival +13, Swim +12, Tumble +12; **Feats:** Track, Run, Improved Grapple; **CR:** 5; **Advancement:** 9-16 HD (Large)

Malathrope Poison (Ex): Anyone bitten by a malathrope have to make a Fortitude saving throw against fear (DC 15) or become unable to act for 1 round because of fear.

MALAVRAX

Medium Magical Beast

HD: 13d8 (59 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +4 natural); **Attack:** Claw +13 melee (1d4+1 plus malathrope poison); **Full Attack:** 2 claws +13 (1d4+1 plus malavrax poison); **Space:** 5 ft./5 ft; **SA:** —; **SQ:** Dark vision 60 ft., immunity to all mind altering influences, blind sight 100 ft., low-light vision, scent; **SV:** Fort +8, Ref +9, Will +3; **Abilities:** Str 13, Dex 12, Con 11, Int 13, Wis 8, Cha 7; **Skills:** Listen +15, Spot +15, Survival +15; **Feats:** Track, Run, Improved Grapple, Power Attack, Endurance; **CR:** 7; **Advancement:** 14-26 HD (Large)

Malavrax Poison (Ex): Anyone bitten by a malavrax have to make a Fortitude saving throw against fear (DC 15) or become unable to act for 1 round because of fear.

Skills: Malavrax have a +8 racial bonus to Listen checks.

MANDRAGORE

Medium Plant

HD: 1d8+1 (9 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 14 (+0 Dex, +4 armor); **Attack:** Short spear +1 melee (1d6+1) or short spear +1 ranged (1d6+1); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Low-light vision, immunity to mind-affecting effects, poison, sleep effects, paralysis, polymorph, stunning and crits; **SV:** Fort +3, Ref +1, Will +0; **Abilities:** Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 8; **Skills:** Listen +4, Spot +4; **Feats:** Toughness; **CR:** 1; **Advancement:** 2–3 HD (Medium)

MANGAR

Medium Humanoid

HD: 1d8+1 plus 3 (8 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 16 (+0 Dex +4 chain shirt +2 heavy shield); **Attack:** Scimitar +1 melee (1d6/18-20) or light crossbow +0 (1d8/19-20); **Full Attack:** Scimitar +1 melee (1d6/18-20) or light crossbow +0 (1d8/19-20); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** —; **SV:** Fort +3, Ref +0, Will +0; **Abilities:** Str 13, Dex 11, Con 12, Int 11, Wis 10, Cha 8; **Skills:** Dive/Pilot +2, Intimidate +1, Jump +3, Spot +2; **Feats:** Toughness; **CR:** 1/2; **Advancement:** By character class.

MANGONEL LIZARD

Large Magical Beast

HD: 8d10+8 (52 hp); **Init:** +3; **Spd:** 50 ft.; **AC:** 13 (-1 Dex, +5 natural, -1 size); **Attack:** Bite +14 melee (1d8+9) or Tail +14 (1d8+9); **Full Attack:** Bite +14 melee (1d8+9) and Tail (1d8+9); **Space:** 10 ft./5 ft.; **SA:** —; **SQ:** Dark vision 60 ft., low-light vision; **SV:** Fort +7, Ref +5, Will +3; **Abilities:** Str 22, Dex 8, Con 13, Int 7, Wis 12, Cha —; **Skills:** Spot +11; **Feats:** Improved Initiative, Improved Grapple, Run; **CR:** 4; **Advancement:** 9–16 HD (Huge)

MANRA

Medium Humanoid (Shapechanger)

HD: 1d8+2 (6 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex +3 studded leather +1 light shield); **Attack:** Morningstar +0 melee (1d8) or light crossbow +1 (1d8/19-20); **Full Attack:** Morningstar +0 melee (1d8) or light crossbow +1 (1d8/19-20); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Change shape; **SV:** Fort +2, Ref +3, Will +0; **Abilities:** Str 11, Dex 12, Con 14, Int 11, Wis 10, Cha 9; **Skills:** Disguise +6, Listen +2, Spot +2; **Feats:** Skill Focus (disguise); **CR:** 1/2; **Advancement:** By character class.

Change shape (Su): Manra have the ability to alter their shape 3/day. Initially this ability functions as the alter self spell (see PHB). At 7th character level, this ability instead functions as polymorph, except that the range is limited to personal.

MANRAK

Medium Monstrous Humanoid

HD: 3d8+3 (20 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 19 (+1 Dex, +8 natural); **Attack:** Claw +4 melee (1d4+1) or Bite +4 (1d6+1

plus manrak venom); **Full Attack:** 2 claws -1 (1d4+1) and bite +4 melee (1d6+1 plus manrak venom); **Space:** 5 ft./5 ft.; **SA:** Manrak venom; **SQ:** Dark vision 60 ft.; **SV:** Fort +2, Ref +4, Will +4; **Abilities:** Str 12, Dex 13, Con 12, Int 7, Wis 12, Cha 5; **Skills:** Spot +7; **Feats:** Dodge, Toughness; **CR:** 5; **Advancement:** By character class.

Manrak Venom: Characters bitten by a manrak must make a Fortitude saving throw against poison (DC 11) or suffer the primary effect of 1d6 Constitution damage and the same secondary effect a minute later.

MANTRAP

Large Plant

HD: 2d8 (11 hp); **Init:** +0; **Spd:** 0 ft.; **AC:** 9 (-1 size); **Attack:** Trap +5 melee (—); **Space:** 10 ft./5 ft.; **SA:** Irresistible scent; **SQ:** —; **SV:** Fort +3, Ref —, Will +0; **Abilities:** Str 20, Dex —, Con 10, Int 1, Wis 10, Cha 10; **Skills:** Listen +5; **Feats:** Improved Grapple; **CR:** 2; **Advancement:** 2–6 HD (Large), 7-12 (Huge)

Irresistible Scent (Ex): The mantrap exudes a scent that is irresistible to creatures. Any creature with an anatomy, which can smell, must make a Will save DC 15 after smelling the scent or move towards to the mantrap and climb inside where the mantrap suffocates the creatures and then digests it over the next hour. The creature is considered trapped.

Trap: A mantrap can trap within itself a single Medium size creature, two Small creatures, four Tiny creatures, eight diminutive creatures or 16 fine creatures. They must either kill the mantrap with damage or win an opposed Grapple or Escape Artist check versus the mantraps Grapple check (+9) to escape. Anyone trapped inside the mantrap is suffocating.

MARSH STRIDER

Large Magical Beast

HD: 4d10+8 (30 hp); **Init:** +3; **Spd:** 50 ft.; **AC:** 15 (-1 size +2 Dex +4 natural); **Attack:** Claw +8 melee (1d6+4); **Full Attack:** 2 claws +8 melee (1d6+4) and bite +3 melee (1d8+2) and tail +3 melee (1d6+2); **Space/Reach:** 10 ft./5 ft.; **SA:** —; **SQ:** Darkvision 60 ft., bog walk; **SV:** Fort +6, Ref +7, Will +2; **Abilities:** Str 19, Dex 16, Con 15, Int 2, Wis 13, Cha 6; **Skills:** Jump +7, Listen +2, Spot +2, Swim +10; **Feats:** Endurance, Run; **CR:** 3; **Advancement:** 5-8 HD (Medium)

Bog Walk (Ex): It costs a marsh strider only 1 square of movement to enter a square with a shallow bog, and only 2 squares to enter a deep bog.

Skills: Marsh striders have a +4 racial bonus to Swim checks.

MARUKAN

Medium Humanoid

HD: 1d10 (10 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +3 studded leather, +1 black iron shield); **Attack:** Spear +3 (1d8 +1 / x3) or Sling +2 (1d4 / x2); **Full Attack:** Spear (1d8 +2 / x3) or Sling (1d4 / x2); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** None; **SV:** Fort +2, Ref +1, Will +1;

Abilities: Str 14, Dex 12, Con 10, Int 10, Wis 12, Cha 8; **Skills:** Handle Animal (ogront) +4, Professions (dung collector) +4; **Feats:** Weapon Focus (spear), Point Blank Shot; **CR:** 1; **Advancement:** By character class

Racial Traits

- -2 Cha
- Medium Size: As Medium-sized creatures, Marukans have no special bonuses or penalties due to their size
- A Marukan's base speed is 30 ft.

MEGALADONT

Huge Magical Beast

HD: 15d10+90 (172 hp); **Init:** -2; **Spd:** 30 ft.; **AC:** 22 (-2 size -2 Dex +16 natural); **Attack:** Slam +20 melee (2d6+7); Full Attack 4 slam +20 melee (1d8+7) and tail +15 melee (2d6+3); Space/Reach: 15 ft./10 ft.; **SA:** Trample (2d6+10); **SQ:** Darkvision 60 ft., scent; **SV:** Fort +18, Ref +7, Will +8; **Abilities:** Str 28, Dex 6, Con 23, Int 2, Wis 11, Cha 9; **Skills:** Listen +11, Spot +11; **Feats:** Ability Focus (trample) Alertness, Improved Bull Rush, Iron Will, Great Fortitude, Power Attack; **CR:** 11; **Advancement:** 16-30 HD (Huge); 31-45 HD (Gargantuan)
Trample (Ex): Reflex half DC 26. The DC is Strength based.

MIRAJAN

Medium Undead (Incorporeal)

HD: 8d12 (52 hp); **Init:** +8; **Spd:** Fly 60 ft. (good); **AC:** 16 (+4 Dex, +2 deflection); **Attack:** Incorporeal scimitar +9 melee touch (1d6/18-20 plus 1d6 Constitution drain); **Full Attack:** Incorporeal scimitar +9 melee (1d6/18-20 plus 1d6 Constitution drain); Space/Reach: 5 ft./5 ft.; **SA:** Constitution drain, ritual dance; **SQ:** Darkvision 60 ft., daylight powerlessness, ethereal jaunt; undead traits; **SV:** Fort +2, Ref +6, Will +5; **Abilities:** Str —, Dex 18, Con —, Int 12, Wis 8, Cha 15; **Skills:** Hide +12, Intimidate +10, Knowledge (arcana) +8, Listen +6, Perform (dance) +15, Spot +8, Survival +6; **Feats:** Improved Initiative, Track, Weapon Focus (scimitar); **CR:** 7; **Advancement:** 9-16 HD (Medium); 17-24 HD (Large)

Constitution Drain (Su): Any living creature hit by a mirajan's incorporeal scimitar must make a DC 16 Fortitude save or suffer 1d6 point of Constitution drain. The DC is Charisma based. Every time it successfully drains one or more points of Constitution, the mirajan gains 5 temporary hit points.

Ritual Dance (Sp): 3/day, a mirajan may perform a dance that enthralls any intelligent creature viewing it, unless the viewer succeeds a DC 15 Will save. If a group of mirajan perform the dance in unison, the save DC increase by one for every two additional mirajan (DC 16 for three, DC 17 for five, etc). The DC is Charisma based. If multiple cooperating mirajan have different save DCs (i.e. if one is advanced or has non-standard abilities), use the highest as the base. Creatures who fail their saves remain enthralled as long as the mirajan continue to dance (a standard action) plus 1d6 rounds after they stop. An enthralled creature

can take not action and is considered flat-footed (but is not helpless). Directly attacking an enthralled creature automatically breaks the effect, while attacking an ally, or posing indirect threat entitles the creature to a new saving throw.

Daylight Powerlessness (Ex): On the material plain, mirajan is completely powerless in natural sunlight (not just a daylight spell), and must flee, usually by traveling to the ethereal plane.

Ethereal Jaunt (Su): A mirajan can shift from ethereal plane to the material plane as a move action, and back to ethereal plane as a free action. A mirajan can remain on the ethereal plane as long as it desires.

MOGROTH

Medium Humanoid

HD: 3d8+6 (19 hp); **Init:** -2; **Spd:** 20 ft.; **AC:** 14 (-1 Dex +5 natural); **Attack:** Large greatclub +8 melee (2d8+7); **Full Attack:** Large greatclub +8 melee (2d8+7); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Darkvision 60 ft.; **SV:** Fort +8, Ref +1, Will +1; **Abilities:** Str 20, Dex 9, Con 14, Int 8, Wis 10, Cha 10; **Skills:** Climb +7, Listen +2, Spot +2; **Feats:** Endurance, Great Fortitude; **CR:** 3; **Advancement:** By character class

Skills: Mogroth receive a +4 racial bonus to all Climb checks.

MONAD

Medium Monstrous Humanoid

HD: 3d8+6 (19 hp); **Init:** -1; **Spd:** 30 ft.; **AC:** 14 (+2 leather armor -1 Dex +3 natural); **Attack:** Large greatclub +8 melee (2d8+7) or large javelin +2 ranged (1d8+5); **Full Attack:** Large greatclub +8 melee (2d8+7) or large javelin +2 ranged (1d8+5); Space/Reach: 5 ft./5 ft.; **SA:** —; **SQ:** Darkvision 60 ft., powerful build; **SV:** Fort +8, Ref +1, Will +1; **Abilities:** Str 20, Dex 9, Con 15, Int 7, Wis 10, Cha 4; **Skills:** Climb +7, Listen +2, Spot +2; **Feats:** Endurance, Great Fortitude; **CR:** 3; **Advancement:** By character class
Powerful Build (Ex): The physical stature of monads lets them function in many ways as if they were one size category larger. Whenever a monad is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the monad is treated as one size larger if doing so is advantageous to him. A monad is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A monad can use weapons designed for a creature one size larger as though they were of the proper size. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

MONDRE-KHAN

Medium Humanoid

HD: 2d8+2 (11 hp); **Init:** +1; **Spd:** 40 ft.; **AC:** 13 (+1 Dex +2 natural); **Attack:** Claw +2 melee (1d6+1/19-20) or javelin +2 ranged (1d6+1/); **Full Attack:** 2 claws +2 melee (1d6+1/19-20) or javelin +2 ranged (1d6+1); **Space/Reach:** 5 ft./5 ft.; **SA:** Augmented critical; **SQ:** Darkvision 60 ft.; **SV:** Fort +1, Ref +4, Will +1; **Abilities:** Str 13, Dex 13, Con 12, Int 10, Wis 12, Cha 9; **Skills:** Climb +7, Hide +3, Listen +2, Move Silently +3, Spot +2, Survival +3; **Feats:** Track; **CR:** 1; **Advancement:** By character class
Augmented Critical: Because the Mondre-Khan's claws are unusually sharp, they threaten a critical on a role of a natural 19 or 20.

Skills: Mondre-Khan receive a +4 racial bonus to climb checks.

MONOLITH

Colossal Elemental (Earth)

HD: 32d8+320 (464 hp); **Init:** -3; **Spd:** 30 ft.; **AC:** 32 (-8 size -2 Dex +32 natural); **Attack:** Slam +35 melee (4d8+19); **Full Attack:** 2 slams +35 melee (4d8+19); **Space/Reach:** 30 ft./30 ft.; **SA:** spell-like abilities; **SQ:** Damage reduction 15/—, darkvision 60 ft., elemental traits; **SV:** Fort +28, Ref +7, Will +24; **Abilities:** Str 48, Dex 4, Con 31, Int 28, Wis 32, Cha 16; **Skills:** Appraise +14, Concentrate +20, Decipher Script +14, Diplomacy +34, Handle Animals +13, Intimidate +23, Knowledge (arcana) +29, Knowledge (architecture and engineering) +24, Knowledge (dungeoneering) +24, Knowledge (geography) +34, Knowledge (history) +47, Knowledge (local) +24, Knowledge (nature) +41, Knowledge (nobility) +24, Knowledge (religion) +29, Knowledge (the planes) +34, Listen +20, Search +14, Sense Motive +42, Speak Language (any 10), Spot +20, Survival +20; **Feats:** Awesome Blow, Cleave, Combat Expertise, Great Cleave, Iron Will, Improved Bull Rush, Improved Disarm, Improved Trip, Negotiator, Power Attack, Skill Focus (Knowledge [history]); **CR:** 22; **Advancement:** 33+ HD (Colossal)

MOONFISH

Tiny Aberration (Aquatic)

HD: 1d8+2 (11 hp); **Init:** +1; **Spd:** Swim 60 ft.; **AC:** 13 (+2 size +1 Dex); **Attack:** —; **Full Attack:** —; **Space/Reach:** 2-1/2 ft./0 ft.; **SA:** —; **SQ:** Darkvision 60 ft. telepathy 100 ft.; **SV:** Fort -1, Ref +1, Will +2; **Abilities:** Str 3, Dex 12, Con 9, Int 11, Wis 10, Cha 13; **Skills:** Listen +4, Perform (sing) +5, Spot +4; **Feats:** Alertness; **CR:** 1/10; **Advancement:** —

MOORG-WAN

Medium Monstrous Humanoid (Aquatic)

HD: 3d8+3 (16 hp); **Init:** -1; **Spd:** 20 ft. Swim 30 ft.; **AC:** 11 (-1 Dex +2 natural); **Attack:** Claw +5 melee (1d4+2) or spear +5 melee (1d8+2/x3) or spear +2 ranged (1d8+2/x3);

Full Attack: 2 claw +5 melee (1d4+2) or spear +5 melee (1d8+2/x3) or spear +2 ranged (1d8+2/x3); **Space/Reach:** 5 ft./5 ft.; **SA:** —; **SQ:** Amphibious, darkvision 60 ft.; **SV:** Fort +4, Ref +2, Will +0; **Abilities:** Str 14, Dex 9, Con 12, Int 8, Wis 10, Cha 9; **Skills:** Appraise +1, Search +1; **Survival** +2, **Swim** +6; **Feats:** Cleave, Power Attack; **CR:** 2; **Advancement:** By character class

Amphibious (Ex): Moorg-wan can breath both air and water.

Skills: A moorg-wan has a +4 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

MORBEAST

Medium Outsider (Evil, Extraplanar)

HD: 8d8+16 (52 hp); **Init:** +6; **Spd:** 60 ft.; **AC:** 17 (+2 Dex +5 natural); **Attack:** Claw +9 melee (1d6+1); **Full Attack:** 2 claw +9 melee (1d6+1) and bite +7 melee (1d8) and tail +7 melee (1d8); **Space/Reach:** 5 ft./5 ft.; **SA:** —; **SQ:** Damage reduction 5/good, darkvision 60 ft., life sense, spell resistance 18; **SV:** Fort +8, Ref +8, Will +6; **Abilities:** Str 13, Dex 14, Con 14, Int 6, Wis 11, Cha 9; **Skills:** Climb +10, Hide +17, Jump +21, Listen +9, Move Silently +13, Spot +9, Survival +9; **Feats:** Improved Initiative, Multiattack, Power Attack, Track [B]; **CR:** 5; **Advancement:** 9-16 HD (Medium) 17-24 HD (Large)

Life Sense (Su): Morbeasts can sense life essence, allowing them to detect living creatures as though they possessed blind sight 20-ft. They can also tell the status of creatures automatically as if it were under the effects of a deathwatch spell. Morbeasts can also living creatures by their essence rather than physical traces. When tracking by life essence, the terrain is always considered to be soft ground, and the DC is only modified by number of creatures, size of creatures, and time passed.

Skills: Morbeast receive a +4 racial bonus to Hide and Move Silently checks.

MORDE

Small Magical Beast

HD: 1d10+2 (7 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 12 (+1 Dex +1 size); **Attack:** Claw +3 melee (1d3-2 plus disease); **Full Attack:** 2 claw +3 melee (1d3-2 plus disease) and bite -3 melee (1d4-2 plus disease); **Space/Reach:** 2-1/2 ft./0 ft.; **SA:** Disease; **SQ:** Darkvision 60 ft. scent; **SV:** Fort +4, Ref +3, Will +0; **Abilities:** Str 6, Dex 12, Con 15, Int 7, Wis 11, Cha 8; **Skills:** Listen +2, Spot +2; **Feats:** Run, Weapon Finesse [B]; **CR:** 1/3; **Advancement:** 2-3 HD (Small); 4-6 HD (Medium)

Disease (Ex): Filth fever—claw or bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

MUD WALKER

Tiny Vermin

HD: 1d8-2 (2 hp); **Init:** +8; **Spd:** 50 ft., climb 40 ft.; **AC:** 17 (+4 Dex +2 size +1 natural); **Attack:** — **Full Attack:** —; **Space/Reach:** 2-1/2 ft./0 ft.; **SA:** —; **SQ:** Darkvision 60 ft., vermin traits; **SV:** Fort +0, Ref +4, Will +0; **Abilities:** Str 2, Dex 19, Con 7, Int —, Wis 10, Cha 2; **Skills:** Climb +8; **Feats:** Improved Initiative; **CR:** 1/10; **Advancement:** 2-3 HD (Tiny); 4-6 HD (Small)

Skills: Mud walkers have a +8 racial bonus on Climb checks. A mud walker can always choose to take 10 on Climb checks, even if rushed or threatened.

MUDRAY

Tiny Magical Beast (Aquatic)

HD: 1/2d10 (2 hp); **Init:** +2; **Spd:** Swim 60 ft.; **AC:** 14 (+2 Dex +2 size); **Attack:** Tail +5 melee (1d3-4 plus poison); **Full Attack:** Tail +5 melee (1d3-4 plus poison); **Space/Reach:** 2-1/2 ft./0 ft.; **SA:** Poison; **SQ:** Darkvision 60 ft.; **SV:** Fort +2, Ref +4, Will +0; **Abilities:** Str 3, Dex 15, Con 10, Int 2, Wis 11, Cha 6; **Skills:** Hide +13*, Move Silently +6, Swim +5; **Feats:** Stealth, Weapon Finesse [B]; **CR:** 1/4; **Advancement:** 1-2 HD (Tiny); 3-4 HD (Small)

Poison (Ex): Injury, Fortitude DC 12, Initial and secondary damage 1d2 Dexterity. The DC is Constitution based and includes a +2 racial bonus.

Skills: A mudray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Mudray receive a +8 racial bonus to hide checks when against a muddy waterbed.

NA-KU

Medium Humanoid

HD: 2d8+4 (13 hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 14 (+2 natural, +2 leather armor); **Attack:** Claw +2 melee (1d4+1) or shortbow +1 ranged (1d6/x3 plus poison); **Full Attack:** 2 claw +2 melee (1d4+1) and bite +0 melee (1d6) or shortbow +1 ranged (1d6/x3 plus poison); **Space/Reach:** 5 ft./5 ft.; **SA:** Poison; **SQ:** Poison use, prehensile tail; **SV:** Fort +5, Ref +2, Will -1; **Abilities:** Str 12, Dex 11, Con 14, Int 8, Wis 9, Cha 7; **Skills:** Climb +3, Jump +2, Swim +3; **Feats:** Multiattack; **CR:** 1; **Advancement:** By character class

Poison (Ex): Injury (short bows only), Fortitude DC 14 initial and secondary damage 1d3 Strength. This is a manufactured poison from the venomwood tree, thus the DC is not based on the Na-Ku's hit dice or ability scores.

Poison Use (Ex): Na-Ku do not risk poisoning themselves when handling poisons.

Prehensile Tail (Ex): Na-Ku have a prehensile tail, which they can use to hold objects, but not to wield weapons effectively. The tail also adds a +4 racial bonus to grapple checks.

NAR-EEL

Medium Magical Beast (Aquatic)

HD: 4d10 plus 3 (23 hp); **Init:** +1; **Spd:** Swim 60 ft.; **AC:** 14 (+1 Dex +3 natural); **Attack:** Horn +7 melee (1d6+3); **Full Attack:** Horn +7 melee (1d6+3); **Space/Reach:** 5 ft./5 ft.; **SA:** Flying leap; **SQ:** Darkvision 60 ft.; **SV:** Fort +4, Ref +5, Will +1; **Abilities:** Str 15, Dex 12, Con 11, Int 2, Wis 11, Cha 6; **Skills:** Jump +36, Listen +2, Spot +2, Swim +10; **Feats:** Spring Attack [B], Toughness, Weapon Focus (horn); **CR:** 3; **Advancement:** 5-8 HD (Medium); 9-12 HD (Large)

Flying Leap (Ex): Nar-eels may leap out of the water, by making a Jump check as though they were making a typical high jump. Typically when using this ability they also make use of their Spring Attack feat.

Skills: A Nar-eel has a +20 racial bonus to jump checks. A Nar-eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

NECROMANE

Large Outsider (Extraplanar, Lawful)

HD: 24d8+240 (348 hp); **Init:** +14; **Spd:** Fly 90 ft. (perfect); **AC:** 29 (+10 Dex +10 deflection -1 size); **Attack:** +5 vorpal adamantine scythe +39 melee (2d6+20/19-20/x4); **Full Attack:** +5 vorpal adamantine scythe +39/+34/+29/+24 melee (2d6+20/19-20/x4); **Space/Reach:** 10 ft./10 ft.; **SA:** essence scythe, spells, spell like abilities; **SQ:** Damage reduction 15/epic, darkvision 120 ft., deflecting aura, greater eschew materials, immune to mind-affecting effects, piercing vision, silent, spell resistance 34, tongues; **SV:** Fort +24, Ref +24, Will +24; **Abilities:** Str 30, Dex 31, Con 30, Int 30, Wis 31, Cha 31; **Skills:** Appraise +20, Bluff +30, Concentration +30, Decipher Script +20, Diplomacy +36, Heal +30, Hide +30, Intimidate +32, Knowledge (arcana) +31, Knowledge (architecture and engineering) +25, Knowledge (dungeoneering) +25, Knowledge (geography) +30, Knowledge (history) +37, Knowledge (local) +30, Knowledge (nature) +30, Knowledge (nobility and royalty) +30, Knowledge (religion) +30, Knowledge (the planes) +30, Listen +37, Search +37, Sense Motive +37, Spellcraft +32, Spot +37, Use Magic Device +30; **Feats:** Cleave, Combat Expertise, Great Cleave, Improved Critical (scythe), Improved Initiative, Improved Sunder, Power Attack, Spell Focus (necromancy), Weapon Focus (scythe); **CR:** 25; **Advancement:** 25-48 HD (large) 49+ HD (huge)

Essence Scythe (Ex): The necromane's scythe is composed of a fragment of its essence. It disappears if it leaves the necromane's hand, and a new scythe can be formed as a free action.

Deflecting Aura (Su): A necromane gains a deflection bonus to its armor class equal to its Charisma bonus.

Greater Eschew Materials (Ex): A necromane can cast any spell without using material components, regardless of the material's cost.

Piercing Vision (Su): A necromane's vision sees far beyond the physical world. It is treated as though it were constantly under the effects of arcane sight, deathwatch, and true seeing.

Silent (Ex): Necromane are completely silent unless they choose to be heard. They may cast any spell as though it were under the effect of the Silent Spell feat, but without increasing the needed spell slot, or requiring advanced preparation.

Tongues (Su): Necromane can speak and understand any language, as though they were always under the effect of a tongues spell.

Spells: A necromane may cast any spell from the Necromancy Order.

NECROPHAGE

Medium Undead

HD: 4d12 (26 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; **BAB/Grp:** +2/+3; **Attack:** Slam +3 melee (1d4+1 plus energy drain); **Full Attack:** Slam +3 melee (1d4+1 plus energy drain); **Space:** 5 ft./5 ft.; **SA:** Energy drain; **SQ:** Darkvision 60 ft., undead traits, scent; **SV:** Fort +1, Ref +2, Will +5; **Abilities:** Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15; **Skills:** Hide +8, Listen +7, Move Silently +16, Spot +7; **Feats:** Alertness, Blind-Fight; **CR:** 3; **Advancement:** 5–8 HD (Medium).

Disease (Ex): A successful bite attack by a Necrophage has the potential to pass along a disease to the victim. Fortitude save (DC 16). Failure to save inflicts 1d4 temporary Constitution damage and 1d4 temporary Strength damage.

Energy Drain (Su): Living creatures hit by a Necrophage's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the necrophage gains 5 temporary hit points.

Undead: Immunity to all mind-affecting effects, immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

NEEDLELEAF

Small Plant

HD: 2d8 (9 hp); **Init:** +1; **Spd:** Immobile; **AC:** 15 (+1 Dex +1 size +3 natural); **Attack:** Spines +3 ranged (1d4 plus poison); **Full Attack:** Spines +3 ranged (1d4 plus poison); **Space/Reach:** 5 ft./5 ft.; **SA:** Poison, spines; **SQ:** Blindsight 10 ft., plant traits; **SV:** Fort +2, Ref +1, Will +0; **Abilities:** Str 3, Dex 12, Con 10, Int —, Wis 11, Cha 1; **Skills:** —; **Feats:** —; **CR:** 1/2; **Advancement:** 3–4 HD (Small); 4–8 HD (Medium)

Poison (Ex): Injury, Fortitude DC 11, Initial damage sickened for 1 minute, secondary damage, sickened for 2d6 minutes. The DC is Constitution based.

Spines (Ex): Needleleaf do not provoke an attack of op-

portunity when attacking with their spines, nor do they apply their Strength modifier to damage. A needleleaf has a supply of spine equal to five times it hit die (10 spines for a typical needleleaf), and can regenerate its hit die worth of spines each day (2 spines for a typical needleleaf).

NEUROVORE

Fine Magical Beast

HD: 1/2 d10 (2 hp); **Init:** +1; **Spd:** 5 ft., Fly 60 ft. (average); **AC:** 21 (+3 Dex +8 size); **Attack:** —; **Full Attack:** —; **Space/Reach:** 1/2 ft./0 ft.; **SA:** Intelligence feeding; **SQ:** Darkvision 60 ft.; **SV:** Fort +2, Ref +5, Will +0; **Abilities:** Str 1, Dex 17, Con 10, Int 11, Wis 10, Cha 10; **Skills:** Hide +5, Listen +4, Move Silently +5, Spot +4; **Feats:** Alertness; **CR:** 1/6; **Advancement:** —

Intelligence Feeding (Ex): A neurovore may feed on thoughts of any intelligent creature. This deals 1 point of Intelligence damage for every full hour of feeding.

NEUROZOID

Tiny Plant

HD: 1d8 (4 hp); **Init:** –1; **Spd:** 10 ft.; **AC:** 11 (–1 Dex +2 size); **Attack:** —; **Full Attack:** —; **Space/Reach:** 2–1/2 ft./5 ft.; **SA:** —; **SQ:** Plant traits; **SV:** Fort +2, Ref –1, Will –1; **Abilities:** Str 3, Dex 8, Con 10, Int —, Wis 9, Cha 1; **Skills:** —; **Feats:** —; **CR:** 1/10; **Advancement:** 2–3 HD (Tiny); 4–6 HD (Small)

NIGHTHAWK

Tiny Magical Beast

HD: 4d10+4 (26 hp); **Init:** +1; **Spd:** 10 ft., fly 60 ft. (average); **AC:** 21 (+4 Dex +2 size +5 natural); **Attack:** Wing +10 melee (1d4–1/18–20); **Full Attack:** 2 wing +10 melee (1d4–1/18–20) and 2 claw +8 melee (1d2–1) and bite +8 melee (1d3–1); **Space/Reach:** 2–1/2 ft./0 ft.; **SA:** Augmented critical; **SQ:** Darkvision 60 ft.; **SV:** Fort +5, Ref +8, Will +3; **Abilities:** Str 8, Dex 18, Con 12, Int 7, Wis 14, Cha 6; **Skills:** Listen +5, Spot +17; **Feats:** Flyby Attack, Multitask, Weapon Finesse [B]; **CR:** 3; **Advancement:** 5–8 HD (Tiny); 9–12 HD (Small)

Augmented Critical (Ex): The obsidian wings of the nighthawk are incredibly sharp, and threaten a critical on a natural 18–20.

Skills: Nighthawks have a +12 racial bonus on Spot checks.

NIGHTSTALKER

Large Outsider (Evil, Extraplanar)

HD: 11d8+22 (71 hp); **Init:** +3; **Spd:** 40 ft.; **AC:** 15 (+3 Dex +3 natural –1 size); **Attack:** Claw +12 melee (1d6+2); **Full Attack:** 2 claw +12 melee (1d6+2); **Space/Reach:** 10 ft./10 ft.; **SA:** Breath weapon, dream assault; **SQ:** Astral projection, darkvision 60 ft. immune to illusions; **SV:** Fort +9, Ref +10, Will +9; **Abilities:** Str 14, Dex 17, Con 14, Int 16, Wis 15, Cha 13; **Skills:** Bluff +15, Concentration

+16, Hide +17, Intimidate +15, Listen +16, Knowledge (the planes) +17, Knowledge (any one) +17, Move Silently +17, Sense Motive +15, Spot +16, Survival +16; **Feats:** Ability Focus (breath weapon), Combat Expertise, Improved Initiative, Power Attack; **CR:** 8; **Advancement:** 12-22 HD (Large) 23-33 HD (Huge)

Breath Weapon (Su): 20-ft. cone, once every 2d4 rounds, puts victims to sleep as sleep spell but with no HD limit and a duration of 1d6 minutes, Fortitude DC 19 negates. The DC is Constitution Based.

Dream Assault (Su): To assault a target's dreams, the night stalker must first enter an astral projection. It then enters a special portal to the target's dreams. The target then battle in the victim's dreamscape for a total of 1 minute in real time (though it may seem longer or shorter in dream time). At the end of the minute the target must make a DC 17 Fortitude save or die.

If the victim is awakened before the ordeal ends, the assault automatically fails.

Astral Projection (Su): As a standard action, a nightstalker may astral project as the spell, except that it may only target itself, and it remains aware of its physical surroundings. Caster level 18)

OCTOMORPH

Medium Magical Beast (Aquatic)

HD: 5d10 (27 hp); **Init:** +3; **Spd:** 10 ft. swim 30 ft.; **AC:** 15 (+3 Dex +2 natural) or 19 (+4 shell armor +3 Dex +2 natural); **Attack:** Slam +7 melee (1d4+2); **Full Attack:** 8 slams +7 melee (1d4+2); **Space/Reach:** 5 ft./5 ft.; **SA:** Constrict (2d4+3), improved grab; **SQ:** Darkvision 60 ft.; **SV:** Fort +4, Ref +7, Will +3; **Abilities:** Str 14, Dex 17, Con 10, Int 15, Wis 14, Cha 9; **Skills:** Appraise +6, Hide +11, Escape Artist +7, Listen +8, Move Silently +11, Spot +8, Swim +6; **Feats:** Alertness, Stealthy; **CR:** 3; **Advancement:** 6-10 HD (Medium); 11-15 HD (Large) Constrict (Ex): An octomorph deals 2d4+3 damage with a successful grapple check.

Improved Grab (Ex): To use this ability an octomorph must hit an opponent up to one size larger than it with its slam attack. It then attempts to start a grapple as a free action that does not provoke an attack of opportunity. If it wins the grapple check it gains hold and can constrict.

Skills: An octomorph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OGRIPHANT

Large Magical Beast

HD: 8d10+32 (120 hp); **Init:** -2; **Spd:** 50 ft; **AC:** 18 (-1 size -2 Dex +11 natural); **Attack:** Gore +15 melee (1d8+8); **Full Attack:** Gore +15 melee (1d8+8) and 2 slams +10 (1d6+4); **Space/Reach:** 10 ft./5 ft.; **SA:** Trample (1d6+12); **SQ:** Darkvision 60 ft., scent, prehensile trunk; **SV:** Fort +10, Ref +4, Will +4; **Abilities:** Str 26, Dex 7,

Con 19, Int 2, Wis 15, Cha 6; **Skills:** Listen +8, Spot +8; **Feats:** Alertness, Die Hard, Endurance; **CR:** 7; **Advancement:** 9-16 HD (Large); 17-24 HD (Huge) Trample (Ex): Reflex half DC 22. The DC is Strength based.

Prehensile Trunk (Ex): Ogriphants can grasp and lift objects in their trunks, but cannot effectively wield weapons.

OGRONT

Gargantuan Magical Beast

HD: 36d10+360 (558 hp); **Init:** -3; **Spd:** 20 ft; **AC:** 33 (-4 size -3 Dex +30 natural); **Attack:** Gore +46 melee (2d8+14); **Full Attack:** Gore +46 melee (2d8+14) and 2 slams +41 (2d6+7); **Space/Reach:** 20 ft./15 ft.; **SA:** Trample (2d8+21); **SQ:** Damage reduction 20/epic, darkvision 60 ft., immune to poison and disease, resistance to acid 30, cold 30, electricity 30, fire 30, and sonic 20 spell resistance 33, spiked defense; **SV:** Fort +33, Ref +17, Will +13; **Abilities:** Str 39, Dex 5, Con 31, Int 2, Wis 7, Cha 6; **Skills:** Listen +19, Spot +23; **Feats:** Alertness, Awesome Blow, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Run, Skill Focus (Spot); **CR:** 21; **Advancement:** 37-72 HD (Gargantuan); 73+ HD (Colossal)

Trample (Ex): Reflex half DC 42. The DC is Strength based.

Spiked Defense (Ex): Any creature hitting an ogront with a natural weapon or melee weapon (excluding reach weapons) takes 2d6+7 points of damage, unless he makes a DC 25 Reflex save. The save DC is Dexterity based.

OMNIVRAX

Large Magical Beast

HD: 9d10+27 (76 hp); **Init:** +5; **Spd:** 50 ft; **AC:** 16 (-1 size +1 Dex +6 natural); **Attack:** Bite +12 melee (1d8+4); **Full Attack:** Bite +12 melee (1d8+4) and 2 claws +10 (1d6+2); **Space/Reach:** 10 ft./5 ft.; **SA:** Pounce; **SQ:** Blindsight 100 ft., darkvision 60 ft., lowlight vision, scent; **SV:** Fort +9, Ref +7, Will +6; **Abilities:** Str 19, Dex 12, Con 17, Int 2, Wis 16, Cha 7; **Skills:** Hide +1, Listen +11, Move Silent +5, Spot +7, Survival +7*; **Feats:** Alertness, Improved Imitative, Multiattack, Stealthy, Track [B]; **CR:** 6; **Advancement:** 10-18 HD (Large); 19-27 HD (Huge) **Pounce (Ex):** If an omnivrax charges a foe, it can make a full round attack against that opponent.

Blindsight (Ex): An omnivrax can locate creatures within 100 feet by hearing and scent. Opponents the omnivrax cannot actually see still have total concealment against the omnivrax.

Skills: Omnivrax have a +4 bonus to Listen and Spot checks. *Omnivrax have a +8 racial bonus to Survival checks when tracking by scent.

ONIR

Large Outsider (Extraplanar, Good)

HD: 14d8+70 (133 hp); **Init:** +6; **Spd:** 60 ft.; **AC:** 23 (+6 Dex +8 natural -1 size); **Attack:** Greatsword +18 melee (2d6+7/19-20) or touch +18 (1d8); **Full Attack:** Greatsword +18/+13/+8 melee (2d6+7/19-20) or touch +18 melee touch (1d8); **Space/Reach:** 10 ft./10 ft.; **SA:** Dreamblade, spell-like abilities; **SQ:** Damage reduction 10/good, darkvision 60 ft.; **SV:** Fort +14, Ref +15, Will +15; **Abilities:** Str 20, Dex 22, Con 21, Int 18, Wis 22, Cha 20; **Skills:** Balance +17, Climb +17, Concentration +22, Diplomacy +22, Intimidate +18, Jump +29, Knowledge (the planes) +21, Knowledge (any 2) +16, Listen +23, Search +21, Sense Motive +23, Spot +23, Tumble +18; **Feats:** Alertness, Cleave, Combat Expertise, Improved Disarm, Improved Trip, Power Attack; **CR:** 14; **Advancement:** 14-28 HD (Large) 29-42 HD (Huge)

Dreamblade (Su): The onir's greatsword deals double damage against outsiders from the nightmare ealm.

Spell-Like Abilities: The Onir may use any spell from the Wizardry order at the GM's discretion.

OPTERYX

Large Magical Beast

HD: 18d10+90 (189 hp); **Init:** +4; **Spd:** 30 ft., fly 60 ft. (average); **AC:** 17 (-1 size, +8 natural); **Attack:** Bite +23 (2d4+6) or claw +23 (2d6+6); **Full Attack:** 3 bites +23 (2d4+6); or 2 claws +23 (2d6+6) and tail slam +18 (2d8+3); **Space:** 10 ft./10 ft.; **SA:** Improved grab; **SQ:** Darkvision 60 ft., immunity to illusions, low-light vision; **SV:** Fort +16, Ref +13, Will +10; **Abilities:** Str 22, Dex 11, Con 20, Int 3, Wis 19, Cha 6; **Skills:** Listen +16, Spot +17; **Feats:** Alertness, Cleave, Flyby Attack, Improved Initiative, Lightning Reflexes, Power Attack, Wingover; **CR:** 12; **Advancement:** 19-22 HD (Large); 23-26 HD (Huge)
Improved Grab (Ex): To use this ability, an opteryx must hit with its tail slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

ORUK

Colossal Animal

HD: 42d8+657 (846 hp); **Init:** -5; **Spd:** 5 ft.; **AC:** 17 (-8 size, -5 Dex, +20 natural); **Attack:** Slam +36 (6d12+19); **Full Attack:** Slam +36 (6d12+19); **Space:** 30 ft./20 ft.; **SA:** None; **SQ:** Low-light vision, withdraw; **SV:** Fort +40, Ref +9, Will +18; **Abilities:** Str 36, Dex 1, Con 40, Int 1, Wis 15, Cha 4; **Skills:** Listen +17, Spot +17, Survival +17; **Feats:** Awesome Blow, Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Toughness (9); **CR:** 15; **Advancement:** 43-90 HD (Colossal)
Withdraw (Ex): As a standard action, an oruk can withdraw into or emerge from its shell. An oruk cannot attack while inside its shell, but its natural armor bonus improves to +40.

PARAMANE

Large Outsider (Extraplanar)

HD: 11d8+77 (126 hp); **Init:** +11; **Spd:** 40 ft.; **AC:** 17 (+7 Dex); **Attack:** Energy blast +17 (2d6); **Full Attack:** Energy blast +17 (2d6); **Space:** 10 ft./10 ft.; **SA:** Energy blast, spells; **SQ:** Damage reduction 10/magic, darkvision 60 ft., spell-like abilities; **SV:** Fort +14, Ref +14, Will +16; **Abilities:** Str 24, Dex 24, Con 24, Int 25, Wis 25, Cha 25; **Skills:** Concentration +21, Decipher Script +21, Diplomacy +23, Heal +21, Intimidate +21, Knowledge (any four) +21, Listen +21, Mode (any 5) +20, Search +21, Sense Motive +21, Spellcraft +21, Spot +21; **Feats:** Combat Casting, Improved Initiative, Iron Will, Skill Focus (Knowledge [any]); **CR:** 9; **Advancement:** By character class

Energy Blast (Su): A paramane can fire an energy blast as a ranged touch attack with a range of 30 feet.

Spells: A paramane casts arcane spells as a 7th-level sorcerer.

Spell-Like Abilities: At will—see invisibility; 2/day—plane shift, teleport, true seeing.

PARTHENIAN

Medium Construct

HD: 7d10+20 (58 hp); **Init:** -1; **Spd:** 20 ft.; **AC:** 18 (-1 Dex, +9 natural); **Attack:** Halberd +9 (1d10/x3); **Full Attack:** Halberd +9 (1d10/x3); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision; **SV:** Fort +4, Ref +1, Will +3; **Abilities:** Str 16, Dex 8, Con —, Int 15, Wis 12, Cha 9; **Skills:** Appraise +6, Intimidate +3, Listen +9, Spot +9, Swim +11, Use Rope +7; **Feats:** Great Fortitude, Power Attack, Weapon Focus (halberd); **CR:** 6; **Advancement:**

By character class

PHASM

Medium Outsider (Extraplanar, Incorporeal)

HD: 8d8+32 (68 hp); **Init:** +3; **Spd:** Fly 40 ft. (perfect); **AC:** 14 (+3 Dex, +1 deflection); **Base Attack/Grapple:** +8/—; **Attack:** Incorporeal touch +12 (1d4 Charisma drain); **Full Attack:** 2 incorporeal touches +12 (1d4 Charisma drain); **Space:** 5 ft./5 ft.; **SA:** Charisma drain; **SQ:** Darkvision 60 ft., detect spirits, immunity to illusions, incorporeal traits; **SV:** Fort +10, Ref +11, Will +11; **Abilities:** Str —, Dex 17, Con 19, Int 12, Wis 20, Cha 4; **Skills:** Bluff +8, Hide +14, Intimidate +10, Knowledge (the planes) +12, Knowledge (religion) +12, Listen +16, Search +12, Spot +16, Survival +16; **Feats:** Combat Reflexes, Lightning Reflexes, Weapon Focus (incorporeal touch); **CR:** 7; **Advancement:** 9-12 HD (Medium); 13-20 HD (Large); 21-24 HD (Huge)

Charisma Drain (Su): A phasm causes 1d4 points of Charisma drain each time it hits with its incorporeal touch attack (2d4 points to outsiders and incorporeal creatures). On each such successful attack, it gains 5 temporary hit points. An outsider or incorporeal creature reduced to Charisma 0 by a phasm dies.

Detect Spirits (Su): A phasm can detect incorporeal and extraplanar creatures anywhere within 1,000 feet. This effect is similar to a detect animals or plants spell, but the phasm doesn't need to specify a type of creature and the effect isn't blocked by barriers.

PREEN

Tiny Magical Beast

HD: 1d10-1 (4 hp); **Init:** +2; **Spd:** 30 ft.; **AC:** 14 (+2 size, +2 Dex); **Attack:** Kick +5 (1d4-4); **Full Attack:** Kick +5 (1d4-4) and bite +0 (1d3-4); **Space:** 2-1/2 ft./0 ft.; **SA:** None; **SQ:** Low-light vision; **SV:** Fort +1, Ref +4, Will +0; **Abilities:** Str 2, Dex 15, Con 9, Int 3, Wis 10, Cha 6; **Skills:** Perform (dance) -1, Perform (sing) -1, Spot +2; **Feats:** Weapon Finesse; **CR:** 1/4; **Advancement:** 2-3 HD (Tiny)

PSEUDO-DEMON

Medium Outsider (Evil, Extraplanar)

HD: 3d8-3 (10 hp); **Init:** +6; **Spd:** 30 ft., fly 20 ft. (clumsy); **AC:** 14 (+2 Dex, +2 natural); **Attack:** Claw +5 (1d4-1); **Full Attack:** 2 claws +5 (1d4-1); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Darkvision 60 ft., spot rifts; **SV:** Fort +2, Ref +5, Will +3; **Abilities:** Str 8, Dex 15, Con 8, Int 6, Wis 11, Cha 5; **Skills:** Bluff +3, Hide +10, Knowledge (the planes) +4, Move Silently +8, Search +4, Sleight of Hand +10; **Feats:** Improved Initiative, Weapon Finesse; **CR:** 1; **Advancement:** 4-8 HD (Medium)

Spot Rifts (Ex): A pseudo-demon who merely passes within 30 feet of a magical portal or rift is entitled to a DC 15 Search check to notice it as if it were actively looking for it.

Skills: Pseudo-demons have a +2 racial bonus on Hide checks.

QUAAL

Tiny Magical Beast

HD: 1d10 (5 hp); **Init:** +5; **Spd:** 40 ft.; **AC:** 17 (+2 size, +5 Dex); **Base Attack/Grapple:** +1/-11; **Attack:** Bite +8 (1d3-4); **Full Attack:** Bite +8 (1d3-4); **Space:** 2-1/2 ft./0 ft.; **SA:** None; **SQ:** Low-light vision, scent; **SV:** Fort +2, Ref +7, Will +2; **Abilities:** Str 2, Dex 20, Con 10, Int 3, Wis 15, Cha 9; **Skills:** Listen +7, Sleight of Hand +7, Spot +7; **Feats:** Weapon Finesse; **CR:** 1/4; **Advancement:** 2-5 HD (Tiny)

Skills: Quaal have a +4 racial bonus on Listen and Spot checks.

QUAN

Quan, 1st-Level Warrior

Medium Humanoid (Quan)

HD: 1d8+2 (6 hp); **Init:** -1; **Spd:** 30 ft.; **AC:** 11 (-1 Dex, +2 leather armor); **Attack:** Club +1 (1d6); **Full Attack:** Club +1 (1d6); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** None; **SV:**

Fort +1, Ref -1, Will -2; **Abilities:** Str 11, Dex 9, Con 8, Int 14, Wis 7, Cha 4; **Skills:** Appraise +4, Listen +0, Search +4, Spot +0; **Feats:** Toughness; **CR:** 1/2; **Advancement:** By character class; **Level Adjustment:** +0

RAKNID DRONE

Large Aberration

HD: 6d8+12 (39); **Init:** +7; **Spd:** 40 ft.; **AC:** 18 (-1 Size, +3 Dex, +6 natural); **Attack:** Sting +10 (2d4 +4 poison); **Full Attack:** 2 claws +8 (1d6+2) and Sting +10 (2d4 +4 poison); **Space:** 5 ft./5 ft.; **SA:** Dominate Person; **SQ:** hive Mind; **SV:** Fort +7, Ref +8, Will +8; **Abilities:** Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19; **Skills:** Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12; **Feats:** Dodge, Improved Initiative, Multiattack; **CR:** 7; **Advancement:** 7-9 HD (Medium); 10-12 HD (Large)

Dominate (Su): A Drone can control the actions of any humanoid creature through a telepathic link that they establish with the subject's mind. A Drone can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." Once a Drone has given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

RAKNID QUEEN

Gargantuan Aberration

HD: 20d8+100 (190); **Init:** -5; **Spd:** 0 ft.; **AC:** 20 (-4 Size, 11 natural); **Attack:** —; **Full Attack:** —; **Space:** 10 ft./5 ft.; **SA:** Psychic Blast; **SQ:** Fast healong, Hive mind, Immunity to poison, Telepathy; **SV:** Fort +9, Ref —, Will +19; **Abilities:** Str —, Dex —, Con 20, Int 20, Wis 20, Cha 21; **Skills:** Bluff +28, Concentration +28, Diplomacy +32, Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spot +30; **Feats:** Alertness, Great Fortitude, Iron Will; **CR:** 17; **Advancement:** 21-30 HD (Huge); 31-40 HD (Gargantuan)

Psychic Blast (Su): A Raknid Queen may let loose a blast of psychic energy inflicting 4d6 points of damage to anyone within 30 feet. Will save for half damage. Those who fail to save are also stunned for 1d6 rounds.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

RAKNID WARRIOR

Medium Aberration

HD: 4d8+8 (26 hp); **Init:** +3; **Spd:** 40 ft.; **AC:** 18 (+3 Dex, +5 natural), touch 13, flat-footed 15; **Attack:** Sting +7 melee (2d4+3 plus poison); **Full Attack:** Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1); **Space:** 5 ft./5 ft.; **SA:** poison; **SQ:** Hive mind, immunity to poison; **SV:** Fort +6, Ref +7, Will +5; **Abilities:** Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11; **Skills:** Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; **Feats:** Dodge, Multiattack; **CR:** 3; **Advancement:** 5–8 HD (Medium); 9–12 HD (Large)

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

RAKNID WORKER

Huge Aberration

HD: 5d8+1 (24 hp); **Init:** +2; **Spd:** 40 ft.; **AC:** 15 (-2 size, +2 Dex, +4 natural), touch 11, flat-footed 13; **Attack:** Bite +3 melee (1d4+1); **Full Attack:** Bite +3 melee (1d4+1); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Hive mind; **SV:** Fort +3, Ref +4, Will +2; **Abilities:** Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9; **Skills:** Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4; **Feats:** Skill Focus (Craft [selected skill]); **CR:** 1/2; **Advancement:** 2–3 HD (Medium)

RAJAN

Medium Humanoïd

HD: 1d8; **Init:** +1; **Spd:** 30 ft.; **AC:** 17 (+1 Dex, +5 chain mail, +1 black iron shield); **BAB/Grp:** +1/+2; **Attack:** Scimitar (1d6 +1 / 18–20) or Da-Khar (1d6 / x2); **Full Attack:** Scimitar (1d6 +1 / 18–20) or Da-Khar (1d6 / x2); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Rajan traits, possible spellcasting; **SV:** Fort +0, Ref +0, Will +2; **Abil:** Str 13, Dex 13, Con 10, Int 12, Wis 12, Cha 8; **Skills:** Concentration +2, Intimidate +4, Any 4 Modes +4, Ride +4; **Feats:** Weapon focus (scimitar), Order (necromancy) for Magicians; **CR:** 1; **Adv:** By character class; **LA:** +0

Rajan Traits (Ex): Rajans possess the following racial traits: +2 Wis, -1 Cha; +2 racial bonus to Will saves; Rajans are automatically proficient with the scimitar, Da-Khar and whip; +2 racial bonus on Survival (desert) and Knowledge (tactics) checks; Speak Rajanin; Rajan leaders are always Magicians with the Necromancy Order.

RAJAN SCORPION

Diminutive Vermin

HD: 1d8–1 (3 hp); **Init:** +4; **Spd:** 20 ft.; **AC:** 19 (+4 size, +4 Dex, +1 natural); **Base Attack/Grapple:** +0/–16; **Attack:** Sting +0 (1d3–4 plus poison); **Full Attack:** Sting +0 (1d3–4 plus poison); **Space:** 1 ft./0 ft.; **SA:** Poison; **SQ:** Darkvision 60 ft., vermin traits; **SV:** Fort +1, Ref +4, Will +2; **Abilities:** Str 2, Dex 18, Con 8, Int —, Wis 15, Cha 3;

Skills: Hide +16*; **Feats:** None; **CR:** 1/2; **Advancement:** 2–4 HD (Diminutive)

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d3 Strength, secondary damage 1d8 Constitution. The save DC is Constitution-based and includes a +8 racial bonus.

Skills: *Rajan scorpions have a +8 racial bonus on Hide checks in desert terrain.

RAVANT

Large Aberration

HD: 21d8+231 (325 hp); **Init:** +3; **Spd:** 40 ft.; **AC:** 32 (–1 size, –1 Dex, +24 natural); **Base Attack/Grapple:** +15/+29; **Attack:** Bite +24 (4d6+10); **Full Attack:** Bite +24 (4d6+10) and 2 claws +22 (3d6+5) and tail bite +22 (2d8+5 plus poison); **Space:** 10 ft./10 ft.; **SA:** Poison; **SQ:** Damage reduction 5/—, darkvision 60 ft., fast healing 15, immunity to exhaustion, fatigue, mind-affecting effects, and poison, spell resistance 31; **SV:** Fort +18, Ref +6, Will +19; **Abilities:** Str 30, Dex 9, Con 32, Int 3, Wis 21, Cha 5; **Skills:** Listen +17, Spot +17; **Feats:** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Multiattack, Power Attack; **CR:** 17

Poison (Ex): Injury, Fortitude DC 31, initial damage 3d6 Constitution, secondary damage 2d6 Constitution. The save DC is Constitution-based.

RAVENGER

Medium Aberration

HD: 7d10+20 (58 hp); **Init:** +3; **Spd:** 40 ft., fly 40 ft. swim 30 ft.; **AC:** 17 (+3 Dex, +4 natural); **Attack:** Claw +12 (1d4+6); **Full Attack:** 2 claws +12 (1d4+6) and bite +7 melee (1d8+3); **Space:** 10 ft./10 ft.; **SA:** Rend 2d4+9; **SQ:** Darkvision 60 ft., low-light vision, resistance, scent; **SV:** Fort +7, Ref +8, Will +5; **Abilities:** Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7; **Skills:** Climb +14, Move Silently +8, Spot +6; **Feats:** Iron Will; **CR:** 5; **Advancement:** 8–10 HD (Large)

Rend (Ex): A Ravenger that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Resistance (Ex): Ravengers take only half damage from fire or cold based attacks.

RAVIR

Tiny Magical Beast

HD: 1d10 (5 hp); **Init:** +2; **Spd:** 10 ft., fly 50 ft. (average); **AC:** 15 (+2 size, +2 Dex, +1 natural); **Base Attack/Grapple:** +1/–10; **Attack:** Bite +5 (1d4–3); **Full Attack:** Bite +5 (1d4–3) and claws +0 (1d3–3); **Space:** 2-1/2 ft./0 ft.; **SA:** None; **SQ:** Low-light vision; **SV:** Fort +2, Ref +4, Will +3; **Abilities:** Str 5, Dex 14, Con 10, Int 3, Wis 16, Cha 11; **Skills:** Listen +5, Spot +5; **Feats:** Weapon Finesse; **CR:** 1/3; **Advancement:** 2–3 HD (Tiny); 4 HD (Small)

RAYK

Tiny Magical Beast

HD: 2d10-4 (7 hp); **Init:** +5; **Spd:** 30 ft.; **AC:** 18 (+2 size, +5 Dex, +1 natural); **Base Attack/Grapple:** +2/-10; **Attack:** Bite +7 (1d6-4); **Full Attack:** Bite +7 (1d6-4) and claws +2 (1d4-4); **Space:** 2-1/2 ft./0 ft.; **SA:** None; **SQ:** Low-light vision; **SV:** Fort +0, Ref +7, Will +1; **Abilities:** Str 2, Dex 21, Con 7, Int 10, Wis 12, Cha 5; **Skills:** Escape Artist +11, Hide +19, Move Silently +11, Open Lock +7, Sleight of Hand +7; **Feats:** Weapon Finesse; **CR:** 1/3; **Advancement:** 3 HD (Tiny); 4-5 HD (Small)
Skills: Rayks have a +4 racial bonus on Escape Artist, Hide, and Move Silently checks.

REINCARNATOR

Medium Undead (Extraplanar, Incorporeal)

HD: 12d12 (78 hp); **Init:** +7; **Spd:** Fly 30 ft. (perfect); **AC:** 20 (+3 Dex, +7 deflection); **Base Attack/Grapple:** +6/-; **Attack:** Incorporeal touch +10 (1d6 plus energy drain); **Full Attack:** Incorporeal touch +10 (1d6 plus energy drain); **Space:** 5 ft./5 ft.; **SA:** Energy drain, possession, spell-like abilities; **SQ:** Darkvision 60 ft., incorporeal traits, undead traits, +2 turn resistance; **SV:** Fort +4, Ref +7, Will +15; **Abilities:** Str —, Dex 17, Con —, Int 20, Wis 20, Cha 24; **Skills:** Hide +18, Intimidate +22, Knowledge (arcana) +20, Knowledge (religion) +20, Listen +22, Mode (any 5) +20, Search +20, Sense Motive +20, Spellcraft +22, Spot +22; **Feats:** Ability Focus (possession), Alertness, Improved Initiative, Iron Will, Necromancy Order, Weapon Focus (incorporeal touch); **CR:** 13; **Advancement:** 13-24 HD (Medium)

Energy Drain (Su): Living creatures hit by a reincarnator's incorporeal touch attack gain two negative levels. The DC is 23 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the reincarnator gains 5 temporary hit points.

Possession (Su): This ability is similar to a magic jar spell (caster level 12th), except that it does not require a receptacle. To use this ability, the reincarnator must try to move into the target's space; moving into the target's space to use possession does not provoke attacks of opportunity. The target can resist the attack with a successful DC 25 Will save. The save DC is Charisma-based and includes the reincarnator's Ability Focus feat. A creature that successfully saves is immune to that same reincarnator's possession for 24 hours, and the reincarnator cannot enter the target's space. If the save fails, the reincarnator vanishes into the target's body.

RICTUS

Diminutive Animal

HD: 1/4 d8 (1 hp); **Init:** +3; **Spd:** 20 ft.; **AC:** 17 (+4 size, +3 Dex); **Attack:** Bite +3 (1d2-4); **Full Attack:** Bite +3 (1d2-4); **Space:** 1 ft./0 ft.; **SA:** None; **SQ:** Low-light vision; **SV:** Fort +2, Ref +5, Will +1; **Abilities:** Str 2, Dex 17, Con 10, Int 2, Wis 13, Cha 5; **Skills:** Intimidate +6, Swim

-2; **Feats:** Skill Focus (Intimidate), Weapon Finesse; **CR:** 1/8; **Advancement:** 1-3 HD (Diminutive); 4 HD (Tiny)

Skills: A rictus has a +4 racial bonus on Intimidate checks.

RIME HOUND

Small Magical Beast (Cold)

HD: 2d10+2 (13 hp); **Init:** +3; **Spd:** 40 ft.; **AC:** 16 (+1 size, +3 Dex, +2 natural); **Base Attack/Grapple:** +2/-4; **Attack:** Claw +1 (1d6-2 plus 1d4 cold); **Full Attack:** 2 claws +1 (1d6-2 plus 1d4 cold); **Space:** 5 ft./5 ft.; **SA:** Cold; **SQ:** Darkvision 60 ft., detect warmth, immunity to cold, low-light vision, vulnerability to fire; **SV:** Fort +4, Ref +6, Will +1; **Abilities:** Str 7, Dex 16, Con 12, Int 2, Wis 13, Cha 5; **Skills:** Listen +3, Spot +3, Survival +2; **Feats:** Track; **CR:** 1; **Advancement:** 3-4 HD (Small)
Detect Warmth (Ex): In cold weather, a rime hound can detect any fire source or creature unprotected from the weather within 100 feet.

ROCK URCHIN

Tiny Animal

HD: 1/2 d8-2 (1 hp); **Init:** -2; **Spd:** 10 ft., climb 10 ft.; **AC:** 15 (+2 size, -2 Dex, +5 natural); **Base Attack/Grapple:** +0/-13; **Attack:** Spine -3 (1d2-5); **Full Attack:** Spine -3 (1d2-5); **Space:** 2-1/2 ft./0 ft.; **SA:** None; **SQ:** Darkvision 60 ft., low-light vision, tremorsense 60 ft.; **SV:** Fort +0, Ref +0, Will +0; **Abilities:** Str 1, Dex 6, Con 6, Int 1, Wis 11, Cha 4; **Skills:** Climb +10; **Feats:** Endurance; **CR:** 1/8; **Advancement:** 1-3 HD (Tiny)
Skills: Rock urchins have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Rock urchins use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

ROOT GRUB

Fine Vermin

HD: 1/4 d8-1 (1 hp); **Init:** +0; **Spd:** 15 ft., burrow 10 ft.; **AC:** 18 (+8 size); **Base Attack/Grapple:** +0/-21; **Attack:** Bite +3 (1d3-5); **Full Attack:** Bite +3 (1d3-5); **Space:** 1/2 ft./0 ft.; **SA:** None; **SQ:** Tremorsense 60 ft., vermin traits; **SV:** Fort +1, Ref +0, Will +0; **Abilities:** Str 1, Dex 11, Con 8, Int —, Wis 10, Cha 2; **Skills:** None; **Feats:** None; **CR:** 1/8; **Advancement:** 1-3 HD (Fine); 4-5 HD (Diminutive); 6 HD (Small)

SANDMAN

Small Outsider (Extraplanar)

HD: 7d8+28 (59 hp); **Init:** +5; **Spd:** 30 ft.; **AC:** 16 (+1 size, +5 Dex); **Attack:** Energy blast +14 (1d6) or dreamdust +13; **Full Attack:** Energy blast +14 (1d6) or dreamdust +13; **Space:** 5 ft./5 ft.; **SA:** Dreamdust, energy blast, spell-like abilities; **SQ:** Darkvision 60 ft., immunity to sleep effects, spell resistance 17; **SV:** Fort +9, Ref +10, Will +12; **Abilities:** Str 6, Dex 20, Con 19, Int 19, Wis 21, Cha 12; **Skills:** Appraise +14, Concentration +14, Craft

(alchemy) +14, Diplomacy +15, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +15, Search +14, Sense Motive +17, Spellcraft +16, Spot +15, Use Magic Device +11; **Feats:** Iron Will, Negotiator, Weapon Focus (energy blast); **CR:** 6; **Advancement:** 8–20 HD (Small) **Dreamdust (Su):** A sandman can flick a dram of dreamdust at a creature within 5 feet as a ranged touch attack. A creature so struck must succeed on a DC 18 Will save or be affected as by a sleep spell with no HD limit for 8 hours. Extraplanar creatures must succeed on the save or be frightened or stunned (sandman's choice) for 5 minutes, instead. The save DC is Wisdom-based.

Energy Blast (Su): A sandman can fire an energy blast as a ranged touch attack with a range of 30 feet.

Spell-Like Abilities: Deep slumber (DC 18), dimension door, dream, hypnotic pattern (DC 17), nightmare (DC 20), phantom steed, see invisibility, tongues.

SAPIENT

Small Humanoid (Sapient)

HD: 2d8–2 (7 hp); **Init:** +3; **Spd:** 30 ft., climb 15 ft.; **AC:** 15 (+1 size, +3 Dex, +1 natural); **Base Attack/Grapple:** +1/–2; **Attack:** Club +3 (1d4+1); **Full Attack:** Club +3 (1d4+1); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Low-light vision, observation; **SV:** Fort –1, Ref +8, Will +2; **Abilities:** Str 12, Dex 16, Con 9, Int 5, Wis 15, Cha 6; **Skills:** Climb +12, Hide +7*, Listen +4, Spot +4; **Feats:** Lightning Reflexes; **CR:** 1; **Advancement:** By character class; **Level Adjustment:** +0

Observation (Ex): A sapient who observes a creature using a trained only skill can make an Intelligence check (DC equal to the skill check's DC) to learn how to use that skill untrained henceforth.

Skills: Sapient have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Sapient use their Dexterity modifier for Climb checks.

*Sapient have a +4 racial bonus on Hide checks when in forested areas.

SATADA

Medium Monstrous Humanoid

HD: 5d8+25 (47 hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +4 natural); **Base Attack/Grapple:** +5/+9; **Attack:** Claw +9 (1d6+4) or capture bow +6 (1d10/19–20 plus entangle); **Full Attack:** 2 claws +9 (1d6+4) and bite +7 (1d4+2) and tail slam +7 (1d8+2); or capture bow +6 (1d10/19–20 plus entangle); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Darkvision 60 ft., vulnerability to cold; **SV:** Fort +6, Ref +5, Will +6; **Abilities:** Str 19, Dex 12, Con 20, Int 12, Wis 15, Cha 7; **Skills:** Intimidate +4, Listen +8, Spot +8, Use Rope +7; **Feats:** Exotic Weapon Proficiency (capture bow), Multiattack; **CR:** 5; **Advancement:** By character class; **Level Adjustment:** +2

SAURAN

Medium Humanoid (Reptilian)

HD: 2d8+8 (17 hp); **Init:** –1; **Spd:** 20 ft. (15 ft. in scale mail); **AC:** 18 (–1 Dex, +5 natural, +4 scale mail); **Base Attack/Grapple:** +1/+6; **Attack:** Claw +6 (1d6+5); **Full Attack:** 2 claws +6 (1d6+5) and tail +1 (2d4+2); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Immunity to poison, low-light vision, resistance to fire 10, sluggish; **SV:** Fort +7, Ref –1, Will +1; **Abilities:** Str 20, Dex 8, Con 19, Int 7, Wis 13, Cha 8; **Skills:** Listen +3, Spot +3, Swim –2; **Feats:** Power Attack; **CR:** 3; **Advancement:** By character class; **Level Adjustment:** +2

Sluggish (Ex): A sauran who suffers cold damage must succeed on a Fortitude save (DC 10 + cold damage suffered) or be fatigued for 1 hour.

Skills: One in ten saurans has chameleon-like skin, bestowing a +8 racial bonus on Hide checks.

SAURUD

Large Humanoid (Reptilian)

HD: 4d8+24 (42 hp); **Init:** –2; **Spd:** 30 ft.; **AC:** 16 (–1 size, –2 Dex, +9 natural); **Base Attack/Grapple:** +3/+14; **Attack:** Claw +9 (2d4+7); **Full Attack:** 2 claws +9 (2d4+7) and tail +7 (2d6+3); **Space:** 10 ft./10 ft.; **SA:** None; **SQ:** Cold paralysis, immunity to poison, low-light vision, resistance to fire 15; **SV:** Fort +10, Ref –1, Will +1; **Abilities:** Str 24, Dex 6, Con 22, Int 3, Wis 11, Cha 5; **Skills:** Listen +3, Spot +3, Swim +8; **Feats:** Multiattack, Power Attack; **CR:** 5; **Advancement:** By character class **Cold Paralysis (Ex):** A saurud who suffers cold damage must succeed on a Fortitude save (DC 10 + cold damage suffered) or be paralyzed for 1d4 rounds and fatigued for 1 hour.

SCARLET SPOROZOID (CR 3)

If disturbed, a 5-foot square of scarlet sporozoid releases spores that affect creatures within 10 feet. Such creatures must succeed on a DC 15 Fortitude save or become infected, suffering 1 point of Constitution damage each round thereafter. The infection can be purged by inflicting fire or acid damage upon an infected creature equal to 1d3 times the Constitution damage suffered (minimum 4 points of fire or acid damage). A remove disease spell also cures the infection. A scarlet sporozoid can be destroyed by fire, and cannot release spores while the target of any spell with the light descriptor.

SCAVENGER SLIME

Large Ooze

HD: 5d10+25 (52 hp); **Init:** –3; **Spd:** 15 ft.; **AC:** 6 (–1 size, –3 Dex); **Attack:** Flagella +6 (1d6+1d4 acid); **Full Attack:** 4 flagella +6 (1d6+1d4 acid); **Space:** 10 ft./10 ft.; **SA:** Acid; **SQ:** Blindsight 60 ft., immunity to acid, ooze traits; **SV:** Fort +4, Ref –3, Will –4; **Abilities:** Str 18, Dex 4, Con 20, Int –, Wis 2, Cha 2; **Skills:** –; **Feats:** –; **CR:** 4; **Advance-**

ment: 6-8 HD (Large)

Acid (Ex): A scavenger slime's acid does not harm metal or stone.

Immunity to Acid (Ex): A scavenger slime is immune to all forms of acid and acid based attacks, whether they are magical or mundane.

SCIMITAR BUSH

Medium Plant

HD: 5d8 (22 hp); **Init:** -1; **Spd:** 0 ft.; **AC:** 13 (-1 Dex, +4 natural); **Base Attack/Grapple:** +3/+5; **Attack:** Leaf slash +5 (2d4+2/18-20); **Full Attack:** 2 leaf slashes +5 (2d4+2/18-20); **Space:** 5 ft./5 ft.; **SA:** None; **SQ:** Low-light vision, plant traits; **SV:** Fort +4, Ref +0, Will +1; **Abilities:** Str 14, Dex 9, Con 10, Int —, Wis 10, Cha 1; **Skills:** None; **Feats:** None; **CR:** 3; **Advancement:** 6-8 HD (Medium); 9 HD (Large)

SCYTHE

Medium Vermin

HD: 3d8 (13 hp); **Init:** +1; **Spd:** 40 ft.; **AC:** 13 (+1 Dex, +2 natural); **Attack:** Claw +2 (1d4); **Full Attack:** 2 claws +2 (1d4); **Space:** 5 ft./5 ft.; **SA:** -; **SQ:** Darkvision 60 ft., resist poison, vermin traits; **SV:** Fort +1, Ref +1, Will +0; **Abilities:** Str 10, Dex 13, Con 10, Int -, Wis 10, Cha 2; **Skills:** -; **Feats:** -; **CR:** 1/2; **Advancement:** 4-6 HD (Medium)

Resist Poison (Ex): A scythe gains a +2 bonus on all Fortitude saves to resist poison.

SEA SCORPION

Gargantuan Vermin

HD: 16d8+64 (136 hp); **Init:** +0; **Spd:** 50 ft., swim 40 ft.; **AC:** 25 (-4 size, +19 natural); **Attack:** Pincer +18 (2d6+10); **Full Attack:** 2 pincers +18 (2d6+10) and sting +13 (2d6+5 plus poison) and bite +13 (2d8+5); **Space:** 20 ft./15 ft.; **SA:** Poison; **SQ:** Darkvision 60 ft., vermin traits; **SV:** Fort +16, Ref +10, Will +10; **Abilities:** Str 30, Dex 10, Con 18, Int -, Wis 10, Cha 2; **Skills:** -; **Feats:** -; **CR:** 10; **Advancement:** 17-19 HD (Gargantuan)

Poison (Ex): A sea scorpion's poison deals 1d8 points of Constitution damage as both initial and secondary damage. A Fortitude save (DC 23) resists.

SEPHARAN

Medium Monstrous Humanoid

HD: 7d8+14 (45 hp); **Init:** +6 (+2 Dex, +4 Improved Initiative); **Spd:** 30 ft.; **AC:** 17 (+2 Dex, +2 leather armor, +1 light wooden shield, +2 ring of protection); **Attack:** Rapier +9 (1d6+2 18-20/x2) or Light Crossbow +9 (1d8); **Full Attack:** Rapier +9/+4 (1d6+2) or Light Crossbow +9 (1d8); **Space:** 5 ft./5 ft.; **SA:** Spell-like abilities; **SQ:** Blindsight 30 ft., darkvision 60 ft.; **SV:** Fort +5, Ref +7, Will +7; **Abilities:** Str 14, Dex 15, Con 14, Int 15, Wis 18, Cha 12; **Skills:** Concentration +12, Knowledge (The Planes)

+10, Listen +14, Mode (any 3) +6, Spot +6, Survival +10;

Feats: Die Hard, Endurance, Improved Initiative; **CR:** 5;

Advancement: By character class

Spell-like abilities (Su): 6 spells of the Demon Eye Order at GMs discretion. (see Midnight Realm book)

SHADINN

Medium Humanoid

HD: 4d8+10 (28 hp); **Init:** -1; **Spd:** 30 ft.; **AC:** 14 (+4 land lizard hide); **Attack:** Shadinn Great Axe (1d12 +5 / x3) or claws (1d4 +5); **Full Attack:** Shadinn Great Axe (1d12 +8 / x3) AND claws (1d4 +5); **Space:** 5 ft. / 5 ft.; **SA:** none; **SQ:** none; **Saves:** Fort +2, Ref +0, Will +0; **Abil:** Str 21, Dex 10, Con 15, Int 9, Wis 10, Cha 7; **Skills:** Climb +5, Ride +3; **Feats:** Mounted Combat; **CR:** 3; **Advance:** Per character class; **Level Adjustment:** +2 **Shadinn Traits (Ex):** +4 Strength, -2 Charisma, -2 Intelligence; Shadinn receive a +2 racial bonus to all Ride (Land Lizard) and Intimidate checks;

SHADOWCAT

Small Undead (Incorporeal)

HD: 4d12+3 (29 hp); **Init:** +6 (+2 Dex, +4 Improved Initiative); **Spd:** 30 ft.; **AC:** 15 (+1 size, +2 Dex, +2 deflection); **Attack:** Incorporeal touch +3 (energy drain); **Full Attack:** Incorporeal touch +3 (energy drain); **Space:** 5 ft./5 ft.; **SA:** Create spawn, energy drain; **SQ:** Corporeal form, darkvision 60 ft., immune to weapon damage, incorporeal traits, light sensitivity, magical light weakness, nine lives, undead traits; **SV:** Fort +4, Ref +2, Will +1; **Abilities:** Str -, Dex 14, Con -, Int 4, Wis 12, Cha 14; **Skills:** Balance +9, Hide +9, Listen +9, Move Silently +9, Survival +7; **Feats:** Improved Initiative, Toughness; **CR:** 3; **Advancement:** 5-8 HD (Medium)

Create Spawn (Su): A creature whose Constitution score has been reduced to 0 by a shadowcat's energy drain attack rises as a shadowform in 1d4 rounds.

Corporeal Form (Su): If a shadowcat successfully deals Constitution damage, it becomes corporeal. In corporeal form, the shadowcat has Str 10. Its attacks deal 1d3 points damage in addition to the energy drain attack. Its armor class remains at 14, as it gains a +2 natural armor bonus in lieu of the +2 deflection bonus. While in this form, a shadowcat gains damage reduction 5/silver or magic. The shadowcat can remain in this form for 1 hour per point of Constitution damage dealt.

Energy Drain (Su): A shadowcat's incorporeal touch deals 1d4 points of Constitution damage to creatures of similar form, such as exomorphs and malathropes. The shadowcat also gains a number of temporary hit points equal to the amount of Constitution damage inflicted. These hit points fade after 1 hour.

Immune to Weapon Damage (Ex): A shadowcat in its incorporeal form cannot be harmed by weapons, whether mundane or magical.

Light Sensitivity (Ex): In strong light, a shadowcat takes a -2 to all attack rolls, saving throws and skill checks.

Magical Light Weakness (Ex): Spells with the light descriptor disperse shadowcats immediately. The shadowcat returns 1d4 rounds after the light has faded.

Nine Lives (Su): A shadowcat has nine lives; if slain on the material plane, it can return in 1d6 rounds. The shadowcat may return again and again until all of its lives are spent. Each time a shadowcat returns, it is restored to full hit points.

Shadow Dragon

Huge Undead (Dragon)

HD: 22d12 (143 hp); **Init:** +1; **Spd:** 60 ft., fly 150 ft.; **AC:** 30 (-2 size, +1 Dex, +21 natural); **Attack:** Bite +17 (3d6+8); **Full Attack:** Bite +17 (3d6+8) and 2 claws +15 (1d8+4) and tail +15 (2d6+4); **Space:** 15 ft./15 ft.; **SA:** -; **SQ:** Frightful presence, immune to weapon damage, incorporeal form, light sensitivity, magical light weakness, true seeing; **SV:** Fort +18, Ref: +14, Will +15; **Abilities:** Str 27, Dex 12, Con -, Int 16, Wis 15, Cha 14; **Skills:** Bluff +17, Climb +23, Diplomacy +17, Knowledge (History) +28, Knowledge (Religion) +28, Listen +27, Sense Motive +27, Spot +27, Survival +7; **Feats:** Awesome Blow, Flyby Attack, Hover, Improved Bull Rush, Improved Natural Attack (Bite), Multiattack, Power Attack, Snatch; **CR:** 14; **Advancement:** 23-26 HD (Huge)

Frightful Presence (Ex): Creatures within 10 ft. of a shadow dragon must make a Will save (DC 23) or become panicked for 1d8+4 rounds. Once a creature has made a successful save against this ability, it cannot be affected again for 24 hours.

Immune to Weapon Damage (Ex): Nonmagical weapons or weapons not noted for damaging extra-dimensional entities deal no damage to a shadow dragon.

Incorporeal Form (Su): As a full-round action, a shadow dragon can assume an incorporeal form. While in this state it gains a +2 deflection bonus to its AC, but loses its natural armor bonus.

Light Sensitivity (Ex): A shadow dragon in strong light takes a -5 to all attack rolls, saving throws and skill checks.

Magical Light Weakness (Ex): Spells with the light descriptor deal an additional point of damage per level of the light spell.

True Seeing (Su): A shadow dragon is considered to be under the influence of a true seeing spell at all times.

Shadowwight

Medium Undead (Incorporeal)

HD: 5d12 (32 hp); **Init:** +1 **Spd:** 30 ft.; **AC:** 14 (+2 Dex, +2 deflection); **Attack:** Incorporeal touch +2 (energy drain); **Full Attack:** Incorporeal touch +2 (energy drain); **Space:** 5 ft./5 ft.; **SA:** Create spawn, energy drain; **SQ:** Corporeal form, darkvision 60 ft., immune to weapon damage, incorporeal traits, light sensitivity, magical light weakness, undead traits; **SV:** Fort +2, Ref +2, Will +6; **Abilities:** Str -, Dex 14, Con -, Int 10, Wis 14, Cha 15; **Skills:** Hide +9, Listen +10, Move Silently +11, Spot +10; **Feats:** Great Fortitude, Iron Will; **CR:** 3; **Advancement:**

6-8 HD (Medium)

Create Spawn (Su): A creature whose Constitution score has been reduced to 0 by a shadowwight's energy drain attack rises as a shadowform in 1d4 rounds.

Corporeal Form (Su): If a shadowwight successfully deals Constitution damage, it becomes corporeal. In corporeal form, the shadowwight has Str 16. It gains a +3 bonus to all attack rolls and its attacks deal 1d4+3 points damage in addition to the energy drain attack. Its armor class remains at 14, as it gains a +2 natural armor bonus in lieu of the +2 deflection bonus. While in this form, a shadowwight has damage reduction 5/silver or magic. The shadowwight can remain in its corporeal state for 1 hour per point of Constitution damage dealt.

Energy Drain (Su): A shadowwight's incorporeal touch deals 1d4 points of Constitution damage. The shadowwight also gains a number of temporary hit points equal to the amount of Constitution damage inflicted. These hit points fade after 1 hour.

Immune to Weapon Damage (Ex): A shadowwight in its incorporeal form cannot be harmed by weapons, whether mundane or magical.

Light Sensitivity (Ex): In strong light, a shadowwight takes a -2 to all attack rolls, saving throws and skill checks.

Magical Light Weakness (Ex): Spells with the light descriptor disperse shadowwights immediately. The shadowwight returns 1d4 rounds after the light has faded.

Shadow Wizard

Medium Undead

HD: 9d12 (58 hp); **Init:** +2; **Spd:** 30 ft.; **AC:** 19 (+2 Dex, +4 Bracers of Armor, +3 ring of protection); **Attack:** Touch +8 (1d4+4 plus energy drain); **Full Attack:** Touch +8 (1d4+4 plus energy drain); **Space:** 5 ft./5 ft.; **SA:** Create spawn, energy drain, spells; **SQ:** Damage reduction 5/silver or magic, darkvision 60 ft., incorporeal form, light sensitivity, magical light weakness, true seeing, undead traits; **SV:** Fort +4, Ref +5, Will +9; **Abilities:** Str 18, Dex 14, Con -, Int 18, Wis 14, Cha 10; **Skills:** Bluff +12, Concentration +12, Craft (Alchemy) +16, Decipher Script +16, Diplomacy +12, Knowledge (Arcana) +16, Knowledge (Religion) +16, Mode (any 5) +16, Spellcraft +16; **Feats:** Blind Fight, Combat Casting, Necromancy Order; **CR:** 7; **Advancement:** 10-12 HD (Medium)

Create Spawn (Su): A creature whose Constitution score has been reduced to 0 by a shadow wizard's energy drain attack rises as a shadowform in 1d4 rounds.

Incorporeal Form (Su): As a full-round action, a shadow wizard can become incorporeal. While in this state, the shadow wizard's touch attack deals energy drain damage only. Its AC remains at 19, but it loses its Strength score.

Energy Drain (Su): A shadow wizard's incorporeal touch deals 1d4 points of Constitution damage. The shadow wizard also gains a number of temporary hit points equal to the amount of Constitution damage inflicted. These hit points fade after 1 hour.

Light Sensitivity (Ex): A shadow wizard in strong light takes a -5 to all attack rolls, saving throws and skill checks.

Magical Light Weakness (Ex): Spells with the light

descriptor have the ability to disperse shadow wizards. The shadow wizard is allowed a Will save (DC=10+spell level) to resist. If the shadow wizard fails its save, it returns 1d4 rounds after the light has faded.

Spells (Su): Any spell of a known Mode at GMs discretion.
True Seeing (Su): A shadow wizard is considered to be under the influence of a true seeing spell at all times.

SHARL

Small Animal

HD: 2d8+4 (13 hp); **Init:** +1; **Spd:** 40 ft.; **AC:** 14 (+1 size, +1 Dex, +2 natural); **Attack:** Head butt +2 (1d3+1); **Full Attack:** Head butt +2 (1d3+1); **Space:** 5 ft./5 ft.; **SA:** -; **SQ:** Low light vision; **SV:** Fort +2, Ref +1, Will +0; **Abilities:** Str 12, Dex 12, Con 14, Int 2, Wis 10, Cha 6; **Skills:** Hide +6, Listen +5, Move Silently +6; **Feats:** Dodge; **CR:** 1/2; **Advancement:** 3-5 HD (Medium)

SHATHANE

Large Animal

HD: 10d8+33 (78 hp); **Init:** +3; **Spd:** 40 ft., climb 30 ft.; **AC:** 16 (-1 size, +3 Dex, +4 natural); **Attack:** Slam +10 (1d6+5); **Full Attack:** 2 slams +10 (1d6+5); **Space:** 10 ft./10 ft.; **SA:** Constrict; **SQ:** Low light vision, scent; **SV:** Fort +6, Ref +6, Will +4; **Abilities:** Str 20, Dex 16, Con 16, Int 2, Wis 10, Cha 4; **Skills:** Balance +16, Climb +17, Move Silently +16; **Feats:** Dodge, Improved Natural Armor, Iron Will, Toughness; **CR:** 4; **Advancement:** 11-13 HD (Large)

Constrict (Ex): A shathane that hits with both slam attacks grabs its opponent and crushes him. This attack automatically deals 2d6+7 points of damage.

SHIKARI

Fine Animal

HD: 1/2d8+1 (3 hp); **Init:** +2; **Spd:** 20 ft., fly 60 ft.; **AC:** 20 (+8 size, +2 Dex); **Attack:** None; **Full Attack:** None; **Space:** 1/2 ft./0 ft.; **SA:** Traps; **SQ:** Low light vision, trapmaking; **SV:** Fort +1, Ref +2, Will +0; **Abilities:** Str 1, Dex 14, Con 12, Int 2, Wis 14, Cha 8; **Skills:** Craft (Trapmaking) +7, Hide +5, Move Silently +5; **Feats:** Dodge; **CR:** 1/2; **Advancement:** 1-3 HD (Diminutive)

Trapmaking (Ex): All shikari receive a +8 racial bonus on Craft (Trapmaking) checks to create snare traps.

Traps (Ex): A shikari's habitat typically contains 1d4 snare traps, described below.

Snare Trap: CR 1; mechanical; location trigger; no reset; **Attack:** +5 (1d3); Search DC 15, Disable Device DC 15. Creatures caught in the snare can break free by dealing 2 points of damage to the snare with a slashing weapon or by succeeding on a DC 10 Strength check.

SHRIEKER

Medium Animal

HD: 3d8 (13 hp); **Init:** +5 (+1 Dex, +4 Improved Initiative); **Spd:** Fly 40 ft.; **AC:** 15 (+1 Dex, +4 natural); **Attack:** Beak +3 (1d6+1); **Full Attack:** Beak +3 (1d6+1); **Space:** 5 ft./5 ft.; **SA:** Diving attack, shrieking cry; **SQ:** Low light vision; **SV:** Fort +2, Ref +2, Will +2; **Abilities:** Str 12, Dex 12, Con 10, Int 2, Wis 14, Cha 6; **Skills:** Hide +4, Listen +9, Move Silently +7; **Feats:** Improved Initiative, Weapon Focus (Beak); **CR:** 1; **Advancement:** 4-6 HD (Medium)

Diving Attack (Ex): An airborne shrieker can make a dive attack as a full attack action, using its full attack bonus. If the diving attack is successful, the shrieker deals double damage. On a critical hit, the shrieker deals triple damage.

Shrieking Cry (Ex): All creatures in a 50 ft. radius who hear a shrieker's call must make a Will save (DC 14) or be panicked for 1d4 rounds. Shriekers can perform a shrieking cry as a standard action. Once a creature has made a successful save against a shrieker's cry they cannot be affected by the cry for 24 hours. Shriekers are immune to their own cry, and to the cries of other shriekers.

SIVIAN

Medium Magical Beast

HD: 6d10+18 (51 hp); **Init:** +2; **Spd:** 30 ft., fly 40 ft.; **AC:** 17 (+2 Dex, +5 natural); **Attack:** Claw +12 (1d4+4); **Full Attack:** 2 claws +12 (1d4+4) and bite +6 (1d6+2); **Space:** 5 ft./5 ft.; **SA:** Rend; **SQ:** Darkvision 60 ft., resist poison; **SV:** Fort +6, Ref +6, Will +2; **Abilities:** Str 20, Dex 14, Con 16, Int 6, Wis 14, Cha 12; **Skills:** Hide +11, Listen +11, Move Silently +11; **Feats:** Improved Natural Armor, Power Attack, Weapon Focus (Claw); **CR:** 4; **Advancement:** 7-9 HD (Large)

Rend (Ex): A sivian that hits with both claw attacks rips its opponent's flesh. This attack automatically hits and deals 2d4+7 points of damage.

Resist Poison (Ex): Sivians gain a +4 bonus on all Fortitude saves to resist poisons and toxins.

SKALANX

Large Monstrous Humanoid (Aquatic)

HD: 14d8+56 (119 hp); **Init:** +6 (+2 Dex, +4 Improved Initiative); **Spd:** 30 ft., swim 60 ft.; **AC:** 19 (-1 size, +2 Dex, +8 natural); **Attack:** Pincer +20 (1d8+6); **Full Attack:** 2 pincers +20 (1d8+6) and sting +14 (1d6+3 plus poison) and bite +14 (1d8+3); **Space:** 10 ft./10 ft.; **SA:** Poison; **SQ:** Amphibious, darkvision 60 ft.; **SV:** Fort +7, Ref +10, Will +10; **Abilities:** Str 22, Dex 15, Con 18, Int 8, Wis 10, Cha 10; **Skills:** Hide +19, Move Silently +19, Spot +17; **Feats:** Blind Fight, Improved Initiative, Iron Will, Weapon Focus (Pincer); **CR:** 7; **Advancement:** 15-17 HD (Large)

Poison (Ex): A skalanx's poison deals 1d4 points of Dexterity damage as both initial and secondary damage. A Fortitude save (DC 16) negates this damage.

SKANK

Tiny Magical Beast

HD: 1d10 (5 hp); **Init:** +1; **Spd:** 20 ft., burrow 10 ft.; **AC:** 15 (+2 size, +1 Dex, +2 natural); **Attack:** None; **Full Attack:** None; **Space:** 2 1/2 ft./0 ft.; **SA:** -; **SQ:** Adhesion, darkvision 60 ft., shell shield; **SV:** Fort +2, Ref +2, Will +2; **Abilities:** Str 5, Dex 12, Con 10, Int 16, Wis 14, Cha 10; **Skills:** Bluff +4, Diplomacy +4, Hide +6, Knowledge (Local) +7, Knowledge (History) +7; **Feats:** Iron Will; **CR:** 1/2; **Advancement:** 2-4 HD (Small)

Adhesion (Ex): A skank can stick to almost any surface, as if it were continuously affected by a spider climb spell.

Shell Shield (Ex): As a free action, a skank can retract into its shell. While in the shell, it is treated as having total cover. The shell has hardness 2 and 4 hp. If the shell is cracked or broken, the skank cannot use its shell shield ability again until it finds a new shell.

SLICUS

Large Ooze

HD: 1/2d10 (2 hp); **Init:** -5; **Spd:** 30 ft.; **AC:** 4 (-1 size, -5 Dex); **Attack:** None; **Full Attack:** None; **Space:** 10 ft./10 ft.; **SA:** -; **SQ:** Blindsight 60 ft. ooze traits, purification; **SV:** Fort +0, Ref -5, Will -4; **Abilities:** Str 3, Dex 1, Con 10, Wis 2, Int -, Cha 10; **Skills:** -; **Feats:** -; **CR:** 1/4; **Advancement:** 1-3 HD (Large)

Purification (Ex): Anyone who consumes a live slicus is treated as if having received a neutralize poison spell from a 20th level caster.

SMOKK

Small Magical Beast

HD: 1d10 (5 hp); **Init:** +3; **Spd:** 60 ft.; **AC:** 14 (+1 size, +3 Dex); **Attack:** None; **Full Attack:** None; **Space:** 5 ft./5 ft.; **SA:** -; **SQ:** Darkvision 60 ft., locate treasure, susceptible to disease; **SV:** Fort +0, Ref +3, Will +4; **Abilities:** Str 4, Dex 16, Con 10, Int 12, Wis 18, Cha 6; **Skills:** Listen +10, Search +5, Spot +10; **Feats:** Alertness; **CR:** 1/4; **Advancement:** 2-4 HD (Small)

Locate Treasure (Ex): A smokk can locate precious stones and metals (valued at 100 gp or more) within a range of 100 ft. The smokk will take the most direct route to the treasure; it has no knowledge of the safest path to it.

Susceptible to Disease (Ex): Smokks take a -4 penalty to all Fortitude saves to resist disease.

SNIFE

Small Magical Beast

HD: 3d10+9 (25 hp); **Init:** +4 (Improved Initiative); **Spd:** 20 ft.; **AC:** 19 (+1 size, +8 natural); **Attack:** None; **Full Attack:** None; **Space:** 5 ft./5 ft.; **SA:** -; **SQ:** Darkvision 60 ft., earth glide, immune to magic, shell shield; **SV:** Fort +4, Ref +1, Will +4; **Abilities:** Str 8, Dex 10, Con 16, Int 18, Wis 14, Cha 12; **Skills:** Diplomacy +8, Hide +7, Knowledge (Local) +11, Knowledge (History) +11, Listen

+6, Spot +6; **Feats:** Improved Initiative; Iron Will; **CR:** 3; **Advancement:** 4-6 HD (Medium)

Earth Glide (Ex): A snife can move through areas of mud as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence unless it wishes to. A move earth spell cast on an area containing a burrowing snife flings the snife back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Immune to Magic (Ex): Snifes are immune to all forms of magic, including spells, spell-like abilities, and extra damage from magical weapons, such as the fire damage from a flaming sword.

Shell Shield (Ex): As a free action, a snife can retract into its shell. While in the shell, it is treated as having total cover. The shell has hardness 5 and 7 hp. If the shell is cracked or broken, the snife cannot use its shell shield ability again until it finds a new shell.

SNIPER BUG

Fine Vermin

HD: 1/4d8 (1 hp); **Init:** +0; **Spd:** 15 ft.; **AC:** 18 (+8 size); **Attack:** Spear +4 (1-5) or ranged spear +9 (1-5); **Full Attack:** Spear +4 (1) or ranged spear +9 (1); **Space:** 1/2 ft./0 ft.; **SA:** -; **SQ:** Darkvision 60 ft., vermin traits; **SV:** Fort +0, Ref +0, Will +0; **Abilities:** Str 1, Dex 10, Con 8, Int 8, Wis 10, Cha 6; **Skills:** Hide +8; **Feats:** Weapon Focus (spear); **CR:** 1/2; **Advancement:** 1-3 HD (Diminutive)

Racial Ability (Ex): Sniper bugs gain a +8 bonus on all Hide checks.

SPIDER MOSS

Small Plant

HD: 2d8 (9 hp); **Init:** -2; **Spd:** 10 ft.; **AC:** 9 (+1 size, -2 Dex); **Attack:** None; **Full Attack:** None; **Space:** 5 ft./5 ft.; **SA:** Caustic spray; **SQ:** Low light vision, plant traits; **SV:** Fort +1, Ref +0, Will +1; **Abilities:** Str 4, Dex 6, Con 10, Int -, Wis 12, Cha 6; **Skills:** -; **Feats:** -; **CR:** 1/2; **Advancement:** 3-5 HD (Small)

Caustic Spray (Ex): As a standard action, a spider moss can release a caustic spray from its roots. This spray has a range of 5 ft. and deals 1d4 points of acid damage to plants and plant-based creatures (Reflex save DC 10 avoids).

SPITTING CROCUS

Diminutive Plant

HD: 1/4d8 (1 hp); **Init:** -5; **Spd:** 0 ft.; **AC:** 9 (+4 size, -5 Dex); **Attack:** None; **Full Attack:** None; **Space:** 1 ft./0 ft.; **SA:** Acid spray; **SQ:** Low light vision, plant traits; **SV:** Fort +1, Ref +0, Will +0; **Abilities:** Str 1, Dex 1, Con 10, Int -, Wis 4, Cha 4; **Skills:** -; **Feats:** -; **CR:** 1/4; **Advancement:** 1-3 HD (Tiny)

Acid Spray (Ex): As a standard action, a spitting crocus can spray a small amount of acid at a perceived threat. This spray has a range of 5 ft., and deals 1 point of acid damage (Reflex save DC 10 avoids). Creatures hit by the spitting

crocus' acid must immediately make a Fortitude save (DC 10) or be blinded for 1d10 minutes.

STRIDER

Large Animal

HD: 4d8+12 (30 hp); **Init:** +2; **Spd:** 50 ft.; **AC:** 15 (-1 size, +2 Dex, +4 natural); **Attack:** Talon +5 (1d6+3); **Full Attack:** 2 talons +5 (1d6+3) and bite +0 (1d8+1) and tail +0 (1d8+1); **Space:** 10 ft./5 ft.; **SA:** Constrict; **SQ:** Low light vision; **SV:** Fort +5, Ref +5, Will +3; **Abilities:** Str 16, Dex 14, Con 16, Int 2, Wis 10, Cha 6; **Skills:** Listen +7, Move Silently +9, Spot +7; **Feats:** Endurance, Run; **CR:** 3; **Advancement:** 5-7 HD (Large)

Constrict (Ex): A strider that hits with both talons and its tail attack coils its tail around the target and crushes them. This attack automatically hits and deals 2d6+4 points of damage.

SUBTERRANOID

Medium Monstrous Humanoid

HD: 10d8+30 (75 hp); **Init:** +4 (Improved Initiative); **Spd:** 30 ft.; **AC:** 16 (+6 natural); **Attack:** Tusk +13 (1d6+3) or Longsword +13 (1d8+3); **Full Attack:** 2 tusks +13 (1d6+3) or Longsword +13/+8 (1d8+3); **Space:** 5 ft./5 ft.; **SA:** -; **SQ:** Darkvision 60 ft., immunity to fire, light sensitivity; **SV:** Fort +7, Ref +7, Will +5; **Abilities:** Str 16, Dex 10, Con 16, Int 12, Wis 14, Cha 8; **Skills:** Bluff +12, Move Silently +13, Listen +15; **Feats:** Cleave, Endurance, Improved Initiative, Power Attack; **CR:** 5; **Advancement:** By character class

Immunity to Fire (Ex): Fire and fire based attacks (including alchemical and magical fire) deal no damage to a subterranoïd.

Light Sensitivity (Ex): In areas of strong light, subterranoïds take a -5 penalty to all attack rolls, saving throws and skill checks.

SWAMP LURKER

Medium Animal

HD: 16d8+48 (120 hp); **Init:** +7 (+3 Dex, +4 Improved Initiative); **Spd:** 30 ft., swim 40 ft.; **AC:** 18 (+3 Dex, +5 natural); **Attack:** Tentacle +16 (1d4+4 19-20/x2); **Full Attack:** 3 tentacles +16 (1d4+4 19-20/x2); **Space:** 5 ft./5 ft.; **SA:** Constrict; **SQ:** Amphibious, low light vision; **SV:** Fort +10, Ref +10, Will +7; **Abilities:** Str 18, Dex 16, Con 16, Int 2, Wis 12, Cha 6; **Skills:** Hide +22, Move Silently +22, Spot +22; **Feats:** Combat Reflexes, Dodge, Endurance, Improved Critical (tentacle), Improved Initiative, Iron Will; **CR:** 7; **Advancement:** 17-19 HD (Large)

Constrict (Ex): A swamp lurker that hits with all three tentacles grabs its opponent and crushes him. This attack automatically hits and deals 2d4+6 points of damage.

SWAMP MANTIS

Medium Vermin

HD: 3d8 (13 hp); **Init:** +3; **Spd:** 30 ft.; **AC:** 14 (+3 Dex, +1 natural); **Attack:** Claw +2 (1d4); **Full Attack:** 2 claws +2 (1d4); **Space:** 5 ft./5 ft.; **SA:** -; **SQ:** Darkvision 60 ft., vermin traits; **SV:** Fort +1, Ref +3, Will +0; **Abilities:** Str 10, Dex 16, Con 10, Wis 10, Int -, Cha 6; **Skills:** -; **Feats:** -; **CR:** 1/2; **Advancement:** 4-6 HD (Medium)

TARDISITE

Small Magical Beast

HD: 2d10 (11 hp); **Init:** +1; **Spd:** 10 ft. Climb 10 ft.; **AC:** 15 (+1 Dex +3 Natural +1 size); **Attack:** -; **Full Attack:** -; **Space:** 5 ft./5 ft.; **SA:** Frightful presence, inflate; **SQ:** Darkvision 60 ft. spiny defense; **SV:** Fort +3, Ref +4, Will +2; **Abilities:** Str 6, Dex 12, Con 10, Int 7, Wis 14, Cha 9; **Skills:** Climb +10, Hide +7*, Listen +5, Spot +5; **Feats:** Alertness; **CR:** 1; **Advancement:** 3-6 HD (Small)

Frightful Presence (Ex): The sight of an inflating tardasite is enough to scare off weak willed creatures. Creatures with fewer hit dice than the tardasite must make a DC 10 Will save to avoid the fear effects. Tiny and smaller creatures are frightened by the tardasite's frightful presence, while medium and larger creatures are merely shaken. The save DC is Charisma based.

Inflate (Ex): As a standard action a tardasite can inflate itself like a puffer fish. When it does so it takes up a space of 10 ft. Any creature who occupies a square the tardasite is inflating into must make a DC 16 Reflex save or take 1d8 points of damage. Optionally the creature may elect to take an attack of opportunity on the tardasite, but in this case the creature automatically takes damage as though it failed the save. The save DC is Dexterity based, and includes a +4 racial bonus. **Spiny Defense (Ex):** Any creature hitting a tardasite with a natural weapon or melee weapon (excluding reach weapons) takes 1d8 points of damage, unless he makes a DC 12 Reflex save. The save DC is Dexterity based.

Skills: Tardasites have a +8 racial bonus on their climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

TARKUS

Medium Animal

HD: 5d10+25 (52 hp); **Init:** +1; **Spd:** 40 ft.; **AC:** 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; **Attack:** Claw +9 melee (1d6+5); **Full Attack:** 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2); **Space:** 10 ft./5 ft. **SA:** Improved grab; **SQ:** Scent; **SV:** Fort +9, Ref +5, Will +2; **Abilities:** Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10; **Skills:** Listen +8, Spot +8; **Feats:** Alertness, Run, Track; **CR:** 4; **Advancement:** 6-8 HD (Large); 9-15 HD (Huge).

Improved Grab (Ex): To use this ability, a Tarkus must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

TAZIAN FLY

Fine Vermin

HD: 1/4 d8 (1 hp); **Init:** +3; Spd 5 ft. Fly 30 ft. (good); **AC:** 21 (+3 Dex +8 size); **Attack:** Bite +11 melee (1 plus disease); **Full Attack:** Bite +11 melee (1 plus disease); **Space:** 1/2 ft./0 ft.; **SA:** Disease; **SQ:** Damage reduction 5/bludgeoning, darkvision 60 ft., vermin traits; **SV:** Fort +2, Ref +3, Will +0; **Abilities:** Str 1, Dex 16, Con 10, Int —, Wis 11, Cha 1; **Skills:** —; **Feats:** Weapon Finesse [B]; **CR:** 1/4; **Advancement:** —

TEMESIAN MONORYX

Medium Aberration

HD: 6d8+6 (33 hp); **Init:** +10; Spd 90 ft.; **AC:** 23 (+6 Dex +7 natural); **Attack:** Gore +10 melee (1d6+1); **Full Attack:** Gore +10 melee (1d6+1) and 2 claws +5 melee (1d4); **Space:** 5 ft./5 ft.; **SA:** —; **SQ:** Damage reduction 5/adamantine, darkvision 60 ft.; **SV:** Fort +3, Ref +8, Will +7; **Abilities:** Str 12, Dex 22, Con 13, Int 4, Wis 14, Cha 3; **Skills:** Listen +14, Spot +15; **Feats:** Improved Initiative, Run, Weapon Finesse; **CR:** 4; **Advancement:** 7-12 HD (Medium); **Skills:** Temesian Monoryx gain a +8 racial bonus to Listen and Spot checks.

TERRADRACTYL

Large Magical Beast

HD: 7d10+14 (54 hp); **Init:** +1; Spd 20 ft. Flying 60 ft. (average); **AC:** 20 (+1 Dex +10 natural -1 size); **Attack:** Bite +9 melee (1d8+3); **Full Attack:** Bite +9 melee (1d8+3) and 2 claws +7 melee (1d6+1); **Space:** 10 ft./5 ft.; **SA:** —; **SQ:** Damage reduction 10/magic, darkvision 60 ft. restless; **SV:** Fort +10, Ref +7, Will +3; **Abilities:** Str 16, Dex 13, Con 14, Int 3, Wis 14, Cha 3; **Skills:** Listen +11, Spot +11; **Feats:** Flyby Attack, Multiattack, Wingover; **CR:** 6; **Advancement:** 8-14 HD (Large); 14-21 HD (Huge)

Restless (Ex): Terradractyls do not require rest or sleep, though they are still magical sleep, such as that caused by the deep slumber spell.

Skills: *Terradractyl gain a +4 racial bonus to Listen and Spot checks.

TIMBER BEAST

Large Magical Beast

HD: 4d10+12 (34 hp); **Init:** +2; Spd 50 ft.; **AC:** 16 (+2 Dex +4 natural -1 size); **Attack:** Bite +8 melee (1d8+6); **Full Attack:** Bite +8 melee (1d8+6); **Space:** 10 ft./5 ft.; **SA:** —; **SQ:** Darkvision 60 ft., scent; **SV:** Fort +7, Ref +6, Will +3; **Abilities:** Str 18, Dex 15, Con 16, Int 2, Wis 15, Cha 3; **Skills:** Hide +0, Listen +5, Move Silently +4, Spot +5, Survival +3*; **Feats:** Alertness, Track [B], Weapon Focus (bite); **CR:** 4; **Advancement:** 5-8 HD (Large); 9-12 HD (Huge)

Skills: *Timber beasts gain a +8 racial bonus to Survival checks when track by scent.

TSARLAK

Small Aberration

HD: 3d8 plus 3 (16 hp); **Init:** +1; Spd 0 ft.; **AC:** 13 (-5 Dex +3 natural +4 cover +1 size); **Attack:** Tentacle +5 melee (1d3); **Full Attack:** 4 tentacles +5 melee (1d3) and bite +0* melee (1d4); **Space:** 5 ft./5* ft.; **SA:** Improved grab, swallow whole; **SQ:** Buried, immobile, reachless bite, tremorsense 60 ft.; **SV:** Fort +1, Ref -2, Will +3; **Abilities:** Str 10, Dex 13, Con 11, Int 2, Wis 11, Cha 7; **Skills:** Hide +12, Listen +4; **Feats:** Toughness, Weapon Finesse [B], Weapon Focus (tactical); **CR:** 2; **Advancement:** 4-6 HD (Small); 7-12 HD (Medium); 13-18 HD (Large); 19-24 HD (Huge); 25-30 HD (Gargantuan); 31+ HD (Colossal)

Improved Grab (Ex): A Tsarlak can use this ability with either its tentacle or bite attack. With its tentacle it may use this ability on creatures up to one size category larger than the tsarlak, but for the bite creatures must be one size category smaller, or smaller. A tsarlak may use either its Strength or its Dexterity modifier on grapple checks, whichever is better. A typical tsarlak has a -3 grapple check.

Swallow Whole (Ex): A tsarlak can try to swallow a Tiny or smaller opponent that has been grabbed by a bite attack by making a successful grapple check. A swallowed creature takes 2d4 points of piercing damage and 1d6 points of acid damage per round from the tsarlak's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 4 points of damage to the gizzard (AC 11). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A tsarlak's gizzard can hold 2 Tiny, or 4 Diminutive, or 8 Fine creatures.

Buried (Ex): While the tsarlak is buried in the sand, it is always considered to have cover. The bonuses to armor class and Reflex saves have been included in the stats above. A buried tsarlak can be pulled out of the ground on a DC 20 Strength check. The check DC is Strength based, and includes a +10 racial bonus.

Immobile (Ex): A tsarlak cannot move. It is considered to have a -5 Dexterity modifier for the purposes of armor class and Reflex saves.

Reachless Bite (Ex): A tsarlak's reach applies only to its tentacle attacks. *A tsarlak's bite always has a reach of 0 ft. A creature must occupy the same square as the tsarlak for it to use its bite. (Most likely because the creature has been dragged there).

TUNDRA BEAST

Medium Animal

HD: 4d8+12 (30 hp); **Init:** +5; **Spd:** 50 ft.; **AC:** 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; **Attack:** Bite +7 melee (1d6+4); **Full Attack:** 2 Bites +7 melee (1d6+4), 2 claws (1d4+4); **Space:** 5 ft./5 ft.; **SA:** Rend; **SQ:** Camouflage, scent; **SV:** Fort +7, Ref +5, Will +5; **Abilities:** Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13; **Skills:** Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*; **Feats:** Dodge, Improved Initiative, Multiattack, Track; **CR:** 3; **Advancement:** 5-6 HD (Medium); 7-12 HD (Large).

Immunity (Ex): Tundra Beasts are immune to cold and cold-based damage.

Rend(Ex): A Tundra Beast that hits with a bite attack attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills*: A Tundra Beast has a +4 racial bonus on Survival checks when tracking by scent.

TUNDRA LOPER

Large Magical Beast

HD: 6d10+30 (63 hp); **Init:** +2; **Spd** 50 ft; **AC:** 15 (+2 Dex +3 natural -1 size); **Attack:** Bite +7 melee (1d8+2); **Full Attack:** Bite +7 melee (1d8+2) and 2 claw +2 melee (1d6+2) and tail +2 melee (1d8+2); **Space/Reach:** 10 ft./5 ft.; **SA:** —; **SQ:** Darkvision 60 ft.; **SV:** Fort +10, Ref +7, Will +3; **Abilities:** Str 15, Dex 14, Con 21, Int 4, Wis 12, Cha 7; **Skills:** Balance +9, Climb +8, Spot +5, Listen +5; **Feats:** Alertness, Endurance, Run; **CR:** 4; **Advancement:** 7-12 HD (Large); 13-18 HD (Huge)

Skills: Tundra Lopers have a +4 racial bonus to Balance and Climb checks.

URTHRAX

Small Animal

HD: 3d8+9 (22 hp); **Init:** +2; **Spd:** 30 ft., swim 20 ft.; **AC:** 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; **Attack:** Bite +5 melee (1d8+4); **Full Attack:** Bite +5 melee (1d8+4), 2 claws (1d4+4); **Space:** 5 ft./5 ft. **SA:** Stench; **SQ:** Low-light vision, Immunity to poison and disease.; **SV:** Fort +8, Ref +5, Will +2; **Abilities:** Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2; **Skills:** Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; **Feats:** Great Fortitude; **CR:** 2; **Advancement:** 4-5 HD (Medium)

Immunity (Ex): Urthrax are immune to all known diseases and poisons.

Stench (Ex): When an Urthrax is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except Urthrax) within 30 feet of an Urthrax must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same Urthrax's stench for 24 hours. A delay poison or neutralize poison type spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

VASP

Large Vermin

HD: 8d8+24 (60 hp); **Init:** +3; **Spd** 50 ft; **AC:** 20 (+3 Dex +8 natural -1 size); **Attack:** Claw +9 melee (1d8+4) or web +8 ranged touch (entangle); **Full Attack:** 2 claw +9 melee (1d8+4) and sting +7 melee (1d6+2 plus poison) and bite +7 or web +8 ranged touch (entangle); **Space:** 10 ft./5 ft.;

SA: Improved grab, poison, web; **SQ:** Damage reduction 10/magic, darkvision 60 ft. vermin traits; **SV:** Fort +9, Ref +5, Will +4; **Abilities:** Str 19, Dex 17, Con 16, Int —, Wis 12, Cha 2; **Skills:** Jump +, Listen +5, Spot +5; **Feats:** Multiattack[B]; **CR:** 6; **Advancement:** 9-16 HD (Large); 17-24 HD (Huge) Improved Grab (Ex): To use this ability a vasp must hit with its claw attack. The vasp has a total grapple modifier of +7.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Constitution. The save DC is Constitution based.

Web (Ex): A vasp may shoot a web as a ranged touch attack that has a range increment of 10 ft. and can be shot up to five increments. This web deals no damage, but entangles any creature it strikes. An entangled creature can escape with a DC 17 Strength check, or a DC 21 Escape Artist Check, or by deal 12 points of damage to the web with a slashing weapon. The check DCs are Constitution based, and the Escape Artist check includes a +4 racial bonus.

VERDIR

Medium Plant

HD: 1d8-1 (3 hp); **Init:** +; **Spd** 30 ft; **AC:** 12 (+2 natural); **Attack:** Club +0 melee (1d6); **Full Attack:** Club +0 melee (1d6); **Space/Reach:** 5 ft./5 ft.; **SA:** —; **SQ:** Low light vision, plant traits, speak with plants; **SV:** Fort +1, Ref +1, Will +1; **Abilities:** Str 11, Dex 13, Con 9, Int 10, Wis 12, Cha 10; **Skills:** Hide +1*, Listen +7, Spot +7; **Feats:** Alertness; **CR:** 1/3; **Advancement:** By character class

Speak With Plants (Sp): Verdir may use this spell-like ability at will.

Skills: *Verdir gain a +8 racial bonus to Hide checks in areas of high vegetation.

VIOLET CREEPER

Medium Plant

HD: 2d8-2 (7 hp); **Init:** +0; **Spd** 30 ft; **AC:** 14 (+4 natural); **Attack:** Slam +1 melee (paralysis); **Full Attack:** Tentacle +1 melee (paralysis); **Space:** 5 ft./5 ft.; **SA:** Blood drain, paralysis; **SQ:** Low light vision, plant traits; **SV:** Fort +2, Ref +0, Will +0; **Abilities:** Str 8, Dex 10, Con 9, Int 7, Wis 10, Cha 4; **Skills:** Hide +4, Move Silently +5; **Feats:** Stealthy; **CR:** 1; **Advancement:** 3-6 HD (Medium)

Paralysis (Ex): The slam from a violet creeper does no damage, but the target must make a DC 10 Fortitude save or be paralyzed for 1d4+1 minutes. The DC is Constitution based.

Blood Drain (Ex): A violet creeper can drain the blood from a helpless creature. This deals 1 point of Constitution damage per minute that the violet creeper drains blood.

VIRD

Medium Humanoid

HD: 1d8 +2 (6hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +3 Studded Leather, +1 black iron shield); **Attack:** Scimitar +2 (1d8+1 / 19-20) or javelin +2 (1d6 +1) or claws (1d4); **Full Attack:** Scimitar +2 melee (1d8+1 /

19-20) or javelin +2 (1d6+1) AND claws (1d4); **Space:** 5 ft. / 5 ft.; **SA:** —; **SQ:** Vird Traits; **SV:** Fort +4, Ref +1, Will -1; **Abil:** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8; **Skills:** Hide +3, Listen +2, Move Silently +2, Survival (desert) +4; **Feats:** Faith (Nihilist Cult); **CR:** 1/2; **Advance:** Per character class; **LA:** +0

Vird Traits (Ex): +2 Constitution, -2 Charisma; Vird receive a +2 racial bonus to all Survival (desert) checks.

VISION

Huge Outsider (Good, Extraplanar)

HD: 22d8+198 (297 hp); **Init:** +11; **Spd:** 60 ft; **AC:** 30 (+11 Dex +11 deflection -2 size); **Attack:** Touch +30 melee touch (4d6); **Full Attack:** 2 touch +30 melee touch (4d6); **Space:** 15 ft./15 ft.; **SA:** Spells, spell-like abilities; **SQ:** Damage reduction 15/epic, darkvision 60 ft., deflecting aura, immune to cold, fire and electricity, resistant to acid 30, true sight; **SV:** Fort +22, Ref +24, Will +23; **Abilities:** Str 30, Dex 32, Con 28, Int 29, Wis 30, Cha 33; **Skills:** Appraise +29, Concentrate +34, Craft (any one) +30, Decipher Script +29, Diplomacy +38, Gather Information +31, Handle Animals +31, Heal +30, Knowledge (arcana) +34, Knowledge (the planes) +34, Knowledge (any 2) +29, Listen +30, Mode (Illusion), Search +29, Sense Motive +30, Spellcraft +36, Spot +30, Survival +30; **Feats:** Combat Expertise, Dodge, Improved Initiative, Mobility, Order (any 3), Spring Attack, Whirlwind Attack; **CR:** 23; **Advancement:** 22-44 HD (Huge); 45+ HD (Gargantuan)

Deflecting Aura (Su): A vision gains a deflection bonus to its Armor Class equal to its Charisma bonus.

True Sight (Su): A vision can see as though it continually had the true sight spell in effect

Spell-Like Abilities: A Vision has access to any spell that uses the Illusion Mode at the GMs discretion.

VOID MONSTER

Large Outsider (Extraplanar)

HD: 8d8 (36 hp); **Init:** +0; **Spd:** 30 ft; **AC:** 14 (+1 Dex +4 natural -1 size); **Attack:** Tentacle +8 melee (1d6+1 plus 1d6 negative energy); **Full Attack:** 6 tentacles +8 melee (1d6+1 plus 1d6 negative energy); **Space:** 10 ft./10 ft.; **SA:** Negative energy; **SQ:** Darkvision 60 ft. extraplanar vulnerability, negative energy affinity, negative energy defense; **SV:** Fort +5, Ref +5, Will +3; **Abilities:** Str 12, Dex 11, Con 10, Int 5, Wis 11, Cha 10; **Skills:** Climb +12, Jump +12, Listen +11, Spot +11, Swim +12; **Feats:** Cleave, Great Cleave, Power Attack; **CR:** 5; **Advancement:** 9-16 HD (Large); 17-24 HD (Huge) **Negative Energy Touch (Su):** An attack from a void monster does an additional 1d6 points of negative energy damage.

Extraplanar Vulnerability (Ex): A void monster suffers 1 point of damage every round it is on any plane other than the negative energy plane.

Negative Energy Affinity (Ex): Though it is alive, the void monster's close ties to the negative energy plane mean that it reacts to the effects of positive energy and negative energy as though it were undead.

Negative Energy Defense (Su): Anytime a void monster is struck by a manufactured weapon, the weapon must make a DC 14 Fortitude save or be disintegrated. If struck by an unarmed strike or natural weapon, the attacker must make a similar save or suffer 2d6 points of negative energy damage.

VOLTT

Medium Magical Beast (Aquatic)

HD: 4d10+4 (26 hp); **Init:** +5; **Spd:** Swim 60 ft; **AC:** 17 (+1 Dex +6 natural); **Attack:** Bite +6 melee (1d6+6); **Full Attack:** Bite +6 melee (1d6+6); **Space:** 5 ft./5 ft.; **SA:** Electrical burst; **SQ:** Darkvision 60 ft.; **SV:** Fort +5, Ref +5, Will +2; **Abilities:** Str 14, Dex 12, Con 13, Int 2, Wis 13, Cha 4; **Skills:** Listen +4, Spot +4, Swim +11; **Feats:** Improved Initiative; **CR:** 3; **Advancement:** 5-8 HD (Medium); 9-16 HD (Large)

Electrical Burst (Ex): Up to 3/day, a volt can release a burst of electricity that deals 4d6 points of non-lethal electrical damage to everything within a 30-ft. radius. A DC 13 Reflex save reduces the damage by half. The DC is Constitution based.

Skills: A voltt has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

VORL

Medium Elemental (Air) (Incorporeal)

HD: 1d8 +4 (8hp); **Init:** -2; **Spd:** 40 ft.; **AC:** 8 (-2 natural); **Attack:** Touch +2 melee (1d6 +1); **Full Attack:** Touch +2 melee (1d6 +1); **Space:** 5 ft. / 5 ft.; **SA:** Drain Moisture ; **SQ:** Incorporeal; **SV:** Fort +7, Ref -1, Will +6; **Abil:** Str -, Dex 7, Con 17, Int 16, Wis 12, Cha 2; **Skills:** Climb +3, Hide +3, Listen +6, Move Silently +1, Spot +2; **Feats:** Track; **CR:** 2;

Drain Moisture (Su): If a vorl succeeds in its attack on a victim, it will continue to cause its damage rating every round as it drains moisture from the target without another to hit roll.

WANDERER OF ASHANN

Medium Humanoid

HD: 6d8 +10 (34hp); **Init:** +1; **Spd:** 40 ft.; **AC:** 11 (+1 Dex); **Attack:** Staff +6 melee (1d6 + 3) or spell; **Full Attack:** Staff +6 melee (1d6 + 3) or spell; **Space:** 5 ft. / 5 ft.; **SA:** --; **SQ:** Improved Counterspell; **SV:** Fort +9, Ref +7, Will +10; **Abil:** Str 16, Dex 12, Con 20, Int 30, Wis 19, Cha 2; **Skills:** Modes (two Orders)(any 5) +10, Spot +8; **Feats:** Any two Orders; **CR:** 10; **Advance:** Per character class; **LA:** +8;

Improved Counterspell (Su): Wanderers have an innate ability to focus their personal force to counter spells as twice their effective level. Alternatively, this ability may be used to erect an invisible magical barrier as per the Defense Mode of an appropriate Order. This ability may be used up

to 10 times per day.

WEIRDLING

Small Humanoid

HD: 1d6 (3hp); **Init:** +1; **Spd:** 50 ft.; **AC:** 15 (+5 Dex); **Attack:** Bite +1 melee (1d4 -1) or as weapon +1; **Full Attack:** Bite +1 melee (1d4 -1) and weapon +1; **Space:** 3 ft. / 5 ft.; **SA:** --; **SQ:** Grant Wish; **SV:** Fort +7, Ref -1, Will +6; **Abil:** Str 4, Dex 21, Con 16, Int 19, Wis 18, Cha 5; **Skills:** Hide +7, Listen +4, Modes (any 5) +5, Move Silently +7, Sleight of hand +7, Spot +3; **Feats:** Wizardry; **CR:** 3; **Advance:** Per character class; **LA:** +2; **Grant Wish (Su):** A captured weirdling may be forced to grant one wish to its captor. See the main entry for Weirdling (pg. 201) for details.

WEREBEAST

Medium Humanoid

HD: 2d8 +6 (15hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 14 (+4 natural); **Attack:** Claws +2 melee (1d8 +7) or Bite +3 melee (1d6 +3); **Full Attack:** Claws +2 melee (1d8 +7) and Bite +3 melee (1d6 +3); **Space:** 5 ft. / 5 ft.; **SA:** --; **SQ:** Low-light Vision; **SV:** Fort +7, Ref -1, Will +6; **Abil:** Str 24, Dex 10, Con 17, Int 2, Wis 19, Cha 4; **Skills:** Climb +3, Hide +3, Listen +6, Move Silently +1, Spot +2; **Feats:** Track; **CR:** 2

WHISP

Diminutive Humanoid

HD: 1d4 (3hp); **Init:** +5; **Spd:** 10 ft.; **AC:** 22 (+8 Dex, +4 Size); **Attack:** Tiny weapons +1 (1d4 - 2); **Full Attack:** Tiny weapons +1 (1d4 - 2); **Space:** 0.5 ft. / 1 ft.; **SA:** Magic use; **SQ:** Flight; **SV:** Fort +1, Ref +8, Will +1; **Abil:** Str 2, Dex 26, Con 9, Int 13, Wis 14, Cha 13; **Skills:** Hide +6, Listen +4, Mode (any 3) +3, Move Silently +4, Swim +4 (Waterwhisps only); **Feats:** Natural Magic Order; **CR:** 1; **Advance:** Per character class; **LA:** +0; **Flight (Ex):** Whisps may fly at twice its normal move rate.

WINGED VIPER

Tiny Beast

HD: 1d6 (3hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 13 (+1 Dex, +2 Size); **Attack:** Bite (1d4 + poison); **Full Attack:** Bite (1d4 + poison); **Space:** 2 ft. / 5 ft.; **SA:** Poison; **SQ:** Flight, Natural Camouflage (factored into Hide skill); **SV:** Fort +1, Ref +2, Will +0; **Abil:** Str 6, Dex 13, Con 10, Int 2, Wis 14, Cha 2; **Skills:** Hide +6, Listen +2, Move Silently +4; **Feats:** None; **CR:** 1; **Poison (Ex):** The winged viper's bite attack is poisonous. After a successful attack, the poison will deal 1 extra point of damage per round for 3 rounds. A successful Fort save halves the duration of this extra damage; **Flight (Ex):** The winged viper may fly at its normal move rate.

YAKSHA

Large Humanoid

HD: 3d8 +6 (19hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 13 (-3 Dex, +6 natural); **Attack:** Claws +3 melee (1d10 +7) or Bite +3 melee (1d8 +3); **Full Attack:** Claws +3 melee (1d10 +7) and Bite +3 melee (1d8 +3); **Space:** 8 ft. / 5 ft.; **SA:** --; **SQ:** Immunity to Fear and spells of Influence; **SV:** Fort +7, Ref -1, Will +6; **Abil:** Str 24, Dex 5, Con 19, Int 2, Wis 19, Cha 4; **Skills:** Climb +3, Hide +3, Listen +2, Move Silently +1, Spot +2; **Feats:** None; **CR:** 3; **Alignment:** chaotic neutral.

YASSAN

Medium Humanoid

HD: 1d8 +2 (6hp); **Init:** +0; **Spd:** 30 ft.; **AC:** 14 (+2 Dex, +2 Leather); **Attack:** Hammer +2 (1d6); **Full Attack:** Hammer +2 (1d6); **Space:** 5 ft. / 5 ft.; **SA:** --; **SQ:** Yassan Traits; **SV:** Fort +4, Ref +2, Will +1; **Abil:** Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8; **Skills:** Appraise +2, Craft (Any 2) +4, Disable Device +4, Open Locks +3, Sleight of hand +3; **Feats:** Born to the Saddle; **CR:** 1/2; **Advance:** Per character class; **LA:** +1; **Yassan Traits(Ex):** +2 racial bonus to Disable Device, Open Locks and Sleight of Hand; +2 racial bonus to all Craft and Profession Skills.

YRMANIAN

Medium Humanoid

HD: 2d8 +2 (11hp); **Init:** +3; **Spd:** 30 ft.; **AC:** 15 (+3 Dex, +2 natural); **Attack:** r'ruh (1d8); **Full Attack:** r'ruh (1d8); **Space:** 5 ft. / 5 ft.; **SA:** --; **SQ:** Ritual Drug Use; **SV:** Fort +4, Ref +6, Will +8; **Abil:** Str 14, Dex 16, Con 18, Int 4, Wis 6, Cha 4; **Skills:** Track +2; **Feats:** None; **CR:** 1; **Advance:** Per character class; **LA:** +1; **Ritual Drug Use (Ex):** While under the influence of skullcap, an Yrmanian is totally immune to fear and pain. In addition, they receive a special +10 bonus to any Will saves against any mind affecting spells or effects.

Za

Medium Humanoid

HD: 1d8 +2 (6hp); **Init:** +1; **Spd:** 30 ft.; **AC:** 15 (+1 Dex, +3 Studded Leather, +1 light shield); **Attack:** Za Broadsword +2 melee (1d10 +2 / 19-20); **Full Attack:** Za Broadsword +2 melee (1d10 +2 / 19-20); **Space:** 5 ft. / 5 ft.; **SA:** --; **SQ:** None; **SV:** Fort +10, Ref -2, Will +5; **Abil:** Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8; **Skills:** Hide +3, Listen +2, Move Silently +3, Ride +4, Spot +2; **Feats:** Born to the Saddle; **CR:** 1/2; **Advance:** Per character class; **LA:** +1

ZARATAN

Huge Beast (Aquatic)

HD: 8d8 +24 (56hp); **Init:** -2; **Spd:** 40 ft.; **AC:** 20 (-2 Dex, -2 Size, +14 natural); **Attack:** Bite (1d12) or Claws (1d8); **Full Attack:** Bite (1d12) and Claws (1d8) OR Ram (2d8); **Space:** 20 ft. / 10 ft.; **SA:** Ram ; **SQ:** Resistance to heat/cold 10, pressure 10; **SV:** Fort +10, Ref -2, Will +5; **Abil:** Str 35, Dex 7, Con 25, Int 2, Wis 9, Cha 6; **Skills:** Listen +3, Spot +1, Swim +10; **CR:** 6; **Advancement:** 9-14 HD (Huge), 15-30 HD (gargantuan).

Ram (Ex): The Zaratan is often domesticated and used as a weapon of naval combat, ramming vessels upon command.

ZOAB

Large Humanoid

HD: 3d8 +4 (16hp); **Init:** -1; **Spd:** 20 ft.; **AC:** 10 (no armor); **Attack:** Tongue (1d4) or Acid Spray (1d4 per round); **Full Attack:** Tongue (1d4) and Inject Acid (1d4 per round) or Acid Spray (1d4 per round) or Constrict (1d4 +5 per round, no to hit required); **Space:** 10 ft. / 10 ft.; **SA:** Acid Spray, Acid Injection, Constriction; **SQ:** Wall Crawling, Regeneration; **SV:** Fort +4, Ref -1, Will +2; **Abil:** Str 20, Dex 5, Con 16, Int 15, Wis 12, Cha 6; **Skills:** Appraise +6, Gather Information +3, ; **Feats:** -- ; **CR:** 3; **Alignment:** usually lawful evil; **Advantage:** Per character class; **LA:** +3

Acid Spray (Ex): 10-ft. range, usable once per day per point of Con modifier (normally 3). The acid continues to cause damage for 2 rounds after the initial attack. The victim may also be blinded for 10 rounds. A successful Ref save will avoid the blinding and reduce damage to half. **Inject Acid (Ex):** As a full attack action, a Zoab may inject acid into an opponent successfully hit with a tongue attack. This acid deals 1d4 damage for up to 10 rounds. A successful Fort save will reduce the duration to 5 rounds.

Constriction (Ex): After a successful Grapple attack, a Zoab may constrict its opponent with its larvae-like lower body. This attack requires no to hit roll and is treated as a normal Grapple with an increased Str (25) due to the amazing strength of the Zoab's lower body.

Wall Crawling (Ex): The Zoab may move along walls or ceilings at 1/2 move, leaving a trail of slime as it goes.

Regeneration (Ex): The Zoab regenerate at a rate of 1hp per round. They may regrow lost limbs in this fashion in a matter of days but will not regenerate if killed.

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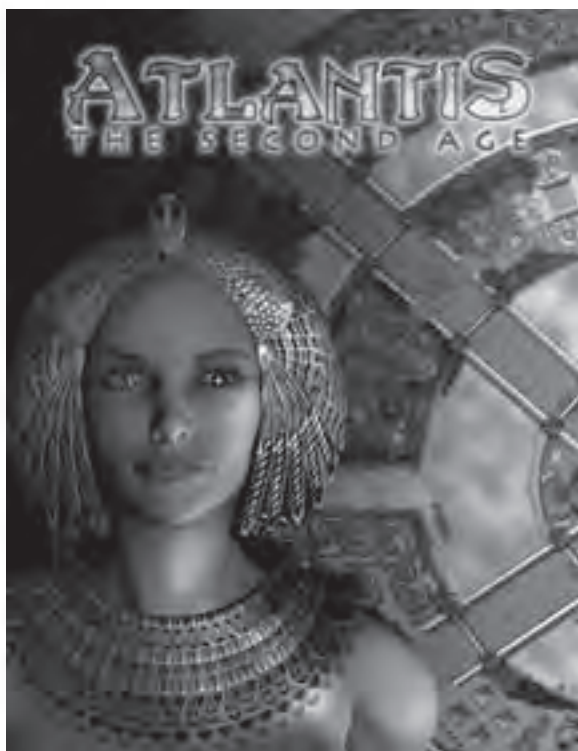


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