

# Time and measures in Talislanta

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## 1 Introduction

I like the idea of a year in Talislanta being seven months each consisting of seven weeks each consisting of seven days – it seems seven is a “magical” number for Talislanta.

But I don't like that this doesn't extend to subdivisions of the day which are currently divided into 24 hours of 60 minutes of 60 seconds, which is distinctly non-Talislantan in flavour. Steps of seven would fit far better. The same is true for distances and weights, where the rules use US Imperial measures.

I started out with making new units for time (which I posted on the list) but I have since added other measures as well. You are, of course, welcome to use only the parts that you like (if any) and substitute other names for the suggested.

For weights and volumes the size of a Talislantan ounce is set rather arbitrarily to be close to the US ounce, but you can change this if you want.

## 2 Units of time

I suggest this division of the Talislantan day:

1 day	=	7 watches
1 watch	=	7 glasses
1 glass	=	7 breaks
1 break	=	7 verses
1 verse	=	7 breaths
1 breath	=	7 beats

Assuming the length of a day is the same as on Earth, the units are approximately translated into

Earth time as:

1 beat	=	3/4 second
1 breath	=	5 seconds
1 verse	=	36 seconds
1 break	=	4 minutes 12 seconds
1 glass	=	29 minutes
1 watch	=	3 hours 26 minutes

Beat and breath are (roughly) the time for a heart-beat or a breath. Breath could be used as a round (slightly shorter than the present, I know). A verse is the normal time to chant a verse in traditional meter. A break is the standard time for a short break from work ("take five" is "take a break" in Talislantan). A glass is named after the standard time for an hourglass and a watch is the standard unit of work time and the usual period a guard is on watch. Jobs in Cymril are typically two watches per day with one weekly day off, but the workload can be divided differently. This translates into a bit over 41 “Earth” hours per week. Lower class workers usually work more, often three watches per day with no days of.

Kasmirins clocks have faces divided into seven major steps and 49 minor steps (so six small dots between each of the seven large dots). One hand shows watches (big steps) and glasses (small steps), another shows breaks and verses. An optional third hand shows breaths and beats.

You can extend the steps of seven to the other end of the scale and call seven years a "heptade", 49 years a “lifetime”<sup>1</sup> and so on.

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<sup>1</sup>Though most races can live longer than this, it would be an approximate average lifespan

These units are, obviously, post Great Disaster, so I imagine them originating in the Phaedran empire and spreading out from there. There will be local measures in many places, but the Phaedran units would be almost universal in Zandu, Aaman and the Seven Kingdoms. I would imagine the Phaedrans using a base-7 number system to go with the units, but that may well have come in disuse (even if the units are not).

### 3 Spell durations

In the new time scale, one round is now equal to a breath, which is slightly shorter than the 6-second round of the standard rules. Durations measured in minutes now become measured in verses, with two verses for each minute, so Ward would, for example, have two verses extra duration per each -1 to the roll. A basic duration of 5 rounds (e.g., Illusion) is translated into one breath.

Enchantment times in Tal4 are based on an estimate of 40 active hours per week. This is changed to 12 watches per week.

### 4 Lengths and distances

The Talislanta rules use US imperial feet and miles to measure distances. Feet are O.K., as the length of a foot is a natural unit of measure in any culture. An imperial foot is 30.48 cm, but my foot (shoe size 44 European or 11½ American) is “only” about 25 cm long. Reducing a foot to 25 cm seems reasonable with 5-second rounds, as this will keep movement rates essentially unchanged: 100 Talislantan feet per breath = 98.4 imperial feet per six-second round.

Keeping the “magic” multiplier of seven, the next step of measurement is seven feet = one fathom. At 175 cm, this is roughly the height of an adult “humans” (Aamir, Arimites, Cymrillians, Zandir etc.), though the average will vary a bit between cultures/races.

You would have to change the size/height of people and creatures to Talislantan measures, so a Cymrillian would be a bit over seven (Talislantan) feet rather than a bit over six (imperial) feet. Or better yet, from 1 fathom to 1 fathom and one foot, which is roughly the same range.

If we extend the scale both ways using seven as multiplier, we get:

1 daymarch	=	7 leagues	=	29.412 km
1 league	=	7 marks	=	4201.75 m
1 mark	=	7 bowshots	=	600.25 m
1 bowshot	=	7 chains	=	85.75 m
1 chain	=	7 fathoms	=	12.25 m
1 fathom	=	7 feet	=	1.75 m
1 foot	=	7 thumbs	=	25 cm
1 thumb	=		=	3.57 cm

A bowshot is the distance to the target in shooting contests. A mark is the distance between marks (“milestones”) on Phaedran roads.

A daymarch is 18.28 US Imperial miles, which is fairly close to the 20 mile guideline from the rules.

If you want to avoid confusion between Talislantan and Imperial feet, you can call the Talislantan variety “link”, so one chain is 49 links. Chains and links are not the same as the Imperial versions, but since these are not used as much as feet, few people will confuse them.

### 5 Weights and volumes

The section on alchemical creations in the rules use drams, ounces and pints/pounds, which are also US (rather than Phaedran) Imperial measures<sup>2</sup>. We can keep some of the names from Imperial measure, but change their sizes somewhat while keeping the ounce roughly at the US measure.

<sup>2</sup>though the conversion factors are an odd mixture of fluid and weight measures, as 8 fl. drams = 1 fl. ounce and 20 fl. ounces = 1 pint whereas 16 drams = 1 ounce and 16 ounces = 1 pound.

1 erdshead	=	7 kegs	=	470.60 l
1 keg	=	7 pecks	=	67.23 l
1 peck	=	7 tankards	=	9.6 l
1 tankard	=	7 cups	=	1372 ml
1 cup	=	7 ounces	=	196 ml
1 ounce	=	7 drams	=	28 ml
1 dram	=		=	4 ml

The erdshead is a large barrel, so called because you can fit an erd's head into it (compare to "hogshead").

For weights, we use an ounce of water = an ounce of weight, so there is easy conversion between weights and volumes of water. We also keep "dram" and "carat" as weight measures:

1 tun	=	7 fagots	=	470.60 kg
1 fagot	=	7 stone	=	67.23 kg
1 stone	=	7 ingots	=	9.6 kg
1 ingot	=	7 balls	=	1372 g
1 ball	=	7 ounces	=	196 g
1 ounce	=	7 drams	=	28 g
1 dram	=	7 carats	=	4 g
1 carat	=	7 grains	=	0.57g
1 grain	=		=	0.08g

Note that a Talislantan carat is about 2.5 times as much as an US carat and it takes only 49 carats to make an ounce. The prices for gems listed in the rules seem rather arbitrary, so you can use the prices for carats as listed.