

TALISLANTA



THE SAVAGE LAND

Acknowledgements

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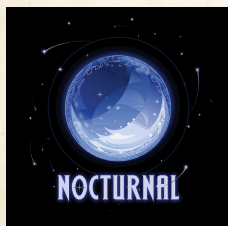
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IRONWOOD

UMARAN WILDS

RIVER OF THE DEAD

THE POISONED LANDS

THE DARKLAND

THE FORGOTTEN TOMBS

THE LOST SEA

GLACIAL MOUNTAINS

NORTHERN HILLS

BLOOD CANYON

THE DEAD FOREST

DRAKKENSPIRE

PLAIN ARMAGEDDON

AMBUSH LAKE

BLACKMOON VALLEY

THE WILDERNESS

BOGLIN WOODS

THE BOGLANDS

THE JUNGLELANDS

THE SOUTHERN WILDS

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



DEFILE

TEMPLE OF SOLOMORRION

BARRIER MOUNTAINS

THE FALLEN RUINS

THE CHASMLANDS

PLAINS OF COLLOSUS

THE FIRE FALLS

THE LAST CASTLE

THE WASTELANDS

TERMINUS

QUAGLANDS

OLD SORCERERS ROAD

RIVER OF FIRE

SLAG FIELDS

EASTERN HILLS

THE VOLCANIC HILLS

THE EMPT LAND

RUINS OF FOUR NATIONS

THE PEAKS

RUINS OF KHAARHAN

THE BURNING SEA

THE GREAT RIFT

OMEN

STONE EFFIGIES

ONYX VALLEY

THE BLACK DESERT

IRRIDIAN WASTES

OBSIDIAN TOWER

LABYRINTHE

THE BARROW FIELDS

MALEDICTUS

RIVER OF DARKNESS

THE AMBER HILLS

SAVANALANDS

RLANDS

GOLEM RIDGE

S OF EDDON

S

NTAINS

TALISLANTA
THE SAVAGE LAND

CHAPTER ZERO: INTRODUCTION

WHAT IS TALISLANTA?

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

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

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

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

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



no elves...

Tired of "look-alike" fantasy games? Then journey to **TALISLANTA** — a fantastic campaign world populated by Wizard Hunters, Astromancers, Black Savants, Exomorphs, Wind Demons, and best of all no elves...

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Talislanda ad circa 1987.

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

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

INTRODUCING THE SAVAGE LAND

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

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

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

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

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

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

BRINGING TALISLANTA TO D&D

Though **Talislanda** and **D&D** can both be categorized as fantasy RPGs, they are two very different types of games. **D&D**, particularly in its earlier manifestations, employed a complex game system derived from the type of highly-detailed rules used for miniature war games.

Initially, there was no actual setting for the **D&D** game—**Dungeon Masters** created their own scenarios, at least until "official" adventure modules and the like became available for the game. There was a small number of character types you could choose from, and a few races based on a Tolkien-esque "traditional European fantasy" type of mythology.

In terms of game design, **Talislanda** is very much the opposite of **D&D**. The rules were kept as simple as possible, with the main emphasis placed on the world setting and its inhabitants, which were more akin to an alien milieu than anything else. Instead of a handful of character types and races, there were over a hundred different "archetypes" to choose from, and an entire continent full of strange peoples and places to explore.

Through the better part of five different editions, that has pretty much been the blueprint for the **Talislanda RPG**: simple rules system and a complex world setting. The new **TALISLANTA, THE SAVAGE LAND** game follows a similar design, though in this case the game is set in an earlier, more savage period of **Talislanda's** history. This book adapts the setting of the **Savage Land** for use in your **D&D** campaign.

It is up to you how to use the information contained within. You can use it to run a campaign set in the **Savage Land** as presented here, or you can run a more traditional **D&D** game with whatever elements you like. It's up to you and no matter what you choose we hope you enjoy the adventures that result.

How is the Savage Land Different?

There are three big differences between the **Savage Land** setting and some basic assumptions made in the default design of the **D&D** system.

NEW RACES. None of the standard races except human exist in the setting.

LIMITED MAGIC. An age of magic has passed. The sort of magic once practiced by wizards

and sorcerers has been lost. Spell casting is a huge part of D&D. Methods for adapting the D&D system to this element of the setting are presented in the character creation chapter.

ABSENT GODS. There is no tangible evidence of the power of any god or gods. There are no clerics or paladins. It is a dark age of superstition, not an age of faith.

Epic Campaign Style

The epic RPG style tackles the story from a big-picture scale, where the players are the leaders of a tribe and focus on the survival and prosperity of the tribe as a whole—perhaps even massing them into an empire over years of toil and war. In a campaign such as this, players may have many roles—perhaps even playing subsequent generations of their original characters. If you prefer a more epic style of play you create both an individual character for each player and you design a tribe with your gaming group. Your tribe can choose to remain neutral and operate as nomadic traders or tomb raiders. You can follow the path of war, and seek to conquer and control vast territories. Or you can build a stronghold, create a place of safety for your people, and maybe even try to rebuild some semblance of civilization.

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

Retro-Style Gaming & the Encounter Tables

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

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

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



RULES

RENOWN

Renown represents how well- and widely-known your character is. Your Renown is usually related to your class, so that a fighter is renowned for his fighting accomplishments, rather than, say his musical achievements.

Renown is equal to your level, plus:

1. **CHARISMA MODIFIER.** an individual's Charisma modifier is used as a bonus (or penalty) to her Renown rolls.
2. **NOTABLE DEEDS.** Renown increases by +1 point for each notable deed and accomplishment achieved by an individual. If the DM judges the deed to be truly exceptional, she may award a Renown bonus of up to +3.
3. **NOTABLE FAILURES.** conversely, notable failures, such as losing a key battle, being forced to surrender to an enemy, being shamed by a rival, etc., can each reduce Renown by -1. If the GM judges the failure to be truly catastrophic, she may impose a Renown penalty of up to -3.

The Character Sheet includes a section to record an individual's Renown.

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

Major and Legendary Characters

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

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

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

- ✦ Legendary individuals bestow advantage for any mass action in which they are involved as a leader.
- ✦ Legendary Individuals or tribes can cause those of lesser Renown to save against Charisma or be overcome with awe while in their presence. At the DM's discretion, individuals or even entire tribes who are awed by a legendary character or tribe may exhibit any of the following reactions: obey the legendary one's commands, seek to win the legendary one's approval through gifts or favors, surrender or pledge their loyalty, or panic and flee in abject terror.

MASS ACTIONS

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

Examples would include a tribe salvaging valuable materials from a ruined structure (using Dexterity and Salvage tools), or working together to move a heavy object (using Strength).

STEP 1—DEFINE THE TASK

When a Mass Action is attempted the DM has to decide what skill best suits the situation.

Some examples of Mass Actions undertaken by a tribe would be:

- ✦ Carry heavy loads from one site to another: Strength (Athletics).
- ✦ Threaten enemy tribe to strengthen border: Charisma (Intimidate).
- ✦ Heal the wounded after a battle: Intelligence (Medicine).
- ✦ Building a fort: Intelligence, using Engineering Tools.
- ✦ Gather food stores: Wisdom (Survival).

Often a stated goal may require more than one action.

For example: Find, capture and train riding beasts for use by the tribe. Find the required beasts: Intelligence (Nature); capture the beasts: Wisdom (Survival); train the beasts Wisdom (Animal Handling).

In these cases, resolve each action in turn with the outcome of each action affecting the next action.

STEP 2—DETERMINE THE BONUS

Once you know what skill is required, determine the skill bonus for the members of the tribe attempting it.

For example: A hunting party of Shaka is attempting to sneak up on a large predator. This requires Dexterity (Stealth). The DM determines that the average Dexterity of the hunting party is 14, which provides a +2 bonus; and that they are treated as Level 1 characters with Proficiency with Stealth providing an additional +2 bonus, for a total bonus of +4.

Often it is simpler and faster to use an estimate instead of trying to figure out exactly what the bonus would be and where it would come from:

ABILITY	BONUS
Poor	+0
Fair	+1-2
Good	+3-4
Great	+5-6
Exceptional	+7-8
Astonishing	+9-10

Remember, you only use the bonus for the members of the tribe in question, rather than the tribe as a whole. For example, if a tribe is attempting to negotiate trade with a neighboring tribe, only the Persuasion skill of the diplomats involved would be used.

STEP 3—SET THE DIFFICULTY CLASS

The DM sets the Difficulty Class using the same range as they would for any other action. When in doubt, the standard default Difficulty is 15.

TASK	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

STEP 4—RESOLVE THE ATTEMPT

Once these the bonus and difficulty class have been determined, the DM should consult the following table and interpret the results.

MASS ACTION TABLE

ROLL	RESULT
DC-10 or less	Critical Failure. the attempted action fails miserably, resulting in additional negative consequences of some sort (DM's ruling based on the intent of the action and prevailing circumstances).
DC-5 to DC-9	Failure. the action fails to achieve the stated intent.
DC-1 to DC-4	Partial Success. the action is moderately successful, and achieves some of the desired intent (such as half-damage from an attack).
DC to DC+4	Success. the action achieves the desired result.
DC+5 or more	Critical Success. the action is even more successful than intended, achieving the stated intent and yielding additional benefits of some sort. The DM determines the additional results based on the circumstances. Note that in combat, this result is called a Critical Hit (see the nearby sidebar for details).

Advantage & Disadvantage

When resolving a Mass Action, the roll can be made at advantage or disadvantage.

Advantages are those things that make the effort easier for the group. They include the overall ease of the action, the skills or abilities of the group attempting the action, or characters involved.

Disadvantages can include the basic capabilities of any tribe, creature, or creatures trying to oppose the attempted action, or any circumstance that make the attempted action harder to accomplish.

EXAMPLES OF ADVANTAGES FOR MASS ACTIONS

- ✦ Tribal specialization (something the tribe has done often and has become known for).
- ✦ Superior leader (when opposing another group with a skilled leader).
- ✦ More tribesmen than are required to complete the task.

EXAMPLES OF DISADVANTAGES FOR MASS ACTIONS

- ✦ Unfamiliar territory (something the tribe doesn't normally do).
- ✦ Inferior leader (when opposing another group with a skilled leader).
- ✦ Fewer numbers than are required to complete the task.

Remember that advantages and disadvantages don't stack, and if you have both they cancel each other out.

Characters and Mass Action

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

After all the major characters have declared their intent in contributing to the action—even choosing to abstain from any involvement—the DM must determine if a test is required to make their contribution and how that contribution should be valued. The test is like a normal action, as it is based on what the characters are directly doing. Their action could give a bonus

or penalty, or grant or cancel advantage or disadvantage. This is one of the most nebulous calls a DM will have to make in the game, as it depends a lot on opinion, so the DM should consult the players and encourage a friendly, but short, debate on the merits of some of the individual actions.

MASS COMBAT

Conflicts with large groups can be resolved through traditional combat or using a variant of the Mass Action rules. Use the same procedure but consult the following table for the results.

MASS COMBAT ACTION TABLE

ROLL	RESULT
DC-10 or less	Critical Failure. you are badly defeated. Your force suffers over 50% casualties and is routed. Survivors (including PCs and other major characters) must roll again to escape or be captured or killed (opponent's choice).
DC-5 to DC-9	Failure. you are defeated. Your force suffers 25% casualties and you must roll using your leader's Renown or lose all advantage bonuses next turn; if already at a disadvantage, that penalty doubles next turn.
DC-1 to DC-4	Stalemate. both opponents suffer 25% casualties. If in close combat, the two sides are deadlocked—neither can break off combat until a different result is rolled.
DC to DC+4	Success. you succeed. Your force inflicts 25% casualties on your opponent, and they must roll using their leader's Renown or lose all advantage bonuses next turn.
DC+5 or more	Critical Success. you meet with great success. You inflict over 50% casualties, and your opponent is routed. Surviving opponents (including major NPCs) must roll to escape or be captured or killed (victor's choice).

NOTE. if the DM wants to extend the duration of mass combat situations and make the die results somewhat less lethal, use 10% instead of 25% when figuring casualties for die results that indicate 25% casualties.

EXAMPLES OF MASS COMBAT ADVANTAGES & DISADVANTAGES

Examples of Mass Combat advantages—and conversely, disadvantages—can include any of the following:

- ✦ **Superior Combat Skill.** if the majority of one force has a substantially higher Attack Roll Modifier than the other, award the superior force an advantage.
- ✦ **Superior Numbers.** award an advantage if one side outnumbers the opponent by 2-1 or more.
- ✦ **Superior Leadership.** if your leader's Renown is superior to the opposing leader's Renown.
- ✦ **Special Ability.** if the majority of your forces possesses a relevant special ability the opponent doesn't also possess, such as an opponent with Darkvision attacking at night.
- ✦ **Harder to Kill.** if the majority of your forces has a substantially higher Hit Point total than that of your opponents.
- ✦ **Superior Speed.** if the majority of your forces is faster than the opponent.

STRATEGIC ADVANTAGES (OPTIONAL)

- ✦ **Tactical Advantages.** a tactical advantage that your force has over the opponent's. Examples include attacking from above, flank, or rear; surprise/sneak attack, etc,
- ✦ **Superior Weaponry.** the majority of your forces is better armed than your opponent.
- ✦ **Superior Armor.** the majority of your forces has better armor than your opponent.
- ✦ **Mounted against Unmounted.**
- ✦ **Attacking or Defending from cover or fortification.**
- ✦ **Attacking or Defending with siege engines or weapons.**

USING THE MASS COMBAT ACTION TABLE

The most important thing for DMs to remember about using the Mass Combat Action Table is to keep it simple. Compare the opponents' basic strengths and weaknesses, and award advantages or disadvantages accordingly. Don't get bogged down in minutia—tell the story of how each battle unfolds, and keep the flow of your gaming session going. Remember that advantage doesn't stack – either you have it or you don't, and advantages and disadvantages cancel out.

The mass combat rules are designed to be simple and flexible to use. They work with tribes of mixed origins, small groups, large groups, opponents with siege weapons, and even individual creatures or characters against groups. They allow the DM to quickly adapt to changes in the size or make-up of tribes or groups of creatures without the need for complex calculations.

USING THE TRIBE SHEET FOR MASS COMBAT

The Tribe Sheet provides an easy way for players and DMs to keep track of the most important tribal stats commonly used in mass combat, as well providing a checklist of the more common advantages and disadvantages. The following is a list of these stats:

- Average Attack Roll modifier.
- Estimated Number of combatants.
- Leader's Renown.
- Special Abilities.
- Average HP.
- Average Speed.

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

Leaders & Mass Combat

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

Special Rules For Mass Combat

MIXED INDIVIDUAL & MASS COMBAT SCENARIOS

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

- ✦ Opposing leaders or other notable individuals meet in the midst of a battle and a duel ensues. The DM can let those individual battles to be fought using the standard rules, while each tribe continues mass combat using the Mass Combat Action Table.

♦ A group or tribe faces off against a single opponent or target. The DM can opt to handle this situation as a mass action scenario. To do so, simply use the rules for mass combats, assigning an appropriate advantage or disadvantage. Then roll on the Mass Combat Action Table to determine the results.

Unless the DM rules otherwise, players can switch from mass combat or mass actions to individual combat or individual actions at any time (see sidebar).

SIEGES

A siege is an attack against an opponent who is protected by a fortified position of some sort, such as a walled stronghold, a ruined structure, or even a dense thicket or pile of boulders.

Tactically, it's possible to lay siege to a fortified position without launching a mass-combat attack. For example, the attacking force could surround the defender's position and try to starve them out. Or they could try to undermine or burn down walls, or use smoke or noxious substances to try to force defenders to abandon their position.

Tactics of this sort can be handled using mass actions based on particular skills, such as Deception, rather than actual combat (see Mass Actions). But if an opponent intends to actually attack a fortified position, then the DM can use the rules for Attacking a Fortified Position.

Attacking a Fortified Position

In game terms, a fortified position is a defensive advantage; i.e., its mainly an advantage against attacks, and not much of an advantage when attacking from within a fortification. To reflect this, those who are protected by a fortified position have an advantage only against another opponent's attacks—not when the defender is counter-attacking.

Small-Scale Actions against a Fortified Position

For small-scale or individual attacks against a fortified position, the DM can use the standard

PLAYER CHARACTERS, MASS COMBAT & INDIVIDUAL ACTION

If the players want to get more involved, the DM can give PCs a more direct role by allowing them to take individual actions while their tribe or group is in the midst of mass action or mass combat.

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

Based on the PCs' stated intent, the DM decides if the individual action takes place before, during, or after the mass action. The DM then allows the PCs to play out the action as individuals, rolling for whatever skills or attributes they employ.

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

rules instead of the Mass Combat Action Table. Examples of this sort of attack include a small group of individuals trying to sneak into a fortified position, or using one or two siege engines to concentrate fire against part of a fortification.

DISEASES

Blood-Fever

The character suffers brain damage that causes hallucinations, and eventually crippling dementia. A failed resistance test imposes a -1d6 penalty on all mental skill tests, such as Barter, Engineering, and Lore, for the first week. The character randomly sees things which are not there, or comes to obviously mistaken conclusions for the duration of the disease, as determined by the GM. This penalty grows by -1d6 per week until the penalty becomes greater than the character's Wisdom, at that point the character descends into complete madness and becomes unable to commit any rational actions. Effectively, the character is unplayable and the most merciful thing to do would be to end the life of the character—a cure is too late. Cures can be brewed by those with the knowledge to do so, but rarely are such curatives on hand; a *lesser restoration* spell will also work. The ingredients are difficult to store for more than a few weeks. If a cure is obtained before the character descends into total madness (the penalty is greater than Wisdom) the disease reverses itself in 1D+1 days.

Corpse-Rot

The character loses 1 HP per day until healed, but doesn't lose consciousness at 0 HP —nor go to negative HP due to the disease. The character can't heal any wounds taken by any means —magic, skill, or medicine—until the Corpse-Rot is cured. The character doesn't experience pain from the corpse-rot. A *lesser restoration* spell or curative potion will end the disease.



CHAPTER TWO:

CHARACTERS & TRIBES



We'd been hunting for seven days, but had nothing to show for it. Though my people normally avoided the Jungleslands, our tribe was starving and we needed food. So we crept slowly through the underbrush, clutching our spears and watching the shadows for signs of Witchmen, a savage folk who claim these territories for themselves. Finally we spotted what we had been tracking: an eight-legged grazer, large enough to feed our tribe for many days. We were about to close in for the kill when our best hunter stopped and pointed upwards. I looked up, and my blood ran cold—high above us was a band of ghaun, moving silently through the treetops and watching our every move. While we'd been hunting the grazer, the ghaun were hunting us.

CREATING A SAVAGE LANDS CHARACTER

To create a character for use in a Savage Land campaign, use the standard methods for creating a D&D character with the following exceptions and clarifications.

Archetypes, Races and Backgrounds

The tribes available to player characters can be found in the next chapter. Your choice of tribe determines your character's race. Your background (see PHB 125) may be chosen from those listed for the tribe. Some tribes only have one background, in which case your choice is automatic.

Ability Scores

Determine ability scores using any of the usual methods. The only exception are the Vandar, vat-grown humanoids who all begin with the same scores.

Character Classes

There are three different ways you can approach access to character classes in a Savage Land campaign. The DM has to decide which approach to take. Each has its own strengths and will suit a specific style of play.

STANDARD CLASSES

A Savage Land game can be played with the standard D&D character classes, but this results in a campaign with a lot more magic than the setting normally involves. This has the advantage of being more familiar to experienced D&D players, but lacks some of the distinctiveness that makes the setting unique.

LIMITED CLASSES

A Savage Land game can be played with limited access to classes and changes to those that are available. Essentially, all spell use is restricted.

The following classes can't be chosen.

Bard, Cleric, Druid, Paladin, Sorcerer, Warlock or Wizard

Barbarian

The Path of the Totem Warrior can't be chosen, only the Path of the Berserker.

Fighter

The Eldritch Knight Archetype can't be chosen, only Champion or Battle Master.

Monk

If the DM allows the Monk class at all, only the Way of the Open Hand should be used. She may wish to further restrict which archetypes may take it; for example only the Shan.

Ranger

Rangers in this variation can't cast spells. They don't get the Spellcasting Trait. In exchange for this loss they have proficiency with Strength, Dexterity, Constitution and Wisdom saving throws. They also get a second Extra Attack at 11th Level; and at 3rd, 6th, 9th and 12th Level they get Expertise (as a Rogue) with the skill of their choice from the following list—Animal Handling, Athletics, Medicine, Nature, Perception, Stealth, Survival.

Rogue

The Arcane Trickster Archetype can't be chosen, only Assassin or Thief.

Playing without Classes

One option for using the D&D rules to play a Savage Land game, for an experience as close to the original Talislanta rules as possible, is to eliminate the use of traditional character classes. Instead of choosing a class, all characters use the following standard ability table. This method allows characters to evolve organically as they gain experience.

HIT POINTS

Hit Dice. 1d10 per level

Hit Points at 1st Level. 10 + your Constitution modifier

Hit Points at Higher Levels. 1d10 (or 6) + your Constitution modifier per fighter level after 1st

PROFICIENCIES

Armor. Light armor, shields

Weapons. Simple weapons

Saving Throws. choose any two ability scores

Skills. choose any three skills

CHARACTER ADVANCEMENT

EXP	LEVEL	PROF. BONUS	FEATURES
0	1	+2	—
300	2	+2	New Proficiency
900	3	+2	Expertise or Feature
2,700	4	+2	Ability Score Improvement
6,500	5	+3	Extra Attack or Feat
14,000	6	+3	New Proficiency
23,000	7	+3	Expertise or Feature
34,000	8	+3	Ability Score Improvement
48,000	9	+4	Extra Attack or Feat
64,000	10	+4	New Proficiency
85,000	11	+4	Expertise or Feature
100,000	12	+4	Ability Score Improvement
120,000	13	+5	Extra Attack or Feat
140,000	14	+5	New Proficiency
165,000	15	+5	Expertise or Feature
195,000	16	+5	Ability Score Improvement

New Proficiency. Add the skill, tool or language proficiency of your choice. You may also choose the Medium Armor or Martial Weapons proficiencies.

ALTERNATIVE ALIGNMENT SYSTEM

The DM may elect to use the following Alignment system, which replaces the traditional D&D Alignments. Instead of being based on universal ideals of right and wrong, the moral and immoral values suggested by these Alignments are relative to the ideals of the character's culture.

True Believer. you are a loyal adherent of the beliefs and customs practiced by most others of your race and culture.

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

Radical. you fall somewhere between a True Believer and an Unbeliever, accepting some tenets of your people's culture, but not all (cite at least one example of how your beliefs differ). Some may view you as a free-thinker; others may view you as a dangerous non-conformist, or even an infidel or Unbeliever.

Amoral. you care nothing for the values and beliefs of others. You do whatever you want, regardless of the consequences.

Neutral/Unaligned. you don't pass judgment on the customs and beliefs of others, and generally choose to remain neutral in disputes between other tribes. You may make an exception as pertains to certain types of behavior or customs (specify).

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

Expertise. Choose one of your character's Proficiencies. Their proficiency bonus is doubled for any ability check for any skill with which you have expertise.

Feature. Choose one of the following class features—Action Surge (fighter), Cunning Action (rogue), Danger Sense (barbarian), Favored Enemy (ranger), Fighting Style (fighter or ranger), Jack of All Trades (bard), Natural Explorer (ranger), Reckless Attack (Barbarian), Second Wind (fighter), Sneak Attack (rogue), Unarmored Defense (barbarian)

Ability Score Improvement. Increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. Unlike the ability score improvements given by the standard character classes, these improvements can't be exchanged for Feats.

Extra Attack. Gives your character an extra attack when they take the attack action. There is a limit of 3 attacks per attack action so this feature can only be chosen twice.

Feat. Choose one of the standard feats for which your character is qualified. The Elemental Adept, Magic Initiate, Ritual Caster, Spell Sniper and War Caster Feats are not available.

Character Backstory

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

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

DEATH AND SUCCESSION IN THE SAVAGE LANDS

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

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

If a player's original character dies, the successor inherits her worldly possessions, including all weapons, armor, wealth, beasts, etc. In addition, the successor may also inherit something that could be even more valuable: a portion of the deceased character's Renown.

How much of the predecessor's Renown is passed along to a successor is based on several factors. Were the two blood relatives? Did they fight together in battle? Did the two have similar traits or reputations? If the two had much in common, the DM can award the Successor 25% or more of the predecessor's Renown.

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

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

PLACE OF ORIGIN

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

CIRCUMSTANCES OF BIRTH

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

CHILDHOOD

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

YOUNG ADULTHOOD

Briefly describe the path that the PC took on the way to choosing her current profession. Examples: taught by the PC's own parents, older sibling or tribal elders; taught by members of an adopted tribe; taught by a single mentor who influenced the PC's current outlook; self-taught, possibly with some gaps in knowledge and training; trained under one of the previously-mentioned circumstances, but the PC's

training changed dramatically after some traumatic or life-altering event which caused the PC to decide to become what she is now; etc.

CURRENT ALIGNMENT

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

MOTIVATION

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

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

PC ARCHETYPES

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



DRAKKEN

Last Survivors of a Bygone Age

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

ANCESTRY AND HISTORY

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

CULTURE

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

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

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

NAMES

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

of God), Satha-Kaliya (Many-Headed Dragon of God), and Satha-Eldar (Sage of God).

TRIBAL GOVERNANCE

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

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

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

WORLDVIEW

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

That said, not all Drakken are overtly aggressive. If treated with respect, Drakken are sometimes willing to trade or exchange information with other tribes.

Drakken Traits

ABILITY SCORE INCREASE. Drakken have a +4 to both Strength and Constitution.

FIRE RESISTANT. Drakken are Resistant to Fire.

THICK HIDE. Drakken have a base AC of 13 when unarmored. If wearing armor with an AC of 13 or better, they add 1 to their AC.

NATURAL WEAPONS. Drakken can attack with their horns or claws. These require proficiency with simple weapons. Horns inflict 1d6 piercing damage and claws inflict 1d6 slashing damage.

MASSIVE. Once per short rest a Drakken may reduce the damage they take from a non-magical weapon by their constitution modifier.

POWERFUL BUILD. Drakken are considered one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

Drakken Backgrounds

Drakken Warrior Poet

PROFICIENCIES

Armor. Light armor, medium armor, heavy armor

Weapons. Simple weapons, martial weapons

Skills. Animal Handling, Intimidation, Nature, Persuasion, Survival, Tribal Lore

Tools. One type of musical instrument

Languages. Drakken Symbolology, Sauran, Primal

EQUIPMENT

Red iron war axe, red iron Drakken war armor, scale vest and loincloth, thick leather boots, armored steed (megalodont or young land dragon)

Drakken Sage

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Arcana, Investigation, Nature, Persuasion, Survival, Tribal Lore

Tools. Calligrapher's or cartographer's tools

Languages. Drakken Symbolology, Sauran, Primal

EQUIPMENT

Red iron long knife, land lizard hide armor and loincloth, thick leather boots

IMAZI

Hunters of the Savannahlands

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

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

ANCESTRY AND HISTORY

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

CULTURE

The Imazi are nomadic herders and hunter-gatherers. Their tribes range from the edges of the southwestern Jungles to the Wilderlands and Savannahlands. They raise and tend herds of grazers, which they use for food, hides, and



bone. The Imazi build temporary huts of woven branches and grasses for shelter and protection, which blend so well into the surrounding terrain that they are almost impossible to detect.

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

Imazi possess the ability to remain completely still for hours at a time. They use this ability, and the natural camouflage afforded by their skin coloration, to hunt all sorts of game and to ambush those who seek to threaten

their tribes. Imazi are renowned for the use of a four-bladed throwing knife, called a 'gwanga'. In the hands of a skilled user, this weapon is capable of bringing down creatures as large as a behemoth.

The Imazi are ancestor-worshippers who possess a great respect for the spirits of their elders. Their shamans claim to be able to commune with these spirits, from whom they ask advice and guidance. Every Imazi owns an intricately-carved wooden vial, called a "soul jar", which is worn on a cord around the neck. They believe that the spirits of their elders reside within the jars and protect them from spiritual harm. Imazi burn the bodies of their revered dead, both to free their souls, and to prevent enemies like the Witchmen from desecrating the corpses or capturing their souls.

NAMES

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

TRIBAL GOVERNANCE

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

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

other hand, are always led by the tribe's fiercest and most courageous warrior.

WORLDVIEW

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

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

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

Imazi Traits

ABILITY SCORE INCREASE. Imazi have +1 to Constitution and +2 to Wisdom.

CAMOUFLAGE. Because of their coloring and their ability to remain motionless for long periods of time, Imazi get advantage on stealth rolls when they aren't moving.

SPEED. The base speed of the Imazi is 40.

TIRELESS. The Imazi get advantage on any save to resist exhaustion. They don't become tired by running and can run without resting. They can skip a full night's sleep without risking exhaustion and only have to begin

making saves once they skip a second night in a row. That means they can run for more than two days straight.

SPIRIT TRACKING. All Imazi possess an innate ability to see spirits at ranges of up to 100 feet.

By focusing their concentration, they are sometimes even be able to see the faint tracks or traces left behind by both the souls of the living and the spirits of the dead. This ability is limited to a range of 10 feet and requires both an action and a Perception roll.

Imazi Backgrounds

Imazi Hunter

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Animal Handling, Medicine, Nature, Survival

Tools. One type of musical instrument

Languages. Primal, Sign

EQUIPMENT

Spirit jar, hide loincloth and cloak, woven fiber wrist bands, bone knife, gwanga, blowgun, vial of poison.

Imazi Shaman

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Insight, Medicine, Nature, Perform, Survival, Tribal Lore

Tools. One type of musical instrument

Languages. Primal, Sign

RITUAL MAGIC

Commune with Plants, Commune with Spirits, Concoct Potions, Create Talisman

EQUIPMENT

Hide loincloth and cloak, woven fiber wrist bands, bone knife, blowgun, vial of poison.



KASIR

Nomadic Traders of the Desertlands

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

Both male and female Kasir dress in loose-fitting robes of rough linen, and fetish-masks that they believe protect them from the evil eye. This traditional costume is accessorized

with a variety of protective talismans and charms intended to ward against various threats and ailments. When traveling, the Kasir wear hooded cloaks that can be used to protect themselves and the heads of their mounts from sandstorms.

ANCESTRY AND HISTORY

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

CULTURE

The Kasir are nomads who travel far and wide across the continent. They are traders, dealing in domesticated beasts, handicrafts, and various items recovered from tombs, ruins, and ancient labyrinths. They are also known to barter information, trading in secrets and lore. Because they travel so widely, the Kasir have become knowledgeable about many different territories and even distant lands. This knowledge may also extend to the location and reputation of the many ruins and lost cities that dot the continent.

The Kasir are skilled animal-handlers who breed and train three useful domesticated species: desert beasts, burden beasts, and war beasts. The tribes use these creatures as steeds and to carry their wares from place to place. They also trade all three types of beasts to other tribes in exchange for other useful goods.

The Kasir are among the most superstitious inhabitants of the Savage Land. Their seers create talismans that reputedly confer protection from threats such as ill fortune, plague, sandstorms, and black magic. The most notable of their creations are the traditional fetish-masks that all Kasir wear, starting in early childhood. Made of tooled animal hide and decorated with wards and symbols, these masks

are said to protect the wearer from a variety of evil influences, including the “evil eye” and the unwanted attention of evil spirits.

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

NAMES

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

TRIBAL GOVERNANCE

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

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

WORLDVIEW

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

Kasir Traits

Treat the Kasir as human.

Kasir Backgrounds

Kasiran Merchant

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Athletics, Animal Handling, Persuasion, Survival, Tribal Lore

Tools. None

Languages. Nomad, Primal, Sign

EQUIPMENT

Loose-fitting cloak, traditional leather mask, coarse linen robes, hide boots, iron knife, horn shortbow

Kasiran Tomb-Robber

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Investigation, Nature, Perception, Survival

Tools. Engineering tools, vehicles (land)

Languages. Nomad, Old Archaen, Primal, Sign

EQUIPMENT

Loose-fitting cloak, traditional leather mask, coarse linen robes, hide boots, iron knife, iron-wood spear, scavenging tools

Kasir Seer

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Arcana, Insight, Persuasion, Survival, Tribal Lore

Tools. None

Languages. Primal, Sign

RITUAL MAGIC

Concoct Potions, Primitive Enchantment,
Create Talismans and Charms

EQUIPMENT

Loose-fitting cloak, traditional leather fetish-mask, coarse linen robes, hide boots, iron knife, horn shortbow

NARADA

Plant-Folk of the Southlands

The Narada are a primitive race of plant-people who stand up to seven feet tall. They have root-like “hair” and their bodies are covered in a tough, fibrous, green skin, with a woody exoskeleton that grows as they do. Their exoskeletal armor is studded with thorny protrusions on the shoulders, elbows, and knees, with lines of thorns running down the sides of the arms and legs. If a Narada is angered or threatened, he can rapidly extend these thorns to a length of six to eight inches and use them in self-defense.

ANCESTRY AND HISTORY

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

CULTURE

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

unpleasant consequences. They feel much the same about fire.

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

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

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

NAMES

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

TRIBAL GOVERNANCE

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

Older and slower-moving Narada sometimes

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

WORLDVIEW

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

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

Narada Traits

ABILITY SCORE INCREASE. Narada have +3 to Strength, +1 to Constitution and +1 to Wisdom.

BARK. The bark-like skin of the Narada gives them an AC of 12. At level 3 their AC is increased to 13, at level 6 to 14, and at level 10 to 15. They may not wear armor or use shields.

FIBROUS BODY. Narada are resistant to bludgeoning and piercing attacks from non-magical weapons.

FLESHLESS. Narada are immune to poison.

PLANT FOOD. Narada don't eat food like other races. They draw what they need from the soil and require only a little water to live.

THORNY GROWTHS. The thorns of the Narada can be used as weapons. They require simple



weapons proficiency and inflict 1d4 Piercing damage. At level 3 this damage is increased to 1d6, at level 6 to 1d8 and at level 10 to 1d10.

COMMUNE WITH PLANTS. All Narada can speak with plants at will. This has the same effects as the Speak with Plants spell, except that it only allows communication, not command.

Narada Backgrounds

Narada Guardian

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Medicine, Nature, Stealth, Survival

Tools. Woodshaper's tools

Languages. Elder, Primal

EQUIPMENT

Vine-woven belt and pouches

Narada Shaman

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. Insight, Medicine, Nature, Perception, Survival, Tribal Lore

Tools. One type of musical instrument

Languages. Primal, Sign

RITUAL MAGIC

Concoct Potions, Curse, Primitive

Enchantment, Remove Curse

EQUIPMENT

Vine-woven belt and pouches

REAVERS

Scavengers and Bandits of the Wastelands

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

Reavers dress in a motley collection of hides, furs, and cloth garments augmented with pieces of armor made from scraps of metal and beast-hide. Other items commonly worn or carried include makeshift weapons, sand-goggles, and numerous pouches and packs of various sorts

slung on cords of braided hide. Expert riders, all Reavers favor fast steeds such as striders and catdracs, which they decorate with colorful pigments and bits of bone, metal, and claws.

Reavers clans are primarily scavengers, sifting through the wreckage and refuse of past eras, finding bits and pieces of valuable or otherwise-useful materials. They make crude-looking but effective weapons of all sorts, including saw-toothed blades made from scraps of iron, clubs studded with metal spikes or shards of crystal, and one- or two-handed cross-bows made from scavenged wood and metal.

What Reavers can't scavenge, they steal. They use a variety of tactics, from swift hit-and-run attacks to cleverly-planned ambushes and stealthy, night-time raids. When raiding, Reavers often act like madmen: screaming and howling, and riding recklessly into battle. In actuality, Reavers mainly act this way to confuse and panic their opponents, not kill them. If faced with determined resistance, they usually run away, taking whatever spoils they can carry. However, if cornered or threatened, Reaver clans fight like berserkers to defend themselves.

ANCESTRY AND HISTORY

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

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

CULTURE

Reaver clans are like extended families, with many members related to one another in some way. When different clans meet, they often exchange not only goods, but also daughters and sons of marriageable age. So it is that a Reaver

may have relatives in any number of other clans, almost anywhere across the continent.

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

Rugged and lean, Reavers require very little food and water to survive and adapt well to almost any type of terrain or climate. They waste nothing, and share what they have among other members of the tribe rather than hoard anything for themselves.

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

TRIBAL GOVERNANCE

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

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

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



NAMES

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

WORLDVIEW

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

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

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

Reaver Traits

Treat the Reavers as human but add the following trait:

RUGGED. Reavers require half the amount of food and water per day in order to survive. They also get advantage on survival rolls required to resist exhaustion, starvation or environmental effects.

Reaver Backgrounds

Reaver Scavenger

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Investigate, Nature, Stealth, Survival

Tools. Smith's tools

Languages. Nomad, Sign

EQUIPMENT

Leather vest, pantaloons, and boots, choice of scavenged weapon

Reaver Bandit

PROFICIENCIES

Armor. Light armor, shields

Weapons. Simple weapons, martial weapons

Skills. Athletics, Investigate, Nature, Stealth, Survival

Tools. None

Languages. Nomad, Sign

EQUIPMENT

Leather vest, pantaloons, and boots, spear, choice of two scavenged weapons

SHAKA

Eldest of the Wild Tribes

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

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

Though more civilized in appearance than other Wild Tribes, the Shaka are also creatures of the wild. They have excellent night-vision, a keen sense of smell, and very acute hearing. They possess retractable claws, and fangs capable of rending flesh and bone. Some still retain their ancestors' ability to communicate in the language understood by many types of wild animals.

ANCESTRY AND HISTORY

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

The Shaka and their fellow beast-tribes forced the Archaens to make peace and convinced them to cede the lands below the clouds to the beast-tribes. For a time, the Wild Tribes reigned supreme across the length and breadth of Talislanta. Then came the Sorcerers Wars, and the Fall.

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

CULTURE

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

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

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



enemy tribes, such as the Umar and Golgoths.

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

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

NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

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

Shaka Traits

ABILITY SCORE INCREASE. Shaka have +1 to Strength, +1 Dexterity and +1 Constitution.

SPEED. Shaka have a base speed of 35.

NATURAL WEAPONS. Shaka can attack with their claws. These require simple weapons proficiency and inflict 1d3 Slashing damage.

COMMUNE WITH ANIMALS. All Shaka can speak with animals at will. This has the same effects as the speak with animals spell.

NIGHT VISION. Shaka can see in dim light up to 60 feet of you as if it were bright light, and in darkness as if it were dim light.

SENSE MAGICAL EMANATIONS. Shaka can detect magic (as the spell) at will.

Shaka Backgrounds

Shaka Plains Hunter

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Nature, Perception, Stealth, Survival

Tools. Bowyer’s tools

Languages. Nomad

EQUIPMENT

Leather loincloth, Shaka beast-hide armor, thick leather bracers, Shaka longbow, Shaka obsidian knife

SHAN

Golden-Skinned Warriors From the East

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

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

ANCESTRY AND HISTORY

The Shan are a race of neomorphs created before the Fall by a sect of Archaens known as the Erythrians. The ancestors of the modern-day Shan were renowned for their absolute loyalty and allegiance to their masters, whom the Shan regarded as gods. They served as elite warriors, and were always organized into cadres of seven individuals, with each cadre assigned to a single master.

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

CULTURE

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

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

For most Shan, loyalty to the brothers and sisters of their cadre provides them with a sense of purpose. They range across the Wilderlands, surviving by hunting for food or taking such work as can be found with other tribes. The cadre acts as a unit, and fights to defend its members, even to death. An insult or injury to one is considered an affront to the whole cadre,



and is avenged by the entire group.

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

treated with respect, their loyalty in such cases is unshakable.

NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

Abandoned by their former masters, the Shan now regard themselves as masters of their own fate. Thus, unless they choose otherwise, Shan owe allegiance to none but themselves and their cadres. Shan only ally themselves with other tribes or individuals they view as honorable and just. For this reason, Shan never willingly consent to join forces with tribes such as the Golgoths, Thrax, and Umar.

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

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

Witchmen and Azraq, who were responsible for the deaths of many Shan when they undertook their long voyage west into the Wilderlands.

Shan Traits

Treat the Shan as human.

Shan Backgrounds

Shan Warrior

PROFICIENCIES

Armor. Light armor, medium armor, heavy armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Intimidate, Perception, Survival

Tools. Smith's tools, vehicles (land)

Languages. Old Archaen (spoken)

EQUIPMENT

+1 ceremonial sword, hide loincloth, head band, necklace, and bracers of hammered black iron, iron knife, Shan ceremonial armor

Shan Wanderer

PROFICIENCIES

Armor. Light Armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Nature, Perception, Survival, Tribal Lore

Tools. Cartographer's tools, vehicles (land)

Languages. Old Archaen (spoken).

EQUIPMENT

+1 ceremonial sword, hide loincloth, head band, necklace, and bracers of hammered black iron, Shan ceremonial armor

VANDAR

Warriors Bred For Battle

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

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

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

ANCESTRY AND HISTORY

Created by the sorcerers of the Four Nations before the Fall, the Vandar were used as surrogate armies and sent off to fight in the War of Four Nations. The war resulted in a stalemate, and the destruction of the Four Nations. Most of the Vandar who fought in the war were killed in battle. The rest are believed to have perished, either as a result of the Fall or because the species was unable to procreate and quickly died out.

But such was not the case. Shortly after the Fall, a number of these hybrid warriors were



found, preserved in sarcophagus-like vats. When the vats were opened, they were activated and brought to life. It is these “newly born” Vandar who now populate the Savage Lands, along with a growing number of younger offspring. Even so, the Vandar remain the least-numerous of all the humanoid races, and large tribes of Vandar are very rare.

CULTURE

The Vandar were bred for battle, and it really is the only thing that they know. Designed by their creators for use as heavy infantry and heavy cavalry, Vandar possess innate combat skills, but only of a specific sort. While they are skilled in the use of two-handed weapons like

greatswords and battle-axes, they have no talent for archery or missile weapons of any sort, nor are they capable of learning any other types of skills. Though Vandar are adept at riding large mounts like warbeasts and land lizards, they are too big and heavy to ride the smaller, swifter steeds such as striders.

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

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

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

NAMES

Vandar of the present day now choose their own names, though they tend to prefer names that are similar in style to the name Severus. For example: Verus, Varos, Oros, Sarus, Vanarus, Savar, etc.

TRIBAL GOVERNANCE

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

WORLDVIEW

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

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

Vandar Traits

STANDARD ABILITY SCORES. All Vandar are created equal. Instead of generating ability scores using the normal method use the following initial values:

STR	DEX	CON	INT	WIS	CHA
18	14	16	8	12	10

CLOSE COMBAT FOCUS. Once per short rest, Vandar may use a reaction to reroll an attack roll with a two-handed melee weapon. They may only use ranged weapons at a disadvantage.

FEARLESS. Vandar are immune to Fear and can never be stricken with the Frightened condition.

RAPID HEALING. All healing has twice the normal effect on Vandar. This includes (but is not limited to) points regained by resting as well as potions and cures.

Vandar Backgrounds

Vandar Warrior

PROFICIENCIES

Armor. Light armor, medium armor, heavy armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Intimidation, Survival, Tribal Lore

Tools. None

Languages. Primal

EQUIPMENT

Hide loincloth, sandals, black iron knife, Vandar greatsword, Vandar garde

VIRAGOS

Warrior-Women of the Wilderlands

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

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

ANCESTRY AND HISTORY

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

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

CULTURE

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



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

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

NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

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

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

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

Virago Traits

Treat Virago as human but add the following traits:

SPEED. Virago have a base speed of 35.

RANGED WEAPON FOCUS. Once per short rest Virago may use a reaction to reroll an attack roll with a ranged weapon.

Virago Backgrounds

Virago Mercenary

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Nature, Persuade, Survival

Tools. Vehicles (land)

Languages. Primal

EQUIPMENT

Hide loincloth and vest, sandals, black iron knife, Virago shortbow, ironwood spear or obsidian sword

WARLOKS

Soulless Assassins & Hunters of Wizards

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



ANCESTRY AND HISTORY

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

After the Fall, the surviving Warloks found themselves ill-equipped to deal with the dark age that descended on the land. Some continued what they were created to do, hunting

down sorcerers who had survived the Fall and remained in Talislanta, or working as mercenaries. Others wander aimlessly, looking for something to give purpose to their lives.

CULTURE

Warloks are among the few peoples of the present age who are still fluent in the spoken and written versions of Old Archaen. They have no talent for spells or incantations, but are able to read old Archaen writings, and can even identify many types of Archaen artifacts. Among the few literate folk of the current epoch, Warloks sometimes hire on as mercenaries with those who make their living by robbing tombs or searching ancient ruins for enchanted artifacts. With their ability to detect magic and their resistance to spells and wards, Warloks are often well-suited to such work. However, lacking a soul, they tend to be a dark and gloomy lot, who many other folks regard as harbingers of misfortune, or cursed.

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

NAMES

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

TRIBAL GOVERNANCE

Warloks have no tribes, and tend to be loners. On rare occasions, a male and a female travel together as a pair, and some may even become mates. Even these relationships tend not to last for long, due to the doom-haunted nature of these folk.

WORLDVIEW

Warloks are alone in the world, with few if any friends or allies. Imazi pity them, and Imazi tribes have been known to offer Warloks food,

shelter, help, or protection. Kasir are sometimes willing to take on a Warlok to help them acquire and identify enchanted artifacts, which they then trade to other tribes. The Yann occasionally seek the services of a Warlok to help them decipher particularly rare or complex Archaen writings.

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

Warlok Traits

ABILITY SCORE INCREASE. Warloks have -1 Strength, -1 Constitution, +2 Intelligence and +1 Wisdom.

KILLER. Once per short rest a Warlok may add their Intelligence modifier to the damage they inflict with a one-handed bladed weapon in close combat.

SEE MAGIC. Warloks possess the ability to detect magic (as the spell) by sight, at a range of about 20 feet. They can also tell the relative strength of the magic by the intensity of its aura. This trait only works against actual spells, not spell-like effects, powers or abilities.

MAGIC RESISTANCE. Warloks were bred to be highly resistant to even the most potent magic. They have advantage on saves against spells. They also take half damage from any spell. When a save halves damage this means they will take half or quarter damage. This trait only works against actual spells, not spell-like effects, powers or abilities.

SOULLESS. Warlocks can't be resurrected (but they can be raised and revived as normal).

Warlok Backgrounds

Warlok Assassin

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, martial weapons

Skills. Arcana, Athletics, Medicine, Perception, Stealth, Survival, Tribal Lore

Tools. Cartographer's tool, vehicles (land)

Languages. Old Archaen

EQUIPMENT

Leather vest, breeches, and boots, linen cloak, silver-bladed sword, two iron knives

YANN

Builders and Salvagers

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

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

ANCESTRY AND HISTORY

The Yann were bred by the Archaens for use as builders and engineers, miners and metallurgists. It was the Yann who built, maintained, and repaired everything from the fabled cloud-cities to the most complex clockwork automatons.

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

CULTURE

Yann have long been renowned as skilled engineers, able to build and repair many types of constructs, conveyances, and mechanisms. Lacking the sophisticated materials and resources of the Archaens, Yann are limited to undertakings far less ambitious than those that they performed in the time before the Fall. The Yann became expert salvagers, adept at working metals and other materials retrieved from the ruined cities and battlefields of the Savage Land.

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

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

NAMES

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

TRIBAL GOVERNANCE

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

Every Yann crew is led by a crew-chief, who is chosen for her wisdom and engineering



expertise. Crew-chiefs approve and oversee all work done by the crew, and also negotiate agreements with other crews or tribes. They are in charge of safe-keeping the crew's tools, materials, and offspring.

WORLDVIEW

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

Yann enjoy good relations with many other

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

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

Yann Traits

ABILITY SCORE INCREASE. Yann have a +1 Strength, +2 Constitution and +1 Intelligence.

EXOSKELETAL PLATES. Plating that covers the flesh of the Yann gives them an AC of 14, but makes it impossible for them to wear other armor. These plates also grant resistance to fire and from bludgeoning and slashing damage inflicted by non-magical weapons.

GIFTED ENGINEERS. Yann get advantage on any roll requires to design, build, repair or salvage something.

Yann Backgrounds

Yann Engineer

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. Athletics, Investigation, Survival, Tribal Lore

Tools. Armorer's, weaponsmith's, engineer's or salvage tools

Languages. Old Archaen (written, schematics and Archaen symbology only)

EQUIPMENT

Loincloth, wide leather belt, iron spear, salvage tools

NPC ARCHETYPES

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

AZRAQ

Scourge of the Volcanic Hills

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

ANCESTRY AND HISTORY

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

CULTURE

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



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

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

NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

The Azraq despise all other tribes, particularly the Drakken, whom they once viewed as rivals for the same territories. Even now, after most of the surviving Drakken have withdrawn deep in the Volcanic Hills, the two races bear a deep and mutual enmity for one another. They hate the Shaka, who hunt land dragons as a rite of passage and, in doing so, encroach upon territories the Azraq view as their own. During such times, fierce fights between the two races of hunters are not uncommon.

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

Azraq Traits

ABILITY SCORE INCREASE. Azraq have +1 Strength, +1 Dexterity and +1 Wisdom.

THICK HIDE. Azraq have a base AC of 12 when unarmored. If wearing armor they add 1 to their AC.

NATURAL WEAPONS. Azraq can attack with their claws or bite. Both are considered light finesse weapons that require simple weapons proficiency. Their claws inflict d4 slashing damage.

Their bite only inflicts 1 piercing damage, but if the target takes damage they must make a DC 12 Constitution save or take d6 poison damage and gain the poisoned condition for 1 hour.

Azraq Backgrounds

Azraq Dragon Hunter

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. Animal Handling, Athletics, Intimidation, Survival

Tools. None

Languages. Sauran

EQUIPMENT

Hide loincloth, hide cloak, decorative bone piercings, dragon-hide shield, loper steed, bone-tipped spear, bone knife

BEASTMEN

Savage Tribes of the Plainslands

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

ANCESTRY AND HISTORY

Beastmen are the descendents of the first Wild Tribes, who were among the most ancient humanoid tribes of Talislanta. For untold centuries, the Beast-tribes fought against the Drakken and, later, the Archaens. Having survived the

Fall, their tribes have now focused their enmity on the hybrid races who were created by the Archans and the last of the Drakken.

CULTURE

Beastmen are prolific breeders, and are likely the most populous of all the humanoid tribes in the Savage Land. They travel in loose-knit bands called packs, each led by the most powerful and aggressive of their number. They roam the Wilderlands regions and beyond, marking territories they claim for their own with crude totems made of bones and skulls. Beastmen are able to identify and read these totems, both by sight and by scent. Rapacious hunters, Beastmen remain within a territory until they either strip it of all viable game or are forced out by tribes stronger than themselves.

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

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

Beastmen fear magic. They don't understand arcane forces, and the experiences of their ancestors, handed down from the time of the Fall, have made most Beastmen reluctant to use or even handle enchanted items. Beastmen worship no gods and have no shamanic traditions of their own. They communicate in a rudimentary form of sign-language, punctuated by grunts, snarls, and simple gestures. At longer ranges, Beastmen signal each other by howling.



NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

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

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

Beastman Traits

ABILITY SCORE INCREASE. Beastmen have +1 Strength and +2 Constitution.

TOUGH HIDE. Beastmen have a base AC of 11 when unarmored. If wearing armor, they use the AC provided by the armor, instead.

NATURAL WEAPONS. Beastmen can attack with their claws or bite. Both are considered light finesse weapons that require simple weapons proficiency. Their claws inflict d4 slashing damage. Their bite inflicts 1d3 piercing damage.

BLOODTHIRSTY. Beastmen attack wounded opponents at advantage and inflict 1d8 damage instead of 1d4 with their natural weapons.

ACUTE SENSES. Beastmen have advantage when making perception rolls.

TRACK BY SCENT. Beastmen have advantage when making Wisdom (Survival) rolls to track.

Beastmen Backgrounds

Beastmen Hunter

PROFICIENCIES

Armor. Light armor, shields

Weapons. Simple weapons, martial weapons

Skills. Athletics, Intimidation, Survival

Tools. None

Languages. Primal

EQUIPMENT

Hide loincloth, bone club, assortment of scavenged claws, bones, and fangs

BOGLINS

Thieves of the Dead Forest

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

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

ANCESTRY AND HISTORY

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

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

CULTURE

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

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

Subterranean Boglins survive by scrounging for roots and tubers, and by stealing from the Undermen, and sometimes even from the Satada. Like their surface-dwelling cousins, those who dwell underground are also known to steal from tombs, crypts, and subterranean vaults, gaining access by picking locks or worming their way in through cracks and crevices.

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

NAMES

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

TRIBAL GOVERNANCE

Boglins have no concept of governance, instead establishing a pecking order that only extends



to those in their immediate vicinity. When not stealing from each other or those around them, they traffic in gossip, lies, and deceit. Those who have the richest treasure-hoards may earn the grudging admiration of their peers or, more commonly, become the targets of their jealousy—and the likely victims of a heist.

WORLDVIEW

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

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

Boglin Traits

ABILITY SCORE INCREASE. Boglings have +2 Dexterity.

SPEED. The base speed of the Boglings is 35.

NIGHT VISION. Boglings can see in dim light up to 60 feet as if it were bright light, and in darkness as if it were dim light.

SHADOW CREEPERS. Boglings make stealth rolls at advantage in darkness.

Boglin Backgrounds

Boglin Thief

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Acrobatics, Deception, Investigate, Stealth

Tools. Thieves' tools

Languages. Primal

EQUIPMENT

Hide loincloth, stone spear, bone knife or sling

Boglin Slave Laborer

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Athletics, Survival

Tools. None

Languages. Primal

EQUIPMENT

Hide loincloth

DRUDGES

Servants of the Old Archaens

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

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

ANCESTRY AND HISTORY

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

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

CULTURE

Drudges often seek out one another, congregating in groups or sometimes seeking to join up with larger tribes. Many other tribes have at least a small number of Drudges among them, who perform manual labor or other services in exchange for food, goods, and protection. Drudges take pride in their work no matter



what it is, and are typically loyal and trustworthy, sometimes even to a fault.

NAMES

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

TRIBAL GOVERNANCE

Drudges were bred to be followers. Part of their inherent make-up was to serve their Archaen masters, and this servile attitude was passed to subsequent generations. Often victimized by

stronger tribes, many Drudges were captured by the Golgoths and ended up as slaves. But as Drudges adapt to the new reality, their people have begun to show signs of becoming more organized and even independent. While most Drudges still prefer to join other tribes, it seems possible that these people may one day be able to strike out on their own and establish their own tribes and cultures.

WORLDVIEW

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

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

Drudge Traits

ABILITY SCORE INCREASE. Drudges have +1 Constitution

Drudge Backgrounds

Drudge Worker

PROFICIENCIES

Armor. None

Weapons. None

Skills. Athletics, Survival

Tools. None

Languages. Primal or Old Archaen

EQUIPMENT

Hide Loincloth, hide tunic, scavenged tools, wood club

DRUKHS

Ghost-Tribes of the Northern Hills

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

ANCESTRY & HISTORY

The Drukhs are among the oldest of the Wild Tribes, and perhaps the strangest. They were once like most of the other Wild Tribes, living in the hills of northern Talislanta and surviving as hunter-gatherers. In ancient times, they fought with the other Wild Tribes against the Drakken and later against the Archaens. Then came the Fall or, as the Drukhs call it, “the end of the world”. To the Drukhs, the Savage Land is a hellish afterlife, in which they are cursed to wander as ghosts for all eternity.

CULTURE

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

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



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

A Drukh spirit-quest can take one of several forms. The most common is a hunt, in which the tribe goes forth to find food, skullcap, or whatever the shamans decide. Slightly less common is the Dance of Madness, which entails the consumption of even more skullcap, upon which the tribe enters into a trancelike state, accompanied by wild music and dancing. Least common, but most deadly, is the Dance of Death, in which the tribe goes forth to mercilessly kill any and all other humanoids it can find.

Drukh spirit-quests generally continue for the entire night, ending only when the twin suns appear in the sky. When a quest is done, the

exhausted participants stop whatever they are doing and fall into a deep sleep. A tribe sleeping off a spirit-quest is usually oblivious to anything going on around it for at least a day, until the effects of the skullcap wear off.

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

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

NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

Drukhs regard all of their kind as brothers, sisters, and fellow-sufferers. When two tribes

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

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

Drukh Traits

Treat the Drukh as human.

Drukh Backgrounds

Drukh Wildman

PROFICIENCIES

Armor. Light armor, shields

Weapons. Simple weapons

Skills. Animal Handling, Stealth, Survival

Tools. Flute or drum

Languages. Primal, Sign

EQUIPMENT

Hide loincloth, wood club, skullcap (1 dose), bone flute or hide drum

Drukh Shaman

PROFICIENCIES

Armor. None

Weapons. None

Skills. Religion, Survival, Tribal Lore

Tools. Flute or drum

Languages. Primal, Sign

RITUAL MAGIC

Commune with Spirits, Influence Emotions

EQUIPMENT

Hide loincloth, wood club, skullcap (2 doses), bone flute or beast-hide drum

GOLGOths

Slavers of the Wilderlands

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

Golgoth males generally wear iron helmets that cover the entire head except for narrow eye-slits, with a headband made from a strip of hide dyed in the tribe's colors. Females typically wear headdresses of interconnected chains, sometimes decorated with spikes and hooks to lend a more fearsome aspect to their appearance. Both males and females favor chain-blades and chain-maces, which are primarily used to injure and capture, but can also be used to kill.

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

Golgoths are cruel and domineering by nature, and are adept at using coercion and torture to "break" other living creatures and get them to do their bidding. This ability extends not just to humanoids, but also to wild animals, even to some predators.



ANCESTRY & HISTORY

The Golgoths are said to be a hybrid race created by the Torquar to serve them as torturers and inquisitors. If true, this would certainly explain their cruel proclivities, as well as their relationship with the normally-hostile Ra tribes. But unlike the Ra, the Golgoths exhibit no reverence for, or interest in, the ancient Torquarans, their cult of Death, or their purported ancestors. It has been suggested that this is because the Golgoths were created to be devoid of any form of morality, sentimentality, or religious belief.

CULTURE

Slaving is the primary occupation of the Golgoth, and is divided up into three main

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

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

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

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

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

NAMES

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

TRIBAL GOVERNANCE

Golgoths not only dominate other creatures by force, they do the same amongst themselves. The leader of a Golgoth slaving or raiding tribe is always the most dominant and merciless member of the group. Golgoth chieftains maintain their position of power only as long as they can intimidate potential rivals. If a chieftain shows weakness of any sort, a rival

will quickly take the opportunity to kill him and seize control of the tribe. As long as the usurper is successful, she need fear no repercussions; neither the spouses nor the relatives of a deposed chieftain care enough to seek revenge. However, if the would-be usurper fails, she can expect a painful death, prolonged as much as possible for the entertainment and edification of the rest of the tribe.

WORLDVIEW

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

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

Golgoth Traits

ABILITY SCORE INCREASE. Golgoth have +1 Strength and +2 Constitution

Golgoth Backgrounds

Golgoth Slaver

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. Intimidation, Persuasion, Survival

Tools. Smith's or leatherworker's tools

Languages. Primal

EQUIPMENT

Loincloth, cowl, leather boots, thick hide gauntlets, fur cloak, light chain-whip, chain hood, chain armor

Golgoth Raider

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. Animal Handling, Survival

Tools. Smith's or leatherworker's tools

Languages. Primal

EQUIPMENT

Loincloth, cowl, leather boots, thick hide gauntlets, fur cloak, chain-blade, chain-hook or light chain-whip, chain hood, chain armor

RA

Servants of Death

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

ANCESTRY AND HISTORY

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

The Ra survived the Fall and, despite being abandoned, remain loyal to the teachings of

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

CULTURE

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

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

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

NAMES

Ra names have two parts and typically end in the suffix -Ra, which to these folk means "Servant of Death". Common names include Az-Ra, Shalim-Ra, Anaz-Ra, Nalik-Ra, Das-Ra, and Ymaru-Ra.

TRIBAL GOVERNANCE

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



for Torquaran artifacts. Warrior-priests and paladins are the only Ra allowed to handle Torquaran artifacts.

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

WORLDVIEW

The Ra's only goal is to bring back the Torquaran Empire, in the hope that by doing so, their long-departed masters will one day return

to lead them. Everything they do is dedicated to this objective.

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

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

Ra Traits

ABILITY SCORE INCREASE. Ra have +3 Strength

Ra Backgrounds

Ra Paladin

PROFICIENCIES

Armor. Light armor, medium armor

Weapons. Simple weapons, martial weapons

Skills. Athletics, Intimidation, Survival

Tools. Smith's tools, torturer's tools

Languages. Primal

EQUIPMENT

Hide loincloth, leather sandals, leather bracers, heavy executioner's axe, heavy crossbow, chain-blade, Ra paladin armor

Ra Warrior-Priest

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons, martial weapons

Skills. Religion, Persuasion, Survival, Tribal Lore

Tools. None

Languages. Primal, Old Archaen

EQUIPMENT

Hide loincloth, leather sandals, leather bracers, bone knife, Ra executioner axe

TALOSIANS

Ancient Automatons

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

Talosians are constructed of brass and sculpted to resemble the Archaen ideal of nobility: slender, stately of bearing, with well-formed features. Their metallic “skin” is as tough as plate armor, and just as inflexible. The face of a typical Talosian is an immobile mask, displaying a calm, neutral expression.

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

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

ANCESTRY AND HISTORY

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

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

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

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

CULTURE

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

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

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

in memory for future use or dissemination.

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

NAMES

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

TRIBAL GOVERNANCE

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

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

WORLDVIEW

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

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



Talosian Traits

ABILITY SCORE INCREASE. Talosians have +1 Dexterity and +1 Constitution.

CONSTRUCT. Immune to poison and disease, doesn't eat, breathe or sleep.

ARMORED FORM. Talosians have a natural AC of 15 but can't wear other armor (though they may use shields). They are resistant to fire and damage inflicted by all non-magical weapons.

MADE NOT BORN. Talosians get maximum hit points for their class and level, but can't regain hit points from resting or benefit from healing magic such as spells and potions. They must be repaired. This requires the Gifted Engineer feature of the Yann and access to parts and

materials. For every hour spent repairing them, a DC 15 tool proficiency roll restores 1d8 points, +2 per point by which the roll was exceeded (so a roll of 18 would repair 1d8+6 hit points). Note: At the DM's option, a Talosian may regenerate a number of lost hit points every hour equal to their Constitution modifier. They may also be repaired.

SLOW MOVING. The movements of the Talosian are slow and deliberate. They may not Dash and make all Dexterity saves and skill rolls at a disadvantage. Any attacks they make after the first for any reason (including the Extra Attack feature or using a bonus action to attack with an off hand weapon) are made at a disadvantage.

EXPRESSIONLESS. Talosians make all Charisma based skills at disadvantage.

EMOTIONLESS. Talosians may not use the Insight skill, but are immune to any spell or effect that alters or imposes emotions such as fear.

Talosian Backgrounds

Talosian Automaton

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. By type (see below)

Tools. By type (see below)

Languages. Old Archaen (spoken)

EQUIPMENT

Leather cloak and hood (worn for protection from elements), choice of spear or sword, plus shield for Guardians.

AUTOMATON TYPES

All Talosians are of a specific type.

Choose one of the following:

ARCHIVIST. +1 Intelligence, add Nature proficiency, and any 2 tool proficiencies

GUARDIAN. +2 Strength, add martial weapon and shield proficiency

NAVIGATOR. Add vehicles (land) proficiency,

Animal Handling and Direction Sense (can always detect North and estimate distance above/below ground level)

SCRIBE. +1 Intelligence and Wisdom, add Written Old Archaen, Recall (make a DC 13 Intelligence save to recite anything they have witnessed)

TRANSLATOR. +2 Charisma, add a language (players choice) and Persuasion proficiency

THRAX

Merchants of Destruction

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

Thrax always wear dark sand-goggles and leather face masks to protect themselves from sandstorms and the harsh rays of the twin suns. They dress in hooded cloaks, tunics, boots and spiked gauntlets made from heavy beast-hide. Beneath their masks and hooded cloaks, all adult Thrax bear a peculiar symbol branded on the forehead, marking them as members of their clan. Some say that this symbol was an old Archaen warning sign meaning "poison".

ANCESTRY AND HISTORY

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

Though physically unimposing, the Thrax have a well-deserved reputation for cruelty and an utter lack of compassion or mercy. Their use

of poisons and toxins was considered repulsive even by some of the Torquar's allies. Far worse, it is believed that it was the Thrax who built and operated the Fire Pits of Malnangar where, it is said, the entire race of Xambrians was sent to their deaths.

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

CULTURE

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

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

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

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



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

NAMES

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

TRIBAL GOVERNANCE

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

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

WORLDVIEW

The Thrax are amoral and somewhat paranoid. They believe that other tribes covet their knowledge, and are ruthless towards those that they believe plot against them. The chief target of Thraxian paranoia are the Yann, rivals of the Thrax for certain types of salvage. The Thrax believe that the Yann are trying to steal their secrets (the Yann feel the same way about the Thrax).

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

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

Thrax Traits

ABILITY SCORE INCREASE. Thrax have +1 Dexterity and +1 Constitution.

ENDURE POISON. Thrax are resistant to poison, make saves against poison at advantage, and any poison with an ongoing effect lasts half as long as usual.

Thrax Backgrounds

Thrax Salvager

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Athletics, Investigate, Survival

Tools. Tinker's tools, salvage tools

Languages. Primal, Old Archaen

EQUIPMENT

Heavy leather cloak and gloves, leather mask, iron tools, Thraxian blade-staff

Thrax Weapons Dealer

PROFICIENCIES

Armor. Light armor

Weapons. Simple weapons

Skills. Persuasion, Survival, Stealth

Tools. Poisoner's kit or tinker's tools

Languages. Primal, Old Archaen

EQUIPMENT

Heavy leather cloak and gloves, leather mask, Thraxian blade-staff, Thraxian dart-thrower



UMAR

Savage Conquerors of the North

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

Umar wear their coarse dirty hair loose, or tied in topknots and adorned with bone rings or braids. They dress in heavy leather armor made from tough ogriphant hide, studded with curved claws and fangs similar in appearance to Vandar garde (see page 217). Umar shamans wear crude, three-eyed totems that resemble the mysterious, giant idols found in certain parts of the northern Wilderlands.

ANCESTRY AND HISTORY

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

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

CULTURE

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

batter and destroy almost any of kind of stronghold constructed by folk of the current age.

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

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

NAMES

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

TRIBAL GOVERNANCE

The Umar recognize only one thing: brute strength. Each tribe is ruled by a warlord, who is typically the tribe's strongest warrior. These tribes are ruled, in turn, by stronger tribes led by more powerful warlords, and so on, creating a hierarchy of tribes and warlords. The end result is that the entire Umaman nation may well be ruled by as few as three arch-warlords, each having the status and power of a king.

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

WORLDVIEW

Due to their warlike nature, the Umar have few friends among the tribes of the Savage Land. They are known to have dealings with



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

Having conquered the Darklands, the Umar are believed to have set their sights on the lands to the south. The Plains of Armageddon, with its rich stores of salvage and ancient weaponry, are of particular interest to them. Umar scouts and expeditionary parties travel to this region

following trails through the Barrier Mountains to Blood Canyon and on into the Plains. Skirmishes with other tribes such as the Vandar and Viragos are becoming more and more common.

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

Umar Traits

ABILITY SCORE INCREASE. Umar have +3 Strength and +3 Constitution.

MASSIVE. Once per short rest an Umar may reduce the damage they take from a non-magical weapon by their Constitution modifier.

POWERFUL BUILD. Umar are considered one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

SMELL FEAR. Umar get advantage when using insight to determine if someone is afraid so long as they are able to smell them.

Umar Backgrounds

Umar Warrior

PROFICIENCIES

Armor. Light armor, shields

Weapons. Simple weapons, martial weapons

Skills. Insight, Intimidation, Survival

Tools. None

Languages. Primal

EQUIPMENT

Leather cloak and loincloth, thick boots, land-lizard armor, Umar axe-blade

UNDERMEN

Those Who Dwell Below

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

Undermen have a hunched posture and distinctive, half-crouching gait. Their movements are jerky and erratic, turning their head back and forth as they blindly attempt to sense their surroundings. They dress in tattered rags, and have tough yellow claws that enable them to burrow through the ground with ease.

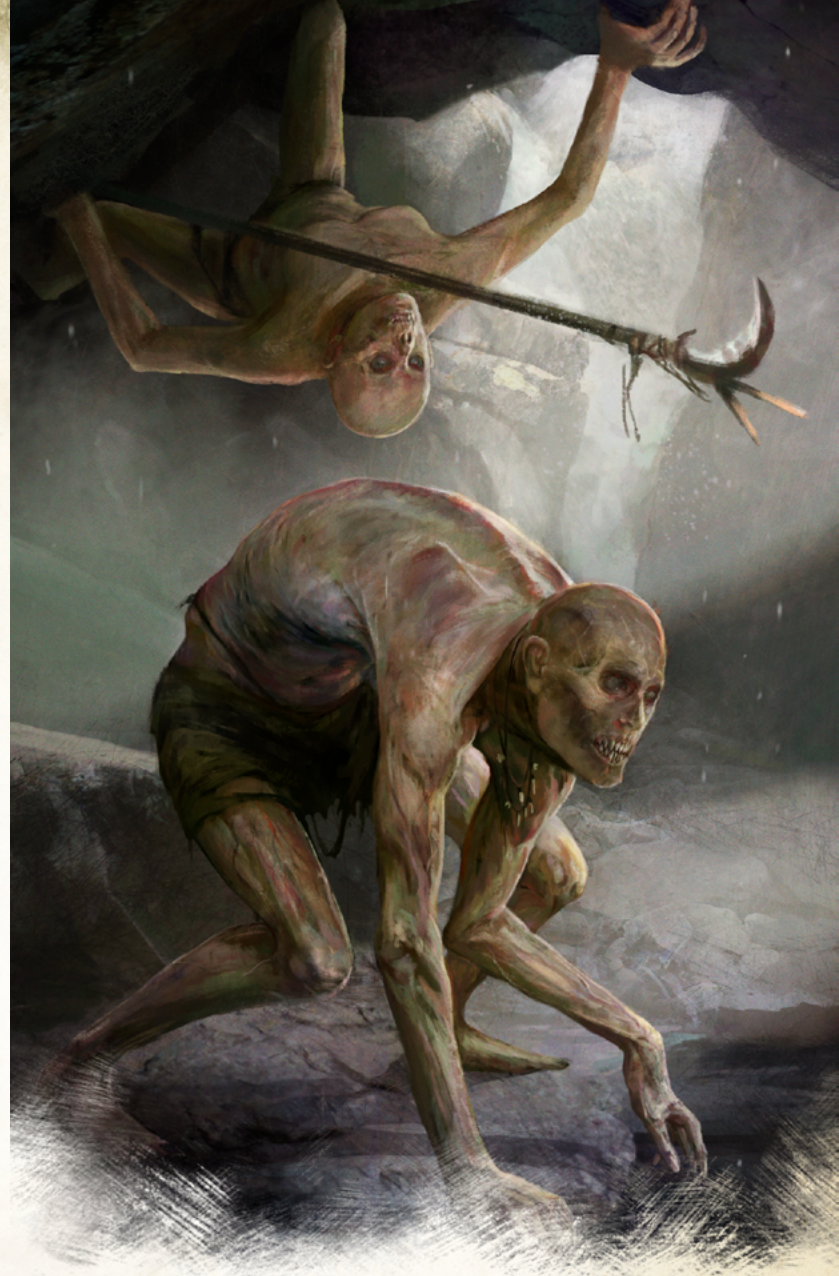
ANCESTRY AND HISTORY

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

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

CULTURE

Undermen live in complex networks of tunnels and caverns called warrens. The smallest of these may house less than a dozen Undermen, and may consist of just a single burrow or tunnel. The largest warrens may hold hundreds, or even thousands, of Undermen and can



encompass a widespread network of tunnels, caverns, burrows, trap-holes, and underground streams and rivers.

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

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

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

NAMES

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

TRIBAL GOVERNANCE

Underman warrens seem to function as independent cells, each being led by the oldest member of the group. However, it is said that all Undermen follow the word of a personage they call the Underlord. No living surface-dweller has ever seen the Underlord, nor does anyone seem to know where he lives. But it is said that the Underlord controls the actions of all Undermen, telling them where to dig their tunnels or when to raid the surface, using his underlings to pass his edicts throughout the length and breadth of the Underrealms.

WORLDVIEW

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

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

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

Underman Traits

ABILITY SCORE INCREASE. Undermen have +1 Constitution and +1 Wisdom.

DETECT VIBRATIONS. Undermen have Tremorsense with a 30 ft. radius.

ACUTE SENSES. Undermen have advantage when making perception rolls.

Undermen Backgrounds

Underman Stalker

PROFICIENCIES

Armor. None

Weapons. Simple weapons

Skills. Perception, Stealth

Tools. None

Languages. Primal

EQUIPMENT

Leather leggings, hide and stone armor, stone axe

WITCHMEN

Headhunters of the Junglelands

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

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

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

ANCESTRY AND HISTORY

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

CULTURE

The Witchmen are practitioners of a primitive and vile form of black magic. They revere the undead, from whom they seek knowledge and power over their rivals. Witchman shamans take the heads of their enemies and use them to make horrid-looking totems, with which they communicate with the dead. They are habitual users of kesh, a plant that acts as a powerful

narcotic and is used in many of their rituals. Under its influence, Witchman shamans are able to see into the spiritrealms, and commune with undead entities such as disembodied spirits, wraiths, and shadowwitches. The most powerful shamans are said to be able to steal the souls of captive victims and imprison them in soul-cages made from woven mandragore roots.

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

NAMES

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

TRIBAL GOVERNANCE

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

WORLDVIEW

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



Witchmen Traits

ABILITY SCORE INCREASE. Witchmen have +1 Dexterity

Witchmen Backgrounds

Witchman Warrior

PROFICIENCIES

Armor. Light armor, shield
Weapons. Simple weapons
Skills. Nature, Stealth, Survival
Tools. None
Languages. Primal

EQUIPMENT

Hide loincloth, bone spear or blowgun, bone knife or bone axe, wooden vial of poison

Witchman Shaman

PROFICIENCIES

Armor. None
Weapons. Simple weapons
Skills. Nature, Religion, Stealth, Survival
Tools. Drums
Languages. Primal

RITUAL MAGIC

Commune with Spirits, Create Charms and Talismans, Create Totem, Curse, Remove Curse

EQUIPMENT

Hide loincloth, bone spear or blowgun, wooden jar of poison, ritual drum

CREATING A TRIBE

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

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

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

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

2) Record your tribal stats: These are simply your primary archetype's traits, skills, equipment, and hit points, as listed in the archetype descriptions. The bulk of your tribe is considered Level 1.

3) Determine the size of your tribe: Roll 1D20+10. This is the number of NPC followers in your tribe; add the number of PCs in your group. The total equals the starting size of your tribe, which may increase or decrease over the course of play.

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

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

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

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

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

7) Name and Symbol: Choose a weapon, battle standard, Primal symbol (see page 73), species of creature, or other totem to represent your tribe. If you like, you can also choose a name for your tribe based on the image or symbol you chose to represent it.

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

Combined Tribes

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

Tribal Backstory

Territory: Choose a single territory in the known world as the place with which the majority of your tribe is most familiar. Mark down this information on the Tribe Sheet; when in this territory, your tribe receives advantage to all mass action die rolls (see the Mass Action rules on page 10).

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

- ✦ The tribe is currently located in or near its traditional home territory.
- ✦ Your tribe is nomadic, and has no home

territory to speak of. It's current location is _____ (fill in the blank).

- ✦ The tribe is currently far from its home territory, and is now located in _____ (fill in the blank).

Possible reasons include: forced to flee to escape a stronger enemy tribe; forced to travel far from home to find food/water; on a mission of some sort (explain); has become lost or displaced by the Gyre.

- ✦ Your tribe has always been faithful to the ways of its ancestors, and its members are well-regarded by other tribes of the same race/culture; or your tribe is not faithful to the ways of its ancestors and its members are regarded as rebels, outcasts, or unbelievers by other tribes of the same race/culture.
- ✦ Determine if your tribe is mainly comprised of a single type of archetype or several different archetypes.
- ✦ Your tribe welcomes individuals of most other races and cultures; or it is xenophobic and shuns individuals of other races & cultures.
- ✦ Your tribe shuns individuals of one particular race or culture.
- ✦ Your tribe is warlike, but is it regarded as honorable because it doesn't break agreements; or is it regarded as dishonorable because it doesn't keep its word.
- ✦ Perhaps your tribe only recently banded together, and has no reputation to speak of as of yet.
- ✦ Your tribe consists of the last remaining survivors of some other, larger tribe.
- ✦ Your tribe is considered cursed, because it is known (or believed) to have broken some sort of taboo or entered an area considered to be cursed.

Renown Rules For Tribes

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

As with PCs, Renown is based on the Charisma Modifier of the of the tribal archetype; modified by +1 for each +10 of the tribal leader's Renown, and for events, much like characters.

The Tribe Sheet includes a section where its Renown can be recorded.



CHAPTER THREE:

SKILLS

For the most part, the standard list of D&D skills is used. Nature and Survival are especially important for adventuring in the Savage Land.

CHANGES TO EXISTING SKILLS

Intelligence (Tribal Lore)

The Tribal Lore skill replaces the History skill.

Very little of the history of the Savage Land is known. What history there is tends to be specific to a character's culture, so they use Tribal Lore instead.

Tribal Lore provides knowledge of one's tribal customs, taboos, handiworks, rituals, attitudes towards outsiders, and general worldview.

Individuals may also study and learn the Tribal Lore of another tribe if desired, using the Downtime rules in the DMG. This usually involves spending significant time with that tribe to learn their ways. Keep a list of every tribe a character with this skill is familiar with.

Setting-Specific Skill Use

The following are new ways you may use existing skills in the Savage Land.

Intelligence (Arcana).

Appraise Archaen Artifacts

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

Intelligence (Investigation).

Scavenge

The ability to recognize and locate edible or otherwise useful items, such as scraps of iron, glass, bone, horn, or wood; discarded or broken tools, weapons, and implements; edible roots, plants, scraps of meat from questionable sources that are still safe to eat, etc. The quantity and type of useful items is up to the DM to determine, based on the Scavenger's skill roll and the DM's appraisal of what type of items may or may not be available in a given region. Note that the Scavenge skill doesn't bestow any special ability to detect magic or enchanted items.

NEW PROFICIENCIES

A few additional proficiencies have been added which help you capture the feel of the setting. The specialized Proficiencies in this section can only be learned from a master. A character can train to gain additional Proficiencies using the Downtime rules from the DMG. It is up to the DM to decide how much time it would take for a character to acquire the Proficiency they seek.

New Weapon Proficiencies

Archaen Siege Weapon

The ability to operate most types of Archaen siege weapons, including bombastions, iron dragons, and siege golems.

Battle Golem

The ability to operate most types of Battle Golems.

Siege Weapon

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

New Tool Proficiencies

Archaen Siege Weapon Tools

Large spanners, wrenches, mauls, etc., to work on most types of Archaen Siege weapons, including bombastions, iron dragons, and siege golems. Only the Yann and certain Thrax possess these tools.

Automaton Repair Kit

This kit contains the finest and most delicate tools, made from the finest materials (usually red iron). Use of an automaton repair kit allows the character to repair the highly sophisticated automaton-mechanisms known as Talosians. Proficiency with the kit includes the ability to read and repair the crystal memory-discs, known as sensoria, and a thorough understanding of old Archaen schematics and symbols, which are so complex that usually only Yann can decipher them.

Clockwork Repair Kit

The tools in this kit are fine, though not so fine as those in the Automaton tool kit. The clockwork repair kit allows a character to repair most of the simpler types of clockwork mechanisms, but not highly-complex mechanisms such as Talosians.

Bowsmith Tools

Use of a bowsmith artisan tool kit allows the character to fashion, repair, and appraise long bows, short bows, quivers and arrows.

Engineer's Tools

Axes, picks, shovels, saws, pry-bars, block and tackle, and other tools used for moving earth to either build or destroy primitive earthworks or Archaen ruins. The engineer's toolkit shares many tools with Salvage Tools, though are

geared more for earth, stone and wood rather than metal.

Salvage Tools

Shovels, picks, sledges, mauls, rope and pulleys, and all tools needed to excavate and disassemble various types of structures and apparatuses without causing damage to the materials or parts.

Siege Weapon Tools

Use of an Siege Engineer Artisan tool kit allows the character to build and repair most types of standard siege weapons, such as a ballistae, catapults, and battering rams, as well as drays of all kinds.

Torturer's Tools

The numerous knives, clamps, hooks, pincers, hot coals and other implements pain give the user a greater chance of extracting information. Or, at least, inflicting pain.

Languages

The following languages are widely used in the Savage Land: Nomad, Elder, Sauran, Primal or Sign. Note that Primal is the closest thing to a "Common Tongue" in the Savage Land, being spoken by such diverse peoples such as Boglins, Drukhs, Golgoths, Vandar, and others.

Sign Language

Like Primal and Primal Symbology (see below), many tribes can also communicate in Sign. Even those that don't possess this skill can usually understand it to some degree, although unless very simple information is being conveyed, misunderstandings can easily occur (the DM should roll in secret each time a non-Sign speaker attempts to use this skill; a Failure indicates a faulty translation, with possible unintended consequences).

Written/Spoken Old Archaen

Since the Fall, the spoken version and written versions of the Archaen tongue have mainly

been forgotten. Talosians are among the few who are still fluent in both the written and spoken versions of Archaen. Warlocks can read Old Archaen; and are conversant in the spoken version, as are the Shan. Thrax can decipher Old Archaen symbols, but are not fluent, and may misread or be unable to decipher some symbols (DM's ruling). Yann are familiar with the symbols that Archaens used for measurements, materials, and for certain technomantic concepts related to building automatons, golems, and the like.

Drakken Symbolology

All Drakken can read the complex symbolology employed by their ancestors, which is always carved or engraved into stone or metal. Drakken claim that the subtleties of their symbolology can only be expressed in three dimensions; the depth at which the symbols were carved or engraved convey layers of meaning and emotional content.

Primal Symbolology

Most of the peoples of the Savage Land are either illiterate or semi-literate. While few of the spoken languages employed by these folk have written counterparts, a system of symbols has evolved that is familiar to most tribes, referred to as Primal Symbolology.

Primal Symbolology includes a variety of primitive runes and ideograms that are the only "written" version of the Primal tongue. These symbols may be etched into stone, wood, or bone, tattooed on skin, or even written in blood. They represent things that are important to the various Wild Tribes, and are used to mark territorial boundaries, denote sources of fresh water, form part of a tribal sigil, or warnings to other tribes.

Common Primal Symbols include runes for Death, Black Magic, Poison, Danger, Food, Water, various types of wild animals, and warnings signs to mark the presence of dangerous creatures and beings such as Demons, Evil Spirits, Sand Dragons, Drakken, Undermen, Necrophages, etc.

MAGIC IN THE SAVAGE LANDS

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

Depending on which options the DM chose for character creation, current inhabitants of the Savage Land may not be able to cast spells. Even if they can, the power and scope of the spells available to them are limited.

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

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

When the adventurers encounter relics like these the DM can use any of the standard D&D items including spell scrolls that may contain spells not normally available to player characters.

If the Withen exist (see page 172), might the lost secrets of spell casting be among the vast stores of knowledge that they are said to hoard? And somewhere in the world, could there be one or more Archaens sorcerers who survived the Fall?

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

PRIMAL SYMBOLS

Though most denizens of the Savage Land are illiterate, many tribes have developed a simple system of symbols or ideograms that are used to represent certain words or concepts. Most tribes will recognize and be able to "read" these symbols. However, the exact meanings of these symbols can be uncertain, open to interpretation, and/or dependent on context.

Here's a list of the most widely-used Primal Symbols:

Common Primal Symbols

-  danger, warning, beware
-  humanoid, i.e., non-animal
-  wild, bestial, savage
-  monster, predator
-  tribe
-  trail, path
-  Drakken
-  death, the dead
-  undead, spirit, necrophage
-  ancient ruins
-  the ground; any symbol below a line would indicate that it is underground.
-  twin suns, or day-time
-  moon, or night-time
-  water
-  the Gyre

Primal Magical Symbols

-  the Evil Eye, curse
-  Archaen, ancient magics, Archaen ruins
-  Torquaran, black magic, danger
-  ancient evil, Sepharan, chaos, destruction

Primal Moon-Signs

Crescent-moon symbols are used to represent symbolic virtues attributed to Talislanta's seven moons. The color of the symbol determines which moon is represented, as follows:

-  allies, friends
-  safety, protection, healing
-  warriors, hunters
-  sorrow, loss
-  secret, mysterious, unknown
-  good fortune
-  black moon

Compound Primal Symbols

Primal symbols can also be combined to create new/more complex meanings:

-  humanoid tribe
-  wild tribe
-  Undermen
-  "tomb" and/or "necrophages"
-  above-ground water
-  underground water
-  X plus any other symbol = "beware of _____"

Superstition

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

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

At the DM’s option, PC or NPC individuals or tribes who encounter any situation where superstition might come into play can be required to make an Intelligence save to determine how they respond. On any successful roll, the individuals are unaffected by superstition, and may take action as usual. On a failure, the affected individuals are frozen with fear and refuse to go near whatever it was that caused them to be afraid. Only a strong leader with superior Renown—or the presence of something or someone even more greatly feared—can cause the affected individuals to overcome their fear. On a result of 1, the affected individual is so frightened that they immediately flee the area in abject terror. In this case, the superstition becomes so ingrained that the affected individuals never forget it. If faced with a similar situation in the future, they will again flee in fear. Such is the power of superstition in the Savage Lands.

Note that in certain circumstances, superstition may cause affected individuals to react not with fear, but with awe. Individuals who are awe-struck may regard whatever caused this reaction as a miracle, an omen, or a sign from

the gods. Whether a situation results in fear or awe is determined by the DM, based on the prevailing circumstances and the beliefs of the affected individuals.

Primitive Ritual Magic

This can either be a replacement for, or an addition to, the standard D&D magic system.

Using any of these rituals requires the Ritual Magic background ability.

In campaigns without spell casting, these rituals represent the extent of magical ability in the Savage Land.

If the DM decides to use them, these rituals must be learned from a master. Each ritual has a minimum level requirement that must be met before it can be learned.

Using any of these rituals requires an Arcana roll against the DC listed for the ritual. For rituals that require more than a round to cast, having an assistant and special tools such as carved wands and bones allows this roll to be made at advantage.

Commune With Animals

Minimum Level: 2, DC 12

This ritual takes a single round to perform. It has the same effects as the speak with animals spell. Note that all Shaka possess this ability as an innate talent.

Commune With Plants

Minimum Level: 3, DC 14

This ritual takes a single round to perform. It has the same effects as the speak with plants spell, except that it only allows communication, not command. Note that all Narada possess this ability as an innate talent.

Commune With Spirits

Minimum Level: 4, DC 13

This ritual takes a single round to perform. If successful, it has the same effects as the speak with dead spell. Note that the user and intended subject must speak the same language in order for this skill to be effective.

Concoct Potions

Minimum Level: 6, DC depends on the potion

This ritual takes about an hour to perform. The shaman may concoct a single dose of any type of primitive potion. Certain ingredients are needed to concoct the potion (see Primitive Magical Ingredients, page 228, for details).

Create Charms & Talismans

Minimum Level: 7, DC depends on the item

This ritual takes a full day and night to perform. The shaman can create a single primitive charm or talisman of most any type, including a spirit jar. Certain ingredients are needed to create the intended device (see the Primitive Magical Ingredients, page 228, for details).

Create Totem

Minimum Level: 7, DC 15 (or higher)

This ritual takes a full day and night to perform. The shaman can imbue an item with the spirit of a dead enemy. Witchman shamans use this ritual to create shrunken-head totems, soul-cages, or soul-stones.

Curse

Minimum Level: 5, DC 13

This ritual takes about an hour to perform. The caster can put a curse on a living victim or an item. To curse a victim that isn't present, the caster needs a lock of the victim's hair or a prized personal possession. This has the same effects as the bestow curse spell, but the effects last until the curse is removed.

Influence Emotions

Minimum Level: 5, DC 14

This ritual takes a single round to perform. It causes other living things in a 10' radius (+5 ft. per caster level) to feel whatever emotion the caster desires. Examples include (but are not limited to) fear, courage, confusion, hate and love/friendship.

Intended targets are allowed a Wisdom save to resist the influence if they so choose. If the chosen emotion requires a radical change in emotion (such as a hostile enemy hunting party

being made to feel friendship) the save is made at advantage.

Even if a new emotion takes effect, the target still has free will and further interaction may cause that emotion to change (an enemy hunting party influenced to be friendly may become hostile again if not treated well, or are given reason to remember why their tribe is hostile).

Primitive Enchantment

Minimum Level: 5, DC 14

This ritual takes a full day and night to perform. It allows the caster to imbue a weapon or item with an aura of enchantment. This aura provides no bonus, but allows the weapon or item to affect creatures that are immune or resistant to non-magical weapons. The effects are permanent.

Remove Curse

Minimum Level: 4, DC 13

This ritual takes an hour to perform. It has the same effects as the remove curse spell.



CHAPTER FOUR

TERRITORIES



All the material in this chapter should be considered highly speculative in nature. Most, if not all, of this information was derived from the accounts of various tribes who claim to have visited these places, tales passed down over many years, or even myth and legend.

The abbreviated notes on terrain, climate, etc. that appear at the beginning of the write-up of each major region should be considered “common knowledge”. That is to say, what most inhabitants of other regions believe to be true about the territory in question. Their assumptions may prove accurate or not, recent or outdated, or even an outright lie.

In short, the veracity of anything that appears

in this chapter should be considered questionable at best, and remains to be determined by those who are willing to actually venture into these territories.

SURVIVAL IN THE SAVAGE LAND

The Savage Land is a harsh and inhospitable environment, where an individual’s Survival skills can mean the difference between living another day or dying of hunger, thirst, or exposure to the elements.

To simulate this, each Territory has a Survival

THE LOST CITY OF SANCTUM

Among the current inhabitants of the Savage Land, it is widely believed that the last cities in Talislanta were destroyed during the Fall, when the cloud-castles of the Archaens literally fell from the skies. Even before then, the old, ground-bound cities of the ancient Archaens and their enemies had long since been abandoned and fallen into ruin.

Yet there are some who tell tales of a lost city, which the legends refer to as Sanctum. Some say that Sanctum is a cloud-city that somehow survived the Fall, either because it remains airborne or because it floated gently to the ground. Others say the lost city is ancient, and has survived for centuries because it was hidden in the mountains, or possibly underground.

Among those who believe in the legend, the lost city has been described in many different ways. Drudges say that Sanctum is a place where people of all kinds are welcome to live in peace, safe from harm. The Viragos believe that the lost city is actually a mighty citadel, protected by heavily-armed warrior-women and impregnable against attack. Others believe that Sanctum is a massive library and repository of lost knowledge. To the Narada, Sanctum is not a city per se, but a veritable garden of paradise.

It is possible that the lost city is just a legend, and nothing more. It is also possible that, as some propose, there is more than one lost city, refuge, or sanctuary of some sort. Whether any of these places is the “real” Sanctum is a secret that remains to be discovered.



rating that indicates how difficult it is to find sufficient food, water, and shelter in that region. This rating is applied as a Degree of Difficulty modifier whenever individuals use the Survival skill.

THE WILDERLANDS

Terrain: Arid plains, low hills.

Climate: Hot, dry.

Resources: Herd beasts, wild game, fodder.

Dominant tribes: Kasir, Golgoths, Vandar (Plains of Armageddon), Shan (eastern Wilderlands).

Survival DC: 13.

The territories known as the Wilderlands extend across much of the continent, encircling the Plains of Armageddon, in a vast expanse of arid plains, countless ancient ruins, tombs, and battlegrounds. Ravaged by ages of warfare and the cataclysm of the Fall, the Wilderlands are dangerous, where only the strong and swift survive.

The vast expanses of the outer Wilderlands are home to herds of megalodons, burden beasts, and wild animals, which are sustained by needle grass; a tenacious, fast-growing weed that is almost impossible to kill. In turn, the herds support the various humanoid tribes and other living creatures that populate the Wilderlands. These include hostile tribes like the Golgoths and Beastmen, as well as fierce

predators like lycanthromorphs, scourges, and raths.

The nomadic Kasir range throughout the Wilderlands, both to obtain forage for their steeds and burden beasts, and to barter with other tribes. Because they observe a policy of strict neutrality, Kasir are often allowed to travel through territories claimed by other tribes, who tolerate Kasir incursions to obtain the goods and wares that they carry.

Prides of Shaka hunters regularly pass through the Wilderlands as they travel from their home in the southern Savannahlands as far west as the Dead Forest. They hunt large predators such as scourge, manth, and behemoths, taking their hides, claws, and fangs as trophies.

The nomadic Imazi tribes roam the southern Wilderlands, herding wild burden beasts, hunting, and gathering food. They are friendly with the Shaka, and are usually on good terms with the plant-folk known as the Narada, who can be found along the borders of the Junglelands and west to the Boglands and Dead Forest.

The eastern hills of the Wilderlands are home to the Shan, proud warriors who live by to a strict code of honor. They emigrated to the Wilderlands from the east, after their homeland was destroyed during the Fall.

Various Golgoth tribes claim the Northern Hills as their territory and aggressively defend



their holdings against other tribes. They often launch raids into other parts of the Wilderlands to take slaves and steal herd beasts, salvage, and other valuables

Scattered across the landscape are the ruins of ancient cities, roadways, and other abandoned structures. All have been damaged to a greater or lesser extent by ages of war, the Fall, and the Gyre. Some contain valuable artifacts from past eras, such as enchanted items, weapons, armor, and intricate clockwork mechanisms. Others are occupied by creatures such as manraks, vores, and packs of wild Beastmen, or haunted by spectres and the spirits of the dead.

For most of the inhabitants of the Savage Land, the Wilderlands and its adjoining territories constitute the known world. The further one travels from this region, the less is known—and the greater the danger.

Blood Canyon

Blood Canyon cuts across the northern edge of the Plains of Armageddon like a scar, continuing north through the Wilderlands into the mountains that border the Darklands. The canyon is accessible in the far north via a number of trails that wind through the mountains, and serves as a passageway between the Darklands and the lands to the south. A handful of trails intersect the canyon at various points along the way, before the defile terminates in the lowlands of the Plains of Armageddon.

Eroded by the elements, Blood Canyon is up to a thousand feet deep in some places. It's frequented by many different tribes, both as a passageway and to find water, which gathers here in small pools and natural cisterns. The name alludes to the many battles between rival

tribes over water. These conflicts have only escalated in recent times, as Umar war clans have begun to use the canyon to gain access to the Wilderlands and the rich salvage-grounds of the Plains of Armageddon.

The sheer walls of Blood Canyon are lined with cracks, fissures, and caves. Some to lead to a network of subterranean passageways that crisscross the continent used by the Satada. Others are the home of andrak, nightgaunts, and manraks.

Drakkenspire

The Drakkenspire was built long ago by the first of the great Drakken-Kings, who once ruled the entire continent. It resembles a knife-like peak or spire of stone, roughly a hundred feet in diameter, reaching over a mile into the sky. A set of steps carved into the rock, worn by time and the elements, winds around the peak to the pinnacle: a circular enclosure carved into the rock, from which one can look out across the horizon.

The Drakken are said to have used this place as a watch tower. Though it was abandoned by its makers long ago, the Drakkenspire is not without strategic value, and has also been used by various tribes and individuals in the time since the Fall. It can take the better part of a day to climb the giant steps, an ascent made perilous due to swirling air currents and the occasional depredations of airborne predators such as winged vores and manraks.

From the summit, it is said you can see all of the known lands spread out below. This vantage point can be of use when spying on rival tribes or keeping watch for the Gyre. Among those who have vied for control of the spire are the Golgoths, Umar, Thrax and, on several occasions, the Vandar. Drakken warrior-sages from the distant Volcanic Hills occasionally make the long journey here to read the many runes that were carved into the spire by their ancestors long ago.

The Forgotten Tombs

A series of stark towers, pitted and twisted and worn by the Gyre, rise from the desolate regions that lie adjacent to the Lost Sea. These towers mark the location of a number of ancient tombs, now buried under sand and silt. It's said that Archaen artifacts such as ornate vases, ancient scrolls, and chests of gold and gemstones can be found deep in the ruins.

While few folk of this era would risk their lives for trifles like ornate vases and chests of gold, the tombs are also said to hold items of more practical use, such as enchanted blades, helmets, and armor. In a dangerous realm like the Savage Lands, such items are prized indeed. However, would-be tomb-robbers are advised to keep an eye out for packs of savage Beastmen and heavily armored Golgoth raiders who often roam the surrounding regions. The tombs themselves also hold dangers for the unprepared, including necrophages, spectres, and bloodspawn.

Golem Ridge

The site of a great clash between ancient armies, this ridge line is now marked by the towering forms of hundreds of battered and abandoned battle golems and siege engines. Some lie in pieces, their wreckage strewn along the slopes and gullies. Others lie beneath the ground, buried over time by the shifting winds. But many still stand, ravaged by wind and rust, long frozen in positions of attack or defense.

Bands of Thrax and Yann have long vied for the countless tons of valuable salvage that can be found here. Their rivalry has been known to erupt into violence, and both sides have at times hired surrogate forces to help them defend their claims. There is usually work here for mercenaries, some of whom have been known to switch sides based on who is offering the most lucrative compensation.

Idolum

In the southeastern borders of the Wilderlands is a barren plain lined with hundreds of ancient stone idols. The smallest are barely a foot tall, the largest rise upwards over 500 feet. A number of these idols still stand erect, but most now lean at odd angles or have fallen over. The stone images vary in nature, from representations of warriors and archmages, to demons and monsters of unknowable origins.

The Imazi tribes believe that this region is cursed, and avoid it whenever possible. The Shaka say Idolum emanates an unsettling aura of magic and, while they'll pass through the region during the day, they won't stay for even a single night. The Kasir tribes have no such qualms, and come here frequently enough to have inspired an interesting rumor: that some of the giant idols are actually the tombs of ancient wizard-priests and contain valuable artifacts and enchanted items. Whether this is true or not, it appears that Idolum's attractions are sufficient to cause the Kasir to risk encountering some of the creatures who also inhabit this region, including scourge, wild catdrac, and manth.

Naradan Oases

These small areas of greenery can be found in scattered throughout the southern Wilderlands, and in other parts of the Savage Land. These benevolent anomalies are said to be created by Narada shamans, who possess the ability to restore wastelands, deserts, and aberrant terrain to its previous, natural state. Edible plants, waterholes, or seeps can be found at distances of a mile or more from an oasis.

The Northern Hills

This stretch of stony hills, deep ravines, and stunted woodlands borders the Glacial Mountains and, beyond that, the territories of the Umar. This region is claimed by the Golgoths; a fierce, warlike people who survive mainly by raiding other tribes, stealing their

possessions, and taking captives to trade to the Umar and Ra as slaves.

The winding canyons of the Northern Hills provide numerous places for the Golgoth tribes to hide, and to launch ambushes against those who seek to enter their lands. The hills, dotted with copses of dense thornwood and tanglewood, are riven with cracks and fissures, making travel difficult for all but the most sure-footed of creatures. The presence of lycanthromorphs, manth, and scourge also pose a hazard. Only a handful of well-hidden trails allow easy access through this region, and these are generally known only to the Golgoths. It's said that slave-traps, deadfalls, and snares are hidden along sections of many of these trails.

The Savannahlands

Along the southern borders of the Wilderlands lie the Savannahlands; a wide stretch of arid plains interspersed with low, grassy hills and the occasional giant tanglewood tree. Though the climate here is typically hot and dry, thunderclouds from the Jungleslands to the south occasionally bring heavy rains to this region, filling the shallow arroyos that cut across the landscape. After the creeks go dry again, water can still be found here, but only underground or in a handful of waterholes.

The Savannahlands' plentiful supplies of needlegrass and balmroot make it an ideal grazing-place for herd animals such as wild burden beasts, land lizards, megalodonts, armodonts, and grazers. The generally flat terrain allows for long sight-lines, also making this region a favored hunting ground for large predators like scourges, behemoths, wild war beasts, and tarkus.

The dominant tribe in this region is the Shaka. Once the most powerful and influential of the wild tribes, the Shaka have decreased in number since the Fall, during which many of their kind perished. Yet despite this, they remain among the most respected of all the wild tribes, and the most feared.

The Shaka clans view the Savannahlands

as their traditional homeland and personal hunting preserve. They aggressively defend these territories and challenge any who seek to pass through the region without their permission. Would-be hunters should be forewarned: the Shaka often kill poachers on sight.

Omen

At the easternmost edge of the Wilderlands, at the edge of the Volcanic Hills, lies a dark and doom-shrouded region known as Omen. Nothing grows here, and even the most dangerous and desperate predators seem to give the area a wide berth.

At the center of this desolate land stands a terrible sight: a mountain of skulls a thousand feet high, staring sightlessly out across the bleak terrain. The mountain was built from the skulls of countless Xambrians, a peaceful people who were massacred in the Fire-Pits of Malnangar by the necromancer-priests of Torquar.

Few inhabitants of the Savage Land are willing to enter the area around Omen, which is widely regarded as cursed. Fewer still can bear to look upon this tribute to death, for it radiates a powerful aura of anguish and sorrow.

The Kasir tribes avoid this region at all costs, believing that once a person has seen Omen, the sight will haunt their nightmares forever. Even such folk as Warloks, who some say don't have souls, are moved by the traces of the spirits who dwell in this place. Perversely, the Ra tribes, who revere the Torquarans as their creators, regard Omen as a holy site, and consider it their duty to undertake a pilgrimage to Omen sometime in their lives.

The Plains of Armageddon

Located in the center of the Wilderlands is a perilous region known as the Plains of Armageddon. Torn by centuries of warfare, this hellish landscape is littered with the wreckage and refuse of countless battles. Here, the battered hulks of hundreds of giant siege engines and battle golems lie scattered across the land,

along with the skeletal remains of countless warriors and war-steeds. Jagged trenches cut across the land like scars, and columns of acrid black smoke spiral upwards from craters and fissures deep in the tortured earth.

The Plains of Armageddon are both a tribute to the madness of war, and the richest source of salvage on the continent. In addition to countless tons of scrap iron, there are untold numbers of weapons, shields, and armor from past ages, many imbued with ancient magics. Some of it lies in plain view, and even more of it is buried, covered by successive layers of wreckage and casualties from more recent battles. It is the lure of this rich salvage that makes the Plains of Armageddon one of the most dangerous regions in the Savage Land.

Many different tribes come here to vie for these resources. They include the rival Yann and Thrax, and their respective mercenary surrogates, the Golgoths and Viragos. Satada come here to acquire iron weapons, following a network of underground tunnels from Blood Canyon. Ra paladins come in search of Torquaran weapons and armor; Drakken, to find traces of their ancestors. Umar scouting parties enter the Plains via Blood Canyon, engaging in fierce fights with the Vandar, the self-appointed protectors of this region, who view the Plains of Armageddon as their ancestral territory.

Ruins of the Four Nations

Here lie the remains of four mighty sorcerer city-states: Osmar, Randun, Khar, and Istan. Most of what was known about these places was lost during the Fall, including which of the ruined cities was which. Such is the fate of even the greatest kingdoms of old in this era of darkness and superstition.

According to legend, the Four Nations were once part of a confederation, each of which supplied the other with important goods and services. The first was known as a center of arcane study, and for its vast library of books, tablets, and scrolls. The second manufactured

enchanted items of all sorts. The third made the finest enchanted blades and armor. The fourth was both famous and infamous for the design and creation of hybrid species such as the Vandar—and possibly, following a most regrettable error in judgment, the bloodthirsty creatures known as the Azraq.

The Four Nations are said to have been quite prosperous until their rivalry led to a war which resulted in mutual destruction. All four city-states were destroyed during the war. It is said that the ruins of these four cities still hold numerous items of value sealed away in deep vaults. They may also hold unpleasant surprises such as necrophages, inimical spirits, shadowwarriors, bloodspawn, and hostile treasure-hunters.

On occasion, the Ruins of the Four Nations also draw Drakken warriors, who come here seeking ancient relics. The Drakken claim that all Four Nations were built upon the ruins of one of their own vast and primeval cities, and believe that many of the writings of their great poet-warriors lie buried deep below the ruins of the four younger nations.

Shan Territories

The rugged hills and mountains along the northeastern Wilderlands are the adopted territories of the Shan, a warrior people who emigrated to this region after their far eastern homeland was destroyed during the Fall. Few in number, Shan travel in small groups of seven individuals, known as cadres. The cadres keep on the move, using easily-portable, yurt-like shelters of animal hide and poles of curved tanglewood. Mounted on swift striders, they rely on speed, maneuverability, and their specialized combat skills for survival.

The hills and mountains of this region offer a dependable supply of water, which trickles down from the mountains and gathers in small pools. This sustains the Shan and their mounts, but also attracts creatures such as wild striders and burden beasts, as well as predators like tarkus and scourges.

Unknown Ruins

Scattered throughout the Wilderlands are the ruins of ancient towers, lost kingdoms, deserted battlegrounds, and the shattered remnants of Archaen cloud-cities that plummeted from the skies during the Fall. Many of these places contain artifacts from past ages, including enchanted weapons and items imbued with mysterious, arcane properties. Others hold rich troves of salvage, including both black and red iron, parts of iron golems, clockwork mechanisms, and slabs of colored crystal that can be crafted into lenses for sand-goggles or spy-glasses, flasks, vials, and so on.

Many of the ruins remain unexplored, their contents undisturbed since the time of the Fall. In some cases this is because access to the ruins is difficult, due to the presence of hostile tribes like Golgoths and Beastmen, or dangerous creatures like andrak, manth, and nightgaunts.





Some places are haunted by spectres or other undead entities, such as necrophages. Others are simply unsafe, either due to structural damage or to the presence of traps. As is the case throughout the Savage Land, the ability to accurately measure risk and reward is often a matter of life and death.

THE WASTELANDS

Terrain: Barren plains, ruins, chasms, canyons.

Climate: Hot, arid.

Resources: Ancient Drakken ruins (raw firegems, red iron artifacts).

Dominant tribes: Reavers, Undermen.

Survival DC: 14.

The Wastelands are a harsh, barren region located to the northeast of the Wilderlands. The ruins of many dead empires and fallen

cloud-cities can be found here, as well as the crumbling remains of massive walls and towers that were once part of the Drakken Empire.

The Barrier Mountains

The Barrier Mountains separating the Darklands from the northern borders of the Wastelands are so-named because they have long been deemed to be impassable. The accounts would seem to be true, and possibly even understated. The entire range is comprised of rough, jagged peaks, with knife-like ridges, steep cliffs and sheer drop-offs. Avalanches and rockslides are common, caused by earth tremors or, just as commonly, massive stone-demons. The only known passage through the Barrier Mountains is through the Defile, though there are rumors of numerous tunnels dug below the mountains by the Undermen or leviathans.



The Chasm-Lands & Underrealms

Located in the northwest corner of the Wastelands is a desolate stretch of hills and plains known as the Chasm-Lands. This entire region is pockmarked with holes, tunnels, and chasms; devoid of most forms of plant life except for underroot, which can only be found underground, and certain varieties of fungus.

Above ground, the primary inhabitants of this place appear to be insects and vermin, such as rhasht, winged vore, and hoppers. It is below ground that one can find the true rulers of this land: the pale, frightful humanoid beings known as the Undermen. These eerie folk make their home in networks of intersecting tunnels and caverns that extend in all directions far below the ground. Some say these tunnels

undermine the entire continent in a vast web of caves and subterranean passages, referred to by its denizens as the Underrealms.

It is believed that the Undermen are descended from a surface-dwelling people who took shelter underground to survive the cataclysmic forces unleashed during the Fall. Whether by adaptation or through exposure to the Gyre, these folk became as they are today: a horrid race of troglodytes that lives in darkness, emerging at night to capture other creatures and drag them down into the depths of the Underrealms.

Despite the presence of the Undermen, some folk travel to this region to obtain the peculiar gems known as moonstones, which are found in few other locales. These smooth, ovoid stones are said to have fallen from the sky ages ago. There are several types of moonstone, each reputed to possess magical properties of a type

determined by their color. Some of these stones can be found lying on the ground, in plain sight. But far more are said to be found underground, having fallen into the many holes and crevices that dot the landscape or brought below by the Undermen.

The Defile

The Defile is a deep, narrow canyon that winds for over fifty miles from the Darklands, south through the Barrier Mountains, into the Wastelands. At its deepest, the canyon is over a thousand feet below the level of the surrounding mountains. At its narrowest, the Defile is barely wide enough to allow large creatures such as ogriphants to pass in single-file.

The Defile can be used to cross from the Wastelands into the Darklands, but the route is far from safe. Falling rocks, either occurring naturally or due to the actions of perverse creatures such as manth, are a constant hazard. Above, winged manraks build nests in crevices among the high rock walls. Below, clans of Satada pass through tunnels that intersect with the Defile at various points. Though black iron nuggets and moonstones can sometimes be found here, only a fool would come to the Defile in search of such meager rewards.

The Fallen Ruins

Located in the northwestern part of the Wastelands is an immense, desolate plain scarred with deep craters, mud-pits, fissures, and great mounds of rubble and refuse. Scattered across this region are the twisted, broken remains of a pair of Archaen cloud-cities. These massive structures, which once floated high above the land, came crashing to the ground during the Fall. So great was the impact that the cities were smashed to bits, with chunks of wreckage buried deep in the ground or sent sailing for miles in all directions.

Because the Ruins are situated in such an isolated and dangerous region, salvagers such as the Yann and Thrax have largely ignored this

area. Instead, it has become one of the primary hunting grounds of the nomadic bandit and scavenger clans known as the Reavers.

Reavers can often be found in the vicinity of the Fallen Ruins sifting through tangled wreckage, digging in the muddy earth, or scouring the surrounding hills and mountains. Ancient treasures and artifacts hold little interest for these folk. Instead, they seek bits of metal that can be used to make tools and weapons, scraps of fabric that can be patched or re-woven into garments, sheets of colored crystal that can be cut into sun-goggles, and other useful items. Some Reaver bandit clans use the ruins as a hideout and base from which to launch raids on other tribes.

The Fallen Ruins are a dangerous place that pose considerable risk to any who would traverse them. Azraq clans are known to come here from the eastern Wastelands and Volcanic Hills regions, hunting both land dragons and two-legged prey. Manraks from the nearby mountains come here to drink from the mud-pits and pools of standing water that dot the landscape, as do other creatures such as scourge and behemoths. Golgoth raiders come here seeking to capture Reavers for use as slaves, and Umar tribes sometimes pass from the Darklands into this region through the Defile.

Drakken Ruins

Scattered throughout the Wastelands are the remnants of crumbling stone towers, citadels, and roadways, of a size and scale that dwarfs most other structures found across the Savage Lands. Engraved with archaic runes and sigils, these cyclopean structures offer mute testimony to the greatness that was once the Drakken Empire, which long ago spanned much of the continent.

Tomb-robbers and salvagers explore these places searching for lost treasures from the Drakken age, such as firegems or weapons and implements made from red iron. Such endeavors are not without danger, however. The ravages of time and the elements have

made many of these ruins unstable, and more than a few of these places are infested with bloodspawn and necrophages. Worse yet is the possibility of running into the Drakken themselves, who sometimes make pilgrimages to these ruins and don't take kindly to those they regard as thieves and defilers.

The Empty Land

This region is dry, barren, and seemingly devoid of life. The only feature of note is a considerable number of pits and craters scattered all about the region. These depressions range in depth and diameter from about one to ten feet, in all possible configurations: narrow and deep, narrow and shallow, wide and shallow, wide and deep, circular, elliptical, and so on.

Many of the craters here were caused by a large rain of moonstones of various colors, which are said to have fallen from the sky during the Fall. Such a crater may still contain a

moonstone, buried just below the surface at the center. At the center of other craters, however, one may discover the disguised trap-door of an andrak, waiting to pounce on an unsuspecting victim; or possibly the hidden entrance to an ambush-hole occupied by one or more Undermen; or even an iron portal such as the type used by the Satada to seal their tunnels.

The moonstones found in this region are said to be of great purity and are highly valued by traders. So much so that, despite the dangers, some still travel to the Empty Land to search for these precious, magical stones.

Colossus

This arid stretch of wasteland is named for the ancient colossus, Ikon, said to have been the mightiest siege golem ever constructed. Its maker is believed to have been the archmage Solimorrion, a sorcerer of great power who forged some of the most potent magical



artifacts ever known. According to legend, Ikon was destroyed (or buried) somewhere in this area sometime before the Fall.

Despite the efforts of many teams of Yann salvagers, no trace of the great colossus has ever been found. The area has since been overrun by the Umar, and is now too dangerous for the Yann to mount any further expeditions.

Madlands

Madlands are rare and anomalous regions found in various places across the Wastelands. Ranging in size from just a few hundred yards to many miles across, these oddities are believed to have been caused by the Gyre, or the after-effects of spells cast during the Sorcerers War that still linger on to the present day. Whatever the truth, these places are extremely dangerous, as almost nothing found in these regions is real.

Madlands can generate illusory creatures, tribes, items, ruins, and even stretches of terrain. Though these illusions appear real in all respects, they are mirages. If an individual or creature fails to discern the true nature of these things (roll using PER), he will be absolutely certain that the mirages are real; the only way to convince victims of the truth is to somehow get them out of the Madland. Making matters even more confusing is the fact that one may encounter real creatures or peoples who have wandered into one of the Madlands.

Discerning the difference between what is real and what is not can mean the difference between life and death in a Madland. The Imazi tribes have a great fear of these places, and believe that any who linger in one of the Madlands for even a few hours will go insane.

Old Sorcerers Road

The Old Sorcerers Road is an ancient roadway that once connected the city-states of the Archaens before they left the surface world for their cloud-cities. Originally it was paved with fine stonework, but now the path lies in ruins,

many of the stones taken by salvagers or ground to dust by rampaging battle golems.

Ten-foot tall stone dolmens engraved with symbols can be found in places along the entire length of the roadway. Some say the stones are signs directing travelers to various places along the road, while others claim the symbols are sorcerous wards meant to protect travelers from robbers, bad weather, or possibly ghosts. Few inhabitants of the current age are able to read these symbols, though ancient races such as the Withen likely know the purpose of these constructs.

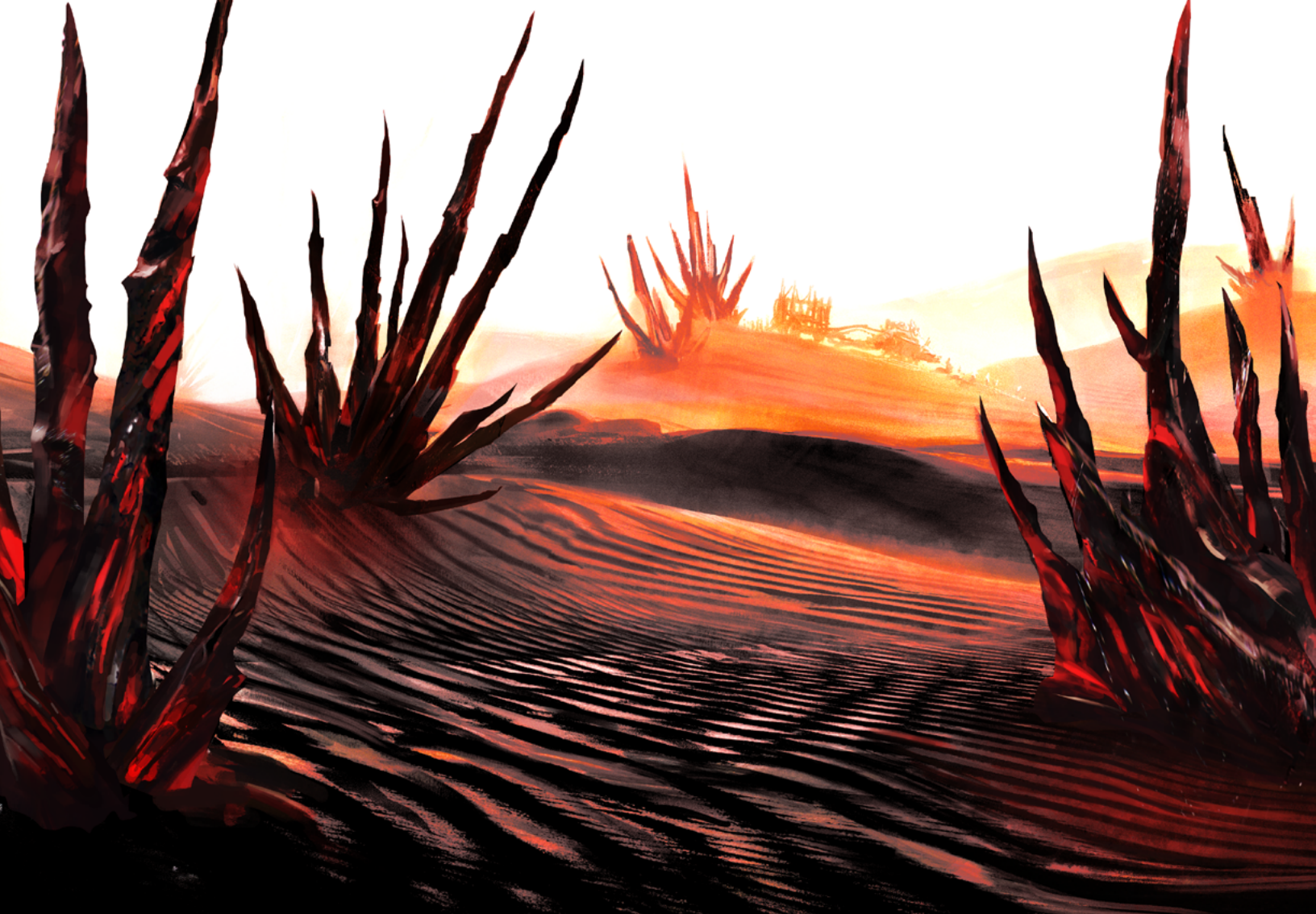
Quaglands

Quaglands are dangerous regions of quicksand and quagmires that can be found in various places throughout the Wastelands. Creatures of all sorts that enter a quagland may find themselves stuck, unable to escape, sinking beneath the surface until they finally perish of suffocation. The quicksand-like effect of a quagland can occur very quickly, or so slowly as to be initially unnoticeable. In the latter case, travelers who inadvertently make camp for the evening may discover halfway through the night that they've been slowly sinking into a quagmire.

Quaglands may contain the sunken remains of all sorts of creatures, beings, constructs, and conveyances, some dating back decades or even centuries. Snipes, a generally benevolent species of intelligent mollusks, are easily able to swim through a quagland. They are among the only creatures who dwell in these places, and are said to be able locate and even retrieve lost items. If treated in a friendly manner, snipes may agree to barter their services for news and gossip from other lands. However, they may refuse such requests if a quagland is also occupied by the only other lifeforms that live in such places: the amphibious predators known as lurkers.

The Temple of Solimorrion

This temple is the only standing structure



that remains in the ruins of Numenia. Even in its current ruined state, the magical symbols carved into the walls are said to make the temple “impervious to evil influences” though it’s uncertain what “evil influences” are specifically warded against. Some say demons, some say spirits, others say that it is the “Forbidden Ones—those whose names must not be spoken”. The Forbidden Ones may refer to the demonic gods that the Torquar tried to summon prior to the demise of their empire.

THE BLACK DESERT

Terrain: Deserts of black sand, mountains.

Climate: Extremely hot and dry.

Resources: Black moonstones, obsidian, dragon oil, andrak silk.

Dominant tribes: Ra, perhaps the Withen.

Survival DC: 17.

The Black Desert is a region of burning black sand, dotted with spires of wind-carved obsidian and lakes of fused black glass. The onyx sands of this region shimmer in the heat of Talislanta’s twin suns, making distances difficult to estimate, and causing mirages that can leave inexperienced travelers dazed and disoriented. But a far greater threat to those who venture into this realm are the hostile tribes known as the Ra, who view the Black Desert as their territory.

The Ra are a cruel and warlike folk who once

served as the shock troops and executioners of the much-hated Torquar. After the destruction of the Torquaran Empire and the Fall, the Ra were abandoned by their former masters. Since the Fall, they have lived in crude strongholds built among the peaks of the Torquaran Mountains, which border the eastern sector of the Black Desert.

Mounted on armored war beasts, heavily-armed Ra sentinels regularly patrol the Black Desert. They pursue any who trespass into the Black Desert without their permission. Those who are taken alive are typically brought back to a Ra stronghold, where they are interrogated, subjected to torture, and sacrificed to the Ra's patron deity, Death.

The Black Desert contains valuable resources, some of which are rare or unknown outside of this region. Among these are black moonstones, which fell from the sky and are said to possess black-magical properties. Also found here are pools of an ink-black liquid called dragon oil, which is found in small pools and tar-pits, believed to be derived from the remains of long-dead sand dragons.

Thrax often come to the Black Desert to obtain dragon oil, a portion of which they pay to the Ra in exchange for safe passage through their territories. They use dragon oil to make Thraxian fire, a pitch-like substance used in siege engines which, when ignited, is notoriously difficult to extinguish.

Kasir merchants also value dragon oil, which they use as a long-burning fuel for their lamps and as an important trade good. The Kasir trade quantities of this commodity to the Yann, who clarify the oil even further and use it to lubricate tools and clockwork mechanisms.

Despite the well-known neutrality of the Kasir tribes, the Ra regard them as infidels, and don't permit them to pass through their territories. This has not stopped the Kasir from sneaking into the Black Desert to obtain dragon oil, even if they have to outrun Ra sentinels to get safely back to their own territories.

Though the burning sands of Black Desert appear to be devoid of life, such is not the case.

The massive arachnoids known as andrak populate even the most desolate-looking regions, laying in wait in covered pit-traps, ready to leap forth and ambush prey. And the ancient ruins and tombs scattered throughout this region harbor such things as crypt-wyrms, blood-spawn, and spectres.

The giant armored serpents known as land kra are also known to live in or travel through the Black Desert. Slithering silently just under the surface of the sands, these serpentine creatures hunt for food, leaving strange patterns in their wake. The Kasir are said to be able to read these patterns, which they claim are of use in certain divination rituals. Another menace to travelers are gigantic sandstorm demons that, like the Gyre, appear without warning.

The Irridian Wastes

Located somewhere among westernmost edges of the Black Desert is a place known as the Irridian Wastes. This region was ravaged by potent spells and incantations during the Sorcerers Wars of the late Archaen Age, and the shifting onyx sands long ago swallowed up the remains of the countless warriors who fought and died here. Indistinguishable from the rest of the Black Desert by day, by night this region gives off an eerie, violet-red glow.

It is said that parts of the Irridian Wastes are contaminated with magical radiation and toxic alchemicals, and that even passing through the region can be dangerous to one's health. As if this weren't bad enough, many say that the Wastes are haunted by armies of shadowwarriors who emerge at night, still locked in eternal battle.

Despite these dangers, the Irridian Wastes are a lure to the Thrax, who are drawn by the treasure-trove of ancient weapons, armor, and war machines that lies buried beneath the desert sands. Most valuable are Torquar artifacts, which the Thrax unearth and trade to the Ra.



Labyrinthine

Labyrinthine, also known as the Serpent Maze, is a massive, winding structure of ancient stone inscribed with occult symbology. Its location is a mystery, which some attribute to the legends that says that the maze is actually a giant stone construct capable of moving slowly both across and beneath the desert sands. Such tales may well be true: travelers through this region sometimes report hearing strange rumbling and grinding noises, as of something massive moving beneath the surface. The Kasir claim that this is the sound the maze makes as it winds ever so slowly across the desert, like a giant stone serpent.

Kasiran legends state that a reclusive folk known as the Withen live deep within the

maze, keeping watch over the surrounding regions using hidden viewports or arcane scrying stones. According to the Kasir, the Withen are among the only survivors of the Fall who still recall the lost secrets of magic.

Kasiran seers say that, if approached with caution and respect, the Withen will answer a single question, but no more. Accounts differ regarding the price that must be paid to acquire such knowledge. According to some, offering ancient writings, artifacts, or radian crystals suffices. Others believe the Withen demand a favor in return, commensurate in value to the knowledge being requested.

The Obsidian Tower

According to legend, an Archaen sorcerer of great power once lived in an obsidian tower located somewhere in the depths of the Black Desert. Its said that he kept a vast menagerie of creatures and beings, held fast in stasis and imprisoned in sarcophagi of carved green crystal. What became of the sorcerer is unknown, but some say the tower still stands; the Kasir claim to have seen it, and say that, to the naked eye, the structure is indistinguishable from the many wind-worn onyx spires that dot the landscape. Some say that the sorcerer's menagerie is still inside: a collection of rare and unusual lifeforms preserved in stasis.

According to some folk, a tribe of Azraq with glossy-black hide can be found in this region. Whether this is true, or yet another tall tale, remains to be determined—assuming anyone would be foolish enough to go looking for a tribe of blood-thirsty Azraq, regardless of the color of their hide.

Onyx Valley

Onyx Valley is a deep chasm of black crystal that winds through the Black Desert for several miles. The sides of the valley are said to be like black glass; so sheer and smooth that they are impossible for most creatures to climb. In some places caves can be seen, their openings inscribed with ancient symbols.

According to the Kasir, these caves are the burial places of Torquaran warriors, and should be avoided at all costs. First, they are said to contain cursed items. Second, Ra tribes are known to patrol the area, on the lookout for tomb-robbers. Thirdly, an alarming number of these caves are occupied by andrak or bloodspawn.

With no lack of reasons to avoid the Onyx Valley, some have wondered why the Kasir seem to know so much about it. One theory is that the caves contain chests of cut and polished radian crystals, interred with the warriors in stone sarcophagi, as an offering to



the Torquaran deity, Death. This might explain why the Kasir want to discourage others from visiting these places: to keep the crystals for themselves.

The Temple of Death

This massive and heavily-fortified edifice appears on no known map, but is said to be hidden deep in the Torquaran Mountains. According to legend, it was constructed by the Torquar, using an army of “infidels” for slave labor. Once the construction was complete, these poor unfortunates were all sacrificed to the Torquaran god, Death, to insure that the location of the Temple would remain a secret.

Since the Fall, the Temple of Death has supposedly served as the dwelling place of two powerful individuals: the High Priest and High

Priestess of the Temple. The two are believed to hold dominion over all of the tribes of Ra, exerting their influence by means of a cadre of elite Ra paladins trained to serve as assassins. They say that the High Priestess uses these assassins to eliminate potential rivals, and to track down and kill those who have been branded as enemies of the Ra.

The Temple of Death is rumored to contain the largest collection of ancient Torquaran and Archaen artifacts in the Savage Land. Many are said to possess potent black-magical properties, and some are said to be cursed.

The Torquaran Mountains

The Torquaran Mountains form an arc of jagged peaks along the southern and eastern borders of the Black Desert. These mountains are the home of the Ra tribes, who live in crude strongholds carved into the mountainsides long ago by the slaves of their former masters, the

Torquar. These strongholds overlook the desert and are accessible by hidden caves and tunnels that lead upwards from the foothills.

Due to their proximity to the Volcanic Hills, the northernmost peaks of the Torquaran Mountains are often obscured by clouds of acrid smoke, ash-falls, and burning embers. Whenever the skies clear, a most fearsome sight can be seen: a row of nine immense stone effigies resembling the Torquaran wizard-priests of old. Carved from nine mountains by untold thousands of slave laborers over many centuries of time, these massive structures are regarded by the Ra as holy places. They are said to be riddled with hidden tunnels, altar-chambers, tombs, and vaults—some still sealed since the Fall.

The southern foothills of the Torquaran Mountains are dotted with copses of twisted, leafless trees and pocked with craters and crevices. The former are known haunts for wood demons; the latter are favored as lairs by the strange, demonic-visaged insectoids known as andrak. The silk these creatures produce is said to be the strongest and finest on the continent but, for obvious reasons, is notoriously difficult to acquire.

Along the lower slopes of the southern range are caves where precious rainwater pools at certain times of the year, making them a boon to those who inhabit or pass through the desert. Unfortunately, the pools also attract lurkers, who wait below the surface until unwary creatures come by to drink.

THE DEAD FOREST

Terrain: Tangled forests, trails, wooded hills, bogs.

Climate: Warm, generally dry, occasional rainfall.

Resources: Amber and lotus (Boglands), ironwood, rare herbs and plants.

Dominant tribes: Shaka, Narada.

Survival DC: 14.

Located in the western reaches of the Savage Lands, the Dead Forest is a thickly-wooded region that was warped and twisted by the chaotic energies unleashed during the Fall. The



trees here exhibit strange and eerie forms, and most appear to be dead (hence the name of this region)—or perhaps undead.

Some of the trees found here are hostile to other lifeforms, seeking to choke or trap them with animate limbs, roots, and vines. Others serve as lairs to the twisted and diminutive Boglins, who often live in the hollows of ancient trees, spying on other creatures through knotholes and hidden portals.

Prior to the Fall, when the forest was green and alive, the Shaka tribes called this place their home. Some still live here, though their clans are now concentrated mainly along the periphery of the forest, where the malign effects of the Fall were less severe. Here, a number of ancient Narada shamans known simply as the Elders have labored for many years, using their uncanny talents to return to this part of the

forest to its green and natural state.

According to the Narada Elders, the Dead Forest is not actually dead, but is possessed by chaotic and destructive entities such as vampire root, deadwood trees, venomwood, and wood demons. The Narada believe that the Forest can be cleansed of these entities and returned to its natural state. Even if they are correct, the process would likely take centuries to complete, such was the damage done here during the Fall.

Ambush Lake

Along the eastern border of the Dead Forest, surrounded by thickets of skeletal trees on the western bank and rocky washes and hills on the north and east, is Ambush Lake. Greatly reduced in size, but still fed by small streams that trickle out of the foothills, Ambush Lake is one of the



only sources of potable water in the region.

Tribesmen from the Dead Forest and the western Wilderlands often brave the dangers of this region to slake their thirst, as do traders and travelers seeking to replenish their water-supplies. Those who come here often discover for themselves why this place is named Ambush Lake, for it is frequented by hostile tribes like Golgoths, Witchmen, and Beastmen, and by dangerous predators such as lurkers, manth, lycanthropes, and manraks.

Would-be ambushers and predators alike are sometimes chagrined to find that clans of Shaka from the Savannahlands visit Ambush Lake, which they regard as a sort of hunting preserve. The skulls, horns, and claws of their victims often end up as hunting trophies, proudly displayed to their peers and allies.

Blackmoon Valley

The slopes of this narrow valley are covered in a peculiar species of thorny, black foliage known as black moonblossom. For much of the year the plant has no flowers, not even any visible buds. But when the black moon rises at its fullest state, the plants suddenly sprout flowers of a deep, disturbingly-dark hue.

When in full bloom, the black moonblossom exudes a scent that has powerful narcotic properties. Carried on the wind, this scent can cause living creatures to feel disoriented or intoxicated. Those who inhale the scent may lose consciousness and fall into a narcoleptic slumber that can last for hours, days, or even weeks.

The petals and pollen of the black moonblossom are valued highly by some tribes, as they can be used to concoct sleeping potions and a crude type of liquor called black arrack. Increasing their value is the fact that black moonblossoms can only be harvested during the one night when the black moon is full. At dawn on the following day, the moonblossoms wither and crumble to inert dust.

Boglin Wood

The southern region of the Dead Forest is known as Boglin Wood. The trees here tend to be older and larger than those elsewhere in the Dead Forest, their upper branches so dense and hung with dead mosses and vines that little light reaches the damp forest floor.

Sounds echo strangely here, and even the slightest noises can seem menacing and indistinct. More perceptive creatures may also feel the unnerving sense of being watched, as if unseen eyes are upon them at all times. In combination, these elements have caused many travelers to believe the Boglin Woods are haunted by demons and malign spirits, a perception encouraged by the Wood's primary inhabitants, the Boglins.

Boglins rarely come forth from their lairs, preferring to remain hidden, avoiding the attention of creatures such as lurkers, wood demons, and lycanthromorphs. But on certain occasions they gather in great numbers to trade, sell, or barter goods that they have found or stolen from other creatures, derelict tombs, and so forth.

While outsiders are usually not welcome at these Boglin Fairs or Markets, as they are known, some still come here hoping to acquire artifacts from past ages, such as enchanted items, potions, remedies, curios, and other oddities. These uninvited guests often include imp-like creatures known as fetches, who sneak into the Fair to steal moonstones and other valuables.

Boglins are the most common inhabitants in this region, but Boglin Wood is also inhabited by other creatures. These include fetches, the diminutive rivals of the Boglins, and such entities as lurkers, wood demons, and malathropes.

The Boglands

In the southernmost sector of the Dead Forest lies the fetid basin of the Boglands. Such vegetation as grows here is hostile, malformed, and/or thick with rot. Quick-marshes and swamps

abound, with stagnant pools of brackish, often poisonous, water.

Though the Boglands are a forbidding place, they are rich in amber crystal; a substance that is highly valued for its healing properties. Nuggets of precious amber crystal can be found in almost any bog or swamp, though the only way to do so is to wade into these areas and dig in the mud. Aside from the dangers of quicksand, other sources of peril include lurkers, ghaun, and lycanthromorphs, as well as dangerous plants such as mantrap and ambush plant. A water-dwelling species of andrak is also rumored to be found in the Boglands, much feared for the silken net-traps they spin to trap prey.

In addition to amber crystals, the Boglands are also rich in the black and green varieties of lotus. The former is a potent narcotic favored by tribes such as the Witchmen, and as an ingredient in black arrack. The latter is especially valued by the Narada, who use the sap of the green lotus as a cure-all, and to enhance their ability to communicate with plants. Conversely, Narada shun black lotus, which they believe is possessed by evil plant-spirits.

The imp-like creatures known as fetches sometime make their home in the northern Boglands, living in the hollows of massive swamp-trees and rotten logs. Though physically weak, they are cunning, relying on stealth to pilfer food and valuables from other creatures. The fetches who live here possess an extensive knowledge of the region, and are said to know the location of many sunken tombs. They are not to be trusted, but can sometimes be made to cooperate if bribed with shiny objects or moonstones.

The Circles of Stone

Hidden deep in the interior of the twisted woodland region are a number of mysterious clearings, invisible amongst the surrounding trees. Each is demarcated by a circle of great stone dolmens, obelisks and arches. These stones are engraved with arcane symbols



and runes that some say are ancient beyond description.

According to legend, the stone arches that are sometimes found in these clearings are “witch-gates”, created by the ancient Archaens. Some were supposedly used as scrying devices; others, as portals to other lands—or possibly other planes.

The Shaka, who have a superstitious dread of magic, won't enter such clearings. Neither will nightgaunts, though less-intelligent creatures such as lycanthropes exhibit no aversion to these areas. According to certain old tales, the stone circles are proof against the strange magical phenomenon known as the Gyre. The stories may well be true, for unlike the dead and twisted trees of this region, the areas circumscribed by these stone circles are rife with healthy green grasses and plants.



Ironwood Forest

In the northern region of the Dead Forest is a place called Ironwood Forest. The cataclysmic magical storms that followed the Fall struck this region with great ferocity, altering the very nature of the woodland. The underbrush was uprooted and dispersed by the winds. The trees all died and lost their foliage, but their limbs had undergone a strange transformation. The wood was now as hard as iron, yet still light and flexible enough to be used for bows.

The Shaka and other tribes value ironwood, as it can be used to make excellent-quality short bows, arrows, and spears. However, harvesting the wood is dangerous work. The Ironwood Forest is infested with wood demons, drawn to this region by the strange magical aura left behind by the Gyre long ago. Though these destructive entities have killed much of the vegetation around the Ironwood Forest, they

have done little or no damage to the ironwood trees themselves.

The Narada say that of all known species of trees, only ironwood is resistant to the effects of wood demons. The Shaka agree, and say that arrows made of ironwood can be used to kill wood demons.

THE JUNGLELANDS

Terrain: Dense and hostile jungle covering hills, mountains, valleys.

Climate: Hot, humid.

Resources: Rare medicinal herbs, narcotic herbs.

Dominant Tribe: Witchmen.

Survival DC: 13.

The Junglelands stretch for hundreds of miles across the southern coasts of the continent, extending from the Volcanic Hills in the east towards the Dead Forest in the west. The dense, tangled jungles of this region are interrupted to the west by a huge chasm that was once part of the Blood River, but now a dry, barren gorge.

The climate here is abysmally hot and humid, and the terrain alternates between flooded swamplands and mountainous jungles. Though greenery grows here in abundance, few, if any, of the lifeforms found here are as Nature intended them to be. For here, as throughout the continent, life has been altered by the forces unleashed after the Fall and by the Gyre.

The Junglelands are cursed with a profusion of wretched plant and animal species, each more venomous or dangerous than the next. These include vampire root, mantrap, stranglevine, plants with poisonous spines, trees with limbs like serpents, and vines that sprout vampiric blossoms. The canopy of the trees is so thick in places that the cavernous spaces beneath rarely see the light of the suns. Amidst these dark places live an astounding array of creatures: brightly colored poisonous insects, weirdly plumed avians, ground-crawling reptiles, and tree-climbing rodents.

The storm-wracked central reaches of the Junglelands are claimed by the cannibalistic

Witchman tribes, who are known to range far and wide in search of prey. Several tribes of Imazi live in the verdant north-central regions, going forth to hunt on the plains by day and hiding under the jungle canopy by night. To the east, where the verdant growth of the Junglelands gives way to the desolation of the Dead Forest, the uncanny plant-folk known as the Narada dwell. Generally peaceful, the Narada tribes can become violent if threatened by outsiders or enemies, such as Witchmen and ghaun.

The Amber Hills

A long range of hills, cliffs, and plateaus that extends from the Blood River in the west across the northern Junglelands, the Amber Hills are covered in thick jungle and are home to numerous strange creatures. Lycanthromorphs, scourges, and winged vores can all be found here among the rolling hills and steep valleys.

This region is named for its rich deposits of amber. These translucent crystals are said to possess magical healing properties; when crushed into a fine powder, this substance is used to make healing potions and elixirs. Amber is highly valued by most of the tribes of the Savage Land. The Kasir believe that these stones also confer protection from evil influences and use them to make rings, talismans, and amulets to adorn their children, wives, and even their favorite steeds.

The Barrowfields

A stretch of rocky plateaus and broken ground, located along the edge of the eastern Junglelands, marks the region known as the Barrowfields. Scattered here are the remnants of an ancient necropolis, where thousands of bodies were interred below the ground along with an abundance of funerary artifacts and other valuables.

Ra war-bands occasionally venture into this sector of the Junglelands, where it is said they hold sacrificial rituals amidst the shattered stones and ancient crypts. The Ra believe that these barrows and crypts were sacred to the

ancient Torquar, whom they revere as dark gods. Though the Ra have little or no understanding of the Torquars' sinister and now-forgotten arts, they are said to consort with Witchman shamans, who are adept at certain primitive summoning rituals. Individuals who have claimed to witness these rituals say that the summonings produce only wandering spiritforms and the occasional demon. Most believe that the Ra have no interest in such entities, but are instead seeking to commune with the spirits of deceased Torquaran sorcerers, from whom they hope to recapture the lost secrets of black magic.

Maledictus

Not far from the Barrowfields lies a walled city buried deep in the Junglelands, known in myth and legend as Maledictus. The Imazi tribes claim that the walls of this mysterious city appeared over the course of a single day, rising from the steaming ground on the foothills of the Deserted Mountain. Others say that the city has been there for centuries, but was invisible until its magics either wore off or were dispelled by the Gyre.

Disembodied spirits, bloodspawn, and necrophages haunt the area around Maledictus, which is shunned by most tribes. But the most frightful denizens of this place are said to be a cabal of shadowizards that some believe live within the walls of the city. For this reason not even the Witchmen dare to venture into this place, for fear of what might become of them.

The River of Darkness

This turgid body of water winds its way slowly through the Junglelands from east to west, rising from the hidden heart of the unknown lands that lie far to the south. It is primarily used by the Witchman tribes, who traverse the river in dugout canoes; which is far easier and faster than traveling through the dense jungle. So slow is the current that it can be navigated in either direction without great difficulty. However, travelers would do well to keep en



eye out for lurkers who dwell in the shallows; as well as ghaun who move silently through the treetop canopy, waiting to ambush the unwary.

The River of Darkness is so named because the sky above it is almost always obscured by the dense jungle canopy, which blocks out most of the light of Talislanta's twin suns. The only time sunlight is ever seen here is when the river passes through the great gorge located at the western end of the river, where the waters disappear below ground; and at the far eastern end, where the river flows north from the very heart of the dark, unknown lands.

THE DARKLANDS

Terrain: Mountainous, hilly, very rough.

Climate: Cold, frigid in the far north.

Resources: Black iron, silver ore.

Dominant Tribe: Umar.

Survival DC: 16.

The Darklands are a seemingly-endless expanse of rugged hills, mountains, and frozen tundra that stretches across much of the northern part of Talislanta. They are bordered to the east by the Wastelands and the Volcanic Hills, and to the west by the Dead Forest. How far north the Darklands extends, no one seems to know. The lands to the far north are said to be shrouded in perpetual gloom and ice.

The mountains and hills that separate the southern borders of the Darklands from the Wilderlands are said to be rich in iron and silver ore. Yet most tribes, occupied with the business of their own survival, can't afford the time and effort it would take to mine these resources. The presence of fierce creatures such as manth, nightgaunts, and lycanthromorphs is also a deterrent.

The farther north one travels through the Darklands, the colder and more forbidding it gets. Here, one finds creatures native to other regions which have adapted to the extreme cold. These include tundra lopers, frostweres (the northern version of the lycanthromorph), wooly orgiphants, and snow behemoths.

The Glacial Mountains

This peculiar range of mountains demarcate the southernmost borders of the Darklands and the northern borders of the Wilderlands. It consists of a line of jagged spires that are either comprised of, or covered in, a deep layer of ice. Some say that the mountains are being swallowed by a massive glacier which was created by the Gyre. Others say that the glacier is the creation of a horde of ice demons that entered the Savage Land through a rift torn open by the chaotic forces unleashed during the Fall.



Whatever the truth, it is obvious that the Glacial Mountains are not of natural origin. First, despite the warm climate along the borders of the Wilderlands, the peaks never melt. Ice from these mountains can only be melted by fire, and even then it turns to steam, not water. Second, and more ominously, the mountainous glacier appears to be moving slowly southward, towards the Wilderlands.

And as if to verify these tales, the Glacial Mountains are indeed infested with ice demons. They can emerge without warning to attack living creatures of all sorts, freezing them solid in their icy embrace. Some say these unlucky victims can sometimes still be found, frozen in whatever state they were in when they were inundated by this icy anomaly.

The Lost Sea

Before the Fall, the Northern Sea covered a vast expanse of territory. Dotted with islands, rocky shoals, and broad shallows, the Sea once teemed with life and activity. After the Fall, however, all of that changed. The waters of the Northern Sea dried up or drained away through chasms and sink-holes. In their wake, the dry seabed was revealed as a landscape of mountains, canyons, irregular hills, and caverns. Now known as the Lost Sea, this vast wasteland resembles a graveyard of half-buried ships, the skeletons of massive sea dragons, even the ruins of structures submerged long ago in a previous cataclysm.

After the Fall the Umar tribes were quick to push westward and seize these new lands. They brought with them hordes of Boglin

slave-laborers, whom the Umar used to excavate countless tons of silt, fossilized vegetation, and debris in search of valuable salvage. When Boglins proved incapable of handling the heaviest work, a market for stronger slave-laborers developed, which was quickly exploited by the Golgoths and, to a lesser extent, the Thrax.

The excavation of the Lost Sea continues to the present day, interrupted by quarrels between the various Umar tribes and battles with rivals such as the Yann and their allies, the Viragos and Vandar. More than one Kasir tribe has profited by serving as neutral go-betweens; trading goods and supplies to the Umar in exchange for artifacts and antiquities. The trading business is not without its dangers, however, as the presence of humanoid tribes in the Lost Sea region has attracted other predatory creatures, such as manraks, behemoths, and scourges.

The Poisoned Lands

The Poisoned Lands is a region polluted long ago by the Archaens, who used it as a dumping ground for untold quantities of alchemical wastes and toxins. These territories now consist of sludge-choked swamps, lakes of acid, and smoldering cesspits. Clouds of smoke and rains of black ash cloak the land, emanating from the perpetual fires that burn deep under the earth.

The environment of the Poisoned Lands is so hazardous that almost nothing grows here. Yet beneath the toxic soil is a wealth of ancient magical items and artifacts, lost in the mire when an unnamed Archaen cloud-city fell from the sky and crashed here during the Fall.

After artifacts and weapons were discovered here, several Umar tribes claimed the Poisonous Wastes for themselves and staked out various parts of these territories as their own. They employ armies of slave laborers to dig for ancient artifacts and mine the earth for sulfurous compounds, which the Umar use in siege warfare. The laborers rarely last for long in such toxic environs, necessitating a constant supply of replacement slaves.

Golgoths are known to traffic in this evil business, and Thrax come here to “harvest” toxic compounds and acids for trade to their customers. Adding to the perils associated with this region are mutated versions of creatures found elsewhere in the Darklands: some grown to giant proportions, or sporting additional limbs, eyes, heads, or other features.

The River of the Dead

This midnight-black river flows through a gorge from the Unknown Territories that lie beyond the Lost Sea region to the north-west edge of the Borderlands. It cuts through the Mountains of Kings and the great cliffs that once contained the Great Northern Sea, and comes to an abrupt end at Terminus, a gigantic sink-hole. These cliffs bear giant, weathered carvings that may be the visages of ancient sorcerers, or entities once regarded as gods or demons; no-one currently living in the Savage Lands know for sure.

The turgid waters of the River of the Dead are foul-smelling and undrinkable. Eerie, disturbing voices can sometimes be heard emanating from the river, which some claim is haunted by malign spirits. Others believe that the River of the Dead flows into the Savage Land from one of the lower planes, and carries with it the souls of the damned.

Water from the River of the Dead is said to have black-magical properties, and is coveted by Witchman shamans for use in certain of their primitive magical rituals. Obtaining this substance is easily done, providing one can avoid the attentions of the region’s inhabitants. These include hostile packs of Beastmen and nightgaunts, which stalk the banks of the river after dusk.

Terminus

Terminus is a great sinkhole or bottomless pit, into which the roiling black waters of the River of the Dead disappear in a vast, dark waterfall. The area around the pit is shrouded by shadowy mists cast up by the waters as



they cascade downwards into the depths. The strange sounds emanating from the mists are said to be the voices of departed souls, speaking their last words before leaving the world of the living behind.

Some tribes believe that Terminus is a hole in the world itself, a portal to the Land of the Dead, where all spirits go when they leave the Savage Land for the next world. Shamans and spirit-talkers from various tribes come here in the hopes of communing with the souls of great heroes or loved ones before they are

lost forever. Others come here seeking black diamonds and black iron nuggets, which are said to wash downriver from the north. Travelers to this region are advised to be wary of nightgaunts, which are known to prowl the shadow-shrouded hills surrounding Terminus.

The Umaran Wilds

These territories, claimed long ago by the Umar tribes, cover a vast stretch of stony hills, wind-swept mountains, and deep canyons. Many Umar tribes live here in crudely-built strongholds ringed by walls of rough stone and dried mud. In the center of each stronghold, hovels made of beast-hide slung over frameworks of ogriphant bones provide shelter for the tribe. Along the outer walls are rows of slave-pens, made from bones lashed together with tough beast-hide. Here, captives of the Umar live in filth and absolute squalor. The Umar use slaves for the most dangerous and demanding work, often employing Golgoths to keep them in line. The slave-masters drive their captives mercilessly, until they perish from overwork or exposure to the elements.

Using its stronghold as a base of operations, the typical Umar tribe roams the surrounding regions, hunting beasts for food, cutting down corpses of warped tanglewood trees for fuel, and mining the hills and ravines for black iron nuggets. Once an area has been stripped of all useful resources, the tribe abandons its stronghold and moves on to the next territory.

Scattered throughout the Umaran Wilds are a number of three-eyed stone idols, some of which stand up to six hundred feet in height. Not even the Umar know who created these massive images, which emanate a strange, disturbing aura. The Kasir believe them to be the images of forgotten gods, or possibly forgotten demons. Whatever they may be, the Umar regard the stone idols with fear and awe, and consider it taboo to damage or deface these ancient images.



THE VOLCANIC HILLS

Terrain: Rugged volcanic hills and mountains, cliffs, chasms, lakes and rivers of lava.

Climate: Very hot, visibility limited by clouds of acrid smoke.

Resources: Radian crystals, pure red iron (molten).

Dominant Tribes: Azraq, the last of the Drakken.

Survival DC: 18.

The eastern regions of the Savage Land are dominated by an extensive range of volcanically-active mountains that runs in a wide swath from the northern edges of the Black Desert towards the Junglelands. While there have always been active volcanoes in this region, the forces unleashed during the Fall were said to have ignited the entire chain of mountains. The peaks of the Volcanic Hills are now perpetually aflame, and clouds of ash and smoke shroud the skies.

The Volcanic Hills are dangerous and present many perils to would-be travelers. Here, gouts of flame erupt suddenly from hidden sinkholes and rivers of lava pour through scorched and blasted canyons. Clouds of noxious gasses mixed with smoke and burning embers sear the throat and eyes, and lakes of liquid fire ignite the air and can fuel sudden firestorms.

Few tribes would come here were these hills and mountains not the richest source of radian crystals on the continent. Known in their uncut state as firegems, these crystals are greatly valued by many of the tribes of the Savage Land. Radian crystals were used as a power-source in the Archaen war-machines in the time before the Fall.

Firegems are still used for this purpose in the current age, though only the Yann possess the expertise needed to cut the raw stones into radian crystals. More commonly, raw firegems are used to smelt metals; placed in a makeshift forge and set ablaze, firegems release enough heat to soften or melt most types of metals, allowing even some of the more primitive tribes of the current age to practice a crude form of metallurgy.

Raw firegems are typically found within certain types of geodes, which are spewed forth from the mouths of active volcanoes. It is no simple task to remove a firegem from a geode; only the Yann, Thrax, and Drakken make stone-cutting tools capable of cutting through a geode's tough exterior without also damaging the contents within. It should also be noted that not all geodes contain firegems. Some contain glittering but otherwise-worthless crystals, blobs of molten metals—or the occasional demon.

The only tribes that actually live in the Volcanic Hills are the predatory Azraq and the last of the massive reptilian-humanoids known as the Drakken. Mounted on lopers, the Azraq tribes roam far and wide across the lower elevations of Volcanic Hills, hunting their favored prey: giant land dragons, which provide the Azraq with meat, hides, claws, and bone. They also hunt other creatures, including humanoids and their age-old foes from ancient times, the

Drakken. The Drakken are only too happy to return the favor by killing Azraq whenever and wherever they can be found.

According to ancient lore, the Drakken were forced to flee into the Volcanic Hills long ago, after their Empire was destroyed by an alliance of the Wild Tribes and the early Archaens. A few small tribes still live here to the present day, mostly in castle-like strongholds skillfully made from great blocks of volcanic stone. Most prefer to avoid other humanoid races, though on rare occasions small numbers of Drakken travel east, returning to their old haunts to study the ancient runes left in stone by their ancestors.

The Burning Sea

This large inland sea is the only sizable body of water in the Volcanic Hills region yet, as its name implies, it is by no means a scenic or peaceful place. The surface of the Sea burns



continually, boiling and seething as it sends up huge clouds of steam that blanket the territories to the south, as far distant as the Junglegrounds. Condensation from the steaming Sea provides one of the only sources of water in the surrounding region, typically taking the form of small pools and seeps.

Though somewhat acrid-tasting, the water found at these secondary sources is drinkable and reasonably safe. The boiling waters of the Sea itself, however, are generally tolerated only by such creatures as land dragons and Drakken, both of whom are resistant to heat and flame.

After consuming great quantities of boiling water, land dragons are able to go for long periods without needing to drink. When they descend into the foothills, the great beasts are often hunted by Azraq, who set massive dragon-traps to capture them. These activities put the Azraq in direct conflict with tribes of Drakken, who view them as sorcerous hybrids and abominations. Whenever possible, Drakken attack and kill Azraq on sight, displaying their severed heads on iron spikes as a warning to others of their kind.

Somewhere in this region is a place known in legend as The Dragons' Graveyard. It is said that for untold centuries ancient land dragons came here to die, littering the stark landscape with their massive skeletons—and, some say, considerable deposits of the valuable substance known as dragon oil.

The Firefalls

The River of Fire and other lava flows terminate in what many claim is a bottomless chasm in the north of the Volcanic Hills. The cascade of fiery magma plummets into the depths of the earth in a flaming deluge known as the Firefalls. The walls of this fathomless chasm are riddled with holes and caves, some of which are said to house ancient Drakken tombs. Within are said to lie the remains of some of the Drakken's most notable heroes, priestesses, and statesmen of ages past. Unfortunately, it is also possible to

find bloodspawn or giant crypt-wyrms in these places, to say nothing of entities like pyro-demons, fire-imps and lava-demons, which are common in this region.

The Firepeaks

High in the southern reaches of the Volcanic Hills stand two towering mountains known as the Firepeaks. Covered in black ash, their summits are lit by titanic fires that burn continuously. Even in the brightest day, clouds of black ash stretch above the Firepeaks.

The remnant of an ancient roadway, laid with great blocks of basalt, winds through the Volcanic Hills and past each of the immense Firepeaks. This ancient road is said to have been built by the early ancestors of the Drakken, who once ruled over much of the continent. "Born of fire", as they say, the Drakken have always regarded the Volcanic Hills as their ancestral homeland. For many centuries they buried their honored dead in tombs built into the high stone cliffs surrounding the Firefalls.

Less well-known is the fact that the Firepeaks themselves were once used as fortresses by these primordial tribes. Carved into the solid base of the mountains, the Drakken built great halls and chambers, concealing the entrances with cunning artifice. The Drakken of the modern era still visit these ancient places, to wander the cavernous halls and dream of ages past.

The Great Rift

The Great Rift is a huge trench in the southwest of the Volcanic Hills. It forms a natural barrier to anyone seeking to traverse the Volcanic Hills, forcing travelers to detour south into the Junglegrounds or farther north into the fiery mountains.

The sheer walls of the cliffs that line both sides of the Rift are pocked with caves and crevices, in which live such things as night-gaunts, andrak, and bloodspawn. No sensible folk would ever venture into this canyon were it not known to be a rich source of geodes, which

often end up at the bottom of the Rift after being expelled from the many active volcanoes in this region. Some of these geodes contain firegems, which are valued far and wide across the Savage Lands.

Those who come here in search of the fiery red gemstones would do well to watch for fire-imps, winged vores and fierce tarkus; or far worse, the monstrous serpentine creatures known as white wyrms, which tunnel upwards into the Rift from deep, unknown realms, searching for living prey.

The Last Castle

Legends of the Last Castle are known to most of the tribes of the Savage Lands. It is said to be the last of the pre-Fall fortresses still occupied by the Drakken, and home to their great queen. The castle's vaults are said to hold the vast wealth of the old Drakken monarchs, including necklaces of firegems, massive suits and weapons of the finest red iron, dragon-bone carvings of great beauty, and the sacred tablets of the old Drakken priests.

Accounts differ on the location of the Last Castle, though most tales state that it was built inside the shell of a dead volcano. The castle is said to have been impervious to the most destructive war-machines of the Archaens, and possibly even the chaotic magics of the Gyre. Further stoking the legends is the story that a handful of Drakken still dwell within the Last Castle, and that they are too old and feeble to pose much of a threat to would-be treasure hunters. Even if the tales are true, and one were to somehow find and gain access to the Castle, anyone who stole the Drakken's treasure would certainly incur the undying enmity of that reptilian race.

The River of Fire

This river of molten lava flows from a giant volcanic caldera in the west, and continues north through much of the central Volcanic Hills region. The river is literally swimming

with pyro-demons and lava-demons, who are thought to enter the River from some unknown source deep in the lower planes.

It is possible to find hardened deposits of red and black iron along the banks of the river, sunk in the old river course. These ores are said to be of unsurpassed quality, and for centuries the Drakken used it to make the finest weapons and armor.

Few venture here to obtain these ores in the current age, for the region is crawling with demons of many sorts. The sole exceptions are the Drakken, who sometimes brave the dangers to obtain red iron, and those who covet black diamonds: the cold, pitch-black "hearts" of demons. Black diamonds are greatly valued by the Ra and the Witchman tribes, as the stones possess certain black-magical properties. The prevalence of demons in and around the River of Fire means that black diamonds can always be found here.

The Ruins of Kharakhan

The towering ruins of the once-mighty city of Kharakhan are situated at the western edge of the Volcanic Hills. Once the capital of the great Drakken Empire, the city was razed long ago by the ancient Archaens and their erstwhile allies, the Beast-Tribes.

Kharakhan's great walls are pitted and marked by war; its broad plazas blackened by smoke, flame, and layers of ash from the volcanoes that lie just to the east. All that remains of its former glory are the massive stone dolmens found here, carved with ancient runes in the old Drakken script. Each is a record of some epic tale, heroic poem, or legend, and each is held in great reverence by the few Drakken who still remain in Talislanta. The Drakken still visit Kharakhan from time to time. Among the only literate folk of the Savage Land, they come to read the runes and study the histories of their ancestors.

Few other tribes bother to come to the ruins of Kharakhan, as the city has long since been stripped of what they regard as valuable. Yet it



is said that one can still find vaults containing artifacts from Drakken Empire's glorious past hidden in the lower levels of the city: silver coins half a foot in diameter, ten-foot long red-iron greatswords, rings the size of bracelets or bracers studded with firegems. The vaults may also yield unexpected surprises, however, including necrophages, Undermen, or flesh-eating crypt-wyrms.

The Slag Fields

This blasted wasteland is scattered with pools of molten ore, formed by strange geysers that spew liquid magma high into the air. The falling magma hardens, leaving behind dripping metal ore that occasionally forms into strange shapes. Some tribes claim that these formations are haunted and contain spirits or demons trapped by the lava flows. Less-superstitious folk come

here to mine red iron, a metal that is both lighter and harder than black iron, and hence more valuable.

Practically unknown except in the Volcanic Hills, and rare even there, red iron can be found here in molten form, bubbling in small pools scattered across the Slag Fields. The molten metal is usually scooped up with long-handled ladles and poured into brick-shaped forms. When cooled, the metal can be easily transported and refined to remove impurities.

The Yann are always interested in trading for red iron, which they use to fashion the highest-quality tools, as well as intricate parts needed to repair old Archaen constructs like automatons and clockwork mechanisms. The Thrax likewise covet red iron, as it can be used to make superior blades and armor, and is a necessary component when attempting to repair the inner workings of battle golems and iron dragons.

The major impediment to acquiring red iron from the Slag Fields are Azraq hunting bands, which roam the area in considerable numbers. Giant land dragons are also a threat, as are creatures such as wild lopers and tarkus.

The Trail of Sorrow

In the time before the Fall, there was a long, winding trail that led through the vastness of the Volcanic Hills, from the edge of the Wilderlands to the unknown lands that lay far to the east. The legends of the Shan say that when their homeland was ravaged by the destructive forces unleashed during the Fall, their ancestors followed this trail on a grueling exodus across the Volcanic Hills. Many are said to have perished along the way, slain by fire, smoke, or the Azraq. The few who survived eventually made it safely to the Wilderlands, where many of their descendants remain to the present day.

No one knows if the Trail of Sorrow still exists, or if it was buried under the raging lava flows and ash-falls that followed in the wake of the Fall. But the Shan say that, if fate allows,



one day they will follow the Trail of Sorrow back through the Volcanic Hills and return to their ancestral homeland.

THE UNKNOWN LANDS

Beyond the farthest reaches of the so-called Known Lands lie the mysterious territories referred to as the Unknown Lands. Almost nothing is known for sure about these places, and what is known may well be no more than the stuff of ancient superstitions. Others believe that tales of these far-distant lands are accounts of places from some other era of Talislantan history, or even another dimension. Most tribes believe that, if these places do exist, they can only be found at or beyond the very edge of the world.

The following accounts, culled from the mythologies of various tribes of the present age,

represents what some folk believe to be true about the Unknown Lands.

The Frozen Land

Far to the north lies the Frozen Land, a bleak region ringed by icy peaks that tower thousands of feet into the cold, gray sky. It's said that an ancient city can be found here, its walls, streets and buildings frozen beneath centuries of snow and ice. Some believe the city was inhabited by a race of blue-skinned magicians known for their skill in the lost arts of enchantment.

Whatever wonders may be found in this fabled city, they are likely to remain unknown, for the Frozen Land is said to be inhabited not only by ice demons, but by a race of barbarians so savage that they eat their own kind.

The Ghostlands

To the north-east lies a realm of unending mists known as the Ghostlands. As its name implies, the entire region is said to be haunted, populated only by disembodied spirits, spectres, and shadowforms. It is said that somewhere in this doom-shrouded wasteland stands an iron tower, inhabited by a cabal of powerful shadowizards. Legends say that somewhere inside the tower is a portal, through which one can gain entry into the spirit realms.

It's said that if the shadowizards permit it, one can pass through the portal and converse with someone who has passed into the next world. What price the shadowizards demand in return for such a boon is not known. But it is widely believed that the shadowizards trade in soulstones and the black-diamond hearts of demons.

Witchwood

Far to the west, past the Dead Forest and beyond a range of mountains so ancient that their names have been lost even to the Forgotten Gods, is a tangled forest known as Witchwood. This region was named for a cult of witches referred to by some as the Coven. It is said that the Coven fled to the depths of Witchwood to escape persecution by the Archans, who viewed the witches as rivals and sought to exterminate them. Some believe the Coven escaped to another realm by passing through enchanted witchgates. Others say they still dwell in the depths of Witchwood even to the present day. It is said that other, even older races also dwell in the forest, tales of which have been used to frighten children since before the Fall.

The Forgotten Land

Far to the South, beyond the farthest fringes of the dreaded Junglelands, there once stood a land bridge that connected the Savage Land to another realm; a clean and verdant land described as a paradise. Here, it is said, benevolent beings of great beauty lived in peace, surrounded by fragrant plants and herbs, lakes of sweet water, and an endless abundance of fruits and good things to eat.

It's said that this land bridge collapsed during the Fall and the paradise realm was lost. Memories of this enchanted land soon faded, and it became known as the Forgotten Land.

According to the Naradan elders, the place that others refer to as the Forgotten Land was actually called Celadon, and it was indeed a verdant paradise of flowering plants and fruiting trees. The Narada claim that Celadon was the homeland of their ancestors, and believe that when they die, their spirits return to this place. While most deride the story as a myth, the Narada believe in the existence of Celadon with all their hearts.

BESTIARY



The following is a list of some of the more common creatures known, or believed, to inhabit the Savage Land. Due to a lack of reliable information, and the superstitious nature of the folk of this era, some of the information provided in this section may be inexact, at best.

ANDRAK

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

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

Andrak are semi-intelligent and converse among themselves in a primitive form of the Primal tongue. They have been known to trade with the Thrax and Golgoths, offering valuable possessions carried by their humanoid victims in exchange for living creatures that they can use as food.

Their natural enemies are the winged insectoids known as manrak, who hunt andrak to inject the creatures with their larval young.



ANDRAK

Large monstrosity

Armor Class 18

Hit Points 68 (8d10 +24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	10 (+0)

Skills Perception +3, Stealth +3

Damage Resistances bludgeoning, piercing and slashing caused by nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages limited Primal

Challenge 8 (3,900 XP)

Spider Climb. The andrak can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The andrak ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. When the andrak attempts to use its mandibles and misses its first attack, it may attempt a second mandible attack against the same target.

Mandibles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10+4) damage and the target must make a DC 14 CON save or take 9 (2d8) damage and gains the poisoned condition for 10 turns. The target repeats the saving throw at the end of each of its turns, taking 10 (2d8) damage on a failure, or ending the poison effect on a success.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60, one target. *Hit:* on a hit the target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12, 10 HP, vulnerability to fire, immunity to bludgeoning, poison, and psychic damage).

ARMODONT

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

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

Once an armodont has settled in a particular area, it is almost impossible to get rid of it. Some Shaka possess the ability to communicate with these creatures and, with luck, may successfully cajole an armodont to leave a given territory. Absent this, an armodont remains in its chosen domain until the local food supply is depleted. Only then does the creature move on in search of a new territory to claim and protect.



ARMODONT

Large beast

Armor Class 16

Hit Points 67 (7d10 +28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	4 (-3)	8 (-1)	6 (-2)

Skills Intimidate +2, Perception +1

Condition Immunities prone

Senses passive Perception 10

Challenge 3 (700 XP)

Charge. If the it moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 4 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength save or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) bludgeoning damage.

Reactions

Spikes. When it is hit in melee combat it may use its reaction to force the attacker to make a DC 12 Dexterity save or take 4 (1d6) piercing damage.



BEAST

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

Burden Beast

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

Burden beasts are dull-witted by nature, and can be trained to follow just two commands: “stop” and “go”. A goad or stick is required to get these simple-minded creatures even to turn to the right or left. Both wild and trained burden beasts are placid and even-tempered, almost to a fault. On the positive side, these creatures can’t be panicked or stampeded. On the negative side it is impossible for any but the most skilled beast-handler to get a burden beast to run, even in the face of grave danger.

About the only thing that can make a burden beast angry is the rhash, a pestiferous form of vermin that has a nasty and painful bite. If bitten by a rhash, a burden beast may go on a murderous rampage, attacking everything in its sight.

BURDEN BEAST

Medium beast

Armor Class 12

Hit Points 13 (2d8 +4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	4 (-3)

Senses passive Perception 9

Challenge 1 (200 XP)

Beast of Burden. It is considered Huge for purposes of determining its carrying capacity.

ACTIONS

Head Butt. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.

DESERT BEAST

Medium beast

Armor Class 10

Hit Points 13 (2d8 +4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Challenge 1 (200 XP)

Beast of Burden. It is considered Large for purposes of determining its carrying capacity.

Tireless. It has advantage on any Constitution saves to avoid exhaustion.

ACTIONS

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage.



Desert Beast

Bred from burden beasts by the Kasir, these six-legged creatures are well-adapted to hot, dry climes and can survive for long periods without water; a hump-like sac located on the creature's back can store enough water to last a desert beast for up to a month. Desert beasts are somewhat faster than burden beasts, but can be temperamental; a skilled beast-handler is required to compel a desert beast to move if it is tired, hungry, or just in the mood to sleep.



War Beast

War beasts are bred for use as steeds in battle. The creatures are well suited to this purpose. Their powerful bodies are protected by layers of scales, hide, muscle, and a heavy skeletal structure. Fully grown, a war beast can be up to ten feet long, stand over six feet tall at the shoulder, and weigh in excess of 3,000 pounds.

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

In the wild, war beasts are predatory by nature. They hunt in packs, the largest and most dominant creature serving as leader. Packs of war beasts have known to attack almost anything that moves, including such dangerous creatures as raths and behemoths.

WAR BEAST

Large beast

Armor Class 12

Hit Points 68 (8d10+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	12 (+1)	7 (-2)

Senses passive Perception 11

Challenge 4 (1,100 XP)

Pack Tactics. An un-mounted war beast has advantage on an attack roll against a creature if one or more additional un-mounted war beasts is within 5 feet of the target.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) slashing damage.

BONUS ACTIONS

If any opponent is standing behind the war beast it may use its bonus action to kick them.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage



BEHEMOTH

Behemoths are giant, quadrupedal predators found throughout the Wilderlands, parts of the Wastelands, and Darklands. They are huge creatures, measuring up to ten feet tall at the shoulder and eighteen feet in length, weighing upwards of 5,000 pounds. Behemoths have powerful jaws, long tusks, and fangs capable of cutting through the toughest hide and bone. Their natural armament consists of a thick layer of leathery hide, dense muscle, and a mantle of spiky, rock-hard bone encasing the cranium. The latter form of defense is of particular importance to these great beasts, which have been described as “living battering rams”.

The behemoth’s method of attack is simple and straight-forward: the creature charges towards its intended victim at full speed, intent on a head-on collision to incapacitate or upend its prey. If this attack is successful, the behemoth attempts to kill the victim by goring it with its curved tusks. If not, the behemoth backs up and tries again.

Behemoths normally prey only on large herbivores such as burden beasts and grazers, but are also known to attack other predators, such as scourges and catdracs. These creatures occasionally engage in fierce territorial battles with war beasts, their struggles often lasting for hours. They are notoriously near-sighted, however, and have been known to ram wagons, tents, huts, and even large boulders. The Ra have attempted for years to use trained behemoths as steeds, with little success.

BEHEMOTH

Huge beast

Armor Class 12

Hit Points 151 (14d12+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9

Challenge 7 (2,900 XP)

Charge. If the behemoth moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 11 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength save or be knocked prone.

Near-Sighted. Disadvantaged on all sight-related Perception rolls.

ACTIONS

Tusks. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) piercing damage.

Ram. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+6) bludgeoning damage.

BONUS ACTIONS

Once a turn the behemoth may use its bonus action to trample a prone opponent.

Trample. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. 24 (4d8+6) bludgeoning damage.

BLOODSPAWN

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

In the active state, bloodspawn are capable of swift movement. They can slither like serpents, or rapidly uncoil their sinuous forms like a spring to launch themselves at prey. Once they attach themselves to a living creature and begin sucking their blood, they are almost impossible to remove; the only sure way to do so is with fire. Even worse, the bloodspawn's bite can cause a disease known as blood-fever which, if left untreated, typically results in death within six days.

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



and fool the bloodspawn into thinking it has detected living prey.

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

BLOOD SPAWN

Medium swarm of tiny beasts

Armor Class 14

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing and slashing

Damage Immunities grappled, prone, restrained, stunned

Condition Immunities poisoned

Senses blindsight 20 ft., passive Perception 11; can only “see” using blindsight to detect heat

Challenge 1/2 (100 XP)

Diseased. Ten minutes after the battle is over, anyone who has taken one or more points of damage from these creatures must make a DC 12 Constitution save or contract blood fever, which gives them the poisoned condition and kills them in 6 days unless cured by means of a lesser restoration spell or a curative potion. See page xx.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage (3 (1d4) if the swarm has half its hit points or fewer) and continues to do a like amount of damage every round at the start of creature's turn unless cleared away. Clearing away blood spawn can be done by the victim or an ally who can reach them. Only one character may clear a victim per turn and it requires the full turn. Fire, such as a torch, clears 2d6 points of ongoing damage; without fire only 1d6 can be cleared by pulling them loose.

BOTTLE-IMP

Bottle-imps are grotesque creatures, described by some as lesser devils. They resemble malformed, fetal humanoids, approximately four to six inches in height. An over-sized cranium, wizened facial features, leathery bat-wings and a sinuous tail equipped with a sharp sting are all characteristics of these creatures. They range in color from bright red to deep purple; the darker



the imp's coloration, the greater its age, level of ability and power.

Bottle-imps are sometimes found in ancient ruins and tombs, especially those related to the black magicians known as the Torquar. Imprisoned in glass orbs, these sinister creatures were valued for their magical talents, said to include mind-reading, clairvoyance, the ability to see into the future, and the ability to locate ancient ruins and artifacts.

It's said that the owner of a bottle-imp can compel the creature to answer up to three

questions truthfully each day. But while a bottle-imp speaks the truth, it seldom offers more information that it has to, and may well have more devious reasons for revealing what it knows. Many legends tell of bottle-imps who outwitted their masters by leading them to their doom or tricking them into asking more than three questions in a single day. The latter occurrence is said to not only free the bottle-imp from its amberglass prison, but also enable the creature to force its master to do its bidding.

Most folk of the current era regard these entities as taboo, and won't even look at a bottle-imp for fear that meeting the creature's gaze could cause them to become cursed or possessed. The only exceptions are Witchmen and the occasional Golgoth, Umar, or Thrax.

BOTTLE IMP

Tiny fiend

Armor Class 12

Hit Points 5 (2d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 [-2]	13 [+1]	10 [+0]	16 [+3]	16 [+3]	14 [+2]

Senses darkvision 60 ft., passive Perception 13. Can sense souls at a 1000 ft. range

Challenge 1/2 (100 XP)

Foresight. Three times an hour it may reroll an attack or saving throw or force an opponent within 60 ft. to do the same.

Mind Powers. The bottle imp may cast augury, detect thoughts and suggestion at will. It may cast either locate object or legend lore once a week.

ACTIONS

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage, and the target must succeed on a DC 13 Constitution save or take an additional 5 (2d4) poison damage and gain the poisoned condition for 1 hour.

CATDRAC

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

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

CATDRAC

Medium beast

Armor Class 15

Hit Points 52 (8d8+16)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 [+2]	16 [+3]	14 [+2]	6 [-2]	13 [+1]	6 [-2]

Skills Perception +5

Senses night vision 60 ft., passive Perception 16; can Sense Life within 100 ft.

Challenge 3 (700 XP)

Keen Hearing and Smell. The catdrac has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. An un-mounted catdrac has advantage on an attack roll against a creature if one or more additional un-mounted catdrac is within 5 feet of the target.

Pounce. If the catdrac moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength save or be knocked prone.

Running Leap. With a 10 ft. running start, the catdrac can long jump up to 20 feet.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. 9 (2d6+2) piercing damage.



BONUS ACTIONS

Once a turn the catdrac may use its bonus action to rake a prone opponent with its claws.

Rake. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. 11 (2d8+2) slashing damage.

COLOSSUS

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

The ancient Archaens employed colossi as guardians and as a means of scaring off tribes of superstitious sub-men. Some of these titanic constructs were said to have been capable of speech, or simply of repeating a number of

pre-programmed commands or warnings.

Some colossi are said to have been capable of animation, but their great size and weight likely rendered them incapable of anything but the slowest movements.

COLOSSUS

Gargantuan construct

Armor Class 18

Hit Points 392 (24d20+140)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances A colossus is resistant to everything except disintegration and +2 or better weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Challenge 18 (20,000 XP)

Immutable Form. The colossus is immune to any spell or effect that would alter its form.





Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the colossus are magical.

Siege Engine. The colossus causes double damage against inanimate objects.

ACTIONS

Smash. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 42 (6d10+9) bludgeoning damage. Make a DC 15 Strength save or be knocked prone, and make a DC 15 Constitution save or be stunned for 3 turns.

Stomp (recharge 5-6). does 42 (12d6) bludgeoning damage to everyone within 20 ft., targets may make a DC 15 Dexterity save to take half damage.

CRYPT-WYRM

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

cause any number of diseases and afflictions.

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

Crypt-wyrms are solitary creatures that associate with others of their species only during the brief spring mating period. After mating, the female deposits its clutch of eggs in an underground burrow or crypt, then abandons the brood. When the young crypt-wyrms hatch, they spread out in search of food. Insects, vermin, carrion, or just about anything will do. If no food is available in the immediate vicinity, the young wyrms devour each other until only one remains.

CRYPT WYRM

Medium monstrosity

Armor Class 14

Hit Points 11 (2d8 +2)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft., passive Perception 14

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+1) piercing damage; and the target must succeed on a DC 12 Constitution save or take an additional 6 (1d10) poison damage and contract a disease which gives them the poisoned condition for 3 days or until cured by means of a lesser restoration spell or a curative potion.

DEMON

Demons are chaotic and highly destructive entities best described as anti-elementals. They originate from the depths of the lower planes, making their way to the Savage Land through rifts in the dimensional fabric. Since the Fall, the number and type of demons found in Talislanta has dramatically increased, to the point that demons can be found almost anywhere throughout the continent. The phenomenon known as the Gyre can attract demons, who are drawn by the chaotic forces unleashed by this magical maelstrom.

Demons have no sense of good or evil, and are not capable of rational thought. They are entities of entropy, existing only to destroy. The most powerful demons are believed to cause all sorts of disasters, from rockslides to earthquakes, floods, storms, and volcanic upheavals.

Demons feed on all sorts of matter and energy, absorbing and adopting the substance of the first non-living food source that they consume in the process. Thus, a demon that enters the Savage Land and feeds on rocks

becomes a rock demon, while one that first feeds on lava becomes a lava demon.

Demons encountered in the Savage Land usually take the form of monstrous-looking humanoids. The weaker sorts are small and often resemble ugly, horned imps. As they grow in power, demons also grow in size.

Demons are only susceptible to silver, enchanted weapons, magic, and other demons. They can also be fought with substances that are opposite in nature to the specific demon, such as using water against a fire demon. But non-magical weapons and most natural creatures are powerless to harm demons, which is why these creatures are so greatly feared in the Savage Land.

Types of demons known to be found in the Savage Land include:

Chaos Demon

This rare and very dangerous type of demon can change form repeatedly, morphing into practically any substance it contacts. These demons are harmed only by silver and magic; attacking a chaos demon with anything other than magic or silver weapons only causes the demon to change form to match whatever substance was used against it (i.e., iron, fire, stone, etc). Unlike other demons, attacking a chaos demon with an opposing element (fire when it is ice form, or water when it is made of fire, etc.) doesn't injure it, it merely triggers a change to the "attacking" form.

A chaos demon starts out small when it first arrives on Talislanta (Strength 4, Constitution 4, 1D8 hit die, 8 Hit points). As it destroys everything in its path, it grows and increases in size. Any matter, whether plant, stone, or animal, can be eaten by a chaos demon and leads to growth. Essentially, once it destroys matter of STR greater than itself, it grows. Thus, if a new chaos demon consumes an adult humanoid, such as a Vandar, it grows. If it later attacks and consumes a catdrac, it grows again. As it grows it needs more and more to feed it, but unchecked a chaos demon

can grow to enormous size, changing all the while. With each growth spurt, the demon gains a new hit die, and the Strength and Constitution (if greater than its current values) of its meal; if the value is not greater, the demon gains +1 in the attribute.

CHAOS DEMON

Medium fiend

Armor Class 18

Hit Points 96 (16d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Strength +6, Constitution +6, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Resistances psychic

Damage Immunities poison; bludgeoning, piercing and slashing from weapons that are neither silver nor magic

Condition Immunities charmed, exhaustion, fatigued, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Challenge 8 (3,900 XP)

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the demon are magical.

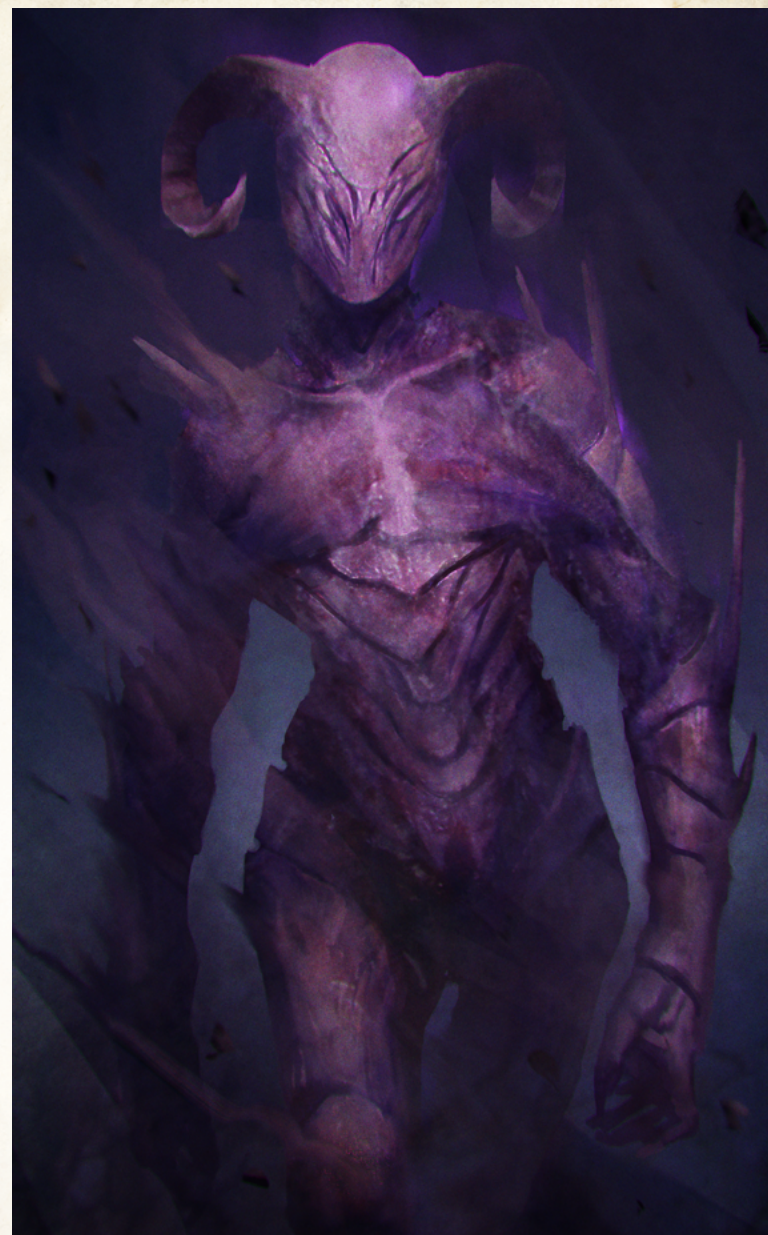
ACTIONS

Multiattack. The chaos demon may make 2 claw attacks a round.

Claw. *Melee Weapon Attack:* +Strength modifier to hit, reach 5 ft., one target. *Hit:* 1d4+Strength Modifier slashing damage and the victim must make a DC 15 Constitution save or take 1d6 per hit die additional disintegration damage. If this damage kills the target, they are disintegrated.

REACTIONS

When the chaos demon takes damage from a material other than what it is currently "wearing", it uses a reaction to immediately change form. The new body is of the material that harmed it: stone, metal, etc.



Earth Demon

These massive, slow-moving entities are comprised of soil or clay. They attack by bludgeoning their intended victims, and the largest sorts are even capable of burying creatures alive by turning into a landslide and engulfing their victims.

Earth demons can manifest in any type of region where soil is present, except deserts (see sandstorm demon, below). They can also move through the ground and travel unseen below the surface. In such cases, mild to



severe earth tremors may serve as the only warning that an earth demon is nearby, until it emerges to attack.

In swampy regions, this type of demon manifests as a mud demon. These entities have the same properties as earth demons, but instead of a landslide-type attack, they can turn into a bog or quickmire, causing victims to sink into their deadly grasp. Neither type of demon can pass through any large or running body of water without dissolving into harmless silt.

EARTH DEMON

Huge fiend

Armor Class 13

Hit Points 161 (14d12+70)

Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Strength +8, Constitution +8, Wisdom +3

Skills Intimidation +4, Perception +4

Damage Vulnerabilities water

Damage Resistances cold, fire, psychic

Damage Immunities lightning, poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremorsense 1000 ft., passive Perception 14

Challenge 8 (3,900 XP)

Earth Body. May pass through nonmagical, unworked earth, mud and stone at will.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the demon are magical.

Stone Flesh. The demon may subtract 3 from any bludgeoning, piercing or slashing attack. If it is also resistant the damage is halved before it is reduced.

ACTIONS

Multiaction. Each turn the earth demon can either landslide or make 3 smash attacks.

Smash. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 22 (3d10+5) bludgeoning damage, and the target must make a DC 15 Dexterity or they are grappled.

Landslide (recharge 5-6). Does 10d6 bludgeoning damage to everyone in a 60 ft. cone—targets may make a DC 15 Dexterity save to take half damage, those that fail are knocked prone.

REACTIONS

Once a turn the earth demon may use its reaction to make an engulf attack against a grappled or prone opponent.

Engulf. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 26 (4d12) bludgeoning damage, and the victim must make a DC 13 Constitution save or they are stunned. Once stunned, the victim may spend a whole turn to save again to shrug off the stun effect.



Fire-Imp

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

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

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

someone—ablaze. Of even greater concern is the fact that once it has consumed enough material a fire-imp multiplies, spawning as many as ten moreimps.

FIRE IMP

Small fiend

Armor Class 14

Hit Points 14 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Damage Vulnerabilities cold, water, suffocation

Damage Resistances psychic

Damage Immunities fire, poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 2 (450 XP)

ACTIONS

Burning Touch. *Melee Weapon Attack:* +4 to hit, touch, one target. *Hit:* 7 (2d6) fire damage and target must make a DC 12 Dexterity save or



they burn for an additional 4 (1d6) in the following turn.

BONUS ACTIONS

Ignite. Once a turn the fire imp can use its bonus action to cause an flammable object within 5 ft. to burst into flames.

REACTIONS

Spawn (recharge 5-6). after using Ignite or inflicting damage with its burning touch the fire imp may use its reaction to create a new fire imp which manifests within 5 ft. of any fire within 30 ft.

Ice Demon

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

ICE DEMON

Large fiend

Armor Class 16

Hit Points 98 (15d8+30)

Speed 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 [+2]	16 [+3]	15 [+2]	14 [+2]	12 [+1]	12 [+1]

Saving Throws Strength +5, Constitution +6, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Vulnerabilities fire

Damage Resistances psychic

Damage Immunities cold, poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15; Detect warm blooded creatures within 100 ft.

Challenge 8 (3,900 XP)

Emanate Cold. The ice demon can manifest a 20 ft. radius zone of cold around itself at will. That zone is considered difficult terrain. Anyone who ends their turn in the zone of cold has to make a DC 14 Constitution save or take 11 (3d6) cold damage and they are



paralyzed for 1 turn. Anyone who begins or ends their turn in the zone suffers a loss of mobility (-5' Speed per round while in area of effect).

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the demon are magical.

ACTIONS

Multiaction. The ice demon may use its ice shard, cone of cold or make 2 claw attacks a turn.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage and 7 (2d6) cold damage.

Ice Shards (recharge 5-6). The ice demon hurls 2d6 shards of ice against a single target. Each shard is a separate attack. +6 to hit, Range 90 ft., *Hit:* 5 (2d4) piercing damage.

Cone of Cold (recharge 5-6). The ice demon projects an icy blast in a 60-foot cone that does 42 (12d6) damage to everyone in the area of effect, they may make a DC 14 Constitution save for half damage.

Lava Demon

Made of molten magma, these semi-solid demons are most often found in volcanic regions, but may emerge in almost region rocky or mountainous region by traveling through

cracks and fissures in the substrata. In this way they can sometimes be found a good distance from any volcanic activity. If these entities are subjected to extreme cold or icy climates they solidify and become inert.

Lava demons radiate intense heat and smoke, and can ignite most types of flammable material by touch in just a few seconds (2 rounds). Contact with one of these entities for more than a few seconds (4 rounds) can melt earth, sand, stone and even non-magical metals in a ten-foot radius. Once liquefied, these substances are then devoured by the lava demon.

LAVA DEMON

Large fiend

Armor Class 15

Hit Points 136 (16d10+48)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Strength +7, Constitution +5, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Vulnerabilities water, cold: any time it takes 16 or more cold damage from a single attack it must also make a Constitution save or it is stunned until the end of its next turn

Damage Resistances psychic

Damage Immunities fire, poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Challenge 8 (3,900 XP)

Emanate Heat. The lava demon constantly manifests a 10 ft. radius zone of heat around itself. Anyone who enters or ends their turn in the zone of heat has to make a DC 14 Constitution save or take 11 (3d6) fire damage. Any flammable objects in the affected area automatically ignites after two turns of exposure. Earth, sand and stone are melted in 3 rounds, becoming liquid which increases the damage caused to 21 (6d6).

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the demon are magical.

Summon Smoke Demon. Once a day the lava demon may attempt to summon a smoke demon. It has a 30% chance of doing so. If successful, the smoke demon appears within 60 ft. and obeys the will of its summoner. It may control up to 3 smoke demons in this way.

Toxic Vapors. Any living creature who ends their turn within 10 ft. of the lava demon must make a DC 14 Constitution save or they are poisoned for 1 hour.

ACTIONS

Multiattack. The lava demon may make one claw and a bite attack each turn.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) slashing damage and 4 (1d6) fire damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+4) slashing damage and 7 (2d6) fire damage.

Mist Demon

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



daylight, as sunlight and heat cause them discomfort.

Mist demons feed on moisture of all sorts, including the bodily fluids of living creatures. They seek to envelope a victim and draw the moisture from its body, leaving behind a dried husk. Mist demons can be dispersed by strong winds; intense heat and flames cause them to evaporate into nothingness.

MIST DEMON

Medium fiend

Armor Class 18

Hit Points 104 (16d8+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Strength +4, Constitution +5, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Vulnerabilities fire, wind: when exposed to a strong wind (such as that created by a gust of wind spell) it has to make a Constitution save or take 13 (2d12) damage and be dispersed for 1d10 rounds—it only has to save against each new source of wind once

Damage Resistances lightning, psychic

Damage Immunities poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Challenge 8 (3,900 XP)

Senses Darkvision 120 ft., passive Perception 15

Air Form. The mist demon can enter a hostile creature's space and stop there. It can move through a space as narrow as one inch wide without squeezing.

Insubstantial. The mist demon takes minimum damage from any physical attack such as melee or ranged weapons, even if magic.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the demon are magical.

ACTIONS

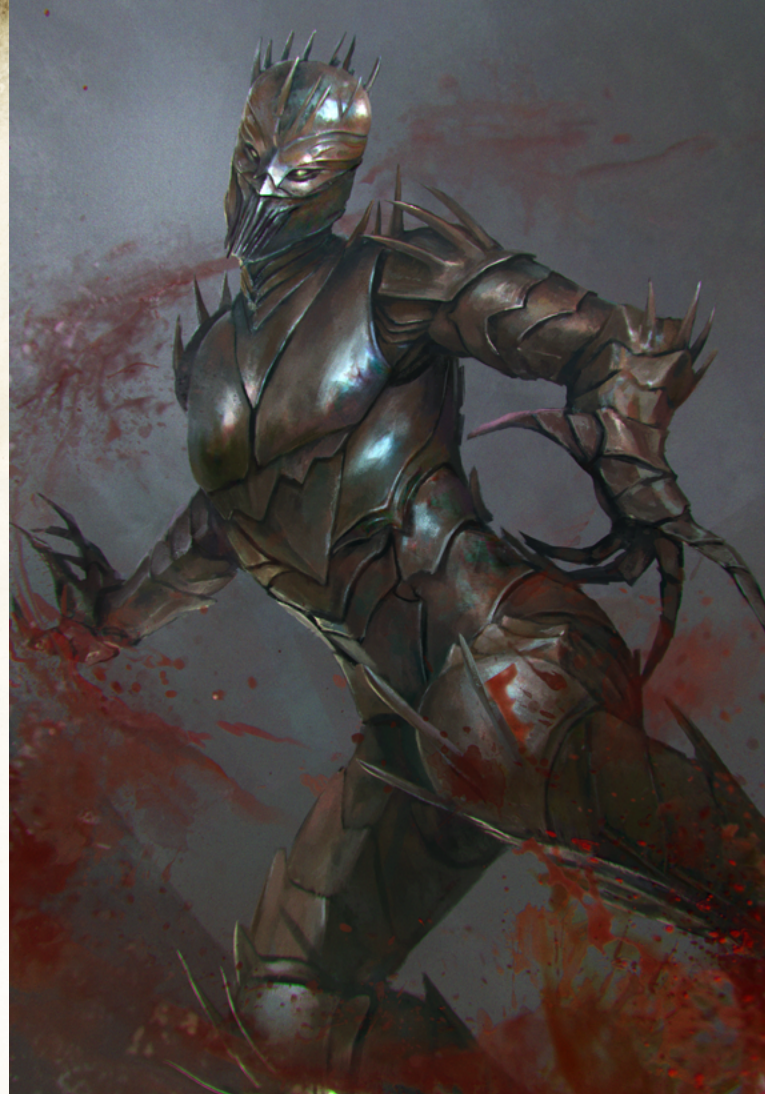
Desiccate. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) necrotic damage.

Suffocate (recharge 5-6). When used against a living target that needs to breathe, that target has to make a DC 13 Constitution save or drop to 0 hit points and lose consciousness.

Metal Demon

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

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



METAL DEMON

Medium fiend

Armor Class 20

Hit Points 152 (16d8+80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Strength +7, Constitution +8, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Resistances cold, lightning, psychic

Damage Immunities poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Challenge 8 (3,900 XP)

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The attacks of the demon are magical.

Metal Absorption. When it is hit in melee combat with a metal weapon the attacker has to make a DC 12 Dexterity save (at advantage if the weapon is magic) or the weapon is absorbed by the demon and destroyed

Shapeshifting. The metal demon can alter its form at will to add or subtract spikes and to manifest weapons and tools.

ACTIONS

Multiattack. The metal demon may attack with claw, bite and tail every turn.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (1d12+8) slashing damage, causes a critical on a roll of an 18, 19 or 20.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d10+8) piercing damage, and if the target is wearing metal armor they have to make a DC 12 Dexterity save (at advantage if the weapon is magic) or the armor is absorbed by the demon and destroyed.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d6+8) bludgeoning damage.

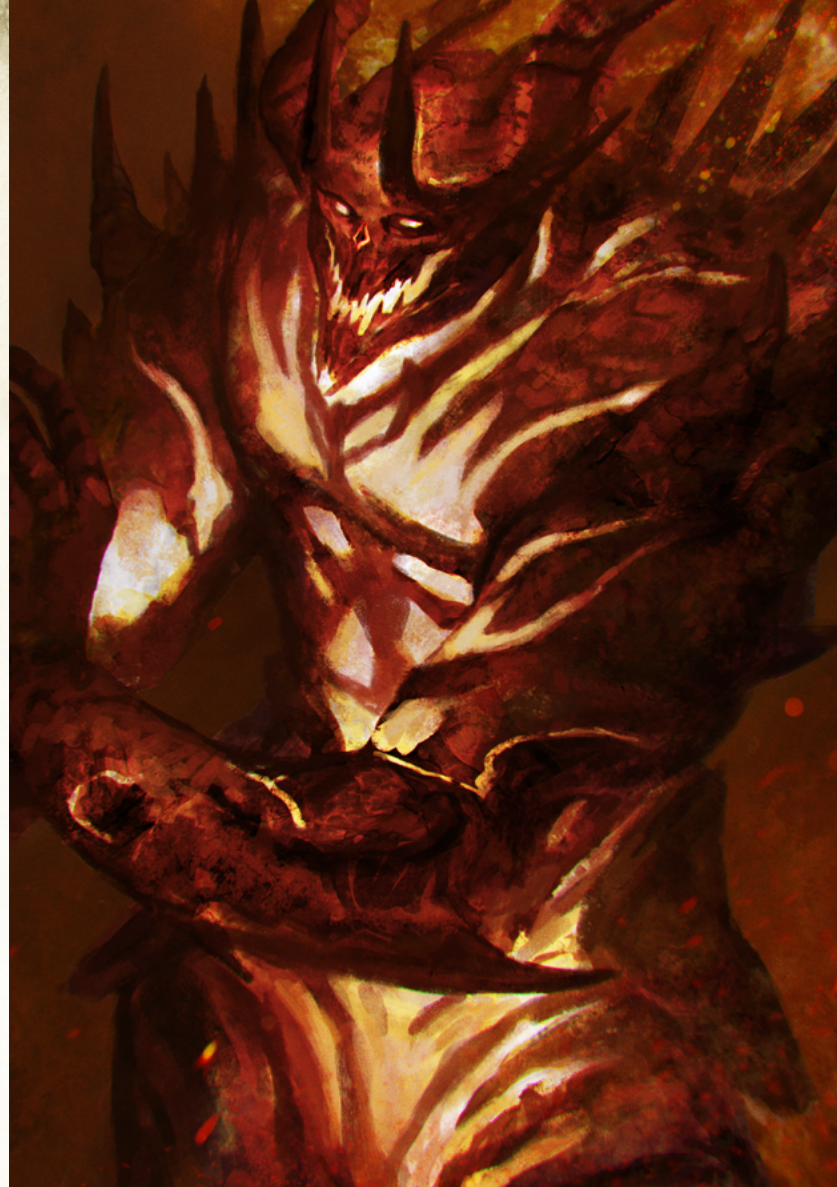
REACTIONS

Spikes. If the metal demon has chosen to manifest spikes, when it is hit in melee combat it may use its reaction to force the attacker to make a DC 14 Dexterity save or take 7 (2d6) piercing damage.

Pyro-Demon

These demons are comprised of a raging inferno of smoke and fire. As their bodily forms are lighter than air, they capable of flight, though only in a limited sort of way. Essentially, they are able to levitate, and can drift on the winds for considerable distances, though this eventually causes them to weaken and lose altitude. As long as there is flammable material to consume, Pyro-demons can also move very fast across the grasslands, or through trees, wooden structures, and the like.

Pyro-demons are always hungry, and must consume great quantities of organic materials to survive. The larger the pyro-demon, the greater its hunger, and the greater its need to feed. They attack by touch, or by exhaling a gout of flame; in either case, the objective is to incinerate and thereby devour their intended targets. Pyro-demons can temporarily assuage their hunger by nesting in active volcanoes, or



by “swimming” in streams of molten lava. If injured or in a weakened state, a pyro-demon may conjoin with lava demons to revitalize itself, which it does by stealing and absorbing a portion of the lava demons’ force.

PYRO DEMON

Large fiend

Armor Class 14

Hit Points 120 (16d10+32)

Speed 30 ft. (50 if there is something flammable to move across), flight 30 ft. but it takes 10 pts of damage at the end of any round in which it is airborne.

STR	DEX	CON	INT	WIS	CHA
14 [+2]	14 [+2]	14 [+2]	14 [+2]	12 [+1]	12 [+1]

Saving Throws Strength +5, Constitution +5, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Vulnerabilities cold

Damage Resistances lightning, psychic;

Damage Immunities fire, poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Challenge 8 (3,900 XP)

~~~~~  
**Conjure Smoke.** Can cast fog cloud at will.

**Incorporeal Movement.** The pyro-demon can move through other creatures and objects as if they were difficult terrain.

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The attacks of the demon are magical.

**Summon Smoke Demon.** Once a day the pyro demon may attempt to summon a smoke demon. It has a 30% chance of doing so. If successful, the smoke demon appears within 60 ft. and obeys the will of its summoner. It may control up to 3 smoke demons in this way.

## ACTIONS

**Multiattack.** The pyro demon may breathe fire, breathe smoke or make one claw and one tail attack each turn.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) slashing damage and 11 (3d6) fire damage

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+2) bludgeoning damage and 7 (2d6) fire damage

**Breathe Fire (recharge 5-6):** A 60-foot cone that does 42 (12d6) fire damage to everyone in the area of effect, they may make a DC 14 Dexterity save for half damage.

**Breathe Smoke (recharge 5-6).** A 60-foot cone that does 21 (6d6) fire damage to everyone in the area of effect, They may make a DC 14 Dexterity save for half damage—anyone who fails that save must also make a DC 14 Constitution save or they are poisoned for 1 hour.

# Sandstorm Demon

Sandstorm demons are powerful entities comprised of a seething vortex of wind and sand. They usually take the form of a gigantic, horned humanoid with black holes in place of eyes and a gaping maw. Sandstorm demons can tower over a thousand feet high, and create storms over a mile in diameter. The largest-known of these entities can blot out the sun; the most powerful generate winds sufficient to upend heavy cargo drays, tear apart tents, or toss all but the largest creatures about like leaves in a storm. Unless protected by a sand mask, thick veil, or cloak, living creatures caught in the midst of a sandstorm demon will suffocate in just a few minutes.

Sandstorm demons are found only in deserts and arid wastelands. They can appear without warning, taking full form in just a minute or two. These entities can move swiftly enough over flat terrain to outpace all but the fastest steeds. However, rough terrain, hills, and mountains cause them to disperse.

## SANDSTORM DEMON

*Gargantuan fiend*

~~~~~  
Armor Class 13

Hit Points 200 (16d20+32)

Speed 60 ft. over even terrain, 20 ft. over difficult terrain and takes 10 damage a turn when passing over rocky terrain

~~~~~  

| STRDEX  | CON     | INT     | WIS     | CHA     |         |
|---------|---------|---------|---------|---------|---------|
| 12 [+1] | 16 [+3] | 14 [+2] | 14 [+2] | 12 [+1] | 12 [+1] |

~~~~~

Saving Throws Strength +4, Constitution +5, Wisdom +4

Skills Intimidation +4, Perception +4

Damage Resistances fire, lightning, psychic

Damage Immunities poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

Condition Immunities charmed, exhaustion, fatigued, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Challenge 9 (5,000 XP)

~~~~~  
**Insubstantial.** The sandstorm demon takes minimum damage from any physical attack such as melee or ranged weapons, even if magical.





**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The attacks of the demon are magical.

**Wind Control.** Can cast gust of wind at will. Can cast control weather and wind wall once an hour each. Control weather can only be used to reduce precipitation, raise temperatures and intensify winds.

## ACTIONS

**Lacerating winds.** Inflicts 56 (9d6) bludgeoning damage to everyone and anything in a 15 ft. radius, targets may make a DC 13 Strength save for half damage.

**Suffocating winds (recharge 5-6).** All living targets within 15 ft. that need to breathe have to make a DC 13 Constitution save or drop to 0 hit points and lose consciousness. Anyone who protected themselves by covering their mouths may make this save at an advantage.

## Smoke Demon

These insubstantial entities are comprised of roiling clouds of acrid, toxic smoke in demonoid form. They can manifest anywhere there is fire; disturbingly, lava demons and pyro-demons can sometimes create these demons

spontaneously, leaving several in their wake. Like pyro-demons, smoke demons are lighter than air and are capable of limited flight. But because their forms don't generate heat, they can only remain aloft for a short time before their bodies cool and drift back to earth. Smoke demons feed off the exhalations of living creatures of all sorts. They attack by suffocating their prey, drawing the air from their lungs. Because a smoke demon's fumes are toxic, even non-fatal attacks may blind or poison their victims.

## SMOKE DEMON

*Large fiend*

Armor Class 16

Hit Points 66 (12d10)

Speed 30 ft., flight 20 ft. but it takes 8 pts of damage at the end of any round in which it is airborne

| STR | DEX  | CON | INT  | WIS | CHA  |    |      |    |      |    |      |
|-----|------|-----|------|-----|------|----|------|----|------|----|------|
| 10  | [+0] | 18  | [+4] | 10  | [+0] | 14 | [+2] | 12 | [+1] | 12 | [+1] |

**Saving Throws** Strength +2, Constitution +2, Wisdom +3

**Skills** Intimidation +4, Perception +4





**Damage Immunities** poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

**Condition Immunities** charmed, exhaustion, fatigued, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 120 ft., passive Perception 15

### Challenge 7 (2,900 XP)

**Conjure Smoke.** Can cast fog cloud at will.

**Insubstantial.** The smoke demon takes minimum damage from any physical attack such as melee or ranged weapons, even if magical.

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The attacks of the demon are magical.

## ACTIONS

**Suffocate.** 27 (6d8) force damage—DC 13 Constitution save for half damage. Only works against targets that need to breathe

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

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





## STONE DEMON

*Large fiend*

Armor Class 20

Hit Points 168 (16d10+80)

Speed 30 ft.

| STR     | DEX    | CON     | INT     | WIS     | CHA    |
|---------|--------|---------|---------|---------|--------|
| 20 (+6) | 8 (-1) | 20 (+5) | 10 (+0) | 10 (+0) | 8 (-1) |

**Saving Throws** Strength +8, Constitution +8, Wisdom +3

**Skills** Intimidation +4, Perception +4

**Damage Vulnerabilities** thunder

**Damage Resistances** cold, fire, lightning, psychic

**Damage Immunities** poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

**Condition Immunities** charmed, exhaustion, fatigued, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., Tremorsense 1000 ft., passive Perception 14

**Challenge** 8 (3,900 XP)

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The attacks of the demon are magical.

**Siege monster.** The stone demon causes double damage against inanimate objects

**Stone Flesh.** The demon may subtract 5 from any bludgeoning, piercing or slashing attack. If it is also resistant the damage is halved before it is reduced.

**Tremors.** Once a day the stone demon may use the earthquake spell.

### ACTIONS

**Smash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+5) bludgeoning damage, and the target must make a DC 18 Dexterity save or be knocked prone.

### REACTIONS

**Once a turn the Stone Demon may use its reaction to make an stomp attack against a prone opponent.**

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 33 (5d10+5) bludgeoning damage.

## Wood Demon

Wood demons are demonic entities that resemble twisted humanoids made of gnarled wood, with sharp wooden fangs and spiked branches in place of hair. These entities can range in size from one foot to monstrous creatures standing over 50 feet tall.

Wood demons radiate a strong aura of



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

Narada and wood demons are natural enemies. If warned that a wood demon is near, Narada respond as quickly as possible to help eradicate the threat—particularly if the wood demon poses a threat to Narada young or their elders.

## WOOD DEMON

*Large fiend*

**Armor Class** 13

**Hit Points** 98 (13d10+26)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 12 (+1) | 14 (+2) | 14 (+2) | 12 (+1) | 12 (+1) |

**Saving Throws** Strength +5, Constitution +4, Wisdom +3

**Skills** Intimidation +4, Perception +4

**Damage Vulnerabilities** fire, lightning

**Damage Resistances** psychic

**Damage Immunities** necrotic, poison; bludgeoning, piercing and slashing from anything but silver or magical weapons

**Condition Immunities** charmed, exhaustion, fatigued, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 15; sense living souls 100 ft.

**Challenge** 7 (2,900 XP)

**Aura Of Plant Death.** The wood demon exudes a dark aura in a 20 ft. radius that inflicts 4 (1d6) necrotic damage on any plants in the affected area.

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The attacks of the demon are magical.

**Actions**

**Multiattack.** The wood demon may make 2 claw attacks a turn.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12+3) slashing damage and the target must make a DC 15 Constitution save or suffer an additional 11 (3d6) necrotic damage.



## DISEMBODIED SPIRIT

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

Disembodied spirits usually return to haunt the place where they died. Those who died a





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

The most powerful disembodied spirits have the ability to possess a living creature and take control of the victim's subconscious mind. Once in control, the invader can only be driven out by a shaman. The Imazi wear spirit-jars to protect themselves from spirit attacks, and the Kasir wear talismans and charms that supposedly confer similar protection.

Untold thousands of people perished during the Fall, and many parts of the Savage Land are said to be haunted by disembodied spirits. Ruined cities, graveyards, and battlefields are all places where these ghostly apparitions can be found, sometimes in great numbers. Disembodied spirits can only be harmed by silver, magic, or other non-corporeal entities.

## DISEMBODIED SPIRIT

*Medium undead*

**Armor Class** 11

**Hit Points** 39 (7d8+7)

**Speed** 0 ft., fly 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 12 (+1) | 12 (+1) | 10 (+0) | 12 (+1) | 12 (+1) |

**Damage Resistances** acid, fire, lightning, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing and slashing from weapons that are neither silver nor magical

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 4 (1,100 XP)

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 4 (1d6) force damage if it ends its turn inside an object.

**Insubstantial.** The spirit takes minimum damage from any physical attack such as melee or ranged weapons, even if they are magical.

### ACTIONS

**Energy Blast.** *Ranged Spell Attack:* +3 to hit, range 60 ft., one creature. *Hit:* 11 (3d6) force damage.

**Some Disembodied Spirits can possess living victims (as per the Ghost, MM 147).**



# FETCH

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

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

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

Fetches have a mercenary streak, and sometimes consent to work as thieves-for-hire. They almost always consent to work if moonstones are offered for their services, especially amber ones. Most speak pidgin Primal, and are more fluent in Elder.

## FETCH

*Tiny humanoid*

Armor Class 13

Hit Points 11 (3d6)

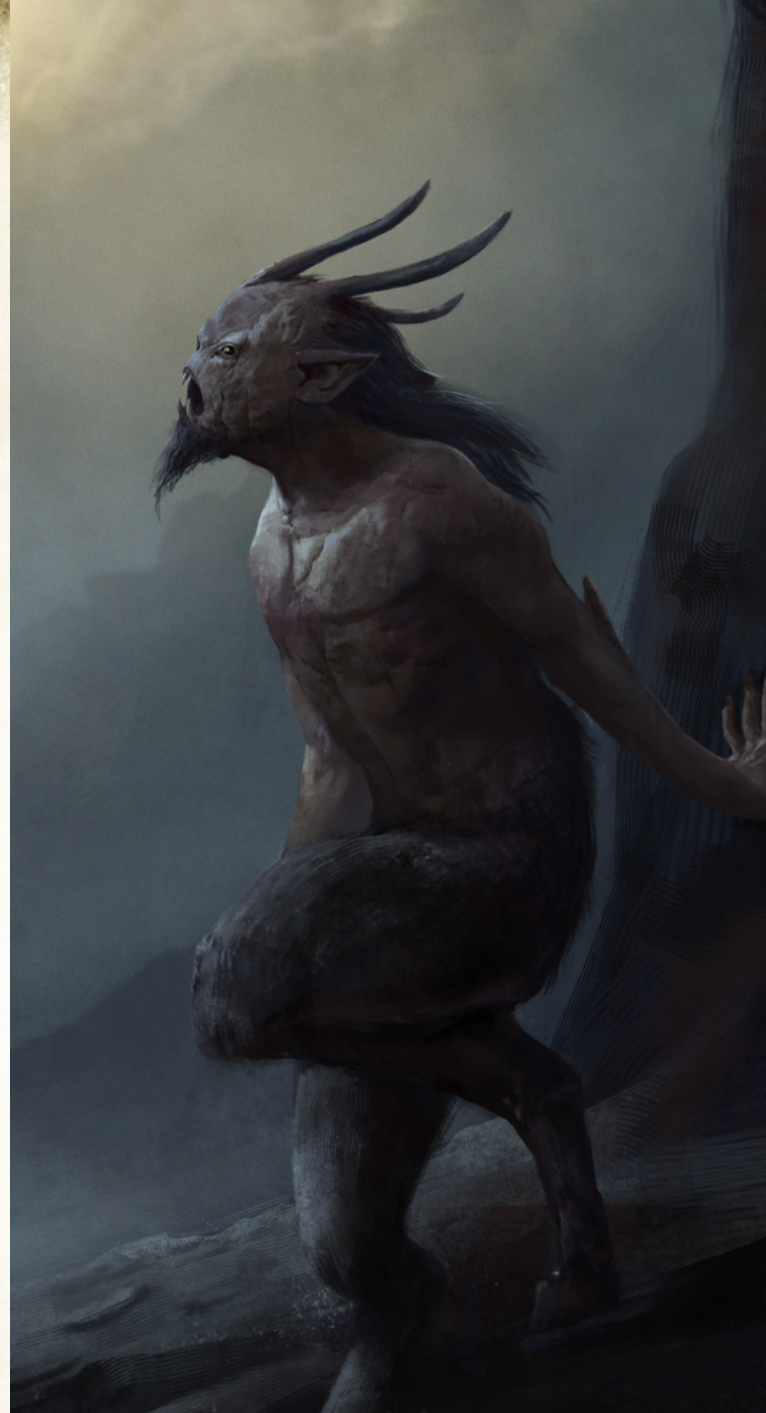
Speed 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 17 (+3) | 10 (+0) | 13 (+1) | 10 (+0) | 10 (+0) |

**Skills** Perception +2, Sleight of Hand +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Challenge** 1 (200 XP)



**Sense Magic.** The fetch can detect magic at will.

**Sneaky.** The fetch makes stealth and sleight of hand rolls at advantage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.





## GHOUN

Humanoid plant-creatures who stand between five and six feet tall, the ghaun are blood-drinking savages of marginal intelligence. Narrow of build with elongated limbs, they have dark brown skin that is as rough as tree bark. The Ghaun daub their hair with plant resins and sap, fashioning it into spiny growths that give them a fierce appearance. Their flat, emaciated visages hold deep-set black eyes and mouths filled with rows of sharp, pointy teeth.

Ghaun gain sustenance from drinking the blood or sap of other living things. They are not particular, and feed on plants, animals, or humanoids. Ghaun prefer to take prey alive, catching their victims in nets of woven vines and dragging them back to their tree-top nests. They are patient, and stalk prospective victims

for hours or days, moving slowly and silently while remaining hidden in the treetops or underbrush.

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

As both species are related to plants, ghaun are thought by some to be related to the Narada. The Narada vehemently refute such claims, saying that ghaun are undead plant-beings whose bodily forms are possessed by evil spirits.

## GHOUN

*Small humanoid*

**Armor Class** 13

**Hit Points** 11 (3d6)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 15 (+2) | 10 (+0) | 13 (+1) | 10 (+0) | 10 (+0) |

**Skills** Athletics +2, Perception +2, Stealth +4

**Senses** passive Perception 12

**Challenge** 1 (200 XP)

## ACTIONS

**Small Club.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage.

**Claw.** *Melee Weapon Attack:* reach 5 ft., one target. +4 to hit, *Hit:* 5 (1d4+2) slashing damage.

**Dart.** *Ranged Weapon Attack:* range 15/40, +4 to hit, *Hit:* 4 (1d3+2) piercing damage and DC 12 Constitution save or stunned for 1 round.





## GRAZER

Grazers are a species of squat, six-legged herbivores found throughout the Wilderlands. Full-grown adults are up to eight feet in length, covered in coarse tan or white fur, and stand about five feet at the shoulder. Grazers travel in herds, staying close together for protection. Slow-moving and ponderous, their only means of defense is a row of horns running vertically from the center of the forehead to the back of the head. If threatened, a herd of grazers presses close together in a knot of bodies, facing outwards to present potential attackers with a virtual wall of spike-like horns.

Grazers have a slow metabolism, requiring very little food and water to survive. Predators such as scourges are known to hunt them for food, but most tribes value these creatures for their furry hides; grazer fur, known as “shag”, is used to make blankets, and to pad or decorate saddles, vests, and leather armor.

## GRAZER

*Medium beast*

**Armor Class** 12

**Hit Points** 15 (2d8 +6)

**Speed** 20 ft.

| STR     | DEX    | CON     | INT    | WIS    | CHA    |
|---------|--------|---------|--------|--------|--------|
| 13 (+1) | 6 (-2) | 16 (+3) | 2 (-4) | 8 (-1) | 4 (-3) |

**Senses** passive Perception 9

**Challenge** 1/4 (50 XP)

### ACTIONS

**Head Butt.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage.





## HOPPER

Hoppers are small creatures that stand about one foot tall and weigh no more than two pounds. Their scaly hide is colored in brown and yellow striations, which allows them to blend into grassy regions such as the Savannahlands and Wilderlands.

Hoppers travel in packs that can number over a hundred individuals. They are exceedingly swift and agile, and can easily outpace most other creatures. Hoppers primarily feed on small vermin such as blood-weevils, expertly picking them from the hides of grazing animals and beasts with their sharp teeth and barbed tongues. For this reason they are generally tolerated by most creatures, including normally aggressive predators such as catdracs and behemoths. Some Imazi tribes train hoppers and use them to help keep their herd animals free of parasites and pests.

Hoppers are sometimes hunted by various tribes when food is scarce. However, what little meat the creatures have on their bones is tough and stringy. Following the mating season and the birth of their hatchlings, hoppers may exhibit more aggressive and even predatory survival instincts. At such times packs of hoppers

may attack creatures of much larger size, either to chase them away from their young or just to eat them.

## HOPPERS

*Medium swarm of tiny beasts*

**Armor Class** 13

**Hit Points** 21 (6d8-6)

**Speed** 30 ft.

| STR    | DEX     | CON    | INT    | WIS     | CHA    |
|--------|---------|--------|--------|---------|--------|
| 4 (-3) | 12 (+1) | 8 (-1) | 2 (-4) | 10 (+0) | 4 (-3) |

**Damage Resistances** bludgeoning, piercing and slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

## ACTIONS

**Bites.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 8 (3d4) piercing damage (5 (2d4) if the swarm is at half its hit points or fewer).



# KRA

Kra are massive creatures resembling huge, armored, eyeless serpents, up to eighty feet in length. Their bodies are covered in exoskeletal plates, and their razor-sharp teeth are capable of shredding through rock, earth, bone and flesh with equal ease.

Kra spend most of their lives underground, burrowing below the surface in search of food. They are acutely sensitive to vibrations, and can detect the sound of large creatures and conveyances moving above them through as much as 20-30 feet of earth and stone. When potential prey has been detected, the kra burrows towards it at great speed, its passage creating a tremor that can be felt in a radius of up to fifty feet. The kra breaches the surface in an explosion of dust and debris, attempting to grab its prey in its jaws and drag it below the surface.

Undermen fear the kra, who wreak havoc on their subterranean settlements. They sometimes try to appease these monsters by leaving them “offerings” of captive humanoids, bound with roots and vines and left to hang suspended in caves or tunnels that kra are believed to frequent.

Kra scales are valued as trade goods, as they can be used to make armor, shields, and protective plates for large beasts or conveyances. Kra fangs, among the hardest substances known, are even more valuable, as they can be used to make excellent blades and cutting tools. Both are extremely scarce, as the only folk known to hunt kra are Azraq and, occasionally, Shaka.

A related species, known as sand kra, is found in the Black Desert.

## KRA

*Gargantuan beast*

**Armor Class** 18

**Hit Points** 195 (13d20+52)

**Speed** 40 ft., burrow 60 ft. (moving this way creates tremors that can be felt up to 50 ft. away)

| STRDEX  | CON     | INT     | WIS    | CHA    |
|---------|---------|---------|--------|--------|
| 20 (+5) | 15 (+2) | 18 (+4) | 2 (-4) | 8 (-1) |



**Damage Resistances** force; bludgeoning, piercing and slashing from anything but silver or magical weapons

**Condition Immunities** paralyzed, petrified

**Senses** passive Perception 9, tremorsense 60 ft.

**Challenge** 9 (5,000 XP)

**Charge.** If the kra moves at least 20 feet straight toward a target while underground, bursts up to attack and hits an opponent with its ram attack on the same turn, the target takes an extra 11 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength save or be knocked prone.

**Actions**

**Ram.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (5d6+5) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (3d12+5) piercing damage. If the target is medium-sized or smaller, it must succeed on a DC 15 Dexterity save or be swallowed whole by the kra. A swallowed creature is blinded and restrained and takes 14 (3d8) bludgeoning damage at the start of each of the kra's turns. If the kra takes 20 damage or more on a single turn from a swallowed creature, it regurgitates all swallowed creatures, which fall prone in a space within 10 feet of it. If the kra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.





## LAND DRAGON

There are three types of creatures referred to as dragons in the Savage Land: the first is the one that is highly intelligent, hoards treasure, speaks in riddles—and is entirely fictional. Dragons of this sort don't exist in the Savage Land, but are the stuff of legends and drug-addled tale-tellers. The second is the sand dragon (see below), and the last is the land dragon: a creature of great size, extreme ferocity, and limited intellect (note: a fourth type of dragon, referred to as sea dragons, is said to have existed in days gone by, before the Fall caused all the seas and rivers of Talislanta to dry up).

Land dragons begin life as larval newts; legless, ten foot-long wyrms covered with a segmented, exoskeletal carapace. They hatch from eggs

which are deposited and abandoned in subterranean tunnels and caverns by the females of the species. Larval land dragons emerge from their leathery egg casings in a foul mood, their only thought being to obtain food. The Drakken claim that the creatures can be tamed if they are captured and cared for at this stage.

In the second stage of development, the larval dragon grows legs and becomes what some refer to as a lesser land dragon. These creatures can attain a length of up to fifty feet, and stand up to twenty-five feet at the shoulder. They are powerfully built and well-armored, their ponderous forms covered with a profusion of horns, spikes, and spiny plates. In the wild, lesser dragons lair in great caves and rock tunnels, where they subsist on smaller creatures such as andrak, tarkus, and unwary humanoids.

Occasionally a lesser dragon retires to an underground cavern or tunnel, walls itself in, and goes into a period of hibernation. Seven years later it emerges in its final stage: a greater land dragon; a creature up to one hundred feet in length, with a murderous nature and an almost-insatiable appetite for anything it can get its claws on. Greater dragons are rare, which is perhaps for the best; these predators occupy the top of the Talislantan food chain and have no natural enemies.

The Shaka hunt lesser dragons as a rite of passage, and treat these creatures with great respect and honor. The Azraq observe no such rituals. Instead, they hunt land dragons of all sorts for their meat, horn, and hide, and sometimes set cruel dragon-traps to try to catch the largest of these creatures.

The Drakken have trained lesser dragons to use as steeds and living siege engines for centuries. They consider greater dragons to be the most majestic of all creatures, and have been known to attack Azraq tribes to protect these rare giants, even at risk of their lives.



## LAND DRAGON, NEWT

Large beast

Armor Class 14

Hit Points 77 (9d10+27)

Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 10 (+0) | 17 (+3) | 4 (-3) | 12 (+1) | 6 (-2) |

Damage Immunities fire

Senses passive Perception 11

Challenge 5 (1,800 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+3) piercing damage.

## LAND DRAGON, LESSER

Huge beast

Armor Class 18

Hit Points 126 (12d12+48)

Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 10 (+0) | 19 (+4) | 6 (-2) | 14 (+2) | 8 (-1) |

Damage Immunities fire

Senses passive Perception 12

Challenge 7 (2,900 XP)

**Charge.** If the dragon moves at least 20 feet straight toward a target and hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength save or be knocked prone.

### ACTIONS

**Multiattack.** the dragon may make a ram attack or attack with both its claw and bite each turn.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

**Ram.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (6d6+4) bludgeoning damage.

### BONUS ACTIONS

Once a turn the dragon may use its bonus action to either trample a

prone opponent or make a tail attack against an opponent positioned behind it.

**Trample.** *Melee Weapon Attack:* reach 5 ft., one target. +7 to hit, 4d10+4 bludgeoning damage.

**Tail.** *Melee Weapon Attack:* reach 10 ft., one target. +7 to hit, 3d8+4 bludgeoning damage.

## LAND DRAGON, GREATER

Gargantuan beast

Armor Class 20

Hit Points 233 (15d20+75)

Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 10 (+0) | 21 (+5) | 8 (-1) | 14 (+2) | 10 (+0) |

Damage Immunities fire

Senses passive Perception 12

Challenge 9 (5,000 XP)

**Charge.** If the dragon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 4d6 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength save or be knocked prone.

**Damage Resistance.** The dragon may subtract 3 damage from any bludgeoning, piercing or slashing attack.

### ACTIONS

**Multiattack.** the dragon may make a single ram attack or attack with twice with its claw and once with its bite each turn.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (5d8+5) piercing damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+5) slashing damage.

**Ram.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (8d6+5) bludgeoning damage.

### BONUS ACTIONS

Once a turn the dragon may use its bonus action to either trample a prone opponent or make a tail attack against an opponent positioned behind it.

**Trample.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (5d10+5) bludgeoning damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 23 (4d8+5) bludgeoning damage.





## LAND LIZARD

Land lizards are a species of quadrupedal herbivores that roam various parts of the Wilderlands in small herds. These creatures can reach lengths of twelve to fifteen feet and weigh as much as two thousand pounds. Land lizards have strong claws and thick, overlapping scales. Although they are somewhat sluggish and dull-witted, land lizards are valued for use as pack and burden beasts by several tribes. They are very strong and can carry great weights without difficulty. If employed as draybeasts, they can pull wagonloads well in excess of twice their own body weight.

Land lizards can detect the scent of salt at distances of up to a half mile, and they relish the taste of this substance above all things. A handful of salt can often be used to coax a stubborn land lizard into action, provided the

creature is hungry enough to take the bait. If all else fails, one should keep in mind the land lizard's other virtues: its flesh, though far from tender, is edible enough; and the beast's sandy-colored hide has many practical (if not decorative) uses.

## LAND LIZARD

*Large beast*

**Armor Class** 14

**Hit Points** 68 (8d10+24)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 16 (+3) | 8 (-1) | 16 (+3) | 4 (-3) | 10 (+0) | 7 (-2) |

**Senses** passive Perception 10; Can smell salt deposits up to half a mile away

**Challenge** 3 (700 XP)



**Beast of Burden.** It is considered Huge for purposes of determining its carrying capacity.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) piercing damage

## BONUS ACTIONS

If any opponent is standing behind the lizard it may use its bonus action to attack them with its tail.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage

# LOPER

Lopers are a species of fierce, bipedal predators native to the Wastelands and Volcanic Hills regions. Said to be a hybrid of reptilian, strider, and demon, these creatures stand up to ten feet in height. They are powerfully built, with well-developed hind legs, short forelegs equipped with hooked talons, and a long tail, all protected by spiked exoskeletal armor. The face is demonic, with baleful eyes, a slash-like mouth full of sharp fangs, and a long, barbed tongue.

Lopers are not as fast as striders, but they are sure-footed and can maneuver easily over even over very rough terrain. While they are not able to climb sheer surfaces, they are great leapers, and are able to jump across spans of up to 20 feet with a running start.

Lopers are generally found only in the wild. The only folk able to use these creatures as steeds are the Azraq, who keep them under control with the use of spiked whips made from braided strips of hide and beast-claws. Even so, they are surly creatures, and have no qualms about abandoning or even turning on all but the most domineering masters.

## LOPER

*Large beast*

**Armor Class** 16

**Hit Points** 60 (8d10+16)

**Speed** 40 ft.



| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 14 (+2) | 6 (-2) | 13 (+1) | 6 (-2) |

**Senses** passive Perception 11

**Challenge** 3 (700 XP)

**Running Leap.** With a 20 ft. running start, a loper can long jump up to 20 feet.

## ACTIONS

**Multiattack.** the loper can use all three of its attacks each turn.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) piercing damage.

**Talon.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage.





## LURKER

Lurkers are amphibious predators found in bogs, ponds, water-holes, and underground pools and lakes. These creatures are named for their habit of lurking just below the surface of a body of water, waiting to ambush unsuspecting creatures when they come to drink.

The upper body of a lurker is basically humanoid in form, covered with rows of overlapping scales. Their hands are clawed, making it easier to grasp and hold prey; their eyes are set deep under a beetled brow, and their fanged jaws are wreathed with a “beard” of pale tentacles. The creature’s lower body is long and serpentine, terminating in a fin-like tail. When lurking, no part of the creature can be seen except its eyes and the top of its head, which can easily be mistaken for a smooth, round stone.

Lurkers are strong swimmers, and have gills that allow them to breathe underwater. Once

a lurker has a creature in its grasp, it drags its victim below the surface to drown it, so it can be devoured at leisure. Lurkers can fit into very tight spaces, and they are known to be extremely patient when waiting to ambush prey. The creatures are unable to survive out of water for longer than a few minutes.

## LURKER

*Medium humanoid*

**Armor Class** 12

**Hit Points** 39 (7d8+7)

**Speed** 30 ft., swim 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 14 (+2) | 12 (+1) | 8 (-1) | 12 (+1) | 6 (-2) |

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 14

**Challenge** 3 (700 XP)

**Amphibious.** The lurker can breathe air and water, but can’t leave the water for more than 3 minutes.

## ACTIONS

**Multiattack.** the lurker may attack one opponent with its claws twice each turn.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) slashing damage. If the target is hit with both claws, it has to make a DC 14 Strength save or be grappled.

## LYCANTHROMORPH

Lycanthromorphs are bestial humanoids that are generally only found in swamps, and desolate woodland regions. They stand up to seven feet tall, and their bodies are covered with a coat of dense, shaggy fur. Their clawed hands and feet and long, powerful arms allow them to climb trees or sheer rock surfaces with ease.

Lycanthromorphs are nocturnal carnivores who prey on everything from other humanoids to herd beasts and wild animals. Known for their ferocity, these creatures can be aroused to an almost-mindless killing frenzy by the scent of blood. When hungry, lycanthromorphs will fight even large predators such as tarkus



for food. Though they have little fear of other creatures, lycanthromorphs have an unreasoning phobia of enclosed spaces, and never enter ruins, caves, or crypts.

The blood-chilling howl of a lycanthromorph can be heard for many miles. It's said that these creatures howl whenever the black moon, visible in the night sky only as a nimbus surrounding a dark orb, is full. Others say that the howl is a mating call, meant to attract other lycanthropes to the area.

## LYCANTHROMORPH

*Medium humanoid*

**Armor Class** 13

**Hit Points** 52 (8d8+16)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 14 (+2) | 14 (+2) | 14 (+2) | 10 (+0) | 12 (+1) | 8 (-1) |

**Skills** Athletics +5, Perception +3

**Senses** darkvision 30 ft., passive Perception 14

**Challenge** 3 (700 XP)

**Keen hearing and smell.** The creature may make any perception roll based on hearing or smell at advantage. This can be used to track by scent.

### ACTIONS

**Multitattack.** the lycanthromorph can use both of its attacks each turn.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) slashing damage.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing damage.

## MALATHROPE

Malathropes are a hybrid of nightgaunt, scourge, and manth said to have been created by the sorcerers of ancient Torquar. These quadrupedal predators are coal black, allowing them to blend into darkness and shadows. Curved black talons, a long tail terminating in a barbed hook, and a horned, demonic visage are features of this frightful creature.



Malathropes can be found throughout the continent, from the Dead Forest and Junglegrounds to the Wilderlands and Volcanic Hills. They are most common in the Darklands, and may even range far into the Unknown Lands that lie to the north.

Malathropes are murderous creatures who kill not just for food, but apparently to satisfy some grisly, carnal urge. They prey on living creatures of all sorts, showing a preference for devouring their prey alive. The bite of a malathrope delivers a potent neurotoxin that heightens its victim's response to fear, a condition from which Malathropes seem to derive sadistic pleasure.

Like demons, malathropes require neither sleep nor rest, and are always active. They are





most often encountered alone, and exhibit a maniacal disregard for danger; Malathropes won't hesitate to attack even if greatly outnumbered or facing creatures larger than themselves.

Malathrope venom is valued by Golgoths, who use it in their torture rituals. Warlocks are quite familiar with these merciless creatures, which they say were used by the Torquar to hunt down and kill their enemies.

## MALATHROPE

*Medium beast*

**Armor Class** 13

**Hit Points** 13 (2d8 +4)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 16 (+3) | 14 (+2) | 14 (+2) | 12 (+1) | 12 (+1) |

**Saving Throws** Strength +5, Constitution +4, Wisdom +3

**Senses** darkvision 60 ft., passive Perception 11; detect living souls 20 ft.

**Challenge** 7 [2,900 XP]

**Dark Stalker.** The malathrope has advantage on all stealth rolls, in even partial darkness or shadow.

**Dark Whispers.** Can cast speak in tongues at will.

**Fearless.** The malathrope has advantage on any saving throw against fear.

### ACTIONS

**Multiattack.** the malathrope can attacks one target with two claw attacks each turn.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

### REACTIONS

If the malathrope hits its target with either claw attack it may use its reaction to attack with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) slashing damage, and the victim must make a DC 15 Constitution save or they are poisoned for 1 hour. As long as they are poisoned they make all saves against fear at a disadvantage. They must also make a DC 15 Wisdom save (at disadvantage) or they are frightened for 3 rounds.



# MANRAK

Manraks are a species of winged insectoids that can be found in many places throughout the continent. They are roughly humanoid in form, but are covered in tough exoskeletal plates lined with rows of sharp spines. Fully grown, an adult can stand over six feet in height and have a wingspan in excess of 20 feet. They have pincer-like jaws set in a demonic visage, with clawed appendages and a flexible abdomen terminating in an extensible, four foot-long stinger.

Manraks are extremely aggressive. They are attracted to movement and are easily provoked; they'll attack much larger creatures even if greatly outnumbered. The sting of a manrak contains a virulent toxin that can cause paralysis in just a few moments. The creature's internal venom-sacs contain enough poison for ten or more stings—enough to paralyze even large predators such as behemoths and scourge.

Far worse, the sting of a female manrak often contains a number of tiny eggs. Over time, these eggs grow into larvae that devour the host creature's internal organs, resulting in a slow and excruciatingly painful death.

Manraks build hives from a tough, fibrous substance, made by scraping the bark of trees and mixing it with a substance that they exude from their saliva glands. To produce this substance, manraks must have access to water; hence, the creatures are almost never found in deserts, and the presence of a manrak is usually indicative of water somewhere nearby. Manrak hives can contain up to a dozen adults, usually divided evenly between males and females.

## MANRAK

*Medium humanoid*

**Armor Class** 14

**Hit Points** 40 (8d8)

**Speed** 30 ft., flight 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 11 (+0) | 13 (+1) | 11 (+0) | 8 (-1) | 12 (+1) | 6 (-2) |



**Senses** Blindsight 30 ft., tremorsense 60 ft. (they can sense movement), passive Perception 11

**Challenge** 2 (450 XP)

## ACTIONS

**Sting.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) piercing damage, and DC 13 Constitution save or 5 (2d4) poison damage and paralyzed for 2 minutes. If the victim's Constitution is lower than 10 and they miss the save by 5 or more, they are killed instead.





## MANTH

Manth are a strange, insidious species of humanoid found in forests, jungles, and certain parts of the Wilderlands and Wastelands. They have pointed ears, a wide mouth filled with two rows of exceedingly sharp teeth, and narrow, yellow eyes that glow in the dark. Their bodies are covered with coal-black fur, with a shock of wiry hair running from the center of the forehead over the skull and down the neck to the middle of the creature's back.

Standing about six feet in height, manth are lithe and agile creatures, capable of startlingly swift movement. Both their hands and feet have retractable claws, which when extended can measure up to eight or nine inches in length. These claws are like knives, and can be used for stabbing, cutting, or slashing. They also allow manth to climb with great rapidity and scale or hang suspended from just about any surface.

According to who is asked, manth are blood-thirsty monsters, merciless hunters, sadists,

demon-spawn, evil forest-spirits, or all of the above. They are apparently able to speak in tongues, and flawlessly mimic voices and animal sounds. At times manth may gibber, burst into peals of insane laughter, or emit a baneful howl (hence the other name for these creatures, Babbling Howlers).

Manth seem to enjoy taunting and terrorizing their prey, and may stalk, torture, and toy with an intended victim for hours, or even days. When a manth tires of its antics, it may suddenly kill its victim and hang its corpse from a tree, eat it alive, maim it in some way, or simply leave the wounded victim behind and wander off in search of fresh prey.

Both the Imazi and Shaka tribes attack manth on sight. If manth tracks are discovered, Shaka will even abandon a hunt to track and kill these creatures, putting the heads of slain manth on spikes and leaving them as a warning to others of their kind. Manth enjoy eating the leaves and pollen of the black lotus, which may in part explain the horrific and chaotic behavior of these creatures.

## MANTH

*Medium humanoid*

**Armor Class** 15

**Hit Points** 78 (12d8+24)

**Speed** 35 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 14 (+2) | 15 (+2) | 13 (+1) | 13 (+1) |

**Senses** darkvision 60 ft., passive Perception 11

**Challenge** 6 (2,300 XP)

**Mimic.** A manth can speak in tongues at will and mimic any voice or language.

**Spider Climb.** A manth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Multiattack.** A manth can attack one target with two claw attacks each turn.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+1) slashing damage.





## BONUS ACTIONS

If the manth hits the same target with both attacks it may use its bonus action to make a bite attack against them.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. 6 (2d4+1) slashing damage.

## REACTIONS

When someone attempts to hit a manth in melee and misses, it may use its reaction to immediately make a claw attack against them.

# MEGALODONT

Megalodonts are a species of immense, quadrupedal herbivores that roam the Wastelands in herds of up to twenty or thirty males, females, and young. Ten to twelve feet high at the shoulder, an adult megalodont can weigh up to six tons. These powerfully-built creatures are protected by thick, scaly hide and an armored skull sporting as many as seven horns.

Though they appear placid and slow-moving, megalodonts can be very dangerous if provoked or startled. The male are especially aggressive, particularly when protecting their females and young. Encroachment into a bull megalodont's

territory often leads to swift and unpleasant consequences, a fact that can be attested to by many an incautious caravan driver or drayman. A stampeding herd of megalodonts is well able to destroy almost anything in its path, and only the strongest stone fortifications can withstand such an onslaught.

Megalodonts are sometimes hunted for their hide, which is tough and durable. Their horns are used for making armor for war-beasts and other large steeds. Megalodont meat is tough and gamey, however, and most tribes only eat it if nothing better is available.

## MEGALODONT

*Huge beast*

Armor Class 12

Hit Points 63 (6d12+24)

Speed 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 18 (+4) | 15 (+2) | 3 (-4) | 11 (+0) | 6 (-2) |

Senses passive Perception 10

Challenge 2 (450 XP)



## ACTIONS

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+4) piercing damage.

## NECROPHAGE

Necrophages are undead humanoids that stand between five and six and half feet tall, with a stoop-shouldered posture and a gaunt, cadaverous appearance. Their features are desiccated and horribly wrinkled, and their bodies are wrapped in strips of tattered cloth, rags, or veils.

Necrophages have keen senses, apparently able to sense dead or decaying flesh across great distances. No tomb or gravesite is safe from these creatures, who feed indiscriminately on fresh or ancient corpses, skeletal remains or, when available, the living. Unintelligent and slow-moving, necrophages are most dangerous when found in large numbers. Nests of these horrid creatures can sometimes be found packed together in tombs, or wandering through underground regions in search of buried corpses or ancient crypts. The bite of a necrophage can cause any number of diseases and afflictions, including corpse-rot.

If encountered in large numbers, necrophages are capable of swarming and engulfing their intended victims. In such cases, the defender has to fight their way out of the mass of undead (the defender rolls to attack, and keeps rolling as long as he doesn't miss. If he causes a total of 50 points of damage, he breaks free of the necrophages. If not, the necrophages grab the unlucky victim; if not saved right away, the victim is dragged down and devoured).

## NECROPHAGE

*Medium undead*

**Armor Class** 10

**Hit Points** 27 (6d8)

**Speed** 30 ft.

| STR | DEX  | CON | INT  | WIS | CHA  |
|-----|------|-----|------|-----|------|
| 13  | (+1) | 11  | (+0) | 10  | (+0) |



**Damage Resistances** bludgeoning, piercing and slashing from weapons that are neither silver nor magical

**Damage Immunities** necrotic, poison

**Condition Immunities** frightened, paralyzed, poisoned

**Senses** darkvision 30 ft., passive Perception 10; sense carrion and bones for up to 2 miles

**Challenge** 2 (450 XP)

## ACTIONS

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+1) slashing damage plus DC 12 Constitution save or be infected with corpse-rot. The hit point maximum of the cursed target decreases by 7 (2d6) for every 24 hours that elapse, until they die or the disease is removed by the lesser restoration spell or a curative potion.



# NIGHTGAUNT

Nightgaunts are eerie, bat-winged humanoids who lair in caves and cliff-side warrens, typically high above in the mountains. Cadaver-thin and dark as night, they have deep-set eyes, razor-sharp claws and needle-like fangs, which they use to drink the blood of living creatures.

Nightgaunts emerge from their caves after sunset, gliding silently across the night skies in search of prey. When they spot a likely victim, they descend and quietly approach, keeping to the shadows. When in hearing range, nightgaunts use a most uncanny talent: the ability to charm victims by speaking to them, whispering in an eerie, hollow-sounding voice.

Individuals who fail to resist this crude but effective form of primitive magic passively allow the nightgaunt to feed on them. Holding the victim in its cold embrace, the nightgaunt drinks its fill of blood, but leaves the victim alive so that it can return on the following evening and feed again.

Victims of a nightgaunt's attack usually fall asleep afterwards, and awaken the next morning as if nothing happened. A careful inspection of the victim's neck may reveal a line of tiny pinpricks, but other than that, there are no physical signs of an attack. The victim may feel slightly tired, and if the nocturnal attacks continue, she will grow weaker by the day. If the attacks are not stopped, the nightgaunt eventually kills its victim and moves on to fresh prey.

Nightgaunts are intelligent and able to converse in Primal. If coerced they may be forced to provide information about the areas in which they hunt. However, for obvious reasons, only those who are immune or highly resistant to magic should attempt such an action.

## NIGHTGAUNT

*Tiny beast*

**Armor Class** 12

**Hit Points** 5 (2d4)

**Speed** 10 ft., fly 30 ft.



| STR    | DEX     | CON     | INT     | WIS     | CHA    |
|--------|---------|---------|---------|---------|--------|
| 6 (-2) | 15 (+2) | 11 (+0) | 10 (+0) | 10 (+0) | 8 (-1) |

**Skills** Perception +2, Stealth +4

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Primal

**Challenge** 1/2 (100 XP)

**Charming Song.** Can cast charm person once a minute.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing damage, and the nightgaunt attaches to the target. While attached, the nightgaunt doesn't attack. Instead, at the start of each of the nightgaunt's turns, the target loses 3 (1d4) hit points from blood loss. The nightgaunt can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the nightgaunt.





## OGRIPHANT

Ogriphants are massive quadrupeds native to the forests and jungles of northern and western Talislanta. The largest of these creatures can stand over thirty feet high at the shoulder and weigh in excess of ten tons. Ogriphants have few natural enemies; with their long tusks, horns, and great body mass, they are more than capable of defending themselves against even the largest predators.

The Umar have attempted to domesticate the ogriphant, with mixed success. The creatures are surly by nature, and difficult to control. When trained for war and outfitted with spiked armor and wooden battle towers, ogriphants can be used as living siege engines. Wild ogriphants are very aggressive, especially when protecting their young. In such cases, a single adult male or female will attack scourges or behemoths, even if greatly outnumbered.

A larger, shaggy-haired version of the ogriphant dwells in the far northern climes of Talislanta. The wooly ogriphant, as it is called, is

valued for its horns and hide, but are even more foul-tempered than their smaller relatives.

## OGRIPHANT

*Huge beast*

**Armor Class** 11

**Hit Points** 86 (9d12+27)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 20 (+5) | 8 (-1) | 16 (+3) | 4 (-3) | 10 (+0) | 6 (-2) |

**Senses** passive Perception 10

**Challenge** 5 (1,800 XP)

**Charge.** If the ogriphant moves at least 20 feet straight toward a target and hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength save or be knocked prone.

### ACTIONS

**Tusk.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

**Ram.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+5) bludgeoning damage.



## ORYX

Among the few avian species to survive the Fall, oryx can be found throughout most parts of the continent except the Black Desert and the frozen reaches of the Darklands. There are many varieties, each known by the color of its plumage; i.e. red oryx, blue oryx, green oryx, and black oryx, to name just a few. All are small and lightweight, with wingspans averaging just a foot or two in length

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

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

## ORYX

*Small beast*

Armor Class 12

Hit Points 11 (3d6)

Speed 10 ft., fly 50 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 14 (+2) | 10 (+0) | 3 (-3) | 10 (+0) | 6 (-2) |

Senses passive Perception 10

Challenge 1/4 (50 XP)

### ACTIONS

**Peck.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) piercing damage



## RATH

Raths may be the most feared predators in all of the Savage Land. These frightening bipedal creatures stand up to eight feet tall and have claws and fangs capable of slicing through the toughest hide, bone, and even non-magical metal armor. Rathes roam the eastern barrens of the Wastelands to the Volcanic Hills and the Black Deserts. They never sleep, but stalk the desert sands by day and night, hunting for food.

Raths are eyeless, but possess highly attuned senses of hearing and smell. They can detect the scent of most living creatures at distances of up to several miles. Rathes are always hungry, and must feed every day. Once they catch a creature's scent, they follow it relentlessly until they have succeeded in taking down the





unfortunate victim. Rathes consume their kills in their entirety—blood, flesh, bone, and hide. As such they don't need water, taking what moisture they require from the carcasses of their victims.

The rath's body is protected by a coat of shiny, black, interlocking, circular scales that are as tough as red iron. Some have attempted to hunt raths for their sequins, usually with tragic consequences. The Shaka are known to hunt raths on occasion, but for a different reason. Among the Shaka, great honor is accorded to any hunter who kills one of these fierce predators, the claws and fangs of which are prized as trophies of the hunt.

## RATH

*Medium humanoid*

**Armor Class** 17

**Hit Points** 150 (20d8+60)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 12 (+1) | 16 (+3) | 6 (-2) | 13 (+1) | 6 (-2) |

**Saving Throws** Strength +8, Constitution +8, Wisdom +3

**Skills** Intimidation +2, Perception +5, Stealth +3

**Damage Resistances** cold, fire, poison, psychic; bludgeoning, piercing and slashing from anything but silver or magical weapons

**Condition Immunities** charmed, exhaustion, fatigued, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 16; Smell living creatures up to 7 miles away

**Challenge** 9 (5,000 XP)

**Keen hearing and smell.** The creature may make any perception roll based on hearing or smell at advantage. This can be used to track by scent.

**Magic Weapons.** The attacks of the rath are considered magical.

**Relentless Tracker.** Once a rath has the scent of its prey it may track them without error (or rolling) unless they teleport or leave the Talislantan plane of existence.

## ACTIONS

**Multiattack.** The rath may attack up to 3 opponents a round with 2 claw attacks each.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) slashing damage; scores a critical hit on a 19 or 20.

## BONUS ACTIONS

When a rath hits the same target with both claws it may use its bonus action to make a bite attack against them.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage, and the target must make a DC 15 Constitution save or take double damage and bleed for 5 (1d8) additional damage for 3 turns. This damage is inflicted at the start of the bleeding character's turn.

## REACTIONS

When a rath takes more than 16 damage from any source it may use its reaction to take half damage from that attack.



# REINCARNATOR

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

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

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

## REINCARNATOR

*Medium undead*

**Armor Class** 16

**Hit Points** 66 (12d8+12)

**Speed** 0 ft., fly 40 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 12 (+1) | 12 (+1) | 18 (+4) | 18 (+4) | 18 (+4) |

**Saving Throws** Strength +1, Constitution +3, Wisdom +6

**Damage Resistances** acid, fire, lightning, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing and slashing from weapons that are neither silver nor magical

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 14

**Challenge** 9 (5,000 XP)



**Incorporeal Movement.** A reincarnator can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d4) force damage if it ends its turn inside an object.

**Insubstantial.** The spirit takes minimum damage from any physical attack such as melee or ranged weapons, even if they are magical.

**Magic Resistance.** A reincarnator has advantage on saving throws against spells and other magical effects.

**Possession.** A reincarnator may attempt to possess a living creature with an attack action in the same manner as a ghost (MM 147).

## ACTIONS

**Energy Blast.** *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 7 (2d6) force damage, plus 11 (3d6) necrotic damage, and the target must make a DC 15 Constitution save or be paralyzed for 3 turns.

**Dark Touch.** *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. 22 (4d10) necrotic damage—the reincarnator is healed for half the damage it inflicts in this way.





## RHAST

Rhasts are large insects found throughout much of the continent, and can grow up to a foot long. They have six spiny legs, a tough carapace, and a mouth filled with rows of sharp fangs and grasping mandibles. Reviled by nearly all tribes, rhaust swarms pose a threat to most forms of plant and animal life. They are the ultimate scavengers, capable of consuming almost anything in their path, including grasses, trees, wood or leather goods, vermin, and even creatures as large as Grazers.

Imazi herders are particularly wary of rhasts, swarms of which can cause extensive damage to their animals and to already-scarce supplies of fodder. Whenever a swarm appears, they prepare flaming torches to drive off the insects with smoke and fire. They also hunt and destroy clutches of rhaust eggs, which the female insects deposit in shallow holes dug into the soil.

Both Boglins and Thrax consider rhaust a delicacy. They prepare the insects by roasting them alive in their shells and scooping out the soft, cooked remains.

## RHAST

*Medium swarm of tiny beasts*

**Armor Class** 11

**Hit Points** 23 (5d8)

**Speed** 40 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 4 (-3) | 12 (+1) | 10 (+0) | 2 (-4) | 10 (+0) | 4 (-3) |

**Damage Resistances** bludgeoning, piercing and slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage (4 (1d6) if the swarm is at half its hit points or fewer)





## SAND DRAGON

A species related to the kra, these frightening serpentine monsters are usually found only in the Black Desert region. Sand dragons begin life as eyeless larvae, contained in sac-like eggs deposited by the female in underground caves or deep sand dunes. Over the course of six years, the larva slowly metamorphoses until the mature sand dragon finally emerges: a black-scaled, serpentine monster one hundred feet or more in length, with a mouth full of rows of curved fangs and a voracious appetite.

Sand dragons are relentless predators that attack practically anything that moves, including humanoids, conveyances, and even such fierce predators such as raths. They move easily through or under the sand, leaving faint trails in their wake, only noticeable to skilled trackers and experienced desert-travelers. Often these traces are the only sign that a sand dragon is near, until the creature bursts forth from below and attacks. Kasir traders are said to be able to read these traces, and use them to predict the movements of these monsters.

The Ra tribes bear a special hatred for sand dragons, which they refer to as “the scourge of the desert”. Conversely, certain Azraq tribes are known to travel to the Black Desert just to hunt sand dragons for their glossy black scales and fangs, as well as their succulent flesh.

### SAND DRAGON

*Gargantuan beast*

**Armor Class** 16

**Hit Points** 247 (17d20+68)

**Speed** 40 ft., burrow 80 ft. (doesn't create tremors like lesser kra, and only leave faint traces when travelling through/under sand)

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 15 (+2) | 18 (+4) | 2 (-4) | 10 (+0) | 6 (-2) |

**Damage Resistances** force; bludgeoning, piercing and slashing from anything but magical weapons

**Condition Immunities** paralyzed, petrified

**Senses** passive Perception 10, tremorsense 60 ft.

**Challenge** 10 (5,900 XP)

**Charge.** If the sand kra moves at least 20 feet straight toward a target while underground, bursts up to attack and hits an opponent with its ram attack on the same turn, the target takes an extra



14 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength save or be knocked prone.

## ACTIONS

**Ram.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (5d8+5) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. 25 (3d12+5) piercing damage. If the target is medium-sized or smaller, it must succeed on a DC 15 Dexterity save or be swallowed whole by the sand kra. A swallowed creature is blinded and restrained and takes 11 (2d10) bludgeoning damage and 21 (6d6) acid damage at the start of each of the sand kra's turns. If the sand kra takes 30 damage or more on a single turn from a swallowed creature, it regurgitates all swallowed creatures, which fall prone in a space within 10 feet of it. If the Kra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

## BONUS ACTIONS

Once a turn a sand kra may use its bonus action to use its bite attack against a prone opponent.

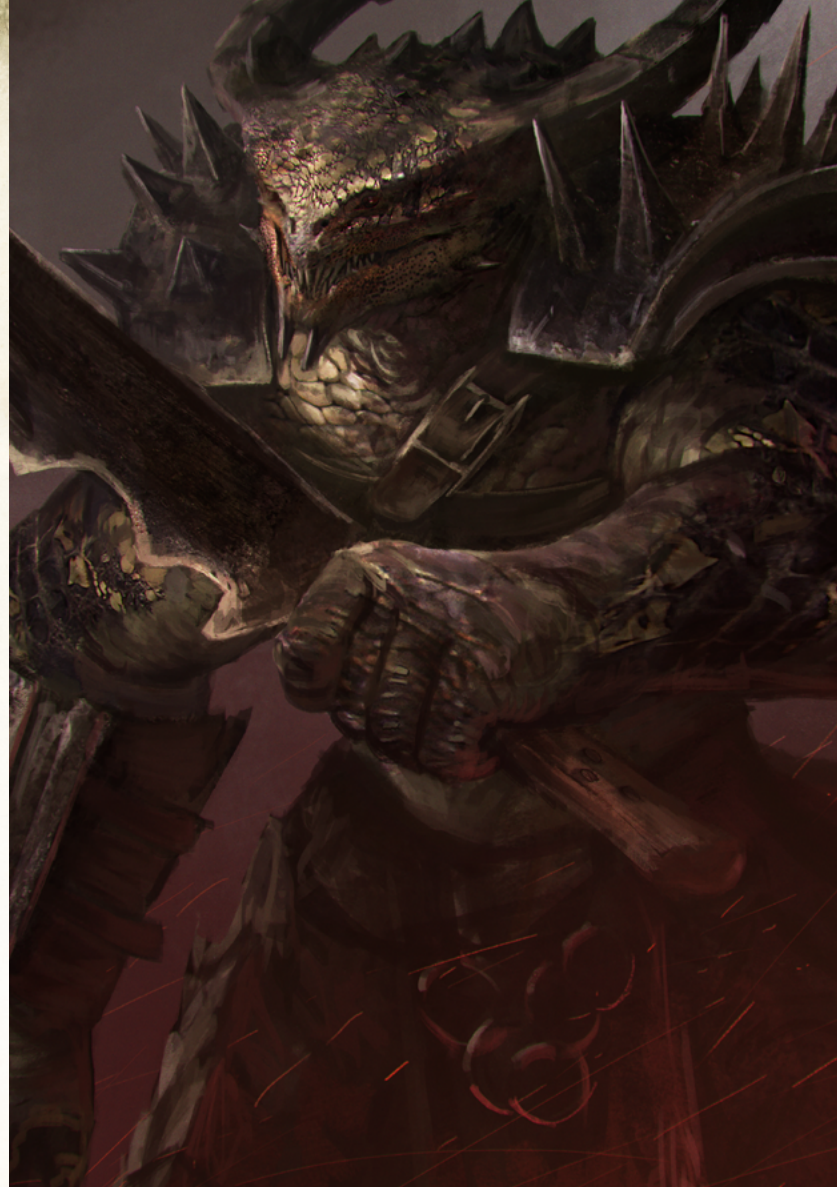
## REACTIONS

When a sand kra takes 20 or more damage from a single source it may use its reaction to dive under the sand, taking half damage from the attack. It burrows 20 ft. down and 20 ft. away. This may not be done as a response to damage taken from an opponent it has swallowed.

# SATADA

The Satada are an ancient race of humanoids that some believe are the oldest-known ancestors of the Drakken. These bipedal creatures stand up to seven feet tall, and can weigh up to 500 pounds. Satada have a thick, muscular frame, and scaly brown hide augmented with exoskeletal armor plates that protect the chest, shoulders, elbows, knees, and skull. Their natural weaponry includes a long, whip-like tail, a mouth lined with fangs, and clawed appendages.

According to ancient legends, the Satada ruled much of the continent long ago. The rise of the Drakken Empire resulted in the near-extinction of the species. The surviving Satada went underground, where they remained until the time of the Fall. With the Drakken and



Archaen Empires now in ruins, the Satada have returned to the surface, seeking to once again establish themselves as a power to be reckoned with.

Bands of Satada can now be found throughout many parts of the continent, from the Dead Forest to the Wastelands. Unlike most tribes, they often travel underground, following an extensive maze of subterranean tunnels that is said to underlay much of the known lands and even beyond. It's said that the Satada know more about the subterranean realms than even the Undermen, who fear these creatures and give them a wide berth.

Satada possess no knowledge of metal-working; left to their own devices, they are only able to make crude blades of bone or obsidian. For this reason the Satada covet iron weapons, and



go to great lengths to scavenge them from battlefields or steal them from other tribes.

Satada speak an ancient variation of the Primal tongue, but are primitive and possess limited intelligence. They recognize no other creatures as kin, and regard all other species as enemies, to be slain and eaten.

## SATADA

*Medium humanoid*

Armor Class 16

Hit Points 43 (6d8+16)

Speed 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 11 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 8 (-1) |

Senses darkvision 30 ft., passive Perception 10

Languages Primal

Challenge 2 (450 XP)

### ACTIONS

**Multiattack.** A satada may use any combination of two attacks a turn but can't use the same attack twice (so claw and tail, bite and blade and so forth).

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) slashing damage.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage, critical on a 19 or 20.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d3+2) piercing damage.

**Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+2) slashing damage.

## SCOURGE

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

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

Scourges have ravenous appetites, and a pack of these predators can quickly decimate a small-sized herd. Kasiran beast-handlers and Imazi herders despise scourges, and have been known to put a bounty on these predators to help keep their herds safe.

Fierce though they may be, scourges by no means sit at the top of the Savage Land food chain. Behemoths attack scourges to drive them from their territories, and wild war beasts sometimes hunt them for food. Among humanoids their primary enemies are the Shaka, who hunt the predators for food, trophies, and to test their skill as hunters.

## SCOURGE

*Large beast*

Armor Class 15

Hit Points 45 (6d10+12)

Speed 30 ft., flight 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 13 (+1) | 15 (+2) | 6 (-2) | 12 (+1) | 6 (-2) |





**Senses** passive Perception 11

**Challenge** 2 (450 XP)

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### ACTIONS

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. 10 (2d6+3) slashing damage.

## SHADOWWARRIOR

The battlegrounds of the Savage Land are haunted by the spirits of countless warriors slain in battle over the centuries. Though the souls of most of the fallen went on to the spirit world, many were trapped in the mortal realm and became the spectral entities known as shadowwarriors.

In appearance, shadowwarriors resemble dark and ghostly versions of their former, mortal, selves: fully arrayed for battle, wielding shadowy weapons and mounted on spectral steeds. Some shadowwarriors are the shades of races that died out long ago, while others hail from more recent historical periods.

Unseen by day, armies of shadowwarriors rise up from the ground after dark. Most re-enact the battles they fought long ago, fighting spectral versions of the same enemies they fought in life. Others simply wander ancient battlefields, reminiscing on days past or mourning the loss of their former comrades.

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

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





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

## SHADOWWARRIOR

*Medium undead*

**Armor Class** 13

**Hit Points** 44 (8d8+8)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 11 (+0) | 13 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

**Damage Vulnerabilities** radiant: a shadow warrior is treated as though it has the poisoned condition when exposed to bright light (either magical or natural)

**Damage Resistances** acid, fire, lightning, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't silvered or magical

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 5 (1,800 XP)

**Incorporeal Movement.** A shadow warrior can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d8) force damage if it ends its turn inside an object.

**Insubstantial.** A shadow warrior takes minimum damage from any physical attack such as melee or ranged weapons, even if magical.

### ACTIONS

**Dark Touch.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage (5 (1d8) if in bright light).

## SHADOWWITCH

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

Shadowwitches feed on the life force of living creatures. They can drain a living creature's essence (HP) simply by touching them.





Shadowitches rarely use this ability to kill; they prefer to leave their victims weakened but alive so that they can feed on them again, or on their friends and companions. They are said to be drawn by strong magical emanations, which they can sense at great distances.

Shadowitches have the same primitive magical capabilities that they had in life, but don't require rituals to cast spells; they need only utter the words associated with the ritual to achieve the desired effect. Shadowitches also possess the ability to curse any living thing merely by gazing into its eyes, known as the *Evil Eye*.

Shadowitches can be harmed only by silver, magic weapons, and certain types of rituals and enchanted items intended to ward or dispel the undead. The Kasir tribes greatly fear the evil eye, and wear fetish masks and other types of charms

and talismans to protect themselves; the first thing a Kasiran mother does after giving birth is place a talisman about the neck of her baby. The Imazi teach their children to avoid looking at shadows of any kind, fearing that one may turns out to be a shadowitch in disguise.

## SHADOWITCH

*Medium undead*

**Armor Class** 13

**Hit Points** 32 (7d8)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 [-2] | 11 [+0] | 11 [+0] | 13 [+1] | 15 [+2] | 13 [+1] |

**Damage Vulnerabilities** radiant: a Shadowitch is treated as though it has the poisoned condition when exposed to bright light (either magical or natural)

**Damage Resistances** acid, fire, lightning, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't silvered or magical

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Challenge** 4 (1,100 XP)

**Evil Eye.** A shadowitch can cast bestow curse at will.

**Incorporeal Movement.** A shadowitch can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d8) force damage if it ends its turn inside an object.

**Insubstantial.** A shadowitch takes minimum damage from any physical attack such as melee or ranged weapons, even if magical.

**Actions**

**Dark Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) necrotic damage—the shadowitch is healed for half the damage it inflicts in this way.





## SNIPE

Snipes are a highly intelligent species of mollusk native to the bogs and marshes of Talislanta. Their shells, which can measure up to five feet in diameter, are constructed of convoluted spirals of glistening calcinate.

Snipes are possessed of an insatiable curiosity. They are burrowers by habit, and seldom emerge from the mud and mire in which they dwell; but when they desire to communicate with surface-dwellers, they extend an eye/mouth stalk some three feet above the surface. They speak many languages, and can converse with all manner of living organisms. With their eye/mouth stalks poked above the ground, snipes see and hear most everything that occurs in their territories, and happily relate all that they know. They expect news in return, however, and won't give information unless this consideration is met.

In spite of their awkward-looking bodies, snipes are surprisingly swift. They are able to move through mud as fish swim through water, and can withdraw their eye/mouth stalks into

their shells in the blink of an eye. While snipes are not violently inclined, they will tunnel beneath creatures who mean them harm, creating cave-ins and pitfalls.

## SNIPE

*Medium beast*

Armor Class 14

Hit Points 5 (2d4)

Speed 40 ft., burrow 40 ft. (only through mud)

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 6 (-2) | 15 (+2) | 10 (+0) | 8 (-1) | 10 (+0) | 6 (-2) |

Senses Darkvision 30 ft., passive Perception 10

Languages Can speak any language

Challenge 1/4 (50 XP)

**Magic Resistance.** A snipe has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) slashing damage.





## SPECTRE

Called spirit-vampires and soul-eaters by the Imazi, these hostile wraiths feed on the souls of living creatures. So frightful-looking are these ghostly entities that the mere sight of a spectre can cause other living creatures to freeze in fear (save against Wisdom or succumb to fear).

Their non-corporeal claws cause no visible wounds, but each attack tears away a piece of the victim's soul. If the spectre devours a victim's entire soul, the victim becomes a haunted, soulless thing, with no volition of its own. Unless the victim's spirit is retrieved, death usually follows within seven days.

Soul-jars afford protection against spectres, whose claws can't penetrate these protective enclosures. Kasiran fetish-masks and

talismans, and Imazi totems and facial tattoos can confuse a spectre and deter it from attacking (roll against the spectre's Perception, DC 15). Being immune to fear, Vandar never freeze in a spectre's presence; however, they are still susceptible to the spectre's spirit-attack. Only Warloks, who have no souls, are truly immune to the attacks of these entities.

## SPECTRE

*Medium undead*

**Armor Class** 12

**Hit Points** 23 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 14 (+2) | 11 (+0) | 10 (+0) | 10 (+0) | 11 (+0) |

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing and slashing from weapons that are neither silver nor magical

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Challenge** 5 (1,800)

**Incorporeal Movement.** The spectre can move through other creatures and objects as if they were difficult terrain. It takes 6 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the spectre has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. 11 (3d6) necrotic damage. The target must save on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## STRIDER

Striders are bipedal, reptilian creatures that can be found throughout the Wastelands, Volcanic Hills, and parts of the Wilderlands. They stand seven to eight feet in height, and have powerful hind legs, short grasping forelegs, and a long tail. Tough scaly hide, studded with spines





along the head and neck, provides some protection from predators. Their front and rear claws are sharp, and they are capable of delivering a nasty gash. However, the primary defense mechanism of the strider is speed.

Striders are swift afoot, and are not impeded by most types of rough and rocky terrain. They are very agile, and can outrun most large and medium-sized creatures, including war-beasts, catdracs, and lopers. In the wild, striders survive by eating smaller creatures such as hoppers and vores, and by scavenging the remains of carcasses left behind by larger predators. The creature's long neck and narrow cranium allows it to snatch small prey from crevices, holes, and burrows.

Unlike lopers, striders can be tamed and used as steeds. If treated well and fed regularly, they make loyal and dependable mounts. Striders are strong enough to easily carry riders of medium stature, such as Shan, Viragos, Reavers, and Kasir. However, they can't carry larger humanoids like Vandar or Umar. Azraq sometimes use striders as mounts, but only if lopers are scarce—they prefer to use striders for food.

## STRIDER

*Medium beast*

**Armor Class** 12

**Hit Points** 22 (4d8 +4)

**Speed** 55 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 13 (+1) | 15 (+2) | 13 (+1) | 2 (-4) | 8 (-1) | 4 (-3) |

**Senses** passive Perception 9

**Challenge** 1 (200 XP)

**Sure Footed.** Rocky terrain is not considered difficult for a strider.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

**Talons.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) slashing damage.

**Tail.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.





## TARKUS

Tarkus are fierce carnivores believed to have once been bred by the ancient Archaens to serve as guard and hunting animals. Fully grown, they measure about seven feet long and four feet at the shoulder. Tarkus have powerful, fanged jaws that enable them to lock onto prey with an almost unbreakable grip. The creature's muscular frame is well-armored with a combination of thick hide, fur, and tough exoskeletal plates that run along the creature's back and down its tail.

After the Fall, many tarkus escaped into the wild, where they thrived as highly efficient predators. They can now be found throughout the Wastelands and Junglegrounds, as well as the Volcanic Hills.

## TARKUS

*Medium beast*

**Armor Class** 15

**Hit Points** 65 (10d8+20)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 14 (+2) | 6 (-2) | 12 (+1) | 6 (-2) |

**Senses** darkvision 60 ft.; passive Perception 11

**Challenge** 5 (1,800)

**Keen hearing and smell.** The creature may make any perception roll based on hearing or smell at advantage. This can be used to track by scent.

### ACTIONS

**Multiattack.** The tarkus may attack a single opponent with its claw attack twice a turn.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage

### BONUS ACTIONS

When a tarkus hits its target with both claws it may use its bonus action to make a bite attack against them.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage; critical hit on 18, 19, or 20.





## VENNIN

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

Vennin ooze a deadly toxin that is odorless and almost impossible to detect. Anything a vennin touches or rubs against becomes tainted with this substance, which acts like a powerful and insidious contact poison. Exposure to even a tiny amount of vennin toxin is sufficient to cause dizziness; or, in slightly larger doses, terrifying hallucinations. The creature's bite invariably leads to death, typically in just a few seconds.

Vennin poison is highly valued as a trade good by the Thrax. They go to great lengths to obtain this substance, which is used to make blade-venoms, as well as a rare and costly antidote for vennin-poisoning, which only Thrax know how to concoct.

## VENNIN

*Tiny beast*

Armor Class 13

Hit Points 11 (2d8+2)

Speed 40 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 4 (-3) | 14 (+2) | 10 (+0) | 6 (-2) | 12 (+1) | 6 (-2) |

Senses passive Perception 11

Challenge 1 (200)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 pt of piercing damage. The victim must make a DC 15 Constitution save or die. If saved, the poison inflicts an additional 13 (2d12) poison damage. In addition, the victim gains the poisoned condition until cured. After 1 hr the victim is also stunned and begins to hallucinate. After 24 hrs have passed, they are incapacitated and must make a DC 15 Constitution save every hour or die.





## VORE

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

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

## VORE

*Tiny beast*

**Armor Class** 10

**Hit Points** 9 (2d6+2)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT    | WIS    | CHA    |
|--------|---------|---------|--------|--------|--------|
| 2 (-4) | 11 (+0) | 13 (+1) | 2 (-4) | 8 (-1) | 4 (-3) |

**Senses** passive Perception 9

**Challenge** 1/2 (100)

**Diseased.** Ten minutes after damage has been taken, anyone who has taken one or more points of damage from these creatures must make a DC 12 Constitution save or contract a disease called Black Fever which gives them the Poisoned condition and kills them in 6 days unless cured by means of a lesser restoration spell or curative potion. After the first hour, and every hour thereafter, the afflicted must make a DC 13 Wisdom save or they are also afflicted by madness, which has the same effects as the confusion spell.

### ACTIONS

**Blood Drain.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage and 2 pts of necrotic damage. The vore becomes attached to the victim and continues to do 2 pts of necrotic damage at the start of creature's turn unless cleared away. Attempting to remove a vore requires an action and a DC 13 Strength save.

## WHITE WYRM

Largest of all creatures found in the Savage Lands, the white wurm is a giant, deathly-white predator that is believed to originate from one of the lower planes. White wyrms resemble immense, eyeless serpents, and may exceed a thousand feet in length and over fifty feet in diameter. Their fanged maws emanate an uncanny aura of negative elemental energy that makes these creatures capable of burrowing through almost any sort of substance, including solid stone and even time and space; their passage through the dimensional fabric can leave wyrms-holes or rifts that lead to other locales or realities. White wyrms are at the very top of the food chain: they prey on all creatures, and conversely, have no known natural enemies. They are even able to feed on demons and spirits.





## WHITE WYRM

*Gargantuan monstrosity*

Armor Class 22

Hit Points 420 (24d20+168)

Speed 60 ft., fly 120 ft., burrow 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 25 (+7) | 10 (+0) | 25 (+7) | 8 (-1) | 15 (+2) | 10 (+0) |

Skills Perception +4

Damage Immunities necrotic, poison

Condition Immunities deafened, frightened, exhausted, grappled, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 16

Challenge 18 (20,000 XP)

**Burrow Through Reality.** May plane shift once per long rest. 1 in 4 chance of opening a 10 ft. diameter rift that remains open for 1d10 turns and leads to a random dimension. This plane shift can be used to travel through time.

**Create Wurm Hole.** May teleport up to 10 miles once per short rest. 1 in 4 chance of opening a 10 ft. diameter rift that remains open for 1d20 turns. The rift leads to another point 1d10 miles in a random direction.

**Magic Weapons.** The attacks of the demon are magical.

**Tough Scales.** May reduce the damage caused by bludgeoning and slashing weapon attacks by 3.

### ACTIONS

**Multiattack.** When the Wurm uses an attack action it may attack once with its bite and twice with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 27 (3d12+7) piercing damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 23 (3d10+7) slashing damage.





## THE WITHEN

The Withen are a mysterious folk, about whom almost nothing is known. It is said that they stand nearly eight feet tall, and are preternaturally thin, with long, bony fingers. They dress in loose-fitting hooded robes, and wear veils that completely conceal their features. The Kasir claim that every Withen carries a wooden staff, carved onto the head of which is an eye inscribed inside a silver pentacle. They say that the Withen are blind, and that without these staves they are unable to see.

The Withen are believed to reside inside an ancient stone structure known as Labyrinthe, said to be located somewhere in the Black Desert. According to legend, this immense serpentine structure is actually a giant construct of some sort, capable of moving slowly across—or perhaps even under—the desert sands. If true, this would explain why it is so difficult to find.

It is said that it is possible to petition the Withen for knowledge—if one can locate Labyrinthe. However, such always comes at a price, which can be anything from a simple favor to an odious task or a long and dangerous quest. Others believe that to even approach the Withen is dangerous, or possibly suicidal.

Those who are inclined to believe in conspiracies have speculated that the Withen observe, and even secretly manipulate, events in the Savage Land. Others scoff at such tales, and claim that the Withen are merely archivists and collectors of artifacts from past eras.

## WITHIN

*Medium aberration*

**Armor Class** 18

**Hit Points** 39 (6d8 +12)

**Speed** 30 ft

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 15 (+2) | 12 (+1) | 14 (+2) | 20 (+5) | 16 (+4) | 8 (-1) |

**Skills** Arcana +4, Insight +4, Perception +4 (only with staff, blind without it)

**Damage Resistances** damage inflicted by all spells, psychic damage from any source and the bludgeoning, piercing and slashing caused by nonmagical weapons.

**Condition Immunities** frightened

**Senses** darkvision 120 ft, passive perception 14, 18 with staff and sight-related rolls

**Challenge** 6 (2,300 XP)

**Spell Weaving.** One a day a Withen can cast a powerful ritual spell which usually require special materials and take an hour to perform. The power of these spells is up to the Gamemaster. The following spells are suggested: arcane eye, bestow curse, blight, contact other plane, dispel magic, dominate person, dream, geas, legend lore, magic circle.

## ACTIONS

**Forbidden Word.** Speaks a single word, affects a single target within 90 ft.; the target must make a DC 14 Wisdom save or be paralyzed for 1d4 turns.

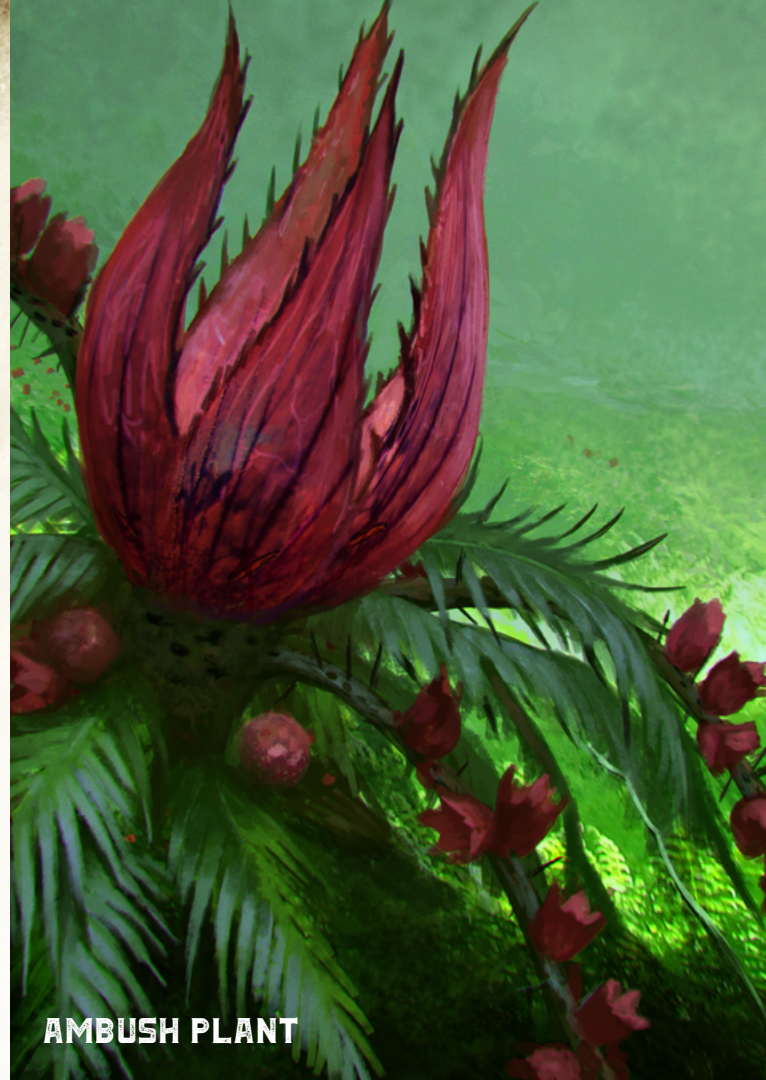
**Staff.** *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) bludgeoning damage.



# FLORA

## Ambush Plant

The ambush plant is a large fern-like plant with globular fruit and thick, sweet-scented flowers. The scent of the flowers is aromatic and beguiling, luring in all manner of insects, small mammals, and even humanoids. However, when disturbed, the plant suddenly sprouts a number of thick, heavy spines that prevent animals from reaching its fruit. The spines bear seeds at their bases. If the plant is disturbed when the fruit are at their ripest, a large number of these spines are forcefully discharged from the trunk. Animals pierced by these spines often die from the toxins in the ambush plant's sap, serving as fertilizer for the seeds in the base of the rigid, three-sided spines. Narada are immune to the toxins of the ambush plant and frequently harvest the nectar from the flowers and the ripened fruit.



AMBUSH PLANT

## Balm Root

A small, thick tuber found across the continent, balm root grows even in harsh and arid climes. It is well-known for its ability to regenerate itself, regrowing even when badly damaged. As long as just an inch of its root system remains intact, the plant can begin to grow back in as little as a week. The thick tubers are edible and serve as a source of food for many creatures. Perhaps more importantly, the juice of the balm root plant promotes rapid healing in both animals and plants. Many creatures are known to eat balm root when sick or injured, and the plant's properties can be enhanced when brewed in certain types of potions and salves.



## Black Moonblossom

A thorny, black-leaved plant that blooms only on nights of the full Black Moon. When in bloom, it exudes a scent that has powerful narcotic properties; effects can range from





**BLACK MOONBLOSSOM**

extreme intoxication and euphoria to loss of consciousness for hours, days, or even weeks. Black moonblossom is valued by some tribes, as the petals and pollen can be used to concoct sleeping potions and a type of crude but potent alcoholic drink called black arrack.

Black arrack has a harsh, bitter taste, but when taken in sufficient quantities it can be used as a pain-killer—or as a means of getting very drunk. Black arrack is popular with the Golgoths and Umar, but Beastmen can't tolerate it; even a few sips of black arrack make the beast-folk even more hostile and unpredictable than usual.

## Cannibal Tree

This massive and loathsome species of plant is found only in the Dead Forest and parts of the Jungleslands. It can grow up to forty feet tall and eight feet in diameter—large enough to swallow



**CANNIBAL TREE**

average-sized humanoids whole. A cannibal tree mimics other trees in its vicinity, standing straight with its uppermost extremities and gaping maw concealed in the tree tops. It senses prey approaching by vibration. When a victim approaches, the tree whips down with great speed and snatches the victim in its fibrous jaws. The tree then attempts to swallow its prey, using its tendrils to ensure that the victim doesn't escape. It's said that victims swallowed by a cannibal tree can live for as long as 2-3 days inside the creature's "gullet" as it is slowly dissolved by the plant's acidic digestive juices.

## Deadwood

Deadwood is a variety of gnarled, twisted tree found in desolate regions of the Lost Sea, the Dead Forest, and scattered about the Wastelands. Deadwood trees produce no leaves or fruit and appear to require neither water nor sunlight; these strange trees have even been found growing in dark, underground regions.

The Narada claim that deadwood trees are



alien to the Savage Land, and that their roots originate from somewhere deep in the lower planes. They claim that these entities are not a part of the natural world, but are a form of sentient plant-demon that has invaded the Talislantan reality; to what end, the Narada don't know.

Deadwood trees emit a dark, resinous sap that is poisonous to all other plants. Whenever Thrax must travel to the Dead Forest region, they dip their weapons in deadwood resin, in case they must defend themselves against ghaun, mandragores, or other hostile plant-organisms.

## Desert Thistle

This thorny plant grows only in arid regions, such as the Black Desert. The plant's spiny pods contain soft, flax-like fibers that can be woven into cloth or rope. Thistle-pods are much valued by the Kasir, who use them to make a rough-spun but comfortable cloth known as Kasiran linen.

## Iron-Needle

Iron-needle is a variety of succulent indigenous to the Black Desert and certain parts of the Wastelands. The plant resembles a lusterless black cactus, roughly two feet in height and globular in form. It has a fibrous husk covered with dozens of six-inch long spines, each as tough as iron and exceedingly sharp.

Iron-needle spines are valued as trade goods by a number of tribes. Kasir tomb-robbers use them to make lock-picks, Reavers use them as awls and sewing needles. The Yann use iron-needle spines as nails and to make certain types of tools. Thrax use them as ammunition for their dart-throwers, while both Imazi and Witchman tribes use the spines as blow-gun darts.

While iron-needle spines are in some demand, they are not easy to obtain. The plant defends itself from predators by reflexively launching a volley of spines at any creature that



approaches within a few feet of it. These spines are capable of piercing skin, clothing, and hide, and can be quite painful to remove. It is said that Narada possess the ability to placate an iron-needle plant and get it to part with some of its spines in return for water.

## Kesh

A plant that acts as a powerful narcotic and is used in many Witchman rituals. Under its influence, Witchman shamans are able to see into the spiritrealms, and commune with undead entities such as disembodied spirits, wraiths, and shadowwitches.





## Lotus

The Talislantan lotus is a variety of water lily found only in parts of the Junglelands and Boglands. Two varieties are considered particularly valuable: green lotus and black lotus.

Green lotus pollen acts like a healing potion and curative for most other forms of plant life, including Narada. An infusion of green lotus pollen and clean water can be used to make plants and trees grow faster or regenerate more quickly. It's said that Imazi shamans know how to create a potion from green lotus that allows the drinker to communicate empathically with most types of plants and trees.

The powder or smoke of the black lotus possesses powerful narcotic and hallucinogenic properties, said to confer clairvoyant visions

and reveal secrets about individuals known to the user. Use of this substance, however, runs a cumulative risk of black lotus addiction. Despite this potential danger, the black lotus powder is sought after by those who seek power over their enemies.

## Mandragore

Denizens of the Dead Forest, mandragores are an intelligent and motile species of plant life. Rarely exceeding three feet in height, these strange creatures are inactive by day, when they stand rooted to the ground. Though individuals skilled in wood lore can sometimes spot them, mandragores appear much like ordinary plants during the day.

But come evening, these creatures uproot themselves and stalk the forest in bands of up to two dozen individuals, searching for prey. Using nets of woven vines and grasses, they snare their victims and bury them alive, feeding off their remains as normal plants draw nutrients from fertilizer. Mandragore groves often contain an assortment of valuables, buried and left to rot along with the remains of unfortunate travelers, merchants, and adventurers.

Though mandragores are quite intelligent, they are weak creatures who depend on surprise and overwhelming numbers to trap their prey. They fear fire and may be dispatched easily enough by a concerted show of force.

## Mantrap

The mantrap is a giant flowering plant found only in the Junglelands and parts of the Boglands. This dangerous organism exudes an intoxicating scent that may be borne on the wind for distances of several miles. The mantrap's scent is irresistible to most living creatures, and those affected by it head unerringly towards the plant, oblivious of its influence.

Once an affected creature or individual reaches a mantrap, the plant enfolds the unwitting victim in its petals; such is the plant's



power that victims usually offer no resistance, and even seem to welcome the mantrap's embrace. Death by asphyxiation results within three minutes, after which the mantrap begins to dissolve and digest its prey. An hour later, the plant disgorges any inedible materials (cloth, metal, bone, etc.) that it has swallowed. Despite the considerable risks, Witchman shamans are known to hunt mantrap for its pollen, a narcotic substance called *euphorica*, which is also said to be of use in love potions.

## Needlegrass

A common and hardy weed that is almost impossible to kill, needlegrass can be found almost everywhere in Talislanta except the Black Desert. Though it is tough and spiky, Needlegrass is an important food source for many types of wild herd beasts. The fibrous leaves are tough enough to be woven into baskets and rope.

## Skullcap

Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities (half a dram or less), the mushroom causes highly irrational and even violent behavior, resulting from strange and sometimes horrific hallucinations; the symptoms last up to one hour. A dram or more causes swift and painless death in most cases, usually within two minutes.

## Spike Tree

Spike trees are a peculiar plant species found only in the Dead Forest and parts of the Junglelands. The trees are leafless, short and squat, with three thick limbs that spread outward from a central trunk and root system. Each limb is lined with double rows of forty or fifty spikes or spines, each ranging in size from about a foot to as long as ten feet. Many tribes harvest these spines and use them to make arrow shafts or spears.



**STRANGLEVINE**

## Stranglevine

Stranglevine is a rugged species of parasitic plant found in most the Junglelands, the Dead Forest, and parts of the Wilderlands. In its native environment, the plant is difficult to detect, for it intertwines itself in the branches of other trees and shrubs. When a creature passes within a few feet of a stranglevine, the plant extends a whip-like tendril to ensnare its prey. If successful, the vine twines about its victim, seeking to immobilize and strangle it in its tough, fibrous coils.

Stranglevines draw nutrients directly from the decomposing corpses of slain victims, the remains of which often provide a grim clue as to the location of these dangerous plants. Stranglevine won't attack Narada, ghaun, or mandragores, as they don't feed off of plants of any kind.



## **Tanglewood**

Tanglewood is a tree found sporadically throughout the Wilderlands and Savannahlands; a tropical variety grows in great abundance in the Junglelands. Tanglewood is very hardy, requires little water, and can grow even in poor, rocky soil. It has no leaves, and is ignored by most creatures, who find its taste disagreeable.

Tanglewood trees only grow up to about ten feet high, but can spread to almost a hundred feet in diameter. The gnarled, tangled branches of this tree can create a dense thicket that's very difficult to get through except by cutting or burning. The tree's branches are so warped that the wood is next to useless for building anything, though the smaller branches can be woven into baskets. Tanglewood is very dry and makes good kindling.

## **Thornwood**

This tree is similar to tanglewood, but its branches are covered in sharp thorns and barbs. Most common in Junglelands, thornwood is also found throughout Wilderlands and Dead Forest. It is despised by most creatures, which usually go to great length to avoid contact with its branches, though Narada and ghaun don't seem to mind it as much.

## **Underroot**

A subterranean tuber that grows entirely under the ground, Underroot resembles a cluster of brownish bulbs, each about six inches in diameter. A single underroot may consist of dozens of these bulbs, all connected by a net of thin, fibrous roots. The outer shells of these bulbs are tough and can be dried in the sun to produce cups or vessels for holding water. The soft, pulpy, inner core is nutritious, and contains a fair amount of water. A single bulb contains enough nutrients and liquid to sustain an average-sized humanoid for one day. The plant is a primary source of food for subterranean

creatures, including Undermen, who zealously guard choice colonies of underroot plants.

## **Vampire Root**

This uncanny plant only lives underground—no portion of the plant ever grows above the surface. It resembles a gnarled, serpentine root up to ten feet long, with a mouth-like orifice surrounded by a nimbus of pale white tendrils.

Vampire Root burrows through the soil like a worm, preying on the roots of other plants and trees. When it locates a suitable victim, it latches onto a root and begins feeding off the victim's vital juices. If not stopped, vampire root feeds until its victim is dead. While this plant is not a threat to humanoids, it can be quite deadly to mandragores, which root in the ground by day, and Narada, which send forth root-tendrils at night to find water.

## **Venomwood**

The venomwood tree is a rare variety of tropical plant found in the Junglelands. Its wood exudes a virulent poison which is thought to protect the tree from boring insects and termites. The cannibalistic Witchman tribes make poison arrows (as they are most aptly called) from the branches of the venomwood, employing them against other tribes in the region. Victims hit by a poison arrow first experience searing pain in the area surrounding the wound, followed swiftly by a noticeable loss of strength. Unless an antidote can be obtained, even the slightest wound from a poison arrow results in death within two to eight hours.



# CHAPTER SIX: RANDOM ENCOUNTER TABLES

This chapter contains Random Encounter Tables for each of the eight major regions of the continent, plus a separate sub-table for the most unusual and dangerous of all encounters in the Savage Land: the Gyre.

The Random Encounter Tables can be used by DMs to quickly create encounters that are specifically keyed to any region of the Savage Land setting. Each encounter is presented in an open-ended way so it can easily be tailored to fit anything from a small group of PCs to a large tribe. Most entries also have multiple plot-lines, allowing the DM to choose whatever option works best for his game.

The Random Encounter Tables can also be used in a non-random fashion, as a source of ideas. The DM should never feel bound to any of these tables. Instead, they should be treated as resources to be used as each DM sees fit.

## List of Random Encounter Tables:

- ♣ Black Desert (page 179)
- ♣ Darklands (page 181)
- ♣ Dead Forest (page 183)
- ♣ Junglegrounds (page 185)
- ♣ Plains of Armageddon (page 187)
- ♣ Volcanic Hills (page 189)
- ♣ Wastelands (page 190)
- ♣ Wilderlands (page 192)
- ♣ The Gyre (page 195)

## BLACK DESERT

| DIOO  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                              |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-02 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                        |
| 03-06 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire. |
| 07-10 | <b>Torquaran ruins:</b> every type of Torquaran ruin can be found in the Black Desert, from hidden tombs to mountaintop temples. Many still hold artifacts that the Ra consider priceless, including Torquaran sacrificial relics, enchanted weapons and armor, and all sorts of black-magical writings and paraphernalia (see Ruins, page 197 for details).                                           |
| 11-14 | <b>Kasir:</b> tomb-robbers, who may have come from various regions, offering goods for barter. GM's choice: Archaen-made weapons, tools, or implements (non-magical); Archaen curios (some of unknown type), Archaen enchanted swords, daggers, armor, shields, staves; Archaen magic rings, talismans, orbs; silver coins, blades, ingots, pieces of chain-mail armor.                                |
| 15-19 | <b>Ra paladins:</b> two or more Ra in full armor, mounted on warbeasts. They are leading one or more humanoid captives (GM's choice as to type of humanoid) back to their stronghold, for questioning or ritual sacrifice.                                                                                                                                                                             |



## BLACK DESERT (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                  |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 20-23 | <b>Ra warriors:</b> Ra warriors escorting a large or small slave coffle to excavate what they believe to be an ancient Torquaran tomb. They are accompanied by a Ra paladin, and possibly one or more Golgoth slave drivers.                                                                                                                                                               |
| 24-27 | <b>Thrax weapon dealers:</b> traveling in an armored cargo dray drawn by land lizards. They're either looking to acquire or trade for ancient Torquaran artifacts, or carrying Torquaran artifacts for trade.                                                                                                                                                                              |
| 28-31 | <b>Kasir:</b> they may initially try to pass themselves off as traders, but they're actually tomb robbers who are trying to avoid the Ra as they look for ancient tombs to rob. They may be interested in hiring some help, especially if they've lost a few of their number to Ra or deadlier-than-expected traps—which they may or may not bother to mention to the characters.          |
| 32-35 | <b>Andrak:</b> one or more intelligent, demon-visaged spider-creatures lurking in holes like trap-door spiders, waiting to ambush unwary creatures or humanoids. One might find the possessions of past victims in their trap-pits.                                                                                                                                                        |
| 36-39 | <b>Malathrope:</b> hiding on the lee side of a black sand dune; may be following the characters or trailing other prey. Very dangerous, as these black-skinned predators easily blend into the environment of the Black Desert.                                                                                                                                                            |
| 40-43 | <b>Rath:</b> hunting, and hungry enough to attack almost any potential prey.                                                                                                                                                                                                                                                                                                               |
| 44-47 | <b>Andrak:</b> the characters spot one or more andrak trading with Golgoths or Thrax, offering valuables carried by humanoids that they have slain and fed on in exchange for living creatures that the andrak can use for food.                                                                                                                                                           |
| 48-51 | <b>Ancient burial grounds:</b> a stretch of desert dotted with ancient grave-markers, worn smooth by wind and sand. The graves here may have been used to inter Torquar or other warriors, or victims of the Torquaran necromancers. There may be just a few graves, or many, or maybe just one mass grave. They may hold valuable items or weapons, and may be infested with necrophages. |
| 52-55 | <b>Caves, craters, chasms:</b> some lead to Torquaran tombs, others to hungry groups of Undermen.                                                                                                                                                                                                                                                                                          |
| 56-59 | <b>Yann salvagers:</b> the Black Desert is not their favorite salvage-ground, and they will usually only be here if hired by others to salvage or exhume something very large and valuable, such as an Archaen siege golem or iron dragon.                                                                                                                                                 |
| 60-63 | <b>Archaen ruins:</b> buried beneath the sands since before the Fall, now revealed by a sandstorm or the Gyre. It may be a single structure, or part of a small city; it may contain enchanted artifacts or weapons.                                                                                                                                                                       |
| 64-67 | <b>Shadowwarriors:</b> these spectral warriors are only encountered after dark. They may be oblivious to the living, or hostile, or just lonely and forlorn and looking to communicate with another soul.                                                                                                                                                                                  |
| 68-70 | <b>Shadowwitch:</b> the shadow of a witch or shaman, wandering the desert by night. It is seeking living creatures or humanoids so that it can feed on their life-force. If the shadowwitch is weak, it may choose an isolated or weaker victim to prey on. If it is powerful, or very hungry, it may attack an entire group, using its magic to confuse or weaken its intended victims.   |
| 71-74 | <b>Spectre:</b> one or more wraith-like soul-vampires, either wandering the desert at night or lurking in a cave or tomb. These entities are terrifying to behold.                                                                                                                                                                                                                         |
| 75-78 | <b>Labyrinth:</b> a great stone maze that moves, serpent-like, under the desert sands. It occasionally surfaces for a short time, during which communication with the Withen may be possible, typically via extensible spy-tubes that the Withen use to observe the outside world.                                                                                                         |
| 79-85 | <b>Onyx crystals:</b> one or more, large or small. These pure, flawless stones are valued for their uses in black magic rituals and, in the old days, scrying orbs.                                                                                                                                                                                                                        |
| 86-89 | <b>Sand dragon:</b> faint trails visible in the sand, indicating the presence of one of more of these creatures just below the surface. Roll using the sand dragon's PER to see if it has noticed the characters; if has, it circles beneath them in an ever-narrowing spiral while deciding whether to attack or not.                                                                     |
| 90-00 | <b>Salvage:</b> may include any of the following: discarded clay pots or water-skins; a damaged but salvageable light cargo sledge; giant kra bones, fangs, claws, or hide; miscellaneous bits of glass, metals, crystal, or hide.                                                                                                                                                         |



# DARKLANDS

## D100 ENCOUNTER

|       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-03 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 04-07 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.                                                                                                                                                                                                         |
| 08-09 | <b>Snipes:</b> they may be following and watching the characters out of simple curiosity, or they might approach the characters hoping to exchange information, rumors, etc. If on the move the snipes could be fleeing from a large predator or some other type of threat.                                                                                                                                                                                                                                                                                                                                    |
| 10-11 | <b>Unknown ruins:</b> the most common types of unknown ruins found in the Darklands are the immense three-eyed stone idols that the Umar regard with such awe. It's said that some of these giant images are hollow, and contain vaults or tombs of great antiquity (see Ruins, page 197 for details).                                                                                                                                                                                                                                                                                                         |
| 12-14 | <b>Sunken ship:</b> most likely to be found in the Lost Sea, but could be found in dry watercourses elsewhere as well. This is an ancient wreck from before the Fall. Partially or almost totally buried in hard-packed, sun-baked mud—very difficult for non-engineers to excavate. It appears to have been a warship, and may contain ancient weapons, armor, or enchanted items. If petrified corpses or skeletal remains are found, the ship's hold may also contain necrophages.                                                                                                                          |
| 15-16 | <b>Sunken ship:</b> most likely to be found in the Lost Sea, but could be found elsewhere as well. An ancient wreck from before the Fall. Partially or almost totally buried in hard-packed, sun-baked mud—very difficult for non-engineers to excavate. It appears to have been a funeral barge used to carry the dead, possibly to some distant burial ground. In the hold may be found ancient sarcophagi, and possibly artifacts meant to be interred along with the dead. The ship may be cursed or haunted; if so, the sarcophagi may hold spectres, shadowwarriors, or other types of vengeful spirits. |
| 17    | <b>Archaen cloud city:</b> it may have shattered to bits when it fell from the sky, or it may have fallen into what is now known as the Dead Sea before all the water drained out of it during the Fall. If the latter, entire sections might be found, containing a rich store of artifacts from the late Archaen Age (see Ruins, page 197 for details).                                                                                                                                                                                                                                                      |
| 18-21 | <b>Drukhs:</b> a tribe either passed out following a night-long, drug-fueled ritual, or possibly just awakened after having slept off the effects of such a ritual. In the former case, the Drukhs are unconscious and totally oblivious. In the latter case, they may be approachable.                                                                                                                                                                                                                                                                                                                        |
| 22-25 | <b>Drukhs (night-time only):</b> a tribe driven to a frenzy by ritual drug use and in the midst of a spirit-quest. How the Drukhs react depends on whether this quest is a Hunt, a Dance of Madness, or a Dance of Death.                                                                                                                                                                                                                                                                                                                                                                                      |
| 26-28 | <b>Drukhs (night-time only):</b> strange music is heard in the distance: pounding drums and the eerie drone of flutes. A Druk tribal ritual is beginning.                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 29-32 | <b>Narada:</b> a Narada shaman who speaks not only Verdir, but the Primal tongue as well, wishes to parlay. The Narada are far from home—what are they doing in this area? If they passed through a very arid region, they may need water. Or they may just wish to join forces with the characters, short- or long-term, to increase their chances of survival in this hostile region.                                                                                                                                                                                                                        |
| 33-36 | <b>Umar:</b> war clan, large or small; possibly en route to or from a battle. Mounted on war beasts, so fairly mobile and may pose a threat.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 37-39 | <b>Umar warriors:</b> a heavily armed war party mounted on armored ogriphants. Not fast-moving, but very dangerous.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 40-42 | <b>Umar stronghold:</b> a crude stronghold made of stones, ogriphant bones, and iron spikes. It may be large or small, occupied or abandoned, in reasonably good condition or badly damaged by enemy siege engines.                                                                                                                                                                                                                                                                                                                                                                                            |
| 43-46 | <b>Beastman pack:</b> if only Beastmen are seen, it is probably a wild pack scavenging for carrion or looking for easy prey. If accompanied by one or more Golgoths, this is a tracking party, sent out to hunt down a fleeing enemy or escaped slaves.                                                                                                                                                                                                                                                                                                                                                        |



## DARKLANDS (CONT...)

| DIOO  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 47-50 | <b>Boglines:</b> the underground variety; they may be carrying artifacts taken from wrecked ships in Lost Sea, or they may know the location of more sunken treasures.                                                                                                                                                                                                                                                                                         |
| 51-54 | <b>Yann salvagers:</b> likely only found in the area of the Lost Sea, or headed to or from it. Looking for valuable salvage—possibly as hirelings or working for themselves.                                                                                                                                                                                                                                                                                   |
| 55-57 | <b>Vandar warriors:</b> large or small group of Vandar warriors. They are looking for another tribe to ally with to fight against an Umar clan whom they regard as an enemy.                                                                                                                                                                                                                                                                                   |
| 58-60 | <b>Virago mercenaries:</b> looking to hire on with a tribe or group of salvagers; they'll serve as added protection in exchange for a cut of all valuable salvage. May also be open to long-term employment or, if any of the characters have a high combat-related Renown score, a temporary or permanent alliance.                                                                                                                                           |
| 61-63 | <b>Kasir caravan:</b> typically in this region to trade for ogriphant ivory or valuable artifacts recovered from the Lost Sea. Though the Umar generally honor Kasiran neutrality, certain rebel Umar chieftains have been known to attack and loot Kasir caravans. As such, they may want to hire additional protection.                                                                                                                                      |
| 64-66 | <b>Rebel Umar clan:</b> generally found along the borderlands of the Darklands, these clans don't honor Kasiran neutrality or any other laws and customs practiced by the Umar. Motivated by greed, they attack weaker tribes to rob them and sell captives to the Golgoths. However, a rebel clan that is being hunted by other Umar clans may agree to parlay, particularly if they are in need of help.                                                     |
| 67-69 | <b>Golgoths:</b> raiders, slave drivers, or slave traders may be encountered in the Darklands, each with their own motives and responsibilities.                                                                                                                                                                                                                                                                                                               |
| 70-73 | <b>Beastmen:</b> packs of Beastmen occasionally wander as far north as the Darklands, hunting for food and game. Few prosper in these regions, as the competition for food is even more intense here than in the Wilderlands. As a result, Beastman packs encountered here may be so crazed with hunger that they attack regardless of the odds.                                                                                                               |
| 74-76 | <b>Scourges:</b> solitary animals or small packs of these fierce predators can be found throughout the Darklands. They prey on young ogriphants, unwary Umar, and small or weakened groups of travelers.                                                                                                                                                                                                                                                       |
| 77-78 | <b>Behemoth:</b> one or more of these massive predators is nearby, and may have caught the scent of the characters and their mounts (if they have any). If so, the behemoth lowers its head and attacks, seeking to ram the largest mount, character, or conveyance; behemoths are very near-sighted, and may attack almost anything that moves.                                                                                                               |
| 79-80 | <b>Black diamonds:</b> one or more of these stones are found lying on the ground; maybe just a lucky find, or maybe evidence that demons are or were in the area.                                                                                                                                                                                                                                                                                              |
| 81-83 | <b>Black iron nuggets:</b> 1-100 pounds of raw iron nuggets, apparently exposed by some large creature that was rooting around looking for food: tracks or other traces may indicate one or more wild ogriphants or behemoths, who may be close by or somewhere up ahead.                                                                                                                                                                                      |
| 84-85 | <b>Wooly ogriphants:</b> one or more of these gigantic creatures is encountered, possibly at close range (GM's choice). If protecting their young, any adults present attack without regard for their own safety.                                                                                                                                                                                                                                              |
| 86-90 | <b>Escaped slaves:</b> a solitary individual or small group of slaves that has managed to escape, either from their Golgoth captors or the Umar. Most will offer anything to those who agree to help or hide them.                                                                                                                                                                                                                                             |
| 91-93 | <b>Warlock:</b> a solitary individual. May be wandering the Darklands searching for ancient ruins. If skilled enough, she may be hunting demons for their black diamond hearts.                                                                                                                                                                                                                                                                                |
| 94-00 | <b>Salvage:</b> may include any of the following: damaged Umar siege weapons such as massive catapults and crude fire-throwers or spike-hurlers; 20-200 pounds of charred but salvageable scrap black iron; discarded Umaran weapons, armor, and shields; abandoned wood or bone slave-cages; ogriphant bones, fangs, claws, or hide; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide. Umar scouts or Golgoth slavers may be in the area. |



# DEAD FOREST

## D100 ENCOUNTER

|       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-02 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 03-05 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.                                                                                                           |
| 06-08 | <b>Unknown ruins:</b> many types of unknown ruins can be found in the Dead Forest, including ancient crypts, burial grounds, stone dolmens, and witchgates. Among the items that can be found in such places are ancient sarcophagi, antique weapons and armor, and witched artifacts (see Ruins, page 197 for details).                                                                                                                                                                                         |
| 09    | <b>Archaen cloud city:</b> may have crumbled into pieces as it fell from the sky, or may have made something akin to a soft landing somewhere deep in the wooded hills and mountains of this region. If so, then large parts of the city may have survived intact, along with a great treasure trove of artifacts from the late Archaen Age (see Ruins, page 197 for details).                                                                                                                                   |
| 10-12 | <b>Fetch:</b> one or more of these tiny imp-like creatures, skulking in the shadows, hiding inside rotten logs, etc. They may be waiting for a chance to steal something from the characters, or they might be hiding from something a lot scarier than the characters.                                                                                                                                                                                                                                          |
| 13-14 | <b>Boglin:</b> a lone thief, or possibly a spy working for another creature, or some enemy or rival of the characters.                                                                                                                                                                                                                                                                                                                                                                                           |
| 15-16 | <b>Boglings:</b> a band of Boglin sneak-thieves. They may be waiting until nightfall to descend on the characters en masse and steal as many of their possessions as possible before running away, or they may have been hired by an enemy or rival to steal something specific from the characters.                                                                                                                                                                                                             |
| 17-18 | <b>Boglin trader:</b> cautious, suspicious, but if not attacked he may be willing to trade with the characters. His wares may range from valuable goods like potions, magical/medicinal herbs, or small artifacts or antiquities stolen from tombs; to worthless junk like shiny objects, bits of cloth, yellowed vore teeth, etc.                                                                                                                                                                               |
| 19-21 | <b>Boglin:</b> a trader of secrets, likely a female. She trades information about the local surroundings for secrets or gossip related to the characters or other creatures in the vicinity.                                                                                                                                                                                                                                                                                                                     |
| 22-23 | <b>Boglin market:</b> on nights when the moons are full, Boglins gather from far and wide to meet and trade goods, secrets, and more. Outsiders are usually not welcome, and the Boglins may quickly disappear into the nearest tree-boles, burrows, or other hiding places. However, if the characters are carrying something that interests them, the Boglins may invite one or more of them to attend. Many strange wares may be offered for trade—some valuable, and some that merely appear to be valuable. |
| 24-25 | <b>Theft:</b> one of the characters realizes that he has lost something. Was he robbed by a Boglin or a fetch? Or is something more sinister toying with him?                                                                                                                                                                                                                                                                                                                                                    |
| 26-27 | <b>Manth:</b> unseen at first, this manth attempts to lure one or more of the characters by mimicking the sound of another character's voice, or the sound of an animal or creature. If a character investigates, the manth attacks.                                                                                                                                                                                                                                                                             |
| 28-30 | <b>Manth:</b> an elaborate trap set up by a manth. For example: the manth has captured another humanoid (GM's choice) and suspended it between two trees by a complex mass of knotted vines. If anyone tries to help the victim, the manth drops down from the tree where it is hiding and attacks.                                                                                                                                                                                                              |
| 31-33 | <b>Kasir caravan:</b> returned from the far western lands, offering goods for barter (GM's choice): ironwood spear-shafts, arrows, or bowstaves; Shaka-made fine ironwood bows and tooled-hide armor, belts, gauntlets, and boots; lycanthro-morph fangs and claws; Boglin-made potions and powders in small clay pots.                                                                                                                                                                                          |
| 34-35 | <b>Manrak:</b> the characters hear a muffled buzzing noise and spot a large manrak hive nearby. Do they leave the area or try to burn the hive? If they take too long to decide, one or more manraks may emerge from the hive and spot them.                                                                                                                                                                                                                                                                     |



## DEAD FOREST (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 36-38 | <b>Ghaun:</b> a large or small band of these stick-like humanoids, traveling silently above the characters in the treetops. They may be content just to spy on the characters for now; they may be trying to herd the characters towards an area where they have laid a number of vine-traps; or they may attack immediately and try to capture as many of the characters as possible before escaping with their victims to their treetop lair. |
| 39-40 | <b>Narada elders:</b> a circle of elders meditating in a clearing. They may be communing through long root systems with other elders located elsewhere, or they may be discussing an important/pressing matter. They may need the PCs' help, or they may resent the PCs' presence in their area.                                                                                                                                                |
| 41-43 | <b>Narada warriors:</b> standing guard over a clearing where elders have gathered, or an area where young Narada are growing. They are in a state of high alert and may easily become hostile.                                                                                                                                                                                                                                                  |
| 44-45 | <b>Narada warriors:</b> in pursuit of their enemies, the ghaun. The ghaun may have captured one or more young Narada, or the Narada may just be looking to rid the area of ghaun before they cause trouble.                                                                                                                                                                                                                                     |
| 46-47 | <b>Golgoth raiders:</b> a band mounted on catdrac or land lizards, hunting for humanoids to take as slaves.                                                                                                                                                                                                                                                                                                                                     |
| 48-49 | <b>Golgoth:</b> an outcast, on the run from her own kind for some reason.                                                                                                                                                                                                                                                                                                                                                                       |
| 50-52 | <b>Witchmen:</b> large or small band of warriors led by one or more shamans. Imazi characters know that Witchmen this far from their homeland have come here to gather blood-blossom, venomwood, or black lotus. They may also be hunting for humanoid heads to bring back to the tribe's shamanic chieftain.                                                                                                                                   |
| 53-55 | <b>Shaka hunters:</b> likely heading to or from Ambush Lake, where Shaka sometimes go to trophy-hunt large predators. Or they may be pursuing a band of Witchmen or ghaun for some reason.                                                                                                                                                                                                                                                      |
| 56-58 | <b>Black moon-blossom plants:</b> a large or small number of plants, which may or may not be ready to bloom (only on the night of the full Black Moon). These plants are valued by tribes like the Golgoths and Witchmen for their narcotic properties, and as such either may be in the vicinity.                                                                                                                                              |
| 59-62 | <b>Quickmarsh:</b> most common in the Boglands region, though possible anywhere in the Dead Forest. Roll using SPD to see if characters get stuck in the quickmarsh or are able to back out in time. If stuck, a roll using STR-10 is needed to escape—multiple characters or steeds may be needed to extract a victim.                                                                                                                         |
| 63-66 | <b>Sinkhole:</b> a hole or narrow chasm that could be anywhere from 10-100 feet deep. The sinkhole may lead to underground stream or lake, an ancient tomb, a Boglin lair, or Underman tunnels. Or it may be a secret passage used by the Satada.                                                                                                                                                                                               |
| 67-68 | <b>Witchgate:</b> an ancient stone portal inscribed with occult symbols. It may have been used for scrying, transportation, or even inter-dimensional travel. The characters can only determine its purpose by reading the symbols engraved in the stone or by stepping into it.                                                                                                                                                                |
| 68-72 | <b>Skullcap:</b> a large or small number of these mushrooms, spotted under a fallen tree, a rock ledge, hole in the ground, etc. In small doses, it is used as a hallucinogen; in large doses, as a poison.                                                                                                                                                                                                                                     |
| 73-75 | <b>Ironwood:</b> a small copse of ironwood trees. All appear to be healthy, which is unusual for this region. Valued as a trade good.                                                                                                                                                                                                                                                                                                           |
| 76-77 | <b>Witchmen:</b> a large or small party of Witchmen. They may be in the midst of a running fight with an Imazi clan, or they may be hunting for mandragore, poisonous plants, wild game, or looking for other humanoids to capture and use in their rituals.                                                                                                                                                                                    |
| 78-79 | <b>Imazi warriors:</b> they may be hunting game, looking for a lost tribe member, or looking to parlay for some reason.                                                                                                                                                                                                                                                                                                                         |
| 80-85 | <b>Black lotus:</b> one or more black lotus plants in healthy condition. Valued by traders for its powerful narcotic and hallucinogenic properties. Also by manth, who crave this substance, to which most are addicted.                                                                                                                                                                                                                        |



## DEAD FOREST (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                             |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 86-87 | <b>Spectre:</b> one or more spirit-vampires, haunting a swamp or bog and seeking to feed off of the life-force of living creatures. Their presence may indicate the presence of a tomb or graveyard nearby.                                                                                                                           |
| 88-90 | <b>Necrophages:</b> a large or small number of these creatures has stumbled out into the open. They may have accidentally wandered out from a nearby cave or tomb, or they may have been forced to flee from such a place for some reason.                                                                                            |
| 91-93 | <b>Andrak:</b> a solitary andrak, peering out from a well-disguised trap-door pit. This creature may simply be looking for a victim to capture, or it may have a deal with some of the local Boglins, who agreed to funnel other creatures towards the andrak in exchange for whatever possessions the victims carry.                 |
| 94-95 | <b>Vore:</b> a single creature or a nest of up to forty. A tenacious bite and mean temperament make these segmented leeches very dangerous.                                                                                                                                                                                           |
| 96-00 | <b>Salvage:</b> may include any of the following: discarded wood or stone weapons; discarded beast-hide armor and shields; lycanthrope bones, fangs, claws, or hide; and miscellaneous bits of wood, glass, metals, crystal, cloth, or hide. Others in the area may have spotted the salvage too, and may be willing to fight for it. |

## JUNGLELANDS

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                              |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-02 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                        |
| 03-08 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire. |
| 09-12 | <b>Witchman barrows:</b> the ancestors of some of the Witch-tribes buried their shamans in caves and barrows hidden deep in the Junglelands, and these places hold primitive but powerful artifacts such as soulstones, soul-cages, and even the shrunken heads of ancient Archaen sorcerers. Many are haunted by disembodied spirits, or worse.                                                       |
| 13-16 | <b>Unknown ruins:</b> some say that massive stone dolmens, strange-looking idols and moss-covered temples can be found in the depths of the Junglelands, and that these ruins are even older than those found in the Dead Forest. It's said that these places hold witched items, stone sarcophagi, and other artifacts (see Ruins, page 197 for details).                                             |
| 17    | <b>Archaen cloud city:</b> crashed deep in the jungle or into the side of a mountain. Mostly shattered, but some larger sections might be found, containing a variety of artifacts from the late Archaen Age just before the Fall (see Ruins, page 197 for details).                                                                                                                                   |
| 18-23 | <b>Kasir caravan:</b> returning from the southlands, offering goods for barter (GM's choice): rare herbs, wooden vials of plant or animal venoms, trained oryx in cages made of woven reeds, Imazi-made bark-cloth, colored tattoo inks, pottery jugs and urns, blow-guns, spears, dried underroot pods, water-skins.                                                                                  |
| 24-28 | <b>Narada:</b> with cactus-like spines extended, indicating a response to a perceived threat. Narada in such an agitated state are dangerous and can be very aggressive. What's the reason? Have the player characters inadvertently done something to anger the Narada, or are the Narada responding to some other nearby or approaching threat?                                                      |
| 29-32 | <b>Narada:</b> a Narada shaman; she may be willing to offer her services as a healer, either for a short time or long-term, in exchange for water or some other favor or service. Or the shaman may have a message or warning to convey to one of the player characters.                                                                                                                               |



## JUNGLELANDS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 33-36 | <b>Witchmen:</b> a band of warriors; if wearing full war-paint, they are looking for a fight and may attack almost any group unless greatly outnumbered. Otherwise they may just be out hunting game.                                                                                                                                                                                                                                                            |
| 37-40 | <b>Witchman shaman:</b> accompanied by a large or small group of warriors. The shaman may be gathering kesh, man-dragores, or ingredients for arrow-venom. Or he may be preparing for or performing a primitive magical ritual of some sort (GM's choice).                                                                                                                                                                                                       |
| 41-44 | <b>Witchman village:</b> may be long-abandoned, temporarily empty, or teeming with activity. In the latter case, any incursion by outsiders is likely to bring about a violent response.                                                                                                                                                                                                                                                                         |
| 45-48 | <b>Ra paladin:</b> accompanied by two or more warriors. He may be looking for Torquaran ruins, or trading iron tools or weapons with a Witchman tribe in exchange for rare herbs, information, or possibly a captive taken by Witchman warriors.                                                                                                                                                                                                                 |
| 49-52 | <b>Ghaun:</b> a large or small band, either moving silently through the treetops or lurking in hiding with net-traps set. If the latter, they may even attack a larger party, believing they can capture and drag victims quickly up into the trees before anyone can stop them.                                                                                                                                                                                 |
| 53-55 | <b>Spectre:</b> a solitary creature, caught in a soul-net or soul-cage. If encountered by day, it is weak from sunlight; if at night, it may still be very strong. If approached, the spectre may offer inducements in exchange for its freedom: information on the location of lost artifacts, tombs, or ruins, for instance.                                                                                                                                   |
| 56-59 | <b>Necrophages:</b> these creatures suddenly emerge in numbers from what seems like a hole in the ground, and attack any and all living creatures in the area. If the characters defeat them and investigate, they may find that the hole is actually an entrance to an ancient tomb, mausoleum, cave, or complex of tunnels.                                                                                                                                    |
| 60-64 | <b>Satada:</b> a band moving through the jungle, either hunting for food or searching for ancient ruins, in which they hope to find iron weapons. They are very aggressive and likely to attack unless heavily outnumbered—especially if the characters are carrying metal weapons, which these primitive creatures covet.                                                                                                                                       |
| 65-66 | <b>Shadowitch:</b> either summoned by a powerful shaman or drawn to the area by the presence of strong magical emanations. If any of the character are carrying a potent magical weapon or artifact, the shadowitch is drawn to that person and seeks to drain his life-force.                                                                                                                                                                                   |
| 67-70 | <b>Stranglevine:</b> one or more animate vines hanging from the trees. Stranglevines wait for living creatures to pass by, then attempt to ensnare and kill them; the decomposing bodies of its victims help fertilize the plant. Valuable items formerly belonging to victims of a stranglevine can sometimes be found in the underbrush near these plants.                                                                                                     |
| 71-74 | <b>Nightgaunt:</b> one or more of these creatures has been watching the characters from the treetops. Whenever it gets close, the characters notice that the jungle around them goes silent—no insect or vermin noises. If provided with an opportunity to confront a solitary character, the nightgaunt silently glides down from the trees and attempts to charm her, so it can feed on her blood. This continues until the nightgaunt is driven off or slain. |
| 75-80 | <b>Andrak:</b> a mated pair of andrak guarding a clutch of 20 or more newly-hatched young. If left alone, the andrak may not attack, but if threatened, or if their young are hungry, they will—and so will the tiny (by comparison), foot-long spawn (1 HP damage per bite).                                                                                                                                                                                    |
| 81-84 | <b>Manth:</b> the characters hear heavy breathing from somewhere above. If they look, all they see in the dark foliage above them is a pair of glowing, yellow eyes. If they don't kill this manth, it follows them for up to 4 days, making lightning-fast attacks at random times of the day or night, slashing a victim with its claws, and then swiftly climbing up into the treetops, laughing insanely.                                                    |
| 85-90 | <b>Narada:</b> standing quietly beside a tree or plant of some sort (GM's choice). It looks like the Narada is communing with this plant/tree, but about what? Ancient trees know many secrets of the past; some types of plants and trees have roots that extend far below the surface, while others send shallow roots out for many miles in all directions.                                                                                                   |



## JUNGLELANDS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 91-95 | <b>Rath:</b> a solitary predator, hunting for food. An eight-foot tall, eyeless but with extremely keen hearing, semi-humanoid monster; its body is covered with shiny black scales that are valued for their extreme hardness (used to make highly valued armor). It is very rare, considered the toughest predator in the Savage Land. |
| 96-00 | <b>Winged vores:</b> the characters' actions may attract a solitary creature, or the characters may accidentally stumble on a nest of these blood-sucking parasites in a rotten log, a tomb, cave, etc.                                                                                                                                  |

## PLAINS OF ARMAGEDDON

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-04 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 05-08 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.                                                                                                                                                                                                                              |
| 09-12 | <b>Early Archaen Ruins:</b> the only ruins that are likely to be found in this region are the war-torn and blackened remains of old fortifications and strongholds. It may be possible to find heavy siege weapons buried under the rubble, such as spike-hurlers, bombastions, or even battle golems; also, ammunition, hand weapons, shields, and armor. Most will be in bad condition, though some may be repairable, and a rare few may be in good shape. Ruins found here may provide shelter or at least cover, but may also be structurally unsound or haunted by entities such as necrophages, shadowarriors, and spectres. |
| 13-16 | <b>Vandar:</b> preparing for battle. They may be looking for reinforcements or new allies to fight against a more powerful enemy, or they may be preparing to fight another group of Vandar for practice, honor, or simply sport. If the characters look like skilled warriors, the Vandar may challenge them to a wargame: a mock battle to see which of them is more skilled. This is the Vandar's idea of fun.                                                                                                                                                                                                                   |
| 17-20 | <b>Vandar:</b> last survivors of a defeated tribe. They may be badly wounded and in need of healing; they may have been ambushed or betrayed by former "allies," or they may simply have lost to a superior foe. In all but the latter case, the surviving Vandar seek to avenge their defeat, and may ask the characters to join them.                                                                                                                                                                                                                                                                                             |
| 21-24 | <b>Narada:</b> on the move. Are they leaving the area to escape an impending threat of some sort, or are they just passing through the area en route to some other place? If any of the characters speak Verdir (the language of plants), they may learn more.                                                                                                                                                                                                                                                                                                                                                                      |
| 25-28 | <b>Kasir caravan:</b> looking to hire additional guards for protection. They could be headed anywhere in the known lands (GM's choice). They may have news of other tribes in the region.                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 29-32 | <b>Golgoth raiders:</b> looking for injured battle survivors or stragglers to capture; any characters taken by the raiders may be brought back to Golgoth territory, or they might be transported to the Darklands for sale to the Umar, or the Black Desert for sale to the Ra.                                                                                                                                                                                                                                                                                                                                                    |
| 33-36 | <b>Thrax:</b> a group of weapon-dealers, traveling in an armored cargo dray carrying weapons, poisons, or alchemicals. They are either here to loot the bodies of dead warriors for weapons and armor, or looking to trade weapons of various sorts to other tribes.                                                                                                                                                                                                                                                                                                                                                                |
| 37-40 | <b>Thrax:</b> a clan of saboteurs, traveling in an armored salvage dray. They may have been hired to sabotage some other tribe's stronghold or siege engines; if so, they may be looking to acquire mercenaries to serve as an armed escort. Otherwise, they are likely looking for work.                                                                                                                                                                                                                                                                                                                                           |



## PLAINS OF ARMAGGEDDON (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 41-44 | <b>Shan:</b> a full cadre of seven Shan warriors; they may be interested in joining a larger tribe, or looking for allies to fight against an enemy who has insulted their honor.                                                                                                                                                                                                                                                                                                                                                                     |
| 45-48 | <b>Shan:</b> the last surviving members of a cadre, seeking revenge against those who killed their companions. May be looking for information, help, food or water—or they may hope to join another tribe or cadre.                                                                                                                                                                                                                                                                                                                                   |
| 49-52 | <b>Naradan oasis:</b> the characters can find good water here, in quantities sufficient to last them for 1-6 days (GM's ruling or random roll). It's possible that other tribes or creatures may be at or near this oasis; they may be friendly, neutral, or hostile to the characters.                                                                                                                                                                                                                                                               |
| 53-56 | <b>Undermen:</b> lurking in nearby caves, tunnels, or murder-holes. They may be waiting for unwary individuals or creatures to step into one of their traps, or they're waiting for nightfall so that they can stealthily grab prey with their long pole-hooks and drag them underground.                                                                                                                                                                                                                                                             |
| 57-60 | <b>Manrak:</b> one or more solitary manraks, flying high overhead as they look for prey (manraks are attracted by movement).                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 61-64 | <b>Mass grave:</b> may contain the bodies of many Vandar, Viragos, Golgoths, or others. The victims may have died recently or some time ago. Weapons and gear of various types may be found in the grave, or the bodies may already have been looted of all valuables.                                                                                                                                                                                                                                                                                |
| 65-68 | <b>Drudges:</b> displaced people trying to get out of the region. They may need help, food, water, or protection. They may include menial laborers, herders, farmers, servants, or musicians (GM's choice).                                                                                                                                                                                                                                                                                                                                           |
| 69-72 | <b>Abandoned battlefield:</b> signs of recent fighting (casualties, weapons scattered around) or from some time ago (items may be partially or fully buried); small-scale or large-scale; may include siege weapons or not.                                                                                                                                                                                                                                                                                                                           |
| 73-76 | <b>Battle in progress:</b> small skirmish or large battle. GM's choice of any two opponents: Vandar, Satada, Viragos, Golgoths, or Umar.                                                                                                                                                                                                                                                                                                                                                                                                              |
| 77-80 | <b>Defeated/injured survivors of a battle:</b> they may be friends or foes; they may need the characters' help, and might be willing to barter for aid and protection.                                                                                                                                                                                                                                                                                                                                                                                |
| 81-84 | <b>Ancient siege engine:</b> a battle golem, giant siege golem (rare), or massive iron dragon (very rare). It may be partially or almost completely buried in soil and debris and require a crew of skilled salvagers to excavate it. The entire siege engine may be largely intact, in which case it might be possible for skilled engineers to repair it. Or it may be in pieces and valuable only as parts. Siege engines of this sort are both rare and valuable, and other tribes may want to take this find by force.                           |
| 85-88 | <b>Drakken:</b> a group of warrior-poets, headed to or from the Drakkenspire. If the massive reptilians are approached with respect, they may be open to parlay and have news of doings from other parts of the Wilderlands. Otherwise, they become aggressive if any seek to detain them.                                                                                                                                                                                                                                                            |
| 89-92 | <b>Satada:</b> emerging from a well-hidden tunnel or cave, possibly in force. They are either here to scavenge for iron weapons to replace their own primitive weaponry, or they are planning to attack others to steal their weapons—and possibly to use them for food.                                                                                                                                                                                                                                                                              |
| 93-96 | <b>Vermin:</b> a minor or major infestation of rhost, winged vores, or hoppers. May be just an annoyance, or the situation could get more serious if the characters' food supplies are devoured or spoiled, or if the creatures have become hostile for some reason.                                                                                                                                                                                                                                                                                  |
| 97-00 | <b>Salvage:</b> may include any of the following: damaged Archaen siege engines such as battle golems, bombastions, or fire-throwers; extremely rare giant siege engines such as a siege golem or iron dragon; 100-2,000 pounds of half-buried scrap iron (black); discarded iron weapons, armor, and shields (some may be enchanted); damaged but salvageable cargo or salvage drays; miscellaneous scraps of wood, glass, metals, crystal, cloth, or hide. Others in the area may have spotted the salvage too, and may be willing to fight for it. |



# VOLCANIC HILLS

## D100 ENCOUNTER

01-04 **The Gyre:** roll again on the Gyre Random Encounter Table.

05-08 **Signs of life:** the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire.

09-12 **Drakken ruins:** the most common types of Drakken ruins found in the Volcanic Hills are watchtowers, temples, and castles. Many types of Drakken artifacts can be found in these places (see Ruins, page 197 for details).

13 **Archaen cloud city:** may have shattered to bits when it fell from the sky, or may have burned from the great heat of this region. A few larger sections may have survived, along with a number of artifacts from the late Archaen Age (see Ruins, page 197 for details).

14-17 **Torquaran ruins:** the only types of Torquaran ruins likely to be found in the Volcanic Hills are mountaintop temples and hidden tombs. Some of these may have been partly or completely buried by lava flows, or their contents immolated by extreme heat. But others may still hold Torquaran sacrificial relics, enchanted weapons, onyx sarcophagi, and various types of cursed items and necromantic writings (see Ruins, page 197 for details).

18-22 **Kasir:** trading clan returned from the eastern regions, offering goods for barter. GM's choice: red iron ingots, red iron daggers and swords, red iron Drakken coins, dragon bones, fangs, and claws, fused-glass potion bottles, glass-lensed sand goggles, unopened geodes, fire-gems.

23-26 **Fire-imps:** diminutive creatures, borne on the winds and attracted by flammable items, which they consume in flame. May land on the characters, their possessions, or their mounts.

27-31 **Drakken:** one or more warrior-poets or Drakken sages, possibly searching for ancient Drakken relics. If a group, they may be preparing to place the body of a recently dead companion in the River of Fire—a ritual that should not be interrupted. The characters' behavior influences how the Drakken react.

32-35 **Geodes:** a large or small number of these stones are found littering the ground, apparently expelled from a nearby volcanic mound. Contents unknown until broken/cut open. May contain firegems or fire-imps.

36-39 **Loper:** a solitary animal or mated pair; in either case, these are very aggressive creatures that attack unless outnumbered or faced with superior force.

40-44 **Pool of molten red iron:** if any of the characters have metal-working skill, they can test the metal's purity (roll D100 to determine purity). If very pure (90% or better), the liquid ore is quite valuable, as it can be used to create high-quality red iron. Otherwise, the molten ore contains so many impurities that it would be worthless to anyone except the Yann, who are among the few folk of this era who possess the level of metal-working skill needed to remove them.

45-49 **Firegems:** D6 raw stones, scattered around the ground. These may all be small, or one or more of them may be large. This may be a sign that more firegems can be found in the area, or a trap set by Azraq hunters.

50-52 **Witchmen:** generally only found along the southern borders of the Volcanic Hills. When found here they are usually hunting for wild striders, which they hope to capture and tame for use as steeds; or they may be head-hunters, looking to obtain grisly trophies for their shamans.

53-54 **Wild striders:** a solitary animal, or a large or small herd. Usually run from potential danger unless a pregnant female is present, in which case its mate and any other adult males present adopts a threatening pose meant to scare off potential threats. If this doesn't work, the males attack.

55-56 **Reaver bandits:** they may be hunting wild striders to train as steeds, or they may be looking for an unwary tribe or group of travelers to raid. In the latter case, they attack from ambush, grabbing whatever they can carry off in the ensuing confusion before racing away.



## VOLCANIC HILLS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 57-60 | <b>Tarkus:</b> usually encountered alone or in pairs. Won't usually attack riders if they are mounted on large creatures such as warbeasts or burden beasts. Riders mounted on striders or catdrac may well be attacked unless they greatly outnumber the tarkus.                                                                                                                                                                                                     |
| 61-64 | <b>Azraq dragon hunters:</b> large or small band with strider mounts, here to hunt land dragons. If busy digging pits or building dragon-traps, they may ignore the characters. If not, they most likely attack, typically splitting into two or more bands and attacking from different directions. If characters are unprepared for this tactic they may suffer one of more flank or rear attacks.                                                                  |
| 65-68 | <b>Shan:</b> a partial cadre of six or fewer warriors, mounted on striders. They may be hunting wild striders to tame and use as steeds, or they might be preparing to attack a band of Azraq; in the latter case they could be seeking revenge against an Azraq band that killed one or more of their number, or simply testing their mettle against a worthy foe. In either case, they may allow others to join them, but they're likely too proud to ask for help. |
| 69-72 | <b>Andrak:</b> one or more andrak, hiding in caves or crevices. They may be planning to attack the characters, or they may have set out an intricate web of fine, almost-invisible trip-lines to entangle the characters. Or, they may have already captured a victim—and it might be someone the characters regard as a friend, or a foe.                                                                                                                            |
| 73-76 | <b>Manrak:</b> flying above, and likely some distance from their nest, which is probably located in the Jungleslands. If they spot the characters moving on the ground, they may attack.                                                                                                                                                                                                                                                                              |
| 77-80 | <b>Pyro-demons:</b> one or more of these fiery demons, swimming in the River of Fire, the Firefalls, or any sort of pool of molten lava or metal. They may be content as-is and simply ignore the characters. But if any of the characters do anything to attract their attention, they may dive down, and disappear from sight—only to emerge later to attack somewhere else.                                                                                        |
| 81    | <b>White wyrm:</b> an exceedingly rare, deathly-white, subterranean predator over a hundred feet long. These uncanny monsters radiate an aura of negative elemental energy and can burrow through space and time as easily as they tunnel through rock and soil. The creature may be hunting for food, or it may be going to or arriving from another dimension. If the latter, one or more demons may emerge from the wyrm-hole it leaves in its wake.               |
| 82-90 | <b>Ra warrior-priest:</b> accompanied by a paladin and at least a few other warriors. The Ra may be traveling to or from a mountaintop stronghold or a Torquaran tomb; or they may have gathered around a stone altar to perform some sort of ritual—or a ritual sacrifice. The intended victim may be someone the characters regard as a friend, or a foe.                                                                                                           |
| 91-00 | <b>Salvage:</b> may include any of the following: 1-20 pounds of red iron (in a molten pool); discarded Drakken or Azraq weapons, armor, or shields; land dragon bones, fangs, claws, or hide; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide.                                                                                                                                                                                                  |

## WASTELANDS

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                              |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-04 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                        |
| 05-08 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire. |
| 09-12 | <b>Drakken ruins:</b> several types of Drakken ruins can be found in the Wastelands, including watchtowers, monuments, and the remains of Drakken castles. Many types of Drakken artifacts can be found in these places (see Ruins, page 197 for details).                                                                                                                                             |



## WASTELANDS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                     |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 13    | <b>Archaen cloud city:</b> it may have shattered to bits when it fell from the sky, but larger pieces sections might be found, containing a variety of artifacts from the late Archaen Age, just before the Fall (see Ruins, page 197 for details).                                                                                                                                           |
| 14-17 | <b>Torquaran ruins:</b> the only type of Torquaran ruin likely to be found in the Wastelands are hidden tombs, which are usually located in hilly or mountainous regions. These places may still hold relics such as onyx sarcophagi, cursed items, and necromantic writings (see Ruins, page 197 for details).                                                                               |
| 18-23 | <b>Kasir caravan:</b> headed to or from the Black Desert. They may have lost their seer in a fight with Ra warriors; if so, they may be running short of food and water. If not, they may have weapons or other goods to trade. In either case, the caravan may want to take on additional guards for protection.                                                                             |
| 24-27 | <b>Reavers:</b> a clan, scavenging for scraps of metal, crystal, and cloth. They are wary of outsiders, and if they believe the characters pose a threat, they attack like berserkers. If approached with caution, they may be willing to parlay or trade.                                                                                                                                    |
| 28-31 | <b>Reaver bandits:</b> a clan, possibly laying in ambush, well-camouflaged and difficult to detect (roll using PER-3 if searching the area). They may attempt a hit-and-run raid, moving in fast on their strider steeds and grabbing any goods or equipment that they can get their hands on. Or they may try to sneak up on the characters at night and steal their mounts and possessions. |
| 32-35 | <b>Undermen:</b> lurking in hidden pits and crevices. They are spying on the characters, trying to determine the strength of the group to see if they are safe to attack. If they decide to attack, they wait until dark before sneaking out and trying to snare victims with their long pole-hooks.                                                                                          |
| 36-39 | <b>Satada:</b> hiding in a nearby tunnel or cave, looking for other humanoids to attack to obtain metal weapons.                                                                                                                                                                                                                                                                              |
| 40-43 | <b>Rhast:</b> a small number of these insects are encountered; is that all there is, or are they the harbingers of a much larger swarm heading towards the characters?                                                                                                                                                                                                                        |
| 44-47 | <b>Moonstones:</b> 1-20 stones, likely from the Empty Land. Nearby are the skeletal remains of two Kasir traders, each with a rusted iron dagger protruding from its ribs. They may have killed each other, or someone—or something—may have killed them.                                                                                                                                     |
| 48    | <b>Colossus:</b> buried in the ground, only a small part of it is visible (part of a head, hand, etc.). Excavation may reveal just a fragment, or an entire lesser or greater colossus. May be made of stone or iron; non-functioning or partially functional.                                                                                                                                |
| 49-50 | <b>Madland:</b> the characters won't realize this at first, but they have entered a Madland—a type of moving “pocket-dimension” caused by the Gyre. Anything or anyone they see while in this place may be an illusion; the exception being other creatures or beings who have wandered into the same Madland. All specifics are up to the GM to determine.                                   |
| 51-56 | <b>Umar tribe:</b> passing through the Defile into the Wastelands. May be a rebel clan running from other Umar, or may be Umar scouts or advance guards. In either case they are heavily armed, mounted on armored war beasts, and hostile.                                                                                                                                                   |
| 57-61 | <b>Ancient stone markers:</b> may indicate the location of an ancient roadway leading to the remnant of a ruined city, or may mark a burial ground or graveyard. In either case, the area may be haunted by disembodied spirits or shadowwarriors.                                                                                                                                            |
| 62-65 | <b>Scourge:</b> one or more of these fierce predators is stalking the characters from a distance. It may or may not actually attack, but if any of the characters are wounded and the scourge smells blood, it may not be able to resist the urge to feed.                                                                                                                                    |
| 66-70 | <b>Malathrope:</b> a mated pair of these sinister creatures is nearby. They may seek to lure the characters by mimicking the sound of someone calling for help, or confuse the characters by moving in different directions and doing imitations of various other creatures, all while remaining hidden from view. They keep up this ruse for as long as possible before attacking.           |



## WASTELANDS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 71-74 | <b>Behemoth:</b> hungry enough to eat almost anything. If it spots the characters, it charges at full speed, trying to ram the slowest moving person or creature.                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 75-80 | <b>Ra paladin:</b> one or more paladins, possibly accompanied by other Ra warriors. They may be exhuming some mummified remains from a Torquaran burial ground, or headed to or from a Torquaran tomb carrying necromantic relics.                                                                                                                                                                                                                                                                                                                                                                                               |
| 81-84 | <b>Azraq:</b> mounted on lopers, hunting land dragons or other creatures                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 85-88 | <b>Azraq:</b> they are either digging a pit for a dragon trap and lining it with sharpened bone spikes, or they have already caught a dragon in such a trap and are preparing to kill it. They may or may not notice the characters. Even if they do, they may be too busy to bother with them. But no Drakken could stand by and watch a dragon being killed without doing something to try to stop it.                                                                                                                                                                                                                         |
| 89-92 | <b>Land dragon:</b> wild and untamed; hunting for food or sleeping in the sunlight. If the characters are on mounts, the land dragon attacks and try to eat them. If the characters don't have mounts, the dragon ignores them and waits for a more substantial meal.                                                                                                                                                                                                                                                                                                                                                            |
| 93    | <b>Warlok:</b> a loner, may just be wandering through the area, headed to the oracle to ask a question, or looking to join up with a tribe headed out of the Wastelands.                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 94    | <b>Drudges:</b> types and numbers determined by the GM. They are dressed in rags, armed only with sharpened sticks, and appear to have nothing of value on their persons. If approached in an aggressive manner, they form a tight circle and do their best to defend themselves. If approached in a peaceful manner, they offer to share what little food and water they have. The Drudges say that they are searching for the lost city of Sanctum, where they believe they can live in peace. They may have been searching for a long time, and may have one or more non-Drudge refugees or outcasts with them (GM's option). |
| 95-00 | <b>Salvage:</b> may include any of the following: 20-400 pounds of half-buried scrap black iron; 100-1,000 pounds of scrap red iron; discarded Drakken or Torquaran weapons, armor, and shields (some of the Torquaran gear may be enchanted or cursed); damaged but salvageable cargo dray; land lizard bones, fangs, claws, or hide; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide.                                                                                                                                                                                                                     |

## WILDERLANDS

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                              |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-05 | <b>The Gyre:</b> roll again on the Gyre Random Encounter Table.                                                                                                                                                                                                                                                                                                                                        |
| 06-08 | <b>Signs of life:</b> the characters find signs that they are not alone in this area, such as footprints, paw prints, hoof-prints, or claw-marks (single, a few, or very many); blood stains or a trail of blood droplets; the half-eaten remains of prey (beast or humanoid); one or more dead tribesmen (check body to determine cause of death); a burned cargo dray, or smoke from a distant fire. |
| 09-11 | <b>Early Archaen ruins:</b> every type of Early Archaen ruin can be found in the Wilderlands, and many still hold artifacts waiting to be found (see Ruins, page 197 for details).                                                                                                                                                                                                                     |
| 12-14 | <b>Drakken ruins:</b> all kinds of Drakken ruins can be found in the northwestern region of the Wilderlands, including the remnants of the ancient Drakken city of Kharakhan, as well as a number of ancient watchtowers and even a few ruined Drakken castles. All types of Drakken artifacts can be found in these places (see Ruins, page 197 for details).                                         |
| 15-17 | <b>Archaen cloud city:</b> probably shattered to bits when it fell from the sky, and likely stripped of its salvage or burned by vengeful Wild tribes. Some small sections might not have been discovered yet, along with a handful of artifacts from the late Archaen Age (see Ruins, page 197 for details).                                                                                          |



## WILDERLANDS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 18-20 | <b>Kasir:</b> trading clan returning from the central Wilderlands, offering goods for barter. GM's choice: burden beasts, trained war beasts, black iron daggers, swords, axes and spear-heads; Kasir-made damask cloaks, turbans, and veils; beast-hide boots and gauntlets.                                                                                                                                                                                           |
| 21-23 | <b>Kasir:</b> looks like a group of traders, but these Kasir turn out to be bandits. They may attempt to rob the player characters, in which case they don't seek to kill, but only to steal. Or they may be laden with loot from other raids, and looking to trade their ill-gotten gains. They may need to shed some of their heavier goods because they're being pursued; if so, a player character with crafty trading skills may be able to get quite the bargain. |
| 24-26 | <b>Narada:</b> rooted in place, not moving. The Narada may be setting down roots to search for water, as the plant-folk often do at night. But if this encounter takes place during the day, what's going on? Have the Narada found something other than water below the surface? Are they weak from lack of water, or ill?                                                                                                                                             |
| 27-29 | <b>Manrak:</b> a loud buzzing noise is heard from somewhere nearby. If the characters investigate, they find one or more manraks hovering above a member of some tribe (friend or foe, GM's choice) as they try to kill their intended victim. The victim is trying to hold off the manraks, but is clearly getting fatigued. What do the characters do?                                                                                                                |
| 30-32 | <b>Shaka hunting party:</b> tracking and hunting game for food; or they may be trophy-hunters out for big game like behemoth, megalodont, or scourge.                                                                                                                                                                                                                                                                                                                   |
| 33-35 | <b>Shaka warriors:</b> tracking and pursuing enemies: Golgoths, Beastmen, Witchmen, or a manth.                                                                                                                                                                                                                                                                                                                                                                         |
| 36-38 | <b>Shaka warriors:</b> almost completely hidden in tall grass, watching over their territories or guarding a pride or group of young. They are on high alert and edgy.                                                                                                                                                                                                                                                                                                  |
| 39-41 | <b>Shaka:</b> one or more Shaka warriors, wounded and possibly dying; separated from their clan, they may need help or it may be too late.                                                                                                                                                                                                                                                                                                                              |
| 42-44 | <b>Shaka:</b> scouts, allied with another tribe, such as Imazi or Viragos. They may be hunting game, or they may have word that a threat of some type is in the area. If the latter, they are worked up and ready for a fight, and may be dangerous if not approached carefully.                                                                                                                                                                                        |
| 45-47 | <b>Drudges:</b> displaced peoples who have settled in the Wilderlands. They may have erected simple shelters from scraps of salvage or be living in a cave. They may need help, food, water, or protection. Most in the settlement are of the same basic type: menial laborers, herders, farmers, servants, or musicians (GM's choice).                                                                                                                                 |
| 48-50 | <b>Armodonts:</b> a small group has marked part of this area as their territory, and if the characters trespass into it, the creatures try to drive them out by force.                                                                                                                                                                                                                                                                                                  |
| 51-53 | <b>Imazi hunter-gatherers:</b> hunting game or digging for underroot. They may wish to parlay, and may be willing to trade food, water, or information.                                                                                                                                                                                                                                                                                                                 |
| 54-56 | <b>Imazi warriors:</b> may be tracking an enemy Witchman tribe (looking for a fight or rescuing a kidnapped tribe member), or tracking a dangerous predator that has threatened the tribe or its herd animals.                                                                                                                                                                                                                                                          |
| 57-59 | <b>Imazi herders:</b> tending a large or small group of grazers and land lizards. Unless the characters act aggressively, the herders are friendly. They may have food and water to share, or may have news of the local area or of some distant region.                                                                                                                                                                                                                |
| 60-62 | <b>Imazi tracker:</b> one or more Imazi trackers looking to ally themselves with a stronger group to work as scouts.                                                                                                                                                                                                                                                                                                                                                    |
| 63-65 | <b>Viragos:</b> a large or small band of mercenaries looking for work. Characters with a combat-based Renown score of 10 or greater will be taken seriously; others must roll using CHA or be regarded as an amateur and ignored.                                                                                                                                                                                                                                       |
| 66-68 | <b>Viragos:</b> war band hunting for food. Characters who have a combat-based Renown score of 10 or greater may be asked to join the hunt. Others must roll using CHA to receive an invitation.                                                                                                                                                                                                                                                                         |



## WILDERLANDS (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 69-71 | <b>Kasir beast handlers:</b> looking for wild warbeasts or land lizards to capture with nets, to tame and train them. It is dangerous work, and they might be amenable to trading food, water, or goods in exchange for help.                                                                                                                                                                                           |
| 72-74 | <b>Kasir traders:</b> a tribe with at least 2-3 cargo drays, traveling throughout the Wilderlands. They're interested in obtaining surplus goods from other tribes, and might also be interested in hiring some additional protection.                                                                                                                                                                                  |
| 75-77 | <b>Golgoth slave drivers:</b> a heavily armed group escorting a number of slaves to be traded to the Umar. The slaves are on foot and are bound in chains. The slavers are mounted on catdracs.                                                                                                                                                                                                                         |
| 78-80 | <b>Golgoth raiders:</b> mounted on swift catdracs, seeking to capture other humanoids as slaves. Armed with capture-poles and throwing-nets, they prefer to take prisoners alive and won't kill unless they have no choice.                                                                                                                                                                                             |
| 81-83 | <b>Beastmen:</b> large or small roaming pack, either looking for weaker creatures to prey upon or following the blood trail of one or more wounded victims (animals or humanoids), looking for an easy kill.                                                                                                                                                                                                            |
| 84-86 | <b>Megalodonts:</b> large or small herd, grazing and apparently sedate; however, several males are watching for predators and may attack if they perceive a threat.                                                                                                                                                                                                                                                     |
| 87-88 | <b>Grazers:</b> large or small herd, very passive. They huddle together in a tight bunch if threatened, so that only those on the periphery of the knot of bodies can be harmed.                                                                                                                                                                                                                                        |
| 89    | <b>Shan cadre:</b> up to seven Shan warriors. They may be on a mission of some sort, or may simply be traveling from one place to another. The entire cadre may be amenable to joining another tribe, at least for a time, either to help provide protection or to work as mercenaries.                                                                                                                                 |
| 90    | <b>Shan wanderer:</b> a solitary Shan warrior. He may be meditating, practicing the combat skill that is his focus, or simply traveling from one place to another. If treated with respect, the wanderer may be willing to converse with the characters, and possibly even join them for a time if invited to do so. If treated in a disrespectful fashion, the wanderer may view the characters as enemies and attack. |
| 91    | <b>Lycanthromorph:</b> lone predator, or large or small pack, follows the characters at a distance, waiting for opportunity to attack. Or it may be stalking other prey.                                                                                                                                                                                                                                                |
| 92    | <b>Manth:</b> unseen, so characters have to identify it by the GM's description of what they hear: insane-sounding gibbering, laughter, howling. The manth may attack at some point, or it might not.                                                                                                                                                                                                                   |
| 93    | <b>Ghaun:</b> stick-like plant men, hiding in a copse of tanglewood and waiting to ambush unwary travelers. They blend in so well that characters may not see them until it's too late.                                                                                                                                                                                                                                 |
| 94    | <b>Shan:</b> a complete or incomplete (less than seven members) cadre of mercenaries looking to hire on with another tribe or group                                                                                                                                                                                                                                                                                     |
| 95    | <b>Yann salvage party:</b> they may have found a very large and potentially valuable piece of savage buried in the ground, in which case they could be looking to hire additional help. Or they may want to hire an armed party to give them protection, in which case they could be staying here or planning to travel to another locale.                                                                              |
| 96    | <b>Watering hole:</b> the water here may be good or it may be tainted. The watering hole could be safe, or it could contain a lurker or some other threat. It's possible the watering hole connects to a hidden tunnel or burrow of some sort...                                                                                                                                                                        |
| 97    | <b>Deep hole:</b> this could be nothing more than a hole in the ground, or it could be an entrance to an underground cavern, a tunnel made by Undermen or Satada, or a short-cut used by subterranean Boglins as they move from place to place.                                                                                                                                                                         |
| 98-99 | <b>Scourge:</b> solitary creature or small pack of 3-4, looking for targets of opportunity to prey on. Though fierce, they are lazy, and won't bother to attack stronger prey unless they're very hungry.                                                                                                                                                                                                               |
| 00    | <b>Salvage:</b> may include any of the following: 10-200 pounds of rusted but salvageable scrap black iron; damaged but salvageable cargo dray; bones, fangs, claws, or hide; discarded spears or arrows; miscellaneous pieces of wood, glass, metals, crystal, cloth, or hide.                                                                                                                                         |



# THE GYRE

The Gyre is a vast, magical maelstrom comprised of chaotic magical energies unleashed during the Fall. This uncanny manifestation resembles a mass of roiling dark energy seething with bolts of black lightning. It can vary in shape from a massive thunderhead to a tornado-like funnel, a dark sandstorm, or a writhing mass of dark tendrils. This anomaly is hated and feared by most of the folk of the Savage Land, who blame the ancient Archaens for its existence.

The Gyre is capable of warping time and space, or opening rifts in the dimensional fabric. It can alter the nature of almost anything it contacts, from tiny creatures to vast stretches of terrain, with utterly unpredictable results. Its effects may be permanent or temporary.

Whenever the GM rolls on a Random Encounter Table and gets the Gyre as a result, a second roll should be made on Gyre Encounter Table.

## THE GYRE RANDOM ENCOUNTER TABLE

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-03 | The characters and the surrounding area are enveloped in absolute darkness, impenetrable by any form of illumination. The darkness lasts for 1-12 hours, during which time the characters are unable to see each other, or any other creature that might be in the area.                                                                                                                                                                                                                                                  |
| 04-06 | The whirling Gyre generates one or more demons, the type of which matches whatever element is most common in the vicinity; i.e., sand, stone, iron, etc.                                                                                                                                                                                                                                                                                                                                                                  |
| 07-09 | The Gyre suddenly transforms into a sandstorm demon over a mile across (see the Bestiary entry, page 131, for details).                                                                                                                                                                                                                                                                                                                                                                                                   |
| 10-12 | The Gyre turns into a rain of fire-imps, which float down from above. The tiny demons ignite anything flammable, including clothing, hair, fur, wood, and leather. Roll using SPD to flee the area of effect (or using DEX to dodge), or all flammable material worn/carried/ridden by the victim catches fire.                                                                                                                                                                                                           |
| 13-15 | The Gyre takes the form of an inverted tornado that suddenly pulls the characters deep underground, hurling them through a winding maze of tunnels to be deposited in some random subterranean locale (GM's choice). The characters suffer D6 HP of injuries, and must roll on the Action Table to see if they lost any weapons, mounts, wagons, or other important items.                                                                                                                                                |
| 16-18 | The characters are swept up in a powerful vortex and transported to some other place in the Savage Land (GM's choice). No one is hurt, but the characters may or may not know where they are.                                                                                                                                                                                                                                                                                                                             |
| 19-21 | When the Gyre passes, the characters realize that they have each lost one of their senses (roll D4: 1 = sight, 2 = hearing, 3 = touch, 4 = smell.) It may take as long as a day or two for the lost sense to be restored (GM's ruling).                                                                                                                                                                                                                                                                                   |
| 22-24 | The characters are unaffected, but any possessions that weren't tied down have been swept up and scattered—in what direction, and at what distance, is up to the GM.                                                                                                                                                                                                                                                                                                                                                      |
| 25-27 | The characters are unaffected—however, other individuals or creatures swept up by the Gyre from someplace else have been transported right in front of them. They may be friends, neutrals, or hostiles (GM's choice).                                                                                                                                                                                                                                                                                                    |
| 28-30 | Initially the characters seem unaffected, but one of them (chosen by hidden random die roll by the GM) is cursed with ill fortune. This curse takes the form of a cumulative penalty of -1 to all die rolls, per day, and lasts until the curse can be removed by a shaman. While cursed, a failed die roll always results in some sort of bad luck: the character trips and falls, fumbles items, a weapon or tool breaks at the worst possible moment, water-skins leak, tame animals growl or hiss at the victim, etc. |
| 31-33 | The Gyre comes directly at the characters, but decreases in size as it approaches, until it resembles a tiny vortex less than an inch in height. It may move away from them, rapidly growing in size and dragging the characters and their mounts with it; or it may remain at this small size and follow the characters wherever they go for 1-12 hours, until it changes form again (roll again on the Gyre table).                                                                                                     |



## THE GYRE RANDOM ENCOUNTER TABLE (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                                                                                                                                                                               |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 34-36 | The characters are unharmed, but any water or liquids that they were carrying have evaporated and are gone—including potions or elixirs.                                                                                                                                                                                                                                |
| 37-39 | The land in a 1-10 mile radius around the characters is transformed from one type of terrain to another (GM's choice).                                                                                                                                                                                                                                                  |
| 40-42 | A swarm hundreds and hundreds of rhosts descends on the characters. Roll using SPD to escape the area of effect, or suffer D10 damage plus similar damage to mounts, goods, etc. No matter what, any and all food being carried by the characters and their companions is devoured.                                                                                     |
| 43-45 | The Gyre spins into a tangled knot of writhing tendrils, each over 20 feet long. Roll using DEX to avoid the tendrils, or suffer D4 points of strangling and choking damage for D4 rounds. The tendrils can be cut by magical weapons, causing them to dissolve into smoke. All tendrils dissipate within ten rounds.                                                   |
| 46-48 | Rain of black icicles; all living creatures in the area not under cover take D4 damage per round for D10 rounds.                                                                                                                                                                                                                                                        |
| 49-51 | The Gyre twists into a funnel and disappears down the nearest hole, tunnel, or crevice. A rumbling sound is heard from below, and a few seconds later the Gyre explodes from below, bringing up one or more kra (or sand dragons, if in a desert).                                                                                                                      |
| 52-54 | The Gyre causes a powerful earthquake, which in turn causes one of the following: rockslide, landslide, or geysers of boiling sulfur. Roll using SPD to escape the area of effect or suffer 2D12 damage.                                                                                                                                                                |
| 55-57 | In just seconds, the Gyre acts on the terrain like centuries of erosion. Hills or mountains are worn down, and sand and soil is swept away revealing whatever lies beneath it (tombs, tunnels, caves, buried siege golems/engines, ancient ruins/catacombs, etc.).                                                                                                      |
| 58-60 | The ground (or floor) around the characters suddenly rises up at amazing speed, leaving the characters and any mounts or wagons with them standing atop a narrow pinnacle that is now about 100 feet above the ground. The characters need to find some way to climb down from this narrow perch soon, as it appears to be unstable and is cracking.                    |
| 61-63 | The ground beneath the characters suddenly gives way, and they find themselves tumbling into a sinkhole over a hundred feet deep. All characters and mounts suffer D12 damage, and find themselves at the bottom of a deep pit up to 20 feet in diameter (GM's ruling) with sheer sides.                                                                                |
| 64-66 | The winds emit a deafening high-pitched shriek that shatters anything made of glass, and any non-magical gemstones or crystals.                                                                                                                                                                                                                                         |
| 67-69 | The Gyre passes without apparent effect. But it has inexplicably and permanently drained the magic from any enchanted item carried by the characters. Note that this may not be apparent until the characters check the affected items.                                                                                                                                 |
| 70-72 | A portal opens before the characters' eyes, revealing a scene from some other locale. This "wild scrying", as it is called, only lasts for a moment, but allows the characters to see something that they may or may not understand, but which may be important to them later on (GM's ruling).                                                                         |
| 73-75 | A portal opens before the characters' eyes, revealing a scene from a past era that took place in locale that the characters are in. The scene may reveal something important about their current location.                                                                                                                                                              |
| 76-86 | The Gyre approaches with much thunder and fury, but turns into a gentle wind that causes no harm.                                                                                                                                                                                                                                                                       |
| 87-89 | The Gyre unearths every grave and tomb in a one-mile radius; raising the dead in the process, producing a horde of necrophages too numerous to count. The characters have to fight their way out of the mass of undead or fall victim to their swarming attack (see the Bestiary entry on page 152).                                                                    |
| 90-92 | The Gyre threatens to engulf the characters in a mass of roiling black mists. But at the last minute it bathes the characters in a radiant aura that causes one of the following effects: heals all wounds and cures all diseases; repairs all damaged/worn/broken gear and makes it look brand new; or imbues all weapons, armor, and equipment with an aura of magic. |



## THE GYRE RANDOM ENCOUNTER TABLE (CONT...)

| D100  | ENCOUNTER                                                                                                                                                                                                               |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 93-95 | The Gyre transforms into a cloud of roiling green vapor that creates a verdant oasis over a one-mile radius. The oasis provides enough food and water to last at least a week (GM's ruling), after which it disappears. |
| 96-97 | Double random Gyre effect: roll twice on this table; both results happen back-to-back.                                                                                                                                  |
| 98-99 | Persistent random Gyre-effect: roll on this table once every hour for D10 hours.                                                                                                                                        |
| 00    | Hyper-persistent Gyre effect: roll on this table once every round for D10 rounds.                                                                                                                                       |

## RUINS

There are five major types of ruins that can be found in the Savage Land:

### Unknown Ruins

This category includes ruins of such ancient or obscure origin that no one (other than perhaps the Withen) has any idea who built them. The three-eyed idols found in the Darklands, some of the oldest sunken wrecks found in the Lost Sea, and certain ancient tombs all fall into this category. Most of these ancient structures have been at least partially, if not entirely, buried by centuries of time and the elements. Some may be completely overgrown with dead tanglewood trees, vines, or brambles.

Features associated with Unknown Ruins include:

- ✦ Ancient stone dolmens, some engraved with wards and symbols. Most have long since been defaced or damaged, but some may retain residual magics.
- ✦ Ancient stone portals, either decorative in nature or, more likely, witchgates. Most wild tribes fear and shun witchgates, and as a result many of them are undamaged and may still be active.
- ✦ Ancient tombs and crypts. Many were protected by large architectural traps such as trap-door pits, falling stone blocks, and descending stone portals. Additionally, some were warded with glyphs and symbols of such antiquity that they may be impossible to

decipher. These places can hold necrophages or disembodied spirits.

- ✦ Stone idols showing depictions of what may be forgotten gods, devils or demons. Most were erected by cults of one sort or another and were used in their rituals. Some may be cursed, or imbued with hostile magics; most were, and still are, shunned by the wild tribes.
- ✦ Ancient stone towers, bridges, or the partial remains of stone structures. Such places can attract entities like spectres and shadowitches.
- ✦ Underground temples or burial grounds. Many contain funerary relics, valuable artifacts, or entities such as necrophages and disembodied spirits.

Unknown ruins can hold items such as stone or brass tablets, urns (contents unknown until opened), ceremonial or religious reliquaries, antique weapons and armor, magical scrolls, or magical artifacts from a bygone age. A few may hold powerful magical artifacts which may or may not be usable.

### Drakken Ruins

These ruins are easily identifiable by their great size and massive scale. They were built by the Drakken, a species of massive reptilian humanoids who once ruled much of the continent. Drakken ruins are very old; all have been heavily damaged by war, time, the elements, and the Fall.

Features associated with Drakken ruins include:



- ✦ Sections of standing or collapsed defensive wall, up to 100 feet high.
- ✦ Stone towers up to 150 feet high, some with multiple levels of battlements.
- ✦ Balconies allowing warriors to fire ballistae down at attackers.
- ✦ Giant amphitheatres large enough to seat a thousand or more Drakken.
- ✦ Commemorative columns engraved with the names and deeds of ancient Drakken queens, warrior-poets, and others.
- ✦ Statues of Drakken queens and highly-decorated warlords.
- ✦ Friezes engraved with row upon row of Drakken Symbology, including histories, biographies, geographics, and poetry.
- ✦ Massive stairways, bridges, or porticos.

Drakken ruins often hold such items as red iron tablets, massive catapults and ballistae, and Drakken-sized tools, swords, axes, shields, helms, and armor. By far the most highly prized items are firegems, which the Drakken used to decorate royal regalia, religious artifacts, shields, helms, sword-pommels, and bracers. When cut and polished by an expert, these stones can be turned into radian crystals, which the Archaens used as a power source for their clockwork mechanisms and conveyances.

## Early Archaen Ruins

These ruins date back as far as the first Archaen city states, and continue throughout several different eras up to the last walled cities and citadels that the Archaens built before they fled the land below for the cloud cities. All were either heavily damaged or destroyed during the wars against the Wild Tribes, the Sorcerers Wars and, finally, the Fall. Many were blackened by fire or defaced by vengeful beast-folk. While the outermost structures of the older Archaen city-states were long since looted of many of their valuables, many of the central structures remain relatively untouched. This is particularly true of cities that were built later, around the time of the Sorcerers Wars. Many of these

were still occupied by surrogate warriors and servants up until the time of the Fall.

Features typical of early Archaen ruins include:

- ✦ Single, double, or even triple outer walls, fallen or standing, up to forty feet high.
- ✦ Long stretches of roadway paved with rectangular stones, some engraved with symbols of protection (most now inert, but some still may be active). Many sections of road have collapsed, or their stones broken or stolen for use by others.
- ✦ Rows of tall columns or statues that may go on for great distances. Many of these have been toppled by the wild tribes, earthquakes, or the Gyre. Columns may be engraved with historical information written in Archaen. Statues may have been erected to honor famous Archaens, to mark the site of burial grounds or battlegrounds, or to ward roadways and porticos from non-Archaens.
- ✦ Stone dolmens and road markers from various fallen civilizations. Some may still be imbued with magic of one sort or another.
- ✦ Ancient temples or other structures dedicated to one or more Archaen sorcerers or sorcerer-kings, revered (willingly or unwillingly) as gods by their creations. Many of these structures are vast in scope, and flanked by giant stone images, hanging gardens, amphitheaters, and courtyards.
- ✦ Ancient libraries housing hundreds or thousands of ancient tomes, scrolls, and tablets. Most of these places were damaged or destroyed by fire, earthquakes, the elements, or the Gyre. Some still contain valuable writings or relics.
- ✦ Archaen tombs, crypts, and mausoleums. Those containing the remains of powerful sorcerers and warlords may hold equally powerful magic artifacts, weapons, and armor. Such places are usually protected by traps; the number, sophistication, and deadliness of which usually directly related to the value of their contents.
- ✦ Sealed vaults containing rare magical



tomes, potent enchanted artifacts, or treasure-hoards. Archaen vaults were always protected by multiple locking mechanisms, magical wards, traps, or all three.

- ✦ Vat-chambers containing rows of sorcerer's vats, which were used in the making of hybrid creatures and humanoids. Most are empty, damaged, or destroyed; some may contain the desiccated remains of whatever was being grown in them. A rare few still hold creatures of various species, known and unknown. Though inert, these lifeforms may still be viable, and can be brought to life by releasing them from their vats.

Early Archaen ruins often hold valuable items such as high-quality weapons and armor, enchanted items and, occasionally, powerful artifacts. They may also contain vast stores of treasure, much of it considered useless by folk of this era; the exception being anything made of silver, which is of use against demons and undead.

## Torquaran Ruins

Torquaran ruins originate from the same era as the early Archaen ruins, but these places were the domain of the Torquar: black magicians and rulers of a Death cult responsible for the massacre of untold thousands of innocent victims. Many Torquaran temples were hidden in the mountains and occupied after the Fall by their former subjects, the Ra. Most of the rest were razed in the Sorcerers Wars by a giant colossus named Ikon, armies of enemy troops, or by the Gyre.

Structures commonly associated with Torquaran ruins include:

- ✦ Necromantic temples, hidden high in the mountains or deep inside a mountain. Features commonly found in such places include sacrificial altars, friezes or tapestries depicting various "achievements" of the Death cult, torture chambers, dungeons for the imprisonment of infidels, and private

chambers for the necromancer-priests.

- ✦ Tombs and burial grounds where the Torquar laid their dead; typically in obsidian sarcophagi, often along with their valuables, and always protected by necromantic wards and other types of traps.
- ✦ Ossuaries and mass graves containing the remains of victims murdered or sacrificed by the Cult. These places are often haunted by spectres, disembodied spirits, and necrophages.
- ✦ Sealed leaden vaults used to contain the most dangerous of all the Torquar's writings and their most powerful necromantic artifacts. These places were always protected with the most potent runes and wards, and some contained such fearsome items that even some Torquar were afraid to look upon them.

Torquaran ruins are known to hold all sorts of necromantic items, from enchanted weapons, armor, and shields to enchanted items and writings. Many of these items were cursed so that only members of the Cult could use them. All are regarded as priceless religious artifacts by the Ra.

## Archaen Cloud Cities

The most recent type of ruins found in the Savage Land are the cloud cities that were built in the era just prior to the Fall. Though less ancient than other ruins, most of the cloud cities were shattered to pieces when they fell from the sky during the Fall. They landed in deserts, crashed into the sides of mountains, or fell into the depths of the Dead Forest, the Junglegrounds, and other regions. A rare few of these marvels drifted more slowly to earth before breaking into pieces; these are the only cloud city ruins that may possibly be found with partially-intact structures of one sort or another

Features of ruined Archaen cloud cities include:

- ✦ Fragments of polished stone, variously-colored crystal, precious metals, and other



materials; useful only as salvage.

- ✦ Pieces of fabric, of a type that can't be produced by folk of the current age. These include decorative material such as spanglor, which are of little use to most tribes.
- ✦ Pieces of structures such as columns, cornices, archways, statuary, etc. Most are identifiable by their garish, rococo designs and usually of no value except as markers to indicate where a cloud city may have crashed.
- ✦ The remains of elegant domed structures, crystal towers and bridges, and lattices made of spun silver, all popular architectural elements in the later part of this era.
- ✦ The wreckage of flying or levitating conveyances such as aerial palanquins, floating divans, and various types of windships.

Items found among the ruins of Archaen cloud cities include extravagant costumes, jewelry, and curios, some having magical properties; exquisitely-made enchanted swords and fancifully-designed suits of armor; clockwork mechanisms of various sorts, from toys and frippery to complex constructs such as Talosian automatons; orbs containing illusory panoramas or miniature wonders; and all sorts of magic items from rings to bracers, amulets, capes, and slippers.





# CHAPTER SEVEN: GOODS & EQUIPMENT

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

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

Bartering is essentially a contest between two opponents, each of whom is trying to get the maximum value for his goods or services. Player Characters don't need to barter among themselves; they can trade goods as desired, without needing to roll.

Bartering with NPCs can be roleplayed or, at the DM's option, a contested roll that pits the PC against the NPC merchant using Persuasion, Intimidation or Deception can be substituted, depending on the nature of the transaction.

- ✦ Compare the value of the goods or services being traded. If both are approximately equal, neither party gets an advantage. If there is a difference in quality or quantity between the two parties' offerings, the opponent with the higher-valued goods has advantage in the transaction.
- ✦ Quantity also affects overall value. Offering larger quantities of a lower-value commodity can increase the overall value of the offering by one or more categories (DM's ruling).

## VALUE

Very Low (shoddy, damaged, very common)

Low (inexpensive, fairly common)

Average (average quality or availability)

High (good quality or uncommon)

Very High (superior quality or rare)

Success means a good trade. Failure means the terms of the deal have to be altered and a new roll made. Bartering goes back and forth until a resolution is achieved or one side ends the bargaining.

Certain goods or services may be considered useless or priceless by some tribes (for example, Torquar artifacts are considered priceless by the Ra, but are shunned by all others). If so, Barter may not be possible, or there may be a massive modifier (DM's ruling).

## RAW MATERIALS

### ANDRAK SILK

The gossamer webbing of andrak is highly prized by many tribes in the Savage Lands. Though light and delicate, the silk is surprisingly strong. It is used to make clothing, thin and sturdy rope, and bowstrings of unsurpassed quality.

### DRAGON BONE

Many tribes make use of the remains of giant land and sand dragons. However, they are of particular worth to the Azraq and Shaka. The



## NOTE TO DMS.

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

famed longbows of the Shaka are crafted from dragon bone and sinew. The reptilian Azraq rely upon dragon bone for many items: hide and bone sledges, bone and sinew whips and other weapons, and carved bone for jewelry and body piercings.

### DRAGON OIL

Dragon oil is a viscous black liquid found only in the Black Desert, typically in small pools or tar-pits. This substance is believed to be derived from the remains of long-dead sand dragons, which are thought to liquefy over the course of time.

Dragon oil is highly flammable, and in its natural state can be used as a source of long-burning fuel for lamps. When filtered of sand and dirt, it is sought after as a lubricant for siege engines, conveyances and, in its most clarified state, fine clock-work mechanisms.

The Thrax value this substance as the primary ingredient in Thraxian fire, a highly flammable liquid used in warfare. Working with the Ra, they have attempted to prevent other tribes from acquiring this resource. But Kasiran traders and bandits do their best to thwart these attempts, sneaking into the Black Desert to obtain quantities of dragon oil whenever possible.

### GEODE

A geode is a spherical rock with a hollow cavity lined with crystals. In the rarest cases,

## RAW MATERIALS

| ITEM                           | TRADE     |
|--------------------------------|-----------|
| Andrak silk, raw               | High      |
| Claws                          | Very Low  |
| Dragon bone                    | Average   |
| Dragon oil                     | High      |
| Fangs                          | Very Low  |
| Geode                          | Average   |
| Gold                           | Very Low  |
| Hide, beast                    | Low       |
| Hide, dragon                   | High      |
| Black iron ingot               | Average   |
| Black iron nuggets             | Average   |
| Black iron scrap               | High      |
| Iron-needle spines             | Average   |
| Ironwood                       | High      |
| Kra fangs                      | Very High |
| Kra scales                     | High      |
| Obsidian                       | Very Low  |
| Oryx feathers                  | Average   |
| Red iron ingot                 | Very High |
| Red iron scrap                 | Very High |
| Salt                           | High      |
| Silver                         | Very High |
| Spike-tree spines              | Low       |
| Tanglewood, for basket weaving | Average   |
| Tanglewood, for tinder         | Low       |
| Timber                         | High      |
| Tusks                          | Low       |

these crystals are firegems or occasionally moonstones. More commonly the crystals are of lesser value, such as onyx or, far worse, a number of fire-imps. Still, folk with a penchant for gambling trade for unopened geodes in the hope of finding firegems.





## IRONWOOD

Ironwood trees are found only in the Dead Forest. They range in color from near-black to steely-gray, and are named for both their color and the hardness of their wood. The Shaka are among the few who know how to harvest the wood of these trees, which has many practical uses, particularly in the making of fine bows.

## METAL, SALVAGE

Many tribes of the Savage Land utilize metals recovered from fallen sky-cities, battlefields, and other ruins. In some cases, the salvage needs little reshaping to be useful, such as armor plating from siege engines, rods and bars of metal of varying lengths and diameters, metal wheels and springs from conveyances, and so forth. As a result, salvaged metal of a useful shape and quality is much more valuable than raw nuggets or ingots.

## Black Iron

Black iron is the most commonly used metal in the Savage Lands. This is primarily due to

its abundance, both as salvage and in its raw form. Many mountainous regions contain black iron nuggets, and ruins hold black iron salvage from wrecked war machines, weapons, and general scrap.

## Red Iron

Twice as strong as black iron and weighing half as much, red iron carries a value at least double that of black iron. Archaen items of red iron were rare even before the Fall because the ore was found only in the Volcanic Hills, a region zealously guarded by the Drakken. The reptilians made extensive use of red iron, crafting armor, weapons and other relics.

## METAL NUGGETS & INGOTS

Producing base metal from ore is a process unknown to most tribes of the current age. However, raw metals of various types are found in the form of nuggets in various places throughout the known lands. In many cases, metals are either traded in this raw form or melted down to make bar-shaped ingots.



## SALT

Large salt crystals can be found in parts of the Wilderlands, most often underground in natural caverns. Salt is a valuable trade good, as it can be used to preserve meat and to prepare hides.

## SILVER

Silver ore is found in the same regions as black iron, but it is much rarer and worth about ten times that of black iron. Among the current inhabitants of the Savage Land, silver is valuable mainly because it is the only non-magical substance that can be used against extra-dimensional entities such as demons and malign spirits. As such, it is primarily used in the crafting of weapons, and rarely used for jewelry or decorative purposes.

## WOOD

Timber suitable for crafting or construction is extremely rare in most regions of the Savage Land. The only places where wood of this quality can be found are the Dead Forest and parts of the Jungleslands, both of which are dangerous. Consequently, quality timber is a valuable trade commodity in the Savage Land. Tanglewood is found in many parts of the Wilderlands, but is suitable mainly for kindling and basket-weaving.

# TRADE GOODS

## BLANKETS & CUSHIONS

Simple blankets and bedrolls are usually made from shag, barkcloth, linen, or hides. Cushions made from stitched hides or woven plants and filled with scrub grass or shag are also traded.

## MAPS

Most old maps pre-date the Fall, and were often scribed on parchment or hide and stored in metal, stone, or bone tubes. Others were carved into clay or metal tablets. The rarest and most elaborate maps were engraved onto spheres of glass, powered from within by radian crystals, and capable of projecting

## TRADE GOODS

| ITEM                       | TRADE    |
|----------------------------|----------|
| Basket, woven needlegrass  | Very Low |
| Blankets and cushions      | Very Low |
| Cage, large, iron          | High     |
| Cage, large, wood/bone     | Low      |
| Cage, small, wood/bone     | Very Low |
| Flask, bone                | Low      |
| Flask, hide                | Very Low |
| Flask, pottery             | Low      |
| Map                        | Very Low |
| Obsidian                   | Very Low |
| Pottery, clay              | Average  |
| Pouch, belt, hide          | Average  |
| Pouch, shoulder, hide      | Average  |
| Radian crystal             | High     |
| Rope, Andrak silk          | High     |
| Rope, linen                | Average  |
| Rope, vines                | Low      |
| Sack, hide                 | Low      |
| Sack, linen                | Average  |
| Salt                       | High     |
| Torch (burns four hours)   | Average  |
| Water-skin, large (2 gal.) | Average  |
| Water-skin, small (2 qt.)  | Low      |

images onto walls, floors, or even in mid-air.

While the ancient mapmakers were of great skill, the Fall caused such changes in the landscape and celestial bodies as to make their creations quite unreliable. In the current era, the tribes are illiterate and incapable of making maps of any real value.

## POTTERY, CLAY

Spinning clay to form pottery is a common skill among many tribes. Clay pots, urns, bowls, jars,



## JEWELRY, ADORNMENTS

| ITEM              | TRADE    |
|-------------------|----------|
| Beads, bone       | Very Low |
| Beads, Onyx       | High     |
| Beads, silver     | High     |
| Earring, bone     | Very Low |
| Earring, iron     | Average  |
| Earring, silver   | High     |
| Moonstone pendant | High     |
| Ring, bone        | Very Low |
| Ring, iron        | Average  |
| Ring, silver      | High     |

ladles, and other containers and utensils are traded at markets.

## RADIAN CRYSTALS

Before the Fall, these crystals were used to power Archaen constructs and mechanisms. Radian crystals are crafted from raw firegems; the very difficult process involves cutting and inscribing the stones. In present times, only the Yann possess the ability and tools to create Radian crystals, and even their greatest artisans often fail in the attempts. Radian crystals slowly lose their power over time, becoming inert red stones.

## ROPE

The best ropes are made from andrak silk. Other types are woven from more common materials, such as needle grass and certain types of vines.

# TOOLS

## COMMON REPAIR TOOLS

For making repairs to conveyances, structures, and equipment, tools most commonly used include hammers, tongs, wood-saws, cutting blades, awls, wire, chain, and rope.

## COMMON TOOLS

Most tools made since the Fall are of suspect quality and durability, typically being made of lesser materials such as bone, wood, stone, and hide as opposed to refined and machined metals. Common types of tools include axes, hatchets, hammers, spades, and saws.

## FUSED GLASS

Pools of boiling liquid glass can be found in the Volcanic Hills,. Some Kasiran tribes know how to pour the glass into molds to fashion talismans, orbs, vials, and even crude sheets of glass. Though most fused-glass has some impurities, it is strong, durable, and can be quite beautiful. Pieces of fused-glass found in volcanic regions or on battlefields sometimes contain ancient artifacts, gemstones, or other items.

## NETS

Most nets are crafted from rope, vines, or braided leather strips. The smallest are held in one hand during combat and used to shield against, confuse, or entangle an opponent. Larger nets are weighted and thrown with both hands, or used for various types of traps and snares.

## SALVAGE TOOLS

For large-scale salvaging, Yann rely upon specialized tools: heavy hammers and pry-bars, saws capable of cutting metal or stone, portable winches with block and tackle, and so on. Before the Fall, both the Neurians and Archaens made salvage tools of exceptional design and quality. Though Yann create tools of good quality, even the best can't match the quality of the old Neurian and Archaen tools. As such, these implements are very rare and valuable.

## TORTURER'S TOOLS

Golgoths are masters of torture. Tongs, brands, clamps, various small blades, and other crude implements are their instruments.





### THRAXIAN GAUNTLETS

The Thrax wear thick hide gloves that have been boiled in a secret alchemical mixture when working with toxins and acids. Though bulky and somewhat rigid, the gauntlets provide protection from accidental spills.

### THRAXIAN TOXIN-GOGGLES

To protect their eyes from toxic fumes and poisons, the Thrax wear goggles made with beast-hide frames and smoked-crystal lenses. The goggles are also of use against sand and dust.

### THRAXIAN TOXIN-MASK

Made of shaped and stitched beast-hide, Thraxian toxin-masks look primitive, but they are effective at protecting the wearer from poisonous gas. Inside these masks, a clay canister holds layers of cloth that act as an air filter.

### TRAP MECHANISMS

The ancient Archæns were adept at making mechanical traps of varying sizes and purposes,

which they used to protect tombs, vaults, and collections of valuables. Some are so small they can fit inside locks or containers, while others are larger, and include things such as spring-loaded projectiles, secret passageways, trap-doors, and deadfalls.

Kasiran tomb-robbers are adept at finding and dismantling traps. They are sometimes willing to barter their tomb-robbing abilities in exchange for a share of any loot found. The Thrax possess similar talents, though they mainly study ancient trap mechanisms for their possible applications in weapon design.

### YANN CLOCKWORK-REPAIR TOOLS

Clockwork mechanisms can only be repaired or built with specially-made tools. These include finely-made implements such as miniature calipers, wrenches, springs, filaments, magnifying lenses, and similarly-sophisticated devices.

### YANN SALVAGE-TOOL

Made from telescoping rods of black or red



## TOOLS

| ITEM                       | TRADE     |
|----------------------------|-----------|
| Common tools               | Average   |
| Chain, light, per ft       | Average   |
| Chain, heavy, per ft       | High      |
| Glass, fused               | Average   |
| Glass worker's tools       | High      |
| Golgoth torture implements | Average   |
| Grapnel                    | Average   |
| Knife, small stone/bone    | Low       |
| Knife, small, iron         | Average   |
| Leather-working tools      | High      |
| Lock, Archaen, complex     | Very High |
| Lock, simple               | Low       |
| Mallet, wood/bone          | Very Low  |
| Metalworking tools         | High      |
| Net, knotted linen         | Average   |
| Pick/shovel                | Average   |
| Sharpening stone           | Low       |
| Slave collar               | Low       |
| Stone worker's tools       | High      |
| Thraxian gauntlets         | High      |
| Thraxian toxin-goggles     | High      |
| Thraxian toxin-mask        | Very High |
| Trap mechanism             | High      |
| Yann tool-harness          | High      |
| Whip, hide                 | Very Low  |
| Woodworking tools          | High      |

iron, a Yann salvage-tool looks like a six-foot long heavy pry-bar. However, for one who knows how to activate its various forms, the tool can be transformed into a metal-saw, a wood-saw, a shovel, a pick, a hammer, and even a spear. When several Yann salvage-tools are combined together, they can be used to make



Yann Salvage-Tool  
and Tool-Harness

even more complex tools, such as winches, levers, scaffolds, and ladders.

### YANN TOOL-HARNESS

The Yann tool-harness is typically made from toughened leather or beast hide. The harness's utility comes from its numerous pouches, pockets, metal loops, and straps, which hold a variety of tools, spare parts, materials, and so on.

## CLOTHING

### BARKCLOTH

The Imazi have developed the technique of boiling and hammering bark into a soft, but durable, cloth. Barkcloth can be dyed during this process or painted afterward. It sheds water naturally.





Barkcloth

## HIDE, BEAST

The hides of various animals are used to make boots, sandals, gauntlets, helms, belts, straps, and so on. When tanned, boiled, and hardened, animal hide can also be used to make leather-like armor.

## HIDE, OGRIPHANT

Generally worn only by the Umar, ogriphant hide is almost as tough and durable as dragon hide.

## HIDE, DRAGON

Land dragon hide is very heavy and durable, and favored by peoples such as the Ra and Drakken. Dragon-hide armor is the best non-metal armor available in the Savage Land.

## HIDE, FURS

Furred animals are rare in the Savage Land, one of the few exceptions being Grazers. These creatures have a coarse type of fur called shag, which is used for a variety of purposes. While some tribes wear furs made from the hides of humanoid creatures such as Beastmen and lycanthromorphs, many won't.

## KASIRAN LINEN

This rough-spun but comfortable cloth is made from soft fibers found in the spiny pods of the

## CLOTHING MATERIAL

| TYPE                   | TRADE   |
|------------------------|---------|
| Barkcloth              | Low     |
| Beast Hide             | Low     |
| Linen, Kasiran         | Average |
| Ogriphant hide         | Average |
| Dragon hide            | High    |
| Furs                   | High    |
| Shag (Grazer-fur hide) | Average |

## FINISHED CLOTHING

| BOOTS, HIDE          | AVERAGE  |
|----------------------|----------|
| Cloak, fur           | Low      |
| Cloak, hide          | Low      |
| Cloak, hooded linen  | Average  |
| Gauntlets, hide      | Low      |
| Loincloth, hide      | Very Low |
| Loincloth, linen     | Low      |
| Ritual vestments, Ra | Low      |
| Sandals, common      | Low      |
| Smock, hide simple   | Very Low |
| Smock, hide          | Low      |
| Vest, hide           | Low      |
| Vest, linen          | Average  |

desert thistle, a thorny plant that grows only in arid regions. The fibers are spun into thread and woven into a lightweight, comfortable cloth favored by the Kasir tribes.

## SHAG

The long, course fur of Grazers is commonly called Shag. It is used to make clothing, blankets and bedding, and to pad saddles and leather armor. Some tribes weave the fur into braids used as decorations or even short straps or ropes.



## SLAVES

| TYPE              | TRADE     |
|-------------------|-----------|
| Beastman          | Low       |
| Boglin            | Low       |
| Drudge, unskilled | Very Low  |
| Drudge, skilled   | Average   |
| Reaver            | High      |
| Shaka             | High      |
| Shan              | Average   |
| Vandar            | High      |
| Virago            | Average   |
| Yann              | Very High |

## SKILLED LABOR

Those who know how to do something of value may trade their time in exchange for food, shelter, or valuables. This is the only way most types of Drudges can survive. The Yann are particularly adept at bartering their skills in salvaging, metal-working, and construction. The Thrax work as weapon dealers and poison-makers; the Kasir deliver goods across long distances and work as tomb-robbers.

### TRAINING

Knowledge of skills is a commodity among many tribes. Some are willing to trade their knowledge of primitive magical rituals, weapons, crafting, and so on.

## SLAVES

Bands of Golgoth slavers operate throughout the Savage Land, selling their living “wares” to tribes such as the Umar and the Ra. Though most other tribes don’t barter for slaves, those who find themselves in need of additional manpower sometimes do so.

## ANIMALS & STEEDS

| TYPE                 | TRADE     |
|----------------------|-----------|
| Burden Beast         | Average   |
| Catdrac, trained     | Very High |
| Desert Beast         | Average   |
| Grazer               | Low       |
| Hopper, trained      | Average   |
| Land Dragon, young   | Average   |
| Land Lizard, trained | High      |
| Loper, trained       | Low       |
| Mandragore           | Average   |
| Ogriphant            | High      |
| Strider              | Average   |
| Tarkus, trained      | High      |
| Vennin               | Average   |
| War Beast            | High      |
| <b>Tack</b>          |           |
| Saddle and bridle    | Average   |
| Saddlebag            | Low       |

## DOMESTICATED ANIMALS

### BURDEN BEAST

Massive and slow, but capable of carrying heavy loads.

### CATDRAC

A swift and fierce steed favored by the Virago.

### DESERT BEAST

Favored as a mount and burden beast by the Kasir, as they are well-suited to hot, arid climes.

### GRAZER

Herd beasts, raised for fur and meat by the Imazi.





### **LAND DRAGON**

Fierce, can only be tamed and ridden by Drakken.

### **LAND LIZARD**

Used to carry medium or heavy loads and to pull cargo drays. Durable but ill-tempered.

### **LOPER**

Aggressive, ferocious; can only be tamed and ridden by Azraq.

### **OGRIPHANT**

Gigantic creatures used as living siege engines by the Umar.

### **STRIDER**

Swift steeds, excellent climbers, but can't carry much weight. Favored by the Shan.

### **WAR BEAST**

Tough, aggressive; favored as war-steeds by Vandar warriors.

## **CONVEYANCES**

### **CARGO DRAY**

These four-wheeled conveyances are often crudely built of whatever materials are available, including pieces of scrap metal, wood, hides, and bones. Most cargo drays are drawn by a land lizard or a pair of desert beasts. Maximum capacity is usually about 1,000 pounds.

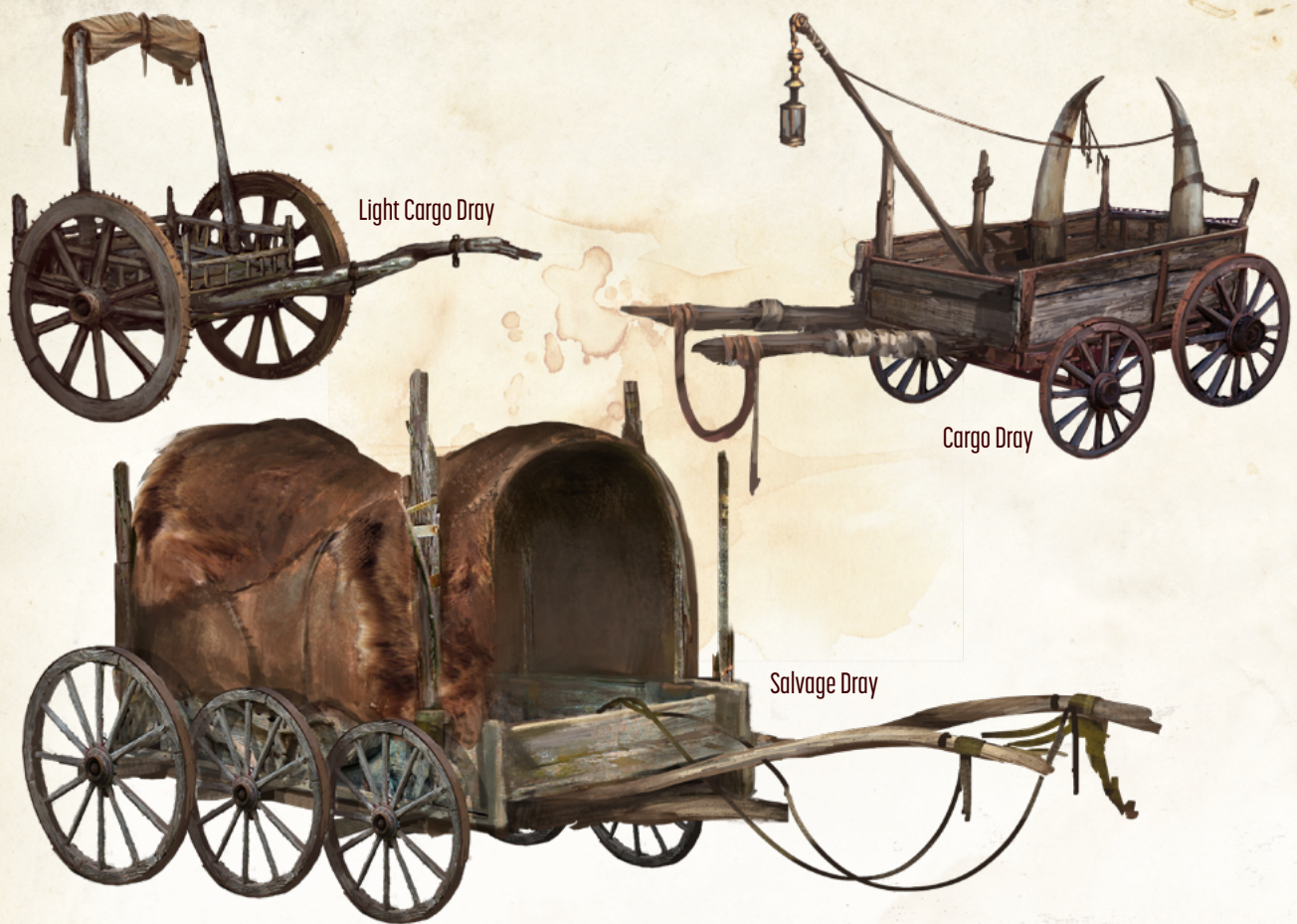
### **CARGO DRAY, LIGHT**

These conveyances are similar to a regular Cargo Dray, but only have two wheels. Light cargo drays can be drawn by a single desert beast or even a pair of striders. Maximum capacity is usually about 500 pounds.

### **SALVAGE DRAY**

The most commonly used conveyance for transporting large quantities of salvage or cargo is a type of crude, heavy wagon known as a salvage dray. These wagons are typically constructed





## CONVEYANCES

| TYPE                          | TRADE    |
|-------------------------------|----------|
| Cargo dray                    | Low      |
| Cargo dray, light             | Very Low |
| Salvage dray                  | Average  |
| Thraxian armored salvage dray | High     |

from scraps of salvaged wood and iron, and have from four to six large, heavy-duty wheels. Cargo drays are usually drawn by pairs of burden beasts or teams of four or more land lizards. Maximum capacity ranges from 1-10 tons. These conveyances are slow and ponderous, and can be difficult for unskilled drivers to maneuver.

## FOOD AND DRINK

### FRESH WATER

Most surface water found throughout the Savage Land is either stagnant or tainted. As a result, sources of fresh water are coveted. These sources are usually deep in the ground and may be accessed via subterranean caverns, natural springs, or ancient wells. Fresh water is considered a valuable commodity.

### MEAT, FRESH

Great herds of wild burden beasts and megalodonts migrate through regions of the Savage Land, feeding on grasses and scrub. These herds are commonly hunted both by natural predators and by many tribes, who rely on wild game as their primary source of food.



## FOOD

| TYPE            | TRADE   |
|-----------------|---------|
| Fresh water     | High    |
| Meat, dried     | Low     |
| Meat, fresh     | Average |
| Roots, edible   | Low     |
| Underroot Bulbs | Average |

### MEAT, DRIED

The best way to preserve fresh meat is to cut it into thin strips, boil it in salted water, and dry it slowly in the light of the twin suns. Dried meats are a staple of many tribes, and are often offered in trade.

### UNDERROOT BULBS

Underroot is a subterranean tuber that can be found in caves and caverns across the continent. The brownish bulbs of this plant measure about six inches in diameter, and are covered with a tough fibrous skin. The soft, pulpy core is juicy and nutritious, and a single bulb contains enough nutrients and liquid to sustain an average-sized humanoid for one day. When dried in the sun for a day, the bulb's outer skin hardens, which keeps its contents fresh for several weeks. The fruit's longevity, portability, and nutritional value make underroot bulbs a valuable trade commodity, especially in regions where water is very scarce.

## WEAPONS & ARMOR

### COMMON ARMOR

Typical armor is made of hides, bones and scavenged metal.

### COMMON WEAPONS

Common weapons are made of hide, wood, bone, stone, fangs, claws and scavenged metal.

### DRAKKEN SWORD

Drakken prefer heavy, thick-bladed swords

designed for hacking and chopping. As with most of their weapons and armor, Drakken swords were fashioned mainly with red iron. Those made for commanders or others of rank typically bear silver glyphs or firegems.

### DRAKKEN WAR AXE

This massive, two-handed weapon is the most common variety of war axe preferred by the towering Drakken. It's made entirely of red iron, with land dragon hide wrapped around the hand-grip. In ancient times, the greatest of these weapons were also inlaid with silver glyphs or firegems. Such weapons are held in the highest regard by Drakken of the present age.

### DRAKKEN WAR WHIP

The Drakken war whip consists of a series of spiked iron balls attached to one another by links of chain, terminating in a metal handle wrapped in dragon hide. The longest of these weapons can measure up to twelve feet, and can easily weigh over a hundred pounds.

### GOLGOTH BATTLE HELM

Golgoth males wear crude helmets made from two pieces of hammered black iron, fastened together with hide straps or chain. These helmets cover the entire head, leaving a seam-like opening between the front and back halves, with narrow slits for the eyes. The only decoration is a band of hide or skin dyed in the tribe's colors.

### GOLGOTH CHAIN-ARMOR

Many of the Golgoths tribes wear pieces of armor made from interconnected lengths of chain. On some types of armor, the chains are sewn to a hide backing; or a web of chains is simply worn as a headdress, a vest, a loincloth, or even a cloak. Golgoth males tend to wear heavier, coarser chains, while females generally prefer items made from lighter and finer chains. Golgoth chain-armor is almost always made of black iron.





## GOLGOTH CHAIN-BLADE

A chain-blade is a disk of metal sharpened around its circumference and affixed to a length of chain. Typically, the entire weapon is made of black iron, though some prefer disks of bone set with razor-sharp onyx around the edge. Others may be equipped with spikes. In any case, one skilled with this weapon commonly attacks by spinning the chain and lashing out to strike a target, recovering the disk in the same smooth motion, once again spinning the chain. At close quarters, the chain-blade can

also be used to entangle and strangle enemies. Golgoths make both a heavy chain-blade meant for two-handed use, and a lighter version that can be used with one hand. Masters of this weapon are said to be able wield two chain-blades at once, one in each hand.

## GOLGOTH CHAIN-MACE

This weapon is identical to the Golgoth chain-blade, but instead of having a blade at one end, it has a mace. The mace is usually made of black iron and studded with spikes.



## SIMPLE MELEE WEAPONS

| NAME                           | TRADE    | DAMAGE           | WEIGHT    | PROPERTIES                            |
|--------------------------------|----------|------------------|-----------|---------------------------------------|
| Club (bone or wood)            | Very Low | 1d4 bludgeoning  | 2 lb.     | Light                                 |
| Dagger, bone                   | Very Low | 1d3 piercing     | 1/2 lb.   | Light                                 |
| Dagger, iron                   | Average  | 1d4 piercing     | 1 lb.     | Finesse, Light, Thrown (range 20/60)  |
| Greatclub (bone or wood)       | Very Low | 1d8 bludgeoning  | 10 lb.    | Two-handed                            |
| Handaxe (bone or stone)        | Very Low | 1d4 slashing     | 2 lb.     | Light, thrown (range 20/40)           |
| Gwanga                         | Average  | 1d6 slashing     | 2 lb.     | Light, thrown (range 20/60)           |
| Shaka Obsidian Knife           | High     | 1d4 piercing     | .5 lb.    | Finesse, Light                        |
| Spear, iron                    | High     | 1d6 piercing     | 3 lb.     | Thrown (range 20/60), Versatile (1d8) |
| Spear, ironwood                | Average  | 1d6 piercing     | 2 lb.     | Thrown (range 20/60), Versatile (1d8) |
| Spear, stone                   | Low      | 1d6 piercing     | 2 1/2 lb. | Thrown (range 20/60), Versatile (1d8) |
| Spear, bone                    | Very Low | 1d4 piercing     | 2 lb.     | Thrown (range 20/60), Versatile (1d6) |
| Sword (black iron or obsidian) | High     | 1d8 slashing     | 2.5 lb.   | Versatile (1d10)                      |
| Umar Axe-Blade                 | Low      | 1d8 slashing     | 5 lb.     | Heavy                                 |
| Umar War Club                  | Low      | 1d10 bludgeoning | 6 lb.     | Heavy, Two-handed                     |

## MARTIAL MELEE WEAPONS

| NAME                      | TRADE | DAMAGE                      | WEIGHT | PROPERTIES                                                                   |
|---------------------------|-------|-----------------------------|--------|------------------------------------------------------------------------------|
| Drakken War Axe           | High  | 1d12 slashing               | 20 lb. | Heavy, Two-handed                                                            |
| Drakken War Whip          | High  | 1d8 slashing                | 75 lb. | Reach                                                                        |
| Drakken Sword             | High  | 2d6 slashing                | 20 lb. | Heavy, Two-handed                                                            |
| Golgoth Chain-Blade       | High  | 2d4 slashing                | 10 lb. | Reach                                                                        |
| Golgoth Chain-Mace        | High  | 1d8 bludgeoning             | 11 lb. | Reach                                                                        |
| Golgoth Chain-Hook        | High  | 1d8 piercing or bludgeoning | 10 lb. | Reach                                                                        |
| Golgoth Chain-Whip, light | High  | 1d6 bludgeoning             | 6 lb.  | Finesse                                                                      |
| Golgoth Chain-Whip, heavy | High  | 1d8 bludgeoning             | 10 lb. | Reach-                                                                       |
| Golgoth Throwing Net      | High  | -                           | 12 lb. | As net, Thrown (range 5/15)                                                  |
| Ra Executioner Axe        | High  | 1d12 slashing               | 6 lb.  | Heavy, Two-handed                                                            |
| Thraxian Blade-Staff      | High  | 1d6 bludgeoning             | 3 lb.  | Versatile (1d8). Spikes can inflict 1d4 piercing instead and may be poisoned |
| Vandar Garde              | High  | 1d6 slashing                | 15 lb. | -                                                                            |
| Vandar Greatsword         | High  | 1d10 slashing               | 7 lb.  | Heavy, Two-handed                                                            |



## SIMPLE RANGED WEAPONS

| NAME        | TRADE    | DAMAGE          | WEIGHT | PROPERTIES                            |
|-------------|----------|-----------------|--------|---------------------------------------|
| Blowgun     | Low      | 1 piercing      | 1 lb.  | Ammunition (range 20/100), loading    |
| Sling, hide | Very Low | 1d4 bludgeoning | -      | Ammunition (range 30/120)             |
| Shortbow    | Average  | 1d6 piercing    | 2 lb.  | Ammunition (range 60/300), two-handed |

## MARTIAL RANGED WEAPONS

| NAME                   | TRADE   | DAMAGE        | WEIGHT | PROPERTIES                                             |
|------------------------|---------|---------------|--------|--------------------------------------------------------|
| Ra Heavy Iron Crossbow | High    | 1d10 piercing | 18 lb. | Ammunition (range 100/400), heavy, loading, two-handed |
| Shaka Longbow          | High    | d8 piercing   | 2 lb.  | Ammunition (range 150/600), two-handed                 |
| Shaka Shortbow         | Average | 1d10 piercing | 2 lb.  | Ammunition (range 120/400), two-handed                 |
| Thraxian Dart-Thrower  | High    | d4 piercing   | .2 lb. | Ammunition (range 30/90)                               |
| Virago Shortbow        | High    | 1d8 piercing  | 2 lb.  | Ammunition (range 100/350), two-handed                 |

## AMMUNITION/ACCESSORIES FOR MISSILE WEAPONS

| TYPE                             | TRADE    |
|----------------------------------|----------|
| Pouch w/20 sling stones          | Very Low |
| Quiver (dart thrower) w/10 darts | Low      |
| Quiver (crossbow) w/20 quarrels  | Average  |
| Quiver (longbow) w/20 arrows     | Average  |
| Quiver (short bow) w/20 arrows   | Low      |
| Spring blade (for spring knife)  | Average  |

### GOLGOTH CHAIN-HOOD

Golgoth females wear headdresses of interconnected chains, sometimes decorated with spikes and hooks to lend an even more fearsome aspect to their appearance.

### GOLGOTH CHAIN-HOOK

Designed for climbing, securing cargo, and capturing large beasts; the chain is up to twenty feet long with a multi-pronged hook at each end. Some hooks are big enough to be used as hand-held slashing weapons, at the same time the chain is used to block, confuse, and entangle attackers.

### GOLGOTH CHAIN-WHIP

A light or heavy flail consisting of five chains attached to an iron handle. It is used to control slaves, or as a weapon in battle. In the latter case, small spiked iron balls are sometimes attached to the ends of the chains.

### GOLGOTH THROWING NET

Perhaps the most effective Golgoth capture weapon, a throwing net is made with thin strips of braided beast-hide and four iron weights. It is spun over the head with both hands and thrown to entangle.

### IMAZI GWANGA

This four-bladed throwing knife is used by the Imazi tribes. It is used to hunt large animals, and in battle as a throwing or cutting weapon. Experts with this weapon are able to wield two gwanga at once.

### RA EXECUTIONER AXE

According to the dictates of the Death cult, properly performing a ritual killing requires an executioner's axe. These heavy weapons typically require both hands to wield. Crafted from black iron, black onyx, or obsidian, this single-bladed



## ARMOR

| TYPE                       | TRADE     | ARMOR CLASS (AC)          | STRENGTH | STEALTH      | WEIGHT  |
|----------------------------|-----------|---------------------------|----------|--------------|---------|
| <b>Light Armor</b>         |           |                           |          |              |         |
| Golgoth chain-armor        | Average   | 13 + Dex modifier (max 2) | -        | Disadvantage | 10 lb.  |
| Land lizard hide           | Low       | 11 + Dex modifier (max 2) | -        |              | 8 lb.   |
| Shaka beast-hide           | Average   | 12 + Dex modifier (max 2) | -        |              | 10 lb.  |
| <b>Medium Armor</b>        |           |                           |          |              |         |
| Scavenged black iron armor | Low       | 14                        | 13       | Disadvantage | 20 lb.  |
| Shan Ceremonial Armor      | High      | 15                        | -        | Disadvantage | 30 lb.  |
| Vandar Garde               | Average   | 14 + Dex modifier (max 2) | 13       | Disadvantage | 15 lb.  |
| <b>Heavy Armor</b>         |           |                           |          |              |         |
| Drakken Battle Armor       | Very High | 17                        | 14       | Disadvantage | 120 lb. |
| Ra Paladin Armor           | High      | 16                        | 14       | Disadvantage | 55 lb.  |
| <b>Shield</b>              |           |                           |          |              |         |
| Shield (hide & wood)       | Average   | +1                        | -        | -            | 4 lb.   |
| Shield (iron)              | High      | +2                        | -        | -            | 6 lb.   |

axe is shaped to resemble a leering death-head. The haft is fashioned from deadwood, a tree found near graves and burial grounds, and is engraved with symbols of import to the Cult. Skin, hair, and hide wrap the handle—often made from the scalps of those sent to the glory of Death's eternal embrace.

### RA HEAVY IRON CROSSBOW

The handle of a Ra heavy crossbow is usually carved bone, and may be elaborately decorated with onyx engravings. Boiled hide is wrapped around the bow, which is itself fashioned from thin plates of black iron, and is essentially a very powerful spring. The crank mechanism and trigger are also made of black iron, as are the heavy bolts fired from it.

### SHAKA BEAST-HIDE ARMOR

Talented trackers, hunters, and skimmers, Shaka take care to make the most of the hides of the beasts they slay. The leather workers among their tribes craft goods of excellent quality from these skins, and the armor they make is known

for its strength and suppleness. Shaka armor consists of pads of stitched leather filled with the scales or tough hides of large beasts, such as behemoths and land lizards. The pads are stitched together to form jerkins and leggings, and may be adorned with dyed furs, feathers, and crystal beads.

### SHAKA BLADES AND ARROWHEADS

The Shaka make razor-sharp blades from flint and obsidian, which they use as cutting tools and for skinning and leather-working, or as arrowheads. Shaka rarely use these blades in battle, preferring to fight with bows, or at close range, with their claws and teeth.

### SHAKA LONGBOW

To a Shaka, his longbow represents more than a mere weapon. It is an extension of his will and is named after him.

The crafting of a Shaka longbow involves rituals performed by the artisans and the intended archer, and is one stage of a Shaka's initiation ceremonies into adulthood. To obtain



the bone, hide, sinew, and blood needed to make the weapon, the young Shaka must take part in a dragon-hunt with the other members of his pride.

Each bow is tailored to the stature of the Shaka who bears it. Typically, the longbow is over seven feet in length and requires tremendous strength for other folk to draw. However, even touching a Shaka's bow without invitation is a dire insult. Anything more, such as drawing the bow, would likely end in bloodshed.

### **SHAN CEREMONIAL ARMOR**

These suits are beautifully made of metal scales and plates sewn onto hide. They are handed down from one generation to the next, and are considered priceless by the Shan. Some of the older suits of Shan armor were imbued with an aura of enchantment (+1), but not all.

### **SHAN CEREMONIAL SWORD**

These longswords were made before the Fall by master sword-smiths, who imbued each blade with a +1 aura of enchantment that makes them effective against most types of supernatural entities; the skill required to make such blades is now a lost art. Shan swords are light, extremely well-balanced, and razor-sharp. These rare artifacts are well cared for, and are passed down from one generation to the next.

### **THRAXIAN BLADE-STAFF**

Measuring around six feet in length, a blade-staff is hollow and may be constructed of bone, wood, metal, or even crystal, depending upon the whim of its creator. One or both ends of the staff contain mechanisms to extend and retract thin blades or spikes, turning the staff into a stabbing and slashing weapon. The blades are often coated with poison to increase their deadliness. Some blade-staves have other features: hidden compartments for valuables like maps or gemstones, mechanisms allowing the staff to be twisted into two pieces with a strong filament of wire between to be used as a garrote or slicer, and so forth.

### **THRAXIAN DART-THROWER**

A dart-thrower is an easily-concealed weapon that consists of a leather bracer worn about the wrist and forearm. Around the bracer are up to six pockets, each containing a tube made of metal or bone. The tubes hold spring-loaded darts coated in poison, drugs, or some other toxic substance. Each tube can be triggered by depressing a button on the bracer. Reloading is a slow process, requiring the bracer to be removed, the springs cocked, and poison-tipped darts carefully inserted.

### **UMAR AXE-BLADE**

Lacking all but rudimentary iron-working skills, the Umar make heavy, single-edged chopping weapons from salvaged metal. The axe-blade typically consists of one long, curved edge honed from a single, wide piece of scrap. Hide or leather wraps the handle. Umar use them for chopping trees and meat, as well as their enemies.

### **UMAR HACK-SWORD**

These weapons resemble a cross between an over-sized falchion and a meat-cleaver. About five feet in length, hack-swords are heavy, single-edged chopping weapons. A two-handed version, measuring over seven feet in length, is also made. Both types are crudely made by slave laborers, and require great strength and size to wield.

### **UMAR WAR CLUB**

A primitive but effective weapon, the Umar club is carved from dragon bones and studded with claws, horns, scrap iron, and sharp stones. It is used to batter enemies into submission.

### **VANDAR GARDE**

This type of armor is usually only worn by the Vandar tribes. It's made of iron plates, padded on one side and spiked on the other, and worn on the shoulders, arms and legs. The garde is used for protection, to parry blows, and as a weapon.



## VANDAR GREATSWORD

A massive two-handed sword favored by the Vandar, this weapon requires a great deal of strength to wield. Most are made by the Yann to Vandar specifications, meaning the blades are sharp, durable, and devoid of any form of decoration. The weapon typically comes with a scabbard made of beast-hide that can be strapped across the wielder's back.

## VIRAGO SHORT BOW

These composite bows are designed specifically for mounted archery, and are smaller and lighter than a Shaka shortbow.

## WITCHMAN BLOWGUN

The shamans of the Witchman tribes make blowguns from pieces of hollowed wood and bone. The base of the blowgun is usually a foot or so long and may be used alone; however, it is more common for the Witchmen to attach one or more pieces to the base, extending the length of the blowgun and its range and accuracy. Darts may be crafted from bone, wood, and thorns. They are cup-shaped at the base, fitted with reeds or feathers, and end in a needle-sharp point coated with poison.

# COMMON SIEGE ENGINES

## SPIKE HURLER

Large Object

Armor Class: 15

Hit Points: 65

Damage Immunities: poison, psychic

This device can simultaneously launch as many as twenty three-foot long iron spikes for a distance of about 300 feet. It is not accurate, but it can cause a good deal of damage to wooden structures, siege engines, or enemy troops. Spike hurlers require a crew of twenty Boglins, or at least five Umar, to operate. The devices are wheeled, and are usually towed into place by an ogriphant or a team of 2-3 war beasts.

At short range the spike hurler has an area of effect of a line 10' wide and 75' long.

## SIEGE WEAPONS

| TYPE                       | CREW   | DMG        | TRADE     |
|----------------------------|--------|------------|-----------|
| Ballista, heavy            | 8      | 3D10       | Very High |
| Ballista, light            | 4      | 3D6        | High      |
| Catapult, heavy            | 8      | 8D10       | Very High |
| Catapult, light (Mangonel) | 4      | 5D10       | High      |
| Thraxian fire-bomb         | 1      | 3D6        | Average   |
| Thraxian Fire-Thrower      | 4      | 4D6        | High      |
| Thraxian fire, gallon      |        |            | High      |
| Bombastion                 | 10     | 10D10      | Very High |
| Archaen Siege Weapon       | varies | Per weapon | Very High |

Every creature in the line of fire must make a Dexterity save or be hit by a bolt; two on a natural "1".

At long range the are of effect is a 30' sphere, centered on the point of impact. Again, a Dexterity save is required.

**Bolt.** *Ranged Weapon Attack:* +6 to hit, range 75/300 ft., Area of Effect (10' line or 30' Sphere). *Hit:* 16 (3d10) piercing damage.

## THRAXIAN FIRE

This dangerous substance consists of a mixture of dragon oil, quicklime, brimstone, and other ingredients. The exact recipe is a secret: only the Thrax know how to make Thraxian fire. Its adhesive nature and extreme volatility make Thraxian fire a fearsome weapon. Once it has been set alight, it is notoriously difficult to extinguish and produces an extremely hot flame. Water can't extinguish Thraxian fire; only smothering the flames with sand or hides works. Some say that there is a rare version of Thraxian fire that ignites when exposed to air.

Creatures or flammable objects hit by Thraxian fire remain on fire for 5 minutes, or until appropriate measures are taken. This fire does 1/2 the original damage at the start of each round.



### THRAXIAN FIRE-BOMB

Small, clay pots stoppered and sealed with wax can still be found intact within ruins or buried beneath the rubble of ancient battlegrounds. Larger versions are hurled as ammunition from bombastions.

Treat a hand-hurled fire-bomb as a fragmentation grenade (DMG 268), doing 3D6 fire damage instead of piercing. It leaves a puddle of flaming fuel (5' diameter, 2D6 non-magical fire damage, lasting 10 minutes) where it landed. Moving through the puddle results in Thraxian fire adhering to the creature.

Bombastion fire-bombs have an initial blast radius of 30', and leaves a flaming puddle 15' in diameter.

### THRAXIAN FIRE-THROWER

Medium Object

**Armor Class:** 12

**Hit Points:** 20

**Damage Immunities:** poison, psychic

A fire-thrower is a weapon consisting of a metal tube, a chemical reservoir, and a bellows made of hide. Thraxian weapon-smiths craft these devices, which can be used to spray Thraxian fire to a distance of 20 feet. When ignited, the liquid fire gushes from the spout, coating anything in its path with sticky, burning gobbets of fire that burn with enough heat to melt non-magical metals. Some of these weapons are small enough to be wielded by an individual, while larger versions can be mounted on battle golems or used as siege weapons.

The fire-thrower projects its flame in a 5'x20' line. The operators may take an action to change the direction of fire. Damage is as above.

### UMARAN HEAVY CATAPULT

Medium Object

**Armor Class:** 15

**Hit Points:** 20

**Damage Immunities:** poison, psychic

A giant catapult made of wood or ogriphiant bones, capable of throwing a 500 pound boulder up to 500 feet. This weapon requires a crew of forty Boglins, or at least ten Umar, to operate. A



Thraxian Fire-Thrower

full-grown ogriphiant or two burden beasts are required to move this massive weapon.

Treat the heavy catapult as a trebuchet.

### UMARAN SIEGE TOWER

These huge, hundred-foot tall towers are made of wood and ogriphiant bones. These engines may have as many as sixteen wheels and are covered with green hides to protect against fire and missile weapons. A single tower can hold up to a hundred Boglins or about twenty Umar warriors. An ogriphiant, chained inside the tower, propels this siege engine.

## ARCHAEN SIEGE WEAPONS

The Archaens were known to construct siege engines that far exceeded the capabilities of the primitive weapons made by the folk of the current era. Most of these devices were damaged or destroyed during the Fall, but siege engines that can be salvaged either whole or in part are greatly valued by most tribes. Known types of Archaen siege weapons include:

### BOMBASTION

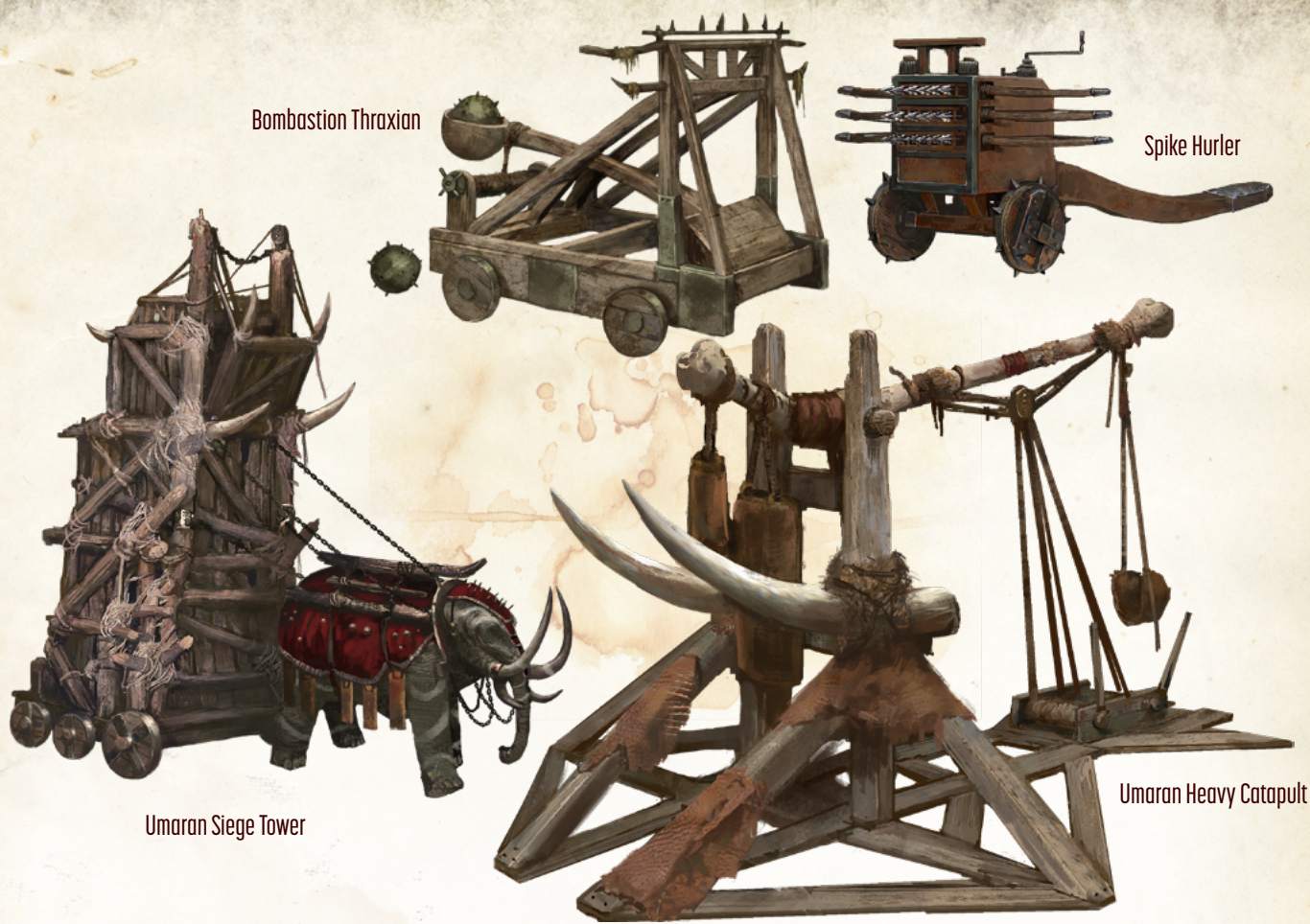
Huge Object

**Armor Class:** 15

**Hit Points:** 65

**Damage Immunities:** poison, psychic





Bombastion Thraxian

Spike Hurler

Umaran Siege Tower

Umaran Heavy Catapult

The bombastion is a gigantic catapult designed to hurl heavy iron spheres or amberglass spheres filled with alchemical toxins, poisonous gasses, or elemental essences for a distance of up to 300 feet. A minimum crew of ten average-sized humanoids is required to operate a bombastion. Because these siege engines are so heavy, a burden beast or a team of three war beasts is needed to tow the device into place.

## BATTLE GOLEM

Huge Object

**Armor Class:** 20

**Hit Points:** 125

**Damage Immunities:** poison, psychic

These devices ranged from ten to twenty feet in height, and were equipped with magical weaponry capable of firing javelins or, in the more advanced models, bolts of arcane force. A crew of 1-2 was required to operate most types of battle golems, though it is said that a very rare type of unmanned, mechanized device was also made.

## IRON DRAGON

Huge Object

**Armor Class:** 23

**Hit Points:** 225

**Damage Immunities:** poison, psychic

These constructs resemble massive, stylized dragons made of iron, measuring up to 200 feet long from end to end. These devices were designed spout fire, and are quite terrifying; in fact, the legends of “crested dragons” may well have originated from sightings of these mammoth constructs.

Iron dragons are slow; their maximum walking speed is about equal to that of a burden beast. These constructs are heavily armored and were used both as troop carriers and giant battering rams. One large or two medium-sized radian crystals are required to power an iron dragon.





Bombastion



Battle Golem



Iron Dragon



Iron Scorpion

## IRON SCORPION

Huge Object

**Armor Class:** 23

**Hit Points:** 225

**Damage Immunities:** poison, psychic

These war engines were similar in purpose to iron dragons but were designed to resemble great metallic insects. The average iron scorpion measured over thirty feet in length, required a minimum crew of eight, and was equipped with powerful claws that could be used to crush opposing battle golems or troops. The most advanced models also had a tail stinger capable of spraying caustic acids that could be used to dissolve heavy armor, barricades, or fortifications.

## SIEGE GOLEM

Huge Object

**Armor Class:** 25

**Hit Points:** 300

**Damage Immunities:** poison, psychic

A much larger version of the battle golem, siege golems were forged of black or red iron and constructed in the image of humanoid warriors. These titanic constructs were intended to strike terror into the hearts of the enemy.

Siege golems are not automatons, and possess no capability for independent action. Instead, these constructs had to be operated by crews of pilots, engineers, and artilleryists. Radian crystals and complex mechanical contrivances were utilized to provide impetus to the golems, enabling them to “walk” after the manner of men. Batteries of ballistae, fire-throwers, and other weapons were built into the golem's shoulders, arms, and head, giving them the



appearance of walking fortresses. The largest of these constructs may well have measured over two hundred feet high and housed a crew of over fifty warriors.

Most siege golems were destroyed in the Sorcerers Wars, or during the terrible cataclysm known as the Fall. Sections and pieces of these construct still litter the battlefields of the Savage Land, and more have no doubt been buried by the wind, dust-storms, or the Gyre.

## PRIMITIVE CONCOCTIONS

### Potions

Creating a potion requires the concoct potion magical ritual. This takes a full day and the undivided attention of the caster for the duration. Brewing more than one dose of a potion at a time adds +1 to the DC per dose after the first.

The following is a list of the various types of potions that most tribal shamans of the Savage Land know how to make. At least two ingredients of the appropriate type (DM's ruling) must be available for a shaman to create any primitive concoction (see the Primitive Magical Ingredients, pg 228). If desired, the DM may invent additional types of concoctions, and/or allow Player Characters to do so.

#### CURATIVE POTIONS

DC 13

Cures whatever disease the potion has been specifically concocted to work against, such as blood-fever or crypt-rot.

#### CURSED POTIONS

DC 15

Any of the types of listed potions can be concocted so that they cause the reverse of the intended effect; i.e., turning a strength potion into a potion of weakness that reduces Strength instead. These types of mixtures are generally known as Cursed Potions, and can be difficult to discern from their non-cursed counterparts;



Siege Golem

a DC 13 Arcana roll is required to identify a cursed potion.

#### HEALING POTION

DC 12

Instantly heals 1d12 points of damage from wounds. Healing Potions made from Green Lotus can be used to heal plant-creatures such as Narada.

Note that Healing Potions can't be used to cure disease, nor as poison antidotes.

#### LOVE POTION

DC 14

Simulates feelings of desire, which will be directed at the first individual the drinker sees



after imbibing the potion. The user is allowed a DC 12 Constitution save to resist the effect. If failed, the effects last until the victim makes a successful save (one attempt per day).

### MEDICINAL PURGE

DC 12

Purges parasites of all sorts from the recipient's body. DC 13 Constitution save or suffer nausea, cramps, etc. for 1 minute.

### POISON ANTIDOTE

DC 12

Removes the poisoned condition and counters any other ongoing effects of having been poisoned such, as hit point loss. The potion has no effect on hit points already lost.

### POTION OF COLD RESISTANCE

DC 14

Grants resistance to cold attacks for 1 day.

### POTION OF FIRE RESISTANCE

DC 14

Grants resistance to fire attacks for 1 day.

### POTION OF TRUE SIGHT

DC 14

Induces a type of trance-state that allows the user to see invisible, astral, and spirit presences for 1d10 minutes. This potion has narcotic side-effects: disadvantage on any Dexterity or Wisdom based rolls for a day if used more than once a week, and make a DC 13 Constitution save or become addicted to this potion (see Addiction, page 224).

### SLEEPING POTION

DC 13

Induces sleep within a moment or two of ingestion. This may be resisted with a DC 13 Constitution save. Duration of the induced sleep is 1d4 hours, but if the character needed rest the overall duration may be longer.

## POTIONS

| POTION          | TRADE     |
|-----------------|-----------|
| Cold resistance | Very High |
| Curative        | Very High |
| Fire resistance | Very High |
| Healing         | High      |
| Love            | High      |
| Poison Antidote | High      |
| Purge           | High      |
| Sleeping        | High      |
| Speed           | Very High |
| Strength        | Very High |
| True sight      | Very High |

### SPEED POTION

DC 13

Increases Speed by +5' per dose, up to a maximum of 3 doses. The effects last for 1 hour.

### STRENGTH POTION

DC 14

Increases Strength by 2 for 1 hour.

## Intoxicants

Intoxicants are commonly used by many tribes for recreational purposes, for certain types of rituals, or simply as a means to escape the harsh realities of life in the Savage Land. All have negative side-effects of one sort or another, including potential addiction (see sidebar).

Intoxicants take an hour to concoct. Alcoholic mixtures require an additional 7 days to ferment. Unlike concocting potions, there is no penalty for concocting multiple "doses" of any intoxicant.

### ARRACK

The most common type of alcoholic drink in the Savage Land, typically carried in an animal-hide flask or "skin" that holds about a quart of liquid. Arrack induces mild euphoria,



## ADDICTION

Individuals who become addicted to any substance need to take it each day or suffer a penalty of -1, cumulative per each day without the substance, to all skill, save, combat, and magic casting rolls. An addiction can be "broken" by making a successful roll using Wisdom, once per day for at least 7 days in a row. At the DM's option, even those who break an addiction may thereafter continue to have to make a Constitution saving throw when in the presence of the former addict's "drug of choice".

and lowers inhibitions. When taken in moderation, it can increase feelings of friendship and fellowship (advantage on rolls of Charisma or Reputation); when taken in excess, arrack impairs the drinker's balance, coordination, and judgment. Arrack can be made from a wide variety of fruits or other plant fluids, each imparting a different flavor. Effects last up to 3 hours.

**Side effects.** -1 Dexterity, -1 Wisdom, and -1 Perception per flask.

### BLACK ARRACK

Similar to Arrack in that it has euphoric properties, and is carried in animal-hide flasks. However, Black Arrack also confers immunity to pain, lasting for up to 3 hours.

**Side-effects.** -1 Dexterity, -2 Wisdom, -2 Perception per flask, plus increased hostility and possible addiction (if used more than once a week, make a DC 12 Constitution saving throw or become addicted).

### BLACK LOTUS POLLEN

Smoked or added to food or drink, this substance grants prophetic visions for ten minutes. For the next hour, the user can also see astral presences, but has disadvantage on Perception checks to notice anything in the physical realm.

**Side-Effects.** -2 Perception, -5 Dexterity, plus high chance of addiction (make a DC 17 Constitution saving throw each time this substance is used or become addicted).

## INTOXICANTS

| ITEM               | TRADE   |
|--------------------|---------|
| Arrack             | Low     |
| Black Arrack       | Average |
| Black Lotus Pollen | High    |
| Euphorica          | High    |

## EUPHORICA

Concocted from the pollen of the Mantrap plant, Euphorica causes intense feelings of euphoria that last for 1-4 hours.

**Side-Effects.** -2 Perception, -2 Dexterity, plus chance of addiction (make a DC 15 Constitution save each time this substance is used or become addicted).

## Poisons

Poisons and venoms take an hour to concoct. Brewing more than one dose of any potion at a time adds an additional penalty of -5 per each additional dose. See the rules for Poison on page 257 of the **DUNGEON MASTER'S GUIDE**.

### AMBUSH PLANT SAP

(Contact)

A creature subjected to this poison must succeed on a DC 13 Constitution save or take 1d4 damage per turn for 3 turns.

### ANDRAK VENOM

(Injury)

A creature subjected to this poison must succeed on a DC 14 Constitution save or take 1d4 damage per turn for 5 turns.

### AZRAQ VENOM

(Injury)

A creature subjected to this poison must succeed on a DC 16 Constitution save or take 1d6 damage.

### BLADE VENOM

(Injury)

A creature subjected to this poison must



succeed on a DC 13 Constitution save or take 1d6 damage (first attack only after applying).

### **CRYPT-WYRM VENOM**

(Injury, Ingested)

A creature subjected to this poison must succeed on a DC 13 Constitution save or take 1d6 damage, plus a DC 14 Constitution save or contract blood-fever.

### **DEADWOOD RESIN**

(Contact)

A plant or plant-like creature subjected to this poison must succeed on a DC 16 Constitution save or take 1d20 damage.

### **MANDRAGORE POWDER**

(Contact)

A creature subjected to this poison must succeed on a DC 14 Constitution save or take 1d8 damage (double damage to plants or plant-creatures).

### **MANRAK VENOM**

(Injury)

A creature subjected to this poison must succeed on a DC 14 Constitution save or be paralyzed for 1d20 rounds.

### **POISON, CONTACT**

(Contact)

A creature subjected to this poison must succeed on a DC 13 Constitution save or take 1d4 damage per round for 2 rounds.

### **POISON, INGESTED**

(Ingested)

A creature subjected to this poison must succeed on a DC 17 Constitution save or take 1d4 damage per round for 4 rounds.

### **SKULLCAP**

(Ingested)

A creature subjected to this poison must succeed on a DC 14 Constitution save or suffer severe hallucinations lasting up to one hour.

## **POISONS**

| ITEM             | TYPE             | TRADE     |
|------------------|------------------|-----------|
| Ambush plant sap | Contact          | High      |
| Andrak venom     | Injury           | High      |
| Azraq venom      | Injury           | Average   |
| Blade venom      | Injury           | Average   |
| Crypt-worm venom | Injury, ingested | Very High |
| Deadwood resin   | Contact          | Average   |
| Mandrak powder   | Contact          | High      |
| Manrak venom     | Injury           | High      |
| Poison, contact  | Contact          | High      |
| Poison, ingested | Ingested         | Average   |
| Skullcap         | Ingested         | Low       |
| Vennin poison    | Injury           | Low       |
| Venomwood sap    | Contact          | Average   |

### **VENNIN POISON**

(Injury)

A creature subjected to this poison must succeed on a DC 20 Constitution save or take 1d10 damage per round for 5 rounds.

### **VENOMWOOD SAP**

(Contact)

Used in Witchman poison darts. The merest touch causes searing pain and the loss of 1d8 points of Strength for up to one hour. A creature subjected to a greater dose must succeed on a DC 16 Constitution save or die in 2d4 hours.

## **PRIMITIVE MAGICAL CHARMS & TALISMANS**

Various types of protective charms and talismans can be found in use among the tribes of the Savage Land. Some types are quite effective; others are used only by the superstitious and may or may not have any actual effect.

Charms come in many forms, including necklaces of woven plant fibers, small pouches filled



## CHARMS AND TALISMANS

| ITEM                    | TRADE     |
|-------------------------|-----------|
| Ceremonial mask         | Low       |
| Charm, cold resistance  | High      |
| Charm, fire resistance  | High      |
| Charm, love             | High      |
| Charm, luck             | Very High |
| Charm, magic resistance | High      |
| Charm, prevent disease  | Very High |
| Charm, speed            | High      |
| Charm, speed            | High      |
| Kasiran Fetish Mask     | Low       |
| Soul Cage               | Low       |
| Soul Jar                | Low       |
| Soulstone               | Low       |
| Shrunken head           | Low       |

with powdered herbs, wood or stone icons, bracelets of knotted hair or other materials, bits of jewelry, and so on. A charm can only have one magical property, such as fire resistance, immunity to disease, or luck.

Creating one of these items requires the *create charms & talismans* ritual against a DC of 15. A single charm or talisman takes a full week and requires the undivided attention of the caster for the duration.

As with potions, at least two ingredients of the appropriate type (DM's ruling) must be used when creating one of these items (see the Primitive Magical Ingredients later in this chapter).

It is suggested that the Attunement rules (DMG 136) be used for these items to function, which limits a character to wearing no more than 3 attuned items at a time.

The following is just a small sampling of the many types of charms and talismans that can be found in the Savage Land.

## CURSED CHARMS OR TALISMANS

These devices have the opposite effect of their non-cursed counterparts, as in a charm of ill fortune, instead of a luck charm.

### COLD WARD

Grants advantage on saving throws versus cold.

### FIRE WARD

Grants advantage on saving throws versus fire.

### LOVE CHARM

Grants advantage on Charisma-based rolls against targets attracted to the wearer's gender.

### LUCK CHARM

Once a minute, allows a result of a "1" on any skill, attack, attribute or save to be re-rolled.

### PREVENT DISEASE

Grants advantage on saving throws against disease.

### SPELL WARD

Grants advantage on saving throws against any spell effect that doesn't inflict damage

### SPEED CHARM

Grants +10' Speed.

### STRENGTH CHARM

Grants advantage to any Strength-based roll.

## OTHER MAGIC ITEMS

While shamans of the Savage Land era are not able to make the more advanced types of magic items, they are capable of creating certain types of primitive fetishes, totems, and the like.

Some of these items require the *create charms & talismans* ritual. Others require specific rituals that are closely guarded by those who know them. Unless specified below, it is up to the DM to decide if and how a desired item can be made and what materials are required to make it.



## **CEREMONIAL MASKS**

These devices are typically carved from wood, colored with pigments and decorated with various types of materials. A ceremonial mask is intended to gain the favor of whatever type of creature or being it is made to symbolize or resemble. Entities most commonly represented by these devices include spirits (malign or benign), wild or tamed beasts, demons, and nature spirits. Ceremonial masks are useful in summoning rituals, granting the wearer advantage on any required rolls.

## **KASIRAN FETISH-MASKS**

Kasiran seers are known for creating many types of protective talismans and devices, the most notable of which are their traditional fetish-masks. Made of tooled animal hide and decorated with wards and symbols, these masks are said to protect the wearer from a variety of evil influences. These include protection from the “evil eye”, and from the unwanted attention of evil spirits and ghosts. Especially feared are shadowwarriors, who may return from the dead to hunt down the descendants of those who killed them or robbed their tombs. The Kasir believe that shadowwarriors do this by tracking and reading the clan markings of their intended victims; hence their use of masks to disguise these markings.

Note that each mask is unique, and only protects the wearer for whom it was made.

## **SHRUNKEN HEAD FETISHES**

The grisly shrunken head fetishes made by Witchman shamans are used to communicate with the spiritrealm; specifically, the spirit of the individual whose head has been so horribly employed. These horrid fetishes take a week to create, cure, and imbue with a primitive form of enchantment. The fetish is capable of speech, and if asked a question must respond truthfully. The shrunken heads of other shamans or ancient spell casters are especially favored for the magical knowledge that they contain. These fetishes may be used once per day.

## **SOULSTONES**

Soulstones are necromantic fetishes employed by the Witchman tribes, as well as certain entities from the Lower Planes. These items can be used to contain and utilize the soul essence of incorporeal entities such as ghosts, wandering spiritforms, the astral bodies of dreamers, and the like.

A black diamond of at least thirteen carats is required to make a soulstone. The stone may be used to contain the soul essence of any type of noncorporeal entity. Note that a soulstone can only be used to contain a spirit, not to trap it; for the latter, one must use an item known as a soul cage.

A soulstone that contains a spiritform can be used to confer one of the trapped entity’s abilities to its owner, such as a skill, a bonus to an ability rating, or even a quantity of additional hit points. The type of ability to be conferred is determined by the shaman as he or she creates the fetish. As long as the soulstone ritual is successful, the stone confers the desired ability. If not, it may confer a random ability (DM’s choice), or even a negative ability of some sort, such as a curse, permanent reduction of an Attribute, or a permanent loss of hit points.

According to legend, the only way to release a spiritform that has been contained within a soulstone is to shatter the stone—no simple matter, given that soulstones are made from black diamonds.

## **SOUL CAGE**

A soul cage is a primitive device used to trap and hold spirits. These devices resemble tiny (1-2 inches high) birdcages made of intricately-woven roots and vines.

In order to trap a spirit in a soul cage, the shaman must approach within ten feet of the entity to be targeted while holding the cage in hand, and use an action while chanting a word of command. The user must make an opposed Wisdom save against their intended target. If successful, the entity is trapped in the cage and can only get free if released by the shaman, or if the cage is damaged in any way.



Note that unlike a soulstone, a soul cage is just a trap; it confers no ability to the owner or holder of the item. However, a spiritform trapped in a soul cage can be transferred to a soulstone by the same process used to originally trap the entity (roll vs. Wisdom).

### SOUL JAR

Imazi shamans create these devices, which are carried by all members of their tribe. Soul jars are intricately-carved wooden vials that are worn on a cord around the neck. The Imazi believe that the spirits of their elders reside within these jars, and that they protect the wearer's spirits from harm.

While worn and attuned, Soul jars confer protection from influence by enemy shamans, evil spirits and ghosts, granting advantage on all required saves. They also grant immunity to the soul-stealing properties of Soulstones.

## PRIMITIVE MAGICAL INGREDIENTS

The following is a list of various types of ingredients known in the Savage Land to possess magical or medicinal properties.

The approximate amount of any ingredient needed to create a Primitive Concoction is listed in parentheses. These amounts are also typically used as a measurement for bartering.

## Stones & Minerals

### AMBER

(10 grams)

Powdered amber is valued throughout the Savage Land for its healing properties and use in the making of cure-alls, medicinal powders, and potions. It is typically carried and traded in vials or small leather pouches. Solid amber is used in protective talismans. In this case the stone is usually polished and engraved with magic sigils. A half-dose can be used as an activating ingredient in any type of potion.

The best amber is found in the Boglands



of the Dead Forest, and in some parts of the Junglegrounds.

### BLACK DIAMOND

(10 carats)

When a demon dies, it leaves behind its heartstone, a black diamond. The size of the heartstone is indicative of the power of the demon and the power of the stone itself. They may be cut and polished into fine jewels and used in soul-binding rituals. In the time before the Fall, Archaen alchemists utilized powdered black diamond in some of their concoctions.

Black diamond can be used as an activator in virtually any primitive concoction, charm, or talisman. A double dose can be used to create cursed potions.

### FIREGEM

(10 carats)

In their natural state, firegems are rough, uncut gemstones typically found encased within rock-hard geodes. It is commonly held that raw firegems are found only within the Volcanic Hills, but some folk claim to have recovered them from caves beneath the Black Desert. Due



## STONES

| TYPE                             | COST PER CT. |
|----------------------------------|--------------|
| Amber                            | Average      |
| Black diamond                    | High         |
| Firegem                          | High         |
| Moonstone                        | Average      |
| Onyx                             | Very Low     |
| Water from the River of the Dead | Very High    |

to the unstable seismology of the Volcanic Hills region, firegems may be discovered literally lying on the ground.

Ranging in color from brilliant orange-red to deep purple-red, all firegems emit varying amounts of heat. Those of the highest quality radiate light during the day and glow at night. The finest stones may be cut and inscribed in such a way as to produce Radian crystals.

Firegems can be used to create potions or charms that confer resistance to fire or cold.

## MOONSTONES

*(minimum 10-carat stone)*

These smooth, ovoid stones are found in seven colors: amber, black, blood-red, blue, green, purple, and silver—the same colors as the seven moons. It is a widely held belief that moonstones fall to Talislanta from the seven moons.

Moonstones are used as talismans by many tribes, especially the Kasir. Various properties are ascribed to each color and type of stone, based the influence of its corresponding moon, as follows:

**AMBER.** protection, healing.

**BLACK.** black-magical properties, death and destruction.

**BLOOD-RED.** grants favor to warriors and hunters.

**BLUE.** banishes sorrow, calms emotions.

**GREEN.** uncovers secrets, solves mysteries.

**PURPLE.** attraction, charisma, love.

**SILVER.** brings good fortune.

## ONYX

*(10 carats)*

Talislantian onyx is a deep black stone believed to possess magical properties. Onyx crystals are most often found in the Black Desert, and are used in rituals and as an ingredient in primitive magical concoctions. In the time before the Fall, onyx was used in the making of magic mirrors and scrying orbs. In the current age, the ability to create artifacts of this sort has been forgotten. Enchanted items made of onyx are coveted by folks such as the Ra, and feared by most others.

Used as an activating ingredient in the creation of primitive potions or charms.

## Plants

### AMBUSH PLANT SAP

*(1 plant's worth, or about a quart)*

Used to create the poison of the same name.

### BALM ROOT

*(1 large root)*

The juice of the balm-root promotes rapid healing in almost all known species of animals and even other plants. Many creatures eat balm-root when they are sick or injured, and the root's properties can be even further enhanced when brewed in certain types of healing potions and poultices.

Used to make medicinal mixtures, healing potions, and healing potions.

### BLACK MOONBLOSSOM POLLEN

*(10 blossom's worth)*

Used to make sleeping potions and black arrack.

### DEADWOOD RESIN

*(1 pint)*

Used to make poisons effective against plants and plant-like creatures.

### DESERT THISTLE PODS

*(10 pods)*

The bitter juice can be used to make arrack.



## HERBS AND PLANTS

| ITEM              | TRADE (PER DOSE) |
|-------------------|------------------|
| Ambush plant sap  | High             |
| Balm Root         | Average          |
| Black Lotus       | High             |
| Black Moonblossom | High             |
| Devilroot         | Average          |
| Euphorica         | Very High        |
| Green Lotus       | Average          |
| Kesh              | Low              |
| Mandragore (live) | High             |
| Skullcap          | Low              |
| Vampire Root      | Average          |
| Witchweed         | High             |

### LOTUS POLLEN, GREEN

*(pollen from all blossoms of average-sized plant)*

Used to make healing potions that are highly effective for plant-like creatures.

### LOTUS POLLEN, BLACK

*(pollen from all blossoms of average-sized plant)*

Smoked or powdered, used as a narcotic.

### MANDRAGORE, POWDERED

*(one plant)*

Mandragore are believed to have black-magical properties, and the Witchman tribes hunt them with baskets made of tough, woven vines. The creatures are used in certain primitive magic rituals, or dried and ground for use in the making of poisons.

### MANTRAP POLLEN

*(20 grams)*

Used to concoct the intoxicant euphorica. A half-dose can be used to create love potions.

### SKULLCAP MUSHROOMS

*(10 mushrooms)*

Used to make a poison named after the plant.

A half-dose can be used to make a potion of true sight.

### VENOMWOOD SAP

*(1 pint)*

Used to make venomwood poison.

### WITCHWEED

*(5 plants)*

Growing natively in the Junglelands, witchweed is used for both curses and cures involving black magic and evil spirits. Both the Imazi and Witchman tribes gather witchweed for these purposes.

## Animals

Many ingredients derived from animals found in the Savage Land are reputed to have magical properties. Unless dried and preserved correctly, these ingredients may spoil within a few hours, particularly in hot and humid climates.

### ANDRAK VENOM

*(1 sac)*

Used in poisons.

### ARMODONT BONES

*(10 pounds)*

Used in potions of strength.

### BEHEMOTH BLOOD

*(1 quart)*

Used in potions of strength.

### BLOODSPAWN ICHOR

*(from 10 bloodspawn)*

Used to create medicinal purges.

### BOTTLE-IMP BLOOD

*(10 drops)*

Used to create cursed potions.

### CATDRAC BLOOD

*(1 pint)*

Used in speed potions.



| TYPE                 | TRADE     |
|----------------------|-----------|
| Andrak venom         | High      |
| Armodont bones       | Low       |
| Behemoth blood       | High      |
| Bloodspawn ichor     | High      |
| Bottle-imp blood     | Very High |
| Catdrac blood        | Average   |
| Crypt-worm venom     | Very High |
| Fetch heart          | Average   |
| Kra blood            | Very High |
| Land dragon blood    | Average   |
| Lycanthromorph blood | High      |
| Malathrope blood     | Very High |
| Manth blood          | High      |
| Necrophage bones     | High      |
| Nightgaunt teeth     | High      |
| Ogriphiant tusk      | Very High |
| Rath scales          | Very High |
| Snipe shells         | High      |
| Vennin venom-sac     | High      |
| White Wyrms blood    | Very High |

### CRYPT-WYRM VENOM

Used as a poison. Half-doses can be used to cure blood-fever.

### FETCH HEART, DRIED

(one)

Used in speed potions.

### KRA BLOOD

(1 quart)

Used in strength potions.

### LAND DRAGONS BLOOD

(1 pint)

Used in strength potions.

### LYCANTHROMORPH BLOOD

(1 quart)

Purportedly can be used to make an antidote for lycanthropy.

### MALATHROPE BLOOD

(1 pint)

Used to make cursed potions.

### MANTH BLOOD

(1 pint)

Used to make speed potions.

### NECROPHAGE BONES

Used to create potions to cure blood-fever.

### NIGHTGAUNT TEETH

(6 teeth)

Used to concoct medicinal purges.

### OGRIPHANT TUSK

(20 grams powdered, or carved for a charm)

Used to make potions and charms that confer protection from cold.

### RATH SCALE

(7 scales, powdered)

Used to create potions or charms that confer protection from magic.

### SNIPE SHELLS

(20 grams, powdered)

Used to make potions of protection from magic.

### VENNIN VENOM-SAC

(1 sac)

Used to create blade-venom, or its antidote.

### WHITE WYRM BLOOD (1 DROP)

It is said that even a single drop of blood of this legendary creature can be used to triple the effectiveness and duration of any potion.

## ANCIENT ARTIFACTS

The Savage Land is littered with the ruins of many fallen civilizations, most of which contain





Drakken Glyphstone

Drakken War Medallion

Clockwork Mechanism

all sorts of artifacts from past eras. Tombs, graveyards and battlefields can also prove to be a source of artifacts and relics of many different types.

Included among these are items created by magic, which the inhabitants of the Savage Land regard with awe and, often, fear. And with good reason: for the people of this era, who have no knowledge of magic, handling enchanted items can be extremely dangerous. Most folk of the current era can't even identify the more complex types of enchanted items, let alone understand how to activate or utilize them. Some of the more esoteric relics created by the Archaens can often be mistaken for useless curios, or even junk.

Many tribes believe that all Archaen artifacts are cursed or haunted by the spirits of the dead. The Shaka have a deep distrust of Archaen magic and sorcery, and shun any artifacts that emanate a magical aura. But others, hoping to gain power over their enemies, are willing to take any risk to obtain a potent magic item or weapon; as a result, artifacts are either Very Low or even worthless, or Very High or priceless.

## AMULETS & TALISMANS

Among the denizens of the Savage Land, magic items of this sort, which are self-activating and don't require the user to read symbols, are considered to be among the most valuable of all magical artifacts. Most amulets and talismans protect the wearer against a specific type of threat, such as disease, curses, fire, cold, influence, and so forth. Others enhance or confer a specific ability such as increased strength or speed, seeing in darkness, understanding strange languages, and so on. Correctly identifying the properties of these items is the only real challenge for those who wish to trade or use these artifacts.

## BOOKS, SCROLLS & TABLETS

The Archaens kept vast libraries of written works on all sorts of subjects, including grimoires, bestiaries, geographicas, histories, and numerous magical fields of study. As most tribes of the Savage Land are illiterate, these items are considered next to worthless, except as kindling. Some tribes fear to even touch ancient tomes and writings, for some are known to be cursed,





Archaen Talismans

or possessed of virulent magics. An exception are the Ra, who revere all works written by their former masters, the Torquar.

### BOTTLE-IMPS

The Torquar imprisoned lesser devils in amber-glass spheres or vials. These bottle-imps, as they were called, were often used as occult advisors, until it was discovered that in many cases the imps were far more intelligent than their masters, and prone to vile and sinister machinations. Most folk of the current era believe bottle-imps are cursed, and will have nothing to do with them. The only people willing to traffic in such artifacts are Witchmen, and occasionally, Golgoth, Umar, or Thrax. To folk such as these, a bottle-imp may be quite valuable (see the Bestiary, page 117).

### CLOCKWORK MECHANISMS

Before the Fall, Archaen and Neurian technomancers employed jewelers, alchemists, engineers, and enchanters to assist in the fashioning of the various parts and ingredients needed to create complex clockwork mechanisms. The size, shape, and purpose of these mechanisms was only limited by the imaginations of their creators. The following are common examples: the complex inner workings of automatons, flying insects used for spying, riding mounts, powered armor, shields with clockwork spring-blades, and self-erecting contraptions such as cages, shelters, and even siege engines.

The secrets of making clockwork mechanisms were lost in the Fall, and no one knows how to



Ancient Dolmens

create these intricate devices anymore. Only the Yann know how to service and repair them.

### DOLMENS

These ancient stone monuments may be found in many shapes and sizes. Most were employed as calendar stones, border markers, and representations of lunar or solar divinities. However, some are believed to have been used in certain pagan rites and rituals, and as such may possess magical properties.

### DRAKKEN GLYPHSTONES

These great, flat stones measure as much as thirty feet in height, ten feet across, and three feet thick. Each is engraved with the unique Drakken symbology, the depth of each glyph expressing various subtle shades of meaning. Glyphstones contain the history of the Drakken Empire, written in a poetic style that Drakken





Enchanted Battle Armor

Enchanted Weapons

Magic Wands & Staves

find deeply moving. These artifacts hold many secrets of the past, but are usually valuable only to the Drakken.

### **DRAKKEN SILVER COINS**

These relics from ancient times were used as currency by the Drakken. The coins measure as much as six inches across, weigh a pound or more apiece, and bear the image of a dragon in bas-relief. To tribes other than the Drakken, these coins are only useful melted down and used for silver weaponry.

### **DRAKKEN WAR MEDALLION**

These artifacts were awarded to warriors who had exhibited great courage in battle. Each resembles a seven-pointed star, carved from a large (100+ carat) firegem. The medallions were usually affixed to red iron chains and worn about the neck.

### **DRAKKEN WEAPONS AND ARMOR**

These oversized red iron weapons and armor were used by the guardians of the old Drakken Empire. Most were engraved with Drakken symbology. As the Drakken knew nothing of magic, none of these items are enchanted. While Drakken regard these items as precious antiques, most other tribes value them only for their worth as red iron salvage.

### **ENCHANTED BATTLE ARMOR**

The armorsmiths of the Archaen Age were unsurpassed in their craft, renowned for the fine suits of enchanted battle armor that they made. Archaen armor was beautifully designed and decorated with intricate scrollwork. These suits protected against both magical and non-magical weapons, and were inscribed with magical glyphs that conferred immunity to fire, cold, or certain types of magic. The Shan are



the only tribes of the current era who know how to correctly identify and appraise the properties of Archaen battle armor. Needless to say, this type of armor is very highly valued by warriors of the current age.

### **ENCHANTED WEAPONS**

To the people of the Savage Land, these are far the most valuable of all magic artifacts, as most require no understanding of magic in order for them to be used. The Archaens created many different types of enchanted weapons, from daggers and throwing knives to bows, crossbows, swords, spears, maces, and axes. Most offer three advantages over their non-magical counterparts: superior workmanship and materials, increased damage (from +1 up to +5), and effectiveness against entities such as demons, spirits, and shadows.

The more advanced types of enchanted weapons may also possess a secondary property, such as increased damage against a specific type of opponent (demons, spirits, plants), added damage (from fire or freezing cold), or enhancement of the wielder's skill (a feature such as a second attack). While expert traders are often able to identify the properties of an enchanted weapon by carefully studying the item in question, for most the process is usually handled by trial and error. This can at times result in unfortunate consequences, as some enchanted weapons can be difficult to control or, in rare instances, may even be cursed.

### **IKON**

Ikon was a giant, leaden colossus that measured over one hundred feet in height and weighed over a hundred tons. It is said that the massive idol stood guard over the gates of the mountainside city of Numenia, and that the idol was enchanted and could speak in tongues. Ikon is despised by the Ra, as the colossus is said to have been responsible for the defeat of the Torquaran armies during the last stages of the Sorcerers War.

It's believed that Ikon was lost in an earthquake, his giant form buried under a mountain

of debris along with the ruins of the city that he was entrusted to watch. Some believe Ikon was the most powerful siege golem ever built, and hope to find the fallen idol and restore it to working order.

### **MAGIC WANDS & STAVES**

These devices are both more powerful and more complex than spellstones, as each can contain as many as seven spells. Because these artifacts are beyond the capabilities of most folk of the current era, magic wands and staves are generally not considered to be as valuable as spellstones and more basic magic items.

### **RUNESWORDS**

These enchanted weapons are both highly valued and greatly feared. They possess properties similar to other types of magical weapons, but may also contain as many as three spell-like powers. Runeswords are easily identified, as their blades are engraved with arcane symbols and emanate a tangible aura of magic. But only those capable of reading Old Archaen can accurately identify the properties of a runesword, and even this doesn't guarantee the user's safety, for the Archaens were known to place wards and curses on their runeswords to prevent others from stealing their valued possessions. Despite the dangers, runeswords are valued above all other enchanted artifacts among the more warlike and aggressive tribes.

### **SHIP & VESSELS**

The early Archaens and other races built sailing ships of many sorts, including cargo ships, slave ships, funeral barges, and warships. The half-buried remains of many of these relics can be found in the Lost Sea and potentially in other now-dried-up bodies of water, such as the Dead River. All sorts of cargo may be found in the holds of these sunken vessels, and ancient warships may yield salvageable siege weapons of various types.





## SORCERER VATS

These artifacts were used by Archaen sorcerers in the creation of hybrid lifeforms. Most resemble a sarcophagus or coffin-shaped vat made of translucent crystal, sealed and engraved with complex symbology. They may be found in various shapes and sizes, depending on the type of creature that was grown in the vat. Vats of this sort may be empty, or may still contain their original contents; dead and desiccated, or still alive, preserved in alchemical liquids by sorcery.

## SOULSTONES

The Torquar killed untold thousands of innocent victims in dungeons, torture chambers, and the Fire Pits of Malnangar. The souls of their victims were not allowed to move on to the next world, but were captured in receptacles known as soulstones. These items, which resemble black diamonds engraved with occult symbols, are shunned by most tribes. However, they are coveted by Witchman shamans, who

believe they confer great power, and by the Ra, who regard them as holy relics.

## SPELLSTONES

These artifacts resemble precious stones of various types, engraved with strange symbols. Each is said to contain a spell, which can be activated by concentrating on the symbol inscribed on it. Unlike enchanted weapons or self-activating magic items like amulets, spellstones are more difficult for non-magic-using folk to use. For those who are illiterate, it may be impossible to identify what a spellstone does without trying to use it—which can be very dangerous. As such, spellstones are not as valuable to most tribes as the simpler types of magic items.

## TALOSIAN AUTOMATONS

These mechanisms are believed to have been constructed by a strange race known as the Neurians. The most common types were humanoid automatons, which were used to



contain vast stores of knowledge on various subjects, or to perform tasks deemed too difficult or dangerous for living beings. Most Talosians were damaged or destroyed during the Fall, but Yann engineers have been able to restore a number of these uncanny creations to working order. While some tribes value Talosians for the knowledge that they contain, others consider them cursed, like everything associated with the Archaens.

### **TEMPLE ARTIFACTS & HOLY ITEMS**

These artifacts include such items as brass temple gongs, reliquaries, idols, censers, ancient scriptures engraved on stone tablets, medallions, prayer wheels, and the like. As the gods that these items represent perished during the Fall along with their followers, most of these things are valued only for their worth as salvage. The only exceptions are articles related to the Torquar, which are greatly coveted by the Ra.

### **THANE FUNERARY RELICS**

An ancient folk of morbid habits, the Thane are known to have sailed the waters of what is now called the Lost Sea in massive funeral barges. They created many types of funerary relics for use in their rituals, some of which can be found in the hulks of sunken Thane vessels, half-buried in the arid soil of the Lost Sea. The most common types of Thane relics include death shrouds, funerary masks, and brass funerary urns. The latter stand three foot tall and were sealed with paraffin and inscribed with occult symbols. Some are said to contain bottle-imps, corpse dust, or the spirit of a deceased Thane. Strangest of all are the relics known as obsidian mirrors: artifacts made from polished volcanic stone, said to have served as viewports into the lower planes. Only the Witchman tribes have any interest in Thane relics, which are widely regarded as cursed and extremely dangerous.

### **TORQUARAN TORTURE INSTRUMENTS**

The Torquar employed a variety of grisly instruments for the purpose of torturing their enemies. These included barbed hooks, clawed

tongs, vats filled with caustic alchemical agents, hollow metal spikes used to inject toxins into the veins or eyes of victims, and others too horrible to describe. Most implements of this sort bear the mark of a diabolical sigil in the form of a horned skull and lightning bolt, making them easy to identify. The Ra treasure these artifacts as holy relics, and Golgoths value them for more practical purposes. Others regard them as cursed.

### **TORQUARAN WEAPONS AND ARMOR**

These artifacts were employed by the Torquar's hybrid armies, including the ancestors of the Ra. The most common types include black iron shields, helms, three-bladed axes, spiked gauntlets, bracers, and pieces of plate armor. Artifacts of this sort are distinguishable by the use of a horned skull and lightning bolt motif. The Ra regard these items as holy relics, and consider enchanted Torquar weapons and armor to be priceless. Most other tribes have little interest in Torquar implements, which are generally regarded as unclean or cursed.

### **WINDSHIPS**

The Archaens of the pre-Fall period are said to have created fabulous vessels capable of sailing high above the ground. These windships, as they were called, came in many different types, from fanciful galleons and aerial palanquins, to windships of war and ships built to carry various types of goods. These relics fell from the skies during the Fall, and all are believed to have been destroyed. Not even the Yann have been able to figure out how these wondrous craft worked or what allowed them to fly in the skies. But valuable weapons and magic items may be found among the wreckage of these once-fabulous vessels.

### **WITCHED ARTIFACTS**

This category includes many types of relatively minor, ancient, enchanted items made by the witch-folk of the Dead Forest, who were among the first magic-users in Talislanta. These items include runestones, which are similar



in effect to talismans and wards; witchglass (a disc or sphere used to detect the presence of spirits); bloodstones, which can cure disease; luckstones, which bring good luck (all dice are WILD on resistance and Evasion checks); divining rods, which supposedly can be used to find water; and seeing stones, which can be used to remotely view other places or known individuals. Some tribes believe that witched artifacts are cursed, and won't touch them.

### WITCH GATES

These artifacts resemble stone archways engraved with ancient symbols. It is believed that witch gates were integral to the pagan rituals of the early Archaens, though what part they played remains a mystery. Some believe that these artifacts served as portals to distant lands, or possibly other planes. Most folk of the current era steer clear of these artifacts, though it is said that some Warloks are able to discern their purpose by reading the symbols inscribed on their surface. It's even said that some Warloks use witchgates to travel about the continent—which is just one more reason why so many shun these mysterious folk.



Witch Gates



## APPENDIX ONE:

# NOTABLE TRIBES OF THE SAVAGE LANDS

The following are some notable tribes that can be found in various parts of the Savage Land. The information in this section is based on what inhabitants of the Savage Lands know, believe, or have heard from other sources about these tribes; i.e., some of the “facts” listed below may not be completely accurate, may be exaggerated, understated, or may even be outright lies.

## THE GHOST TRIBE

A tribe of Drukhs known for their particularly wild and unpredictable behavior, resulting from their extraordinarily heavy use (even by Druk standards) of the hallucinogenic skullcap mushroom. Members of the tribe paint their bodies from head to toe in white pigment, with no other markings - hence their name.

Roll D6 to determine how the Ghost Tribe reacts in any given encounter:

- 1-3 = attacks for no apparent reason (roll again each round).
- 4 = stops and stare at you (roll again next round).
- 5 = offers to talk/trade.
- 6 = wanders off in another direction, oblivious of your presence.

**PRIMARY ARCHETYPE:** Druk Wildman.

**SIZE:** Varies, as members wander in and out of the group. Can be as few as 10 or more than 60.

**LEADER'S NAME:** Ho-Za-Oo.

**LOCATION:** The Ghost Tribe doesn't stray far from the Dead Forest.

**PRIMARY WEAPONS:** Crude clubs, which may be used as missiles, or may be forgotten...

**PRIMARY ARMOR:** None.

**MOUNTS/CONVEYANCES:** None.

**PROFICIENCIES:** Hunting (Survival) +4, even under influence of skullcap.

**SPECIAL ABILITIES:** None.

## Mass Combat Statistics

**Average Combat Modifier:** +2.

**Est. # of Combatants:** At least half of the tribe's members are fighters.

**Leader's Renown:** 18.

**# of Major Characters:** 0.

**Average HP:** 9.

**Average Speed:** 20 (due to inebriated state).

**# of Legendary Characters:** 0.

**Magic:** 1-4 shamans.

**Possessions:** 2-12 skullcap mushrooms per person, primitive weapons, bone flutes.

## THE NA-KU-TA

The Na-Ku-Ta are an aggressively hostile tribe of Witchmen whose primary occupation is headhunting. They'll attack any smaller tribe that they meet, and decapitate those that they kill. Na-Ku-Ta, the shaman for whom the tribe is named, makes shrunken-head fetishes from the heads of their victims, and trades them to other Witchman tribes. Na-Ku-Ta headhunters are identifiable by the raised scars on their faces, each scar representing a kill.

A Na-Ku-Ta raiding party is usually 5-10 warriors; noncombatants are only encountered at their village.

**PRIMARY ARCHETYPE:** Witchman Warrior.

**SIZE:** 20-10.

**LEADER'S NAME:** Na-Ku-Ta.

**LOCATION:** A Na-Ku-Ta headhunting party can be found many day's march from their village in the Jungleslands.

**PRIMARY WEAPONS:** Bone Spear, bone axe, blowgun.

**PRIMARY ARMOR:** None.

**MOUNTS/CONVEYANCES:** None.

**PROFICIENCIES:** None.

**SPECIAL ABILITIES:** None.



## Mass Combat Statistics

**Average Combat Modifier:** +4.

**Est. # of Combatants:** All; non-combatants don't accompany the tribe when it is out hunting.

**Leader's Renown:** 22.

**# of Major Characters:** 1.

**Average HP:** 12.

**Average Speed:** 30.

**# of Legendary Characters:** 0.

**Magic:** Na-Ku-Ta is a level 10 Ranger with the shaman background; he is also said to wear an ancient onyx talisman that protects him from harm (-5 penalty to all attacks directed against him).

**Possessions:** Weapons, vials of various types of poisons.

## THE SEVEN

A renowned Shan cadre named after very first Shan cadre, who, in legend, were created to protect the god Erythrius. The cadre always has seven masters, each of whom is an expert in a particular combat-skill: short bow, sword, spear, throwing knives, chain-mace, chain-blade, open-hand. Only Shan of the highest skill may join the Seven; to do so, one must challenge and defeat one of the masters.

The Seven are all level 7-10 or higher, unlike other tribes, whose basic members are level 1.

**PRIMARY ARCHETYPE:** Shan Warrior.

**SIZE:** 7.

**LEADER'S NAME:** No leader; the cadre is governed by vote.

**LOCATION:** The Seven can be found wandering anywhere in Talislanta, often where the need is greatest.

**PRIMARY WEAPONS:** Sword, spear, chain mace, chain-blade, unarmed, short bow, throwing knives.

**PRIMARY ARMOR:** Shan ceremonial armor.

**MOUNTS/CONVEYANCES:** Striders.

**PROFICIENCIES:** None.

**SPECIAL ABILITIES:** None.

## Mass Combat Statistics

**Average Combat Modifier:** +5.

**Est. # of Combatants:** 7.

**Leader's Renown:** 42.

**# of Major Characters:** 6.

**Average HP:** 52.

**Average Speed:** 50 on striders, 35 on foot.

**# of Legendary Characters:** 1.

**Magic:** None.

**Possessions:** Shan ceremonial armor (passed from one member of the cadre down to the next for many generations), high-quality weapons, little else of value.

## KNIGHTS OF TORQUAR

The Knights of Torquar are a specialized branch of the Death cult made up only of Ra paladins. They are renowned for locating and retrieving Torquaran artifacts, and for hunting down individuals who are branded as enemies of the Cult. The Knights of Torquar use any and all means to obtain information on whatever they are hunting, for bribes, to threats, to even more persuasive methods; the Knights are renowned as torturers.

The Knights are based out of the Temple of Death in the Black Desert.

**PRIMARY ARCHETYPE:** Ra Paladin.

**SIZE:** Knights travel in groups of 13.

**LEADER'S NAME:** Ymaru-Ra.

**LOCATION:** Knight warbands can be found anywhere in the Black Desert or surrounding territories, or even further, if there are artifacts to be found.

**PRIMARY WEAPONS:** Ra executioner's axe, chain-blade, heavy crossbow.

**PRIMARY ARMOR:** Ra paladin armor.

**MOUNTS/CONVEYANCES:** War beasts.

**PROFICIENCIES:** Survival +1, Torture's Tools +3.

**SPECIAL ABILITIES:** Mounted Combatant feat.

## Mass Combat Statistics

**Average Combat Modifier:** +5.

**Est. # of Combatants:** 13.

**Leader's Renown:** 22.

**# of Major Characters:** 1.

**Average HP:** 12.

**Average Speed:** 40 on war beasts, 30 on foot.

**# of Legendary Characters:** 0.



**Magic:** None, except weapons..

**Possessions:** +3 enchanted executioner's axes or chain-blades, high-quality Ra paladin armor, leather sack of small uncut black diamonds (100-1000 carats), 13 vials of dragon oil, 13 black iron lanterns.

## OME CLAN

The Ome Clan is an extended family of Yann whose ancestors are said to go back to the early Archaen age. The clan is known as an expert repair crew, able to complete any project with speed and precision. They are especially adept at repairing Talosians, but are also capable excavators; if working on an excavation, the clan travels in land lizard-drawn heavy cargo drays.

Their master engineers are renowned for their ability to read and decipher some of the most complex Archaen diagrams and schematics. The Ome clan is believed to have a well-defended stronghold dug located in a canyon somewhere in the Wilderlands.

**PRIMARY ARCHETYPE:** Yann Engineer.

**SIZE:** 10-200, depending on the size of the job being done.

**LEADER'S NAME:** Yao.

**LOCATION:** Wilderlands and surrounding territories.

**PRIMARY WEAPONS:** Spear, unarmed combat.

**PRIMARY ARMOR:** Exoskeletal plates.

**MOUNTS/CONVEYANCES:** Land lizards, if cargo drays are being used; otherwise, on foot.

**PROFICIENCIES:** Automaton Repair Tools +3, Engineer's Tools +1, Salvage Tools +1.

**SPECIAL ABILITIES:** Fire Resistance.

### Mass Combat Statistics

**Average Combat Modifier:** +2.

**Est. # of Combatants:** All, unless at the clan's stronghold, in which case about a third are capable fighters.

**Leader's Renown:** 33.

**# of Major Characters:** 3.

**Average HP:** 11.

**Average Speed:** 30 on foot or in cargo dray.

**# of Legendary Characters:** 1.

**Notes:** On big excavations, one of the heavy cargo drays

may carry 1-4 ballista for defense.

**Magic:** None.

**Possessions:** 1 salvage tool per Yann, highest-quality tools.

## THE PROCURERS

The Procurers are a powerful tribe of Golgoth slavers led by a high-ranking slave trader known as the Imperator. The Procurers have a massive stronghold located in the western Wilderlands with stone walls over 30 feet high and 5 feet thick. This place, known as Golgothan, functions as a prison or "holding cell" for hundreds of captive slaves. Other Golgoth tribes bring captives here, for which they are paid in silver bars, high-quality black iron armor, and other valuable items.

**PRIMARY ARCHETYPE:** Golgoth Slaver.

**LOCATION:** The Golgothan.

**SIZE:** 50-100 Golgoth slavers, plus 20-30 guards of other races.

**LEADER'S NAME:** The Imperator.

**PRIMARY WEAPONS:** Chain-whip.

**PRIMARY ARMOR:** Golgoth chain armor.

**MOUNTS/CONVEYANCES:** None.

**PROFICIENCIES:** Intimidation +2, Torturer's Tools.

**SPECIAL ABILITIES:** None.

### Mass Combat Statistics

**Average Combat Modifier:** +4.

**Est. # of Combatants:** 50-80 (about half of the Golgoths stationed here, plus all the guards).

**Leader's Renown:** 40.

**# of Major Characters:** 0.

**Average HP:** 11.

**Average Speed:** 30.

**# of Legendary Characters:** 1.

**Notes:** 4 light catapults, one stationed on each of the stronghold's towers.

**Magic:** None.

**Possessions:** Light catapults, up to 300 slaves (treated as possessions by Golgoth), sizable stores of silver bars, high-quality Golgoth chain armor, and other valuable goods; food and water enough to sustain 100 slaves (at half-rations) and up to 130 Golgoths and guards for



a week or more (new supplies delivered each week by neutral Kasir tribes or other traders).

## THE IRON TUSK CLANS

The Iron Tusk Clans are among the most heavily-armed and wide-ranging Umar Clans. They are known for their expertise in siege warfare, and for the heavy weaponry that they transport via a team of armored war-ogriphants (the tribe's name comes from their habit of cladding the tusks and faces of their war-ogriphants in black iron). There are said to be as many as nine separate clans, each of which generally operates independently of the others. However, multiple clans sometimes work together to attack a particularly large or well-defended stronghold, particularly if there is a strong likelihood of rich plunder. Most of the clans include Thrax mercenaries, typically functioning as siege-weapon engineers or makers of Thraxian fire (used in fire-throwers and iron dragons).

**PRIMARY ARCHETYPE:** Umar Warrior.

**SECONDARY ARCHETYPE:** Thrax Weapons dealer.

**SIZE:** Each clan has about 100-400 members.

**LOCATION:** An Iron Tusk clan may be found far from its stronghold in the Darklands.

**LEADER'S NAME:** Varies by clan; the most renowned may be the one-eyed warlord, Vrakk.

**PRIMARY WEAPONS:** Axe-blades, hack-swords or war clubs, heavy crossbows.

**PRIMARY ARMOR:** Scavenged iron armor.

**MOUNTS/CONVEYANCES:** War-ogriphants.

**PROFICIENCIES:** Siege Engine Repair Tools.

**SPECIAL ABILITIES:** Smell Fear.

### Mass Combat Statistics

**Average Combat Modifier:** +5.

**Est. # of Combatants:** 70-300 (about 3/4 of each clan).

**Leader's Renown:** 10-16.

**# of Major Characters:** 1-3 per Clan.

**Average HP:** 14.

**Average Speed:** 35 on foot, 30 on armored ogriphants.

**# of Legendary Characters:** Usually 0.

**Notes:** A clan usually brings 1-4 heavy catapults, 1 bombas-

tion, 1 fire thrower and/or 1 siege tower or iron battle golem; Vrakk's clan is rumored to have a functional iron dragon.

**Magic:** None.

**Possessions:** Heavy siege weapons and siege engines (average quality but very valuable), possibly substantial quantities of Thrax fire, war ogriphants, supplies of low or medium quality food and black arrack.

## RED CLAW TRIBE

Red Claw is a tribe of Azraq known for its particularly vicious and merciless habits. Red Claw Azraq are especially fond of mutilating the bodies of their victims, using such grisly tools as barbed spears, spikes, and hooks carved from land dragon bones. They are known to set well-disguised snares and pit-traps at oases and watering holes, and are skilled at ambushes and leaving false trails. To taunt their enemies, Red Claws always leave their mark somewhere in plain view: a clawed hand dipped in the blood of their victims. The Red Claw ranges widely out of their fort on the border of the Plains of Armageddon.

**PRIMARY ARCHETYPE:** Azraq Dragon Hunter.

**Size:** 20-30.

**Leader's Name:** Blood-Hand.

**LOCATION:** Wilderlands, Plains of Armageddon.

**PRIMARY WEAPONS:** Spears, unarmed combat.

**PRIMARY ARMOR:** Thick hide.

**MOUNTS/CONVEYANCES:** Lopers.

**PROFICIENCIES:** Snares (Wisdom(Nature)).

**SPECIAL ABILITIES:** Claws, poison bite, ability to survive for weeks without food or water.

### Mass Combat Statistics

**Average Combat Modifier:** +8.

**Est. # of Combatants:** 20-30.

**Leader's Renown:** 15.

**# of Major Characters:** 1.

**Average HP:** 18.

**Average Speed:** 30 on foot, 40 on Loper.

**# of Legendary Characters:** 0.

**Magic:** None.

**Possessions:** Lopers, average quality weapons made of dragon bone, little else; Azraq generally don't loot their victims, as they shun goods made by any folk other than themselves.



## DESERT WIND TRIBE

This Kasir tribe is known to travel far and wide, from one end of the Known Lands to the other. They are said to be very prosperous, which they attribute to their Luck talismans. In truth, the tribe's primary source of wealth probably comes from tomb-robbing. The Desert Wind tribe is renowned for its seeress, El-Sadi, who is said to be unsurpassed at locating ancient artifacts. The tribe has been known to barter its services, which include "Ruins Guide" (i.e. breaking into tombs, deactivating traps, etc.) and "Finding Lost Articles" (i.e. stealing artifacts from tombs and ruins).

**PRIMARY ARCHETYPE:** Kasir Tomb Raider.

**SIZE:** 10-30 (individuals come and go).

**LEADER'S NAME:** El-Sadi.

**LOCATION:** Wilderlands, Plains of Armageddon.

**PRIMARY WEAPONS:** Spear, axe or mace; short bow.

**PRIMARY ARMOR:** None.

**MOUNTS/CONVEYANCES:** Desert Beasts.

**PROFICIENCIES:** Salvage Tools +3.

**SPECIAL ABILITIES:** The Sight.

### Mass Combat Statistics

**Average Combat Modifier:** +2.

**Est. # of Combatants:** 5-15 (about half of the males and females are capable fighters).

**Leader's Renown:** 35.

**# of Major Characters:** 1-4.

**Average HP:** 9.

**Average Speed:** 30 on foot, 35 mounted.

**# of Legendary Characters:** 1.

**Magic:** El Sadi is a level 10 Rogue with the seer background, and has the Sight and ritual magic; 1-2 lesser Seers; talismans and charms, may have some enchanted weapons.

**Possessions:** 1-20 valuable artifacts for barter, 10-60 minor talismans of varying efficacy, a handful of +1 long knives/bows/swords, one desert beast for every adult tribe member.

## THE SOWERS

The Sowers are a wandering Narada clan who can be encountered in practically any region that has a warm or hot climate. They are known to gather (and occasionally barter for) the seeds of all sorts of beneficial plants and trees, and have a special interest in rare species that were more common in the time before the Fall. The Sowers plant these seeds in otherwise barren regions, in an effort to help restore the land to its former, verdurous state. Sowers are slow-moving, quiet, and peaceful—unless provoked to anger or threatened in any way.

**PRIMARY ARCHETYPE:** Narada Guardian.

**SIZE:** 10-12.

**LEADER'S NAME:** Aluala.

**LOCATION:** Almost anywhere.

**PRIMARY WEAPONS:** Unarmed combat.

**PRIMARY ARMOR:** Bark-like skin.

**MOUNTS/CONVEYANCES:** None.

**PROFICIENCIES:** Wisdom (Survival).

**SPECIAL ABILITIES:** Commune with Plants, Thorny Growths, Bark-like Skin.

### Mass Combat Statistics

**Average Combat Modifier:** +4.

**Est. # of Combatants:** Potentially all, if threatened.

**Leader's Renown:** 5 (50 among plants).

**# of Major Characters:** 1-2 at most.

**Average HP:** 12.

**Average Speed:** 30.

**# of Legendary Characters:** 1.

**Magic:** Aluala is a level 8 Ranger with the shaman background.

**Possessions:** Seeds (some possibly valuable to non-Narada).

## THE REVENANTS

The Revenants are a tribe of Reavers who operate as mercenary bandits and thieves. They can be hired to rob or harass other tribes, or to steal specific items from a particular person, tribe, or place. For payment, they typically demand generous quantities of excellent-quality goods, and/or up to double



the value of any particular item or items they've been asked to steal. While the Revenants are capable fighters, their preferred tactics are carefully-planned ambushes and surprise attacks involving deception; a typical Revenants trick is to disguise themselves as Kasir nomads, ask to barter, and then attack.

**PRIMARY ARCHETYPE:** Reaver Bandit.

**SIZE:** 10-30, depending on what the tribe has been hired to do.

**LEADER'S NAME:** Unknown.

Location: Anywhere.

**PRIMARY WEAPONS:** Scavenged weapons.

**PRIMARY ARMOR:** None.

**MOUNTS/CONVEYANCES:** Striders mainly, but may have other beast as well (hence their lower Average Speed).

**PROFICIENCIES:** Acrobatics, Animal Handling.

**SPECIAL ABILITIES:** Rugged.

## Mass Combat Statistics

**Average Combat Modifier:** +4.

**Est. # of Combatants:** All.

**# of Major Characters:** Typically 1-3

**Average HP:** 11.

**Average Speed:** 40 mounted, 30 on foot.

**# of Legendary Characters:** Unknown.

**Magic:** None usually, other than some trinkets and charms. On occasion, however, they may have a magical weapon or artifact.

**Possessions:** Mount and weapons, supplies for extended journey, stolen items.

