

APPENDICES

APPENDIX ONE: CHARACTER TYPES

The following is a list of character types native to Talislanta. Each entry represents an "average" first level member of the type depicted, and requires only a few modifications in order to be ready for use in the game (see the corresponding rules sections for detailed descriptions of attributes, skills, etc.). The format used to describe each character type is as follows:

- 1) **RACE/NATIONALITY** and **PROFESSION**
- 2) **SIZE:** Physical proportions (height, weight, etc.), usually expressed as a range.
- 3) **PHYSICAL CHARACTERISTICS:** Distinguishing features, bodily form, etc.
- 4) **ATTRIBUTES:** Only exceptional attributes will be listed here; any attribute not listed should be considered of average rating ("zero" modifier).
- 5) **HIT POINTS:** Average number of hit points possessed at first level; modify according to **CONSTITUTION RATING** (add +2 points per level of ability if creating a high level character).
- 6) **SPECIAL ABILITIES:** Racial or other abilities not related to profession.
- 7) **SKILLS:** Skills learned as a result of the character's background and/or profession.
- 8) **EQUIPMENT/POSSESSIONS:** Basic equipment and items owned by an average first level character of the type being described.
- 9) **WEALTH:** Amount of wealth possessed by an average first level character of the type being depicted. Multiply the figure given here by the type of die indicated (d6, d8, etc.) to determine the character's starting wealth. To create higher level characters, use the same procedure, then multiply the total arrived at by the character's level of ability.
- 10) **COMMENTS:** Listed here will be any behaviorisms, customs, beliefs or general motives peculiar to the type of character being depicted, along with any other information worthy of mention.

AAMANIAN ARCHIMAGE

SIZE: 5'6"-6', 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and body hair removed

ATTRIBUTES: INT +1, WILL +4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, cult rituals, oratory, metaphysical doctrines (Orthodoxy), astrology, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: Ritual vestments, cloak, chart of the heavens (scroll with ivory tube), quill pen, amber crystal ink pot, staff, iron-bound spell book, iron holy symbol of Aa, astrologer's astrolabe

WEALTH: d20 x 200 gold lumens (alms, collected by the Orthodoxist cult)

COMMENTS: The Aamanians are an intolerant and highly conservative people. They revere Aa the Omniscient, and consider non-believers to be infidels. Important to all Aamanians is the desire to attain mana, so that they may rise in status and piety.

AAMANIAN WARRIOR-PRIEST

SIZE: 5'6"-6', 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and body hair removed

ATTRIBUTES: WILL +3, STR +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic, mounted combat, metaphysical doctrines

EQUIPMENT/POSSESSIONS: Black iron plate mail with helm and shield (lacquered white), mace, heavy crossbow, cloak, Greymane steed (fully caparisoned), leather-bound book of spells, iron holy symbol of Aa

WEALTH: d20 x 20 gold lumens (Aamanian Warrior-Priests are paid by the Orthodoxist cult)

COMMENTS: The Warrior-Priests of Aaman are a stern lot, dedicated to the preservation of the Orthodoxist cult and the elimination of pagan beliefs. They protect the temples of Aa the Omniscient (the cult's patron deity) and serve as commanders of the Aaman military. Some are engaged as witch hunters, roaming the western lands in search of black magicians, witches and warlocks (see **AAMANIAN ARCHIMAGE**).



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AAMANIAN ARCHIMAGE

SIZE: 5'6"-6', 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and body hair removed

ATTRIBUTES: INT + 1, WILL + 4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, cult rituals, oratory, metaphysical doctrines (Orthodoxy), astrology, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: Ritual vestments, cloak, chart of the heavens (scroll with ivory tube), quill pen, amber crystal ink pot, staff, iron-bound spell book, iron holy symbol of Aa, astrologer's astrolabe

WEALTH: d20 x 200 gold lumens (alms, collected by the Orthodoxist cult)

COMMENTS: The Aamanians are an intolerant and highly conservative people. They revere Aa the Omniscient, and consider non-believers to be infidels. Important to all Aamanians is the desire to attain mana, so that they may rise in status and piety.

AAMANIAN WARRIOR-PRIEST

SIZE: 5'6"-6', 100-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and body hair removed

ATTRIBUTES: WILL + 3, STR + 1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic, mounted combat, metaphysical doctrines

EQUIPMENT/POSSESSIONS: Black iron plate mail with helm and shield (lacquered white), mace, heavy crossbow, cloak, Greymane steed (fully caparisoned), leather-bound book of spells, iron holy symbol of Aa

WEALTH: d20 x 20 gold lumens (Aamanian Warrior-Priests are paid by the Orthodoxist cult)

COMMENTS: The Warrior-Priests of Aaman are a stern lot, dedicated to the preservation of the Orthodoxist cult and the elimination of pagan beliefs. They protect the temples of Aa the Omniscient (the cult's patron deity) and serve as commanders of the Aaman military. Some are engaged as witch hunters, roaming the western lands in search of black magicians, witches and warlocks (see **AAMANIAN ARCHIMAGE**).





BEASTMAN PLAINS HUNTER

SIZE: 5'10"-6'2", 140-220 lbs.

PHYSICAL CHARACTERISTICS: Body covered with bristling brown fur, bestial features, fangs

ATTRIBUTES: STR +2, DEX -2, SPD +1

HIT POINTS: 15

SPECIAL ABILITIES: Thick hide equal to leather armor, claws and bite are 4-point weapons

SKILLS: Secondary combat, mounted combat (Darkmane), tracking (by scent), stalking, snares, hunting, torture

EQUIPMENT/POSSESSIONS: Animal hide boots and loincloth, pouch, Darkmane steed, long dagger and choice of second weapon

WEALTH: d20 x 5 gold lumens in mixed coins and stolen valuables

COMMENTS: Beastmen are vicious and bloodthirsty creatures with the mannerisms of wolves or jackals. They hunt in packs, and sometimes set cruel snares in the hope of trapping unwary creatures. Skilled trackers, Beastmen will never quit a blood trail.

BLUE ARDUA RIVER WARRIOR

SIZE: 5'6"-6', 80-120 lbs.

PHYSICAL CHARACTERISTICS: Iridescent blue plumage, sharp bird-like features, vestigial wings

ATTRIBUTES: STR -1, DEX +5, CON -1, SPD +2

HIT POINTS: 12

SPECIAL ABILITIES: Gliding (up to twenty-five yards, wind permitting), expertise with dart-thrower and crescent knife (+1 bonus when employing either of these weapons)

SKILLS: Primary combat, navigator/pilot (barge-boat or other river craft); plus weaponer, artisan or artificer

EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, sandals, two crescent knives, dart-thrower with quiver of ten darts, stoppered gourd flask with vinesap, pouch

WEALTH: d10 x 10 gold lumens in mixed coins

COMMENTS: Blue Ardua are the protectors of their race. Though lacking in physical strength, they are swift and agile, and use dart-throwers and crescent knives to good effect. Their warriors patrol the Axis River in barge-forts, alert to signs of danger.

BODOR MUSICIAN

SIZE: 5'-5'6", 180-240 + lbs.

PHYSICAL CHARACTERISTICS: Amber skin, round-faced, portly build

ATTRIBUTES: INT +1, DEX +3, STR -1, PER +2

HIT POINTS: 10

SPECIAL ABILITIES: Bodorian sound-sight (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Musicianship (any three instruments), diplomacy, merchant/trader (selling services as musician)

EQUIPMENT/POSSESSIONS: Three musical instruments (see **COMMENTS**), Bodor smock, blousey pantaloons, chain-loop earrings and bracelets of lacquered metal, traveler's satchel

WEALTH: d10 x 5 gold lumens plus a like quantity of silver pieces

COMMENTS: Bodor are consummate musicians. Their favorite instruments include the tambour (tuned drums), glass flute, glass bells, the intricate spiralhorn, and the four-man bellows-horn. Most travel in musical troupes, seldom staying in one place for any great length of time.

CHANA WARRIOR

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

PHYSICAL CHARACTERISTICS: Gray-green skin, cadaverous features, teeth filed to points, lacquered hair

ATTRIBUTES: STR +1, DEX +2

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary combat, tracking, hunting, camouflage, stalking

EQUIPMENT/POSSESSIONS: Loincloth, spear or blowgun with ten poison darts in pouch on belt, bone dagger, shoulder pouch, trained wrist viper

WEALTH: None

COMMENTS: The Chana are a dark and sinister race ruled by superstition. They have an unreasoning fear of water, which they believe is the domain of hostile elemental spirits. Ritual sacrifice and cannibalism are common among the various Chana tribes (see **CHANA WITCHMAN/WITCHWOMAN**).



BEASTMAN PLAINS HUNTER

SIZE: 5'10"-6'2", 140-220 lbs.

PHYSICAL CHARACTERISTICS: Body covered with bristling brown fur, bestial features, fangs

ATTRIBUTES: STR +2, DEX -2, SPD +1

HIT POINTS: 15

SPECIAL ABILITIES: Thick hide equal to leather armor, claws and bite are 4-point weapons

SKILLS: Secondary combat, mounted combat (Darkmane), tracking (by scent), stalking, snares, hunting, torture

EQUIPMENT/POSSESSIONS: Animal hide boots and loincloth, pouch, Darkmane steed, long dagger and choice of second weapon

WEALTH: d20 x 5 gold lumens in mixed coins and stolen valuables

COMMENTS: Beastmen are vicious and bloodthirsty creatures with the mannerisms of wolves or jackals. They hunt in packs, and sometimes set cruel snares in the hope of trapping unwary creatures. Skilled trackers, Beastmen will never quit a blood trail.

BLUE ARDUA RIVER WARRIOR

SIZE: 5'6"-6', 80-120 lbs.

PHYSICAL CHARACTERISTICS: Iridescent blue plumage, sharp bird-like features, vestigial wings

ATTRIBUTES: STR -1, DEX +5, CON -1, SPD +2

HIT POINTS: 12

SPECIAL ABILITIES: Gliding (up to twenty-five yards, wind permitting), expertise with dart-thrower and crescent knife (+1 bonus when employing either of these weapons)

SKILLS: Primary combat, navigator/pilot (barge-boat or other river craft); plus weaponer, artisan or artificer

EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, sandals, two crescent knives, dart-thrower with quiver of ten darts, stoppered gourd flask with vinesap, pouch

WEALTH: d10 x 10 gold lumens in mixed coins

COMMENTS: Blue Ardua are the protectors of their race. Though lacking in physical strength, they are swift and agile, and use dart-throwers and crescent knives to good effect. Their warriors patrol the Axis River in barge-forts, alert to signs of danger.

BODOR MUSICIAN

SIZE: 5'-5'6", 180-240 + lbs.

PHYSICAL CHARACTERISTICS: Amber skin, round-faced, portly build

ATTRIBUTES: INT +1, DEX +3, STR -1, PER +2

HIT POINTS: 10

SPECIAL ABILITIES: Bodorian sound-sight (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Musicianship (any three instruments), diplomacy, merchant/trader (selling services as musician)

EQUIPMENT/POSSESSIONS: Three musical instruments (see **COMMENTS**), Bodor smock, blousey pantaloons, chain-loop earrings and bracelets of lacquered metal, traveler's satchel

WEALTH: d10 x 5 gold lumens plus a like quantity of silver pieces

COMMENTS: Bodor are consummate musicians. Their favorite instruments include the tambour (tuned drums), glass flute, glass bells, the intricate spiralhorn, and the four-man bellows-horn. Most travel in musical troupes, seldom staying in one place for any great length of time.

CHANA WARRIOR

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

PHYSICAL CHARACTERISTICS: Gray-green skin, cadaverous features, teeth filed to points, lacquered hair

ATTRIBUTES: STR +1, DEX +2

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary combat, tracking, hunting, camouflage, stalking

EQUIPMENT/POSSESSIONS: Loincloth, spear or blowgun with ten poison darts in pouch on belt, bone dagger, shoulder pouch, trained wrist viper

WEALTH: None

COMMENTS: The Chana are a dark and sinister race ruled by superstition. They have an unreasoning fear of water, which they believe is the domain of hostile elemental spirits. Ritual sacrifice and cannibalism are common among the various Chana tribes (see **CHANA WITCHMAN/WITCHWOMAN**).

CHANA WITCHMAN/WITCHWOMAN

SIZE: 5'10"-6'4", 100-160 lbs.

PHYSICAL CHARACTERISTICS: Gray-green skin, cadaverous features, teeth filed to points, lacquered hair

ATTRIBUTES: INT +2, WILL +2, CON -3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, primitive magical talents, concoct poisons, camouflage, stalking, healer, inscribe spells

EQUIPMENT/POSSESSIONS: Loincloth, shrunken head fetish (worn on cord around neck), pouch (herbs), 1-4 wooden vials of kesh, 14 stone vials (poisons and/or magical pigments), spear or blowgun with ten poison darts in pouch, ritual drum, scroll of spells (animal hide with bone case), trained wrist viper

WEALTH: None

COMMENTS: Chana Witchmen and Witchwomen are practitioners of black magic. They revere the forces of darkness, and despise those who worship the gods of light and order. They are coveted as slaves by the Rajans (and to a lesser extent, the Farad, who employ them as herbalists and seers (see CHANA WARRIOR).

CYMRILIAN MAGICIAN

SIZE: 6'-6'4", 120-160 lbs.

PHYSICAL CHARACTERISTICS: Light green skin, nondescript features, slender build

ATTRIBUTES: INT +4, STR -1, DEX -1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, magical operations, concoct potions, create homonculi, create automaton, arcane lore, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: High-collared cloak and robes of green spinifax, leather and silver bound spell book, pouch, 1-4 amber crystal vials (potions), staff

WEALTH: d20 x 5 gold lumens in gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece)

COMMENTS: The Cymrilians are an eccentric race who possess an insatiable curiosity, particularly as regards magic. Most tend to be soft-spoken and studious.

DANUVIAN SWORDSWOMAN

SIZE: 6'2"-6'6", 160-200 lbs.

PHYSICAL CHARACTERISTICS: Bronze-skinned, black mane, strong features, face decorated with pigments

ATTRIBUTES: STR +3, DEX +3, SPD +2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat (eques), command ability; plus armorer, weaponer or beast trainer

EQUIPMENT/POSSESSIONS: Black iron corslet and wrist bracers, shoulder pouch, halberd, long sword, poinard (in sheath, tied to leg), earring, torc, equus steed

WEALTH: d20 x 10 gold lumens

COMMENTS: Danuvian Swordswomen are among the most skillful warriors in Talislanta, and are much in demand as mercenaries. Generally repelled by the males of their race, Danuvian females actively seek male consorts from other lands. As such, there is a market for handsome male slaves (and prospective husbands) in the city of Danuvia.

DARKLING WARRIOR

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

PHYSICAL CHARACTERISTICS: Soot-grey to black skin, distorted features, fangs, sinuous tail

ATTRIBUTES: INT -4, WILL -4, PER +3, STR -2, DEX -2

HIT POINTS: 6

SPECIAL ABILITIES: Night vision, sense living creatures by scent (range: 100 ft.)

SKILLS: Secondary combat, stalking, stealth, swipe, hide

EQUIPMENT/POSSESSIONS: Loincloth, pouch, spear, dagger or sling with two dozen stones in shoulder pouch

WEALTH: d6 x 2 gold lumens in mixed coins and/or miscellaneous baubles

COMMENTS: Darklings are miserable creatures, sinister and conniving in nature. Physically unimposing and prone to cowardly actions, they are only marginally effective as warriors. The Ur clans employ them as spies, thieves and low class infantry, using intimidation and fear tactics to keep the Darkling hordes in line.



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CHANA WITCHMAN/WITCHWOMAN

SIZE: 5'10"-6'4", 100-160 lbs.

PHYSICAL CHARACTERISTICS: Gray-green skin, cadaverous features, teeth filed to points, lacquered hair

ATTRIBUTES: INT +2, WILL +2, CON -3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, primitive magical talents, concoct poisons, camouflage, stalking, healer, inscribe spells

EQUIPMENT/POSSESSIONS: Loincloth, shrunken head fetish (worn on cord around neck), pouch (herbs), 1-4 wooden vials of kesh, 14 stone vials (poisons and/or magical pigments), spear or blowgun with ten poison darts in pouch, ritual drum, scroll of spells (animal hide with bone case), trained wrist viper

WEALTH: None

COMMENTS: Chana Witchmen and Witchwomen are practitioners of black magic. They revere the forces of darkness, and despise those who worship the gods of light and order. They are coveted as slaves by the Rajans (and to a lesser extent, the Farad, who employ them as herbalists and seers (see CHANA WARRIOR).

CYMRILIAN MAGICIAN

SIZE: 6'-6'4", 120-160 lbs.

PHYSICAL CHARACTERISTICS: Light green skin, nondescript features, slender build

ATTRIBUTES: INT +4, STR -1, DEX -2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, magical operations, concoct potions, create homunculi, create automaton, arcane lore, enchant items, inscribe spells

EQUIPMENT/POSSESSIONS: High-collared cloak and robes of green spinifax, leather and silver bound spell book, pouch, 1-4 amber crystal vials (potions), staff

WEALTH: d20 x 5 gold lumens in gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece)

COMMENTS: The Cymrilians are an eccentric race who possess an insatiable curiosity, particularly as regards magic. Most tend to be soft-spoken and studious.

DANUVIAN SWORDSWOMAN

SIZE: 6'2"-6'6", 160-200 lbs.

PHYSICAL CHARACTERISTICS: Bronze-skinned, black mane, strong features, face decorated with pigments

ATTRIBUTES: STR +3, DEX +3, SPD +2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat (eques), command ability; plus armorer, weaponer or beast trainer

EQUIPMENT/POSSESSIONS: Black iron corslet and wrist bracers, shoulder pouch, halberd, long sword, poinard (in sheath, tied to leg), earring, torc, equus steed

WEALTH: d20 x 10 gold lumens

COMMENTS: Danuvian Swordswomen are among the most skillful warriors in Talisanta, and are much in demand as mercenaries. Generally repelled by the males of their race, Danuvian females actively seek male consorts from other lands. As such, there is a market for handsome male slaves (and prospective husbands) in the city of Danuvia.

DARKLING WARRIOR

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

PHYSICAL CHARACTERISTICS: Soot-grey to black skin, distorted features, fangs, sinuous tail

ATTRIBUTES: INT -4, WILL -4, PER +3, STR -2, DEX -2

HIT POINTS: 6

SPECIAL ABILITIES: Night vision, sense living creatures by scent (range: 100 ft.)

SKILLS: Secondary combat, stalking, stealth, swipe, hide

EQUIPMENT/POSSESSIONS: Loincloth, pouch, spear, dagger or sling with two dozen stones in shoulder pouch

WEALTH: d6 x 2 gold lumens in mixed coins and/or miscellaneous baubles

COMMENTS: Darklings are miserable creatures, sinister and conniving in nature. Physically unimposing and prone to cowardly actions, they are only marginally effective as warriors. The Ur clans employ them as spies, thieves and low class infantry, using intimidation and fear tactics to keep the Darkling hordes in line.



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ICE GIANT WARRIOR

SIZE: 10'-12', 1200-2000 lbs.

PHYSICAL CHARACTERISTICS: Body composed of animate ice, clawed hands and feet, spikey visage

ATTRIBUTES: INT -4, STR +9, DEX -4, SPD -6

HIT POINTS: 24

SPECIAL ABILITIES: Emanate piercing cold (10 ft. radius; see **COMMENTS**), natural armor (as per plate mail)

SKILLS: Primary combat

EQUIPMENT/POSSESSIONS: Giant ice club studded with 2-12 uncut blue diamonds (4-24 carats each)

WEALTH: As per blue diamonds in club

COMMENTS: Ice Giants are savage and bestial creatures who subsist on the frozen carcasses of their victims. They emanate extreme cold sufficient to slow the reactions of most living creatures (-2 **COMBAT RATING** while in the presence of an Ice Giant unless immune to cold).

IMRIAN SLAVER

SIZE: 6'-6'6", 200-280 + lbs.

PHYSICAL CHARACTERISTICS: Yellow-green scaly hide, webbed hands and feet, sharp fangs, body coated with slime

ATTRIBUTES: STR +4, DEX -4, SPD +2 (in water; -2 on land)

HIT POINTS: 16

SPECIAL ABILITIES: Amphibious; hide equal to leather armor, claws do 1-4 damage

SKILLS: Secondary combat, hunting, stalking, snares, waylay, camouflage, plus pilot/navigator (coracle) or beast trainer (kra), appraise slaves

EQUIPMENT/POSSESSIONS: Loincloth of kra's hide, necklace of brass rings (Imrian coins), capture-pole, oc (barbed bolas) with shoulder case or throwing net, shoulder pouch, waterskin filled with brine, necklace of brass rings (Imrian coinage)

WEALTH: d10 x 5 gold lumens, plus half this figure in Imrian brass rings

COMMENTS: The Imrians are a cruel and domineering race who view themselves as superior beings. They prey on many primitive peoples, including the Green Men, Ahazu, Mud People, Sawilu, Batreans, Chana and Samu. Most other humanoids find Imrians repulsive, though many do business with them.

JAKA BEASTMASTER

SIZE: 5'8"-6', 120-180 lbs.

PHYSICAL CHARACTERISTICS: Black fur, silver-grey mane, features a cross between wolf and panther

ATTRIBUTES: PER +5, DEX +3, SPD +3

HIT POINTS: 12

SPECIAL ABILITIES: Land on feet (falls up to thirty feet), natural "stealth" ability, night vision, sixth sense (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary combat, mounted combat, beast lore, tracking (by scent), snares, hunting, stalking

EQUIPMENT/POSSESSIONS: Vest, loincloth and boots of tundra beast hide, luck talisman (worn on thong around neck), backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, long sword, knife, rope, Greymane steed, nighthawk or other animal (see **COMMENTS**).

WEALTH: d20 x 10 gold lumens in skins, hides and mixed coins

COMMENTS: Jaka are suspicious by nature, a trait that is perhaps attributable to their uncannily acute senses. They have a superstitious dread of magic, and wear talismans to protect themselves from "the evil eye" (these devices bestow a bonus of +1 on all resistance rolls vs Spells of Black Magic, but work only for their Jaka makers). Jaka often keep one or more wild beasts as companions, utilizing the beast lore skills of their ancestors to call, communicate, and befriend these creatures. They hunt only predatory beasts.

JAKA MANHUNTER

SIZE: 5'8", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Black fur, silver-grey mane, features a cross between wolf and panther

ATTRIBUTES: PER +5, STR +1, DEX +2, SPD +3

HIT POINTS: 12

SPECIAL ABILITIES: Land on feet (falls up to thirty feet), natural "stealth" ability (as per the skill, stealth), night vision, sixth sense (see **SKILLS: SPECIAL ABILITIES**).

SKILLS: Primary combat, ambush, camouflage, hunting, snares, stalking, tracking (by scent)

EQUIPMENT/POSSESSIONS: Vest, loincloth and boots of tundra beast hide, luck talisman (worn on thong around neck), cloak, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, two additional weapons of choice, Greymane steed

WEALTH: d20 x 10 gold lumens

COMMENTS: Jaka manhunters are bounty hunters of exceptional skill. They usually work alone or in pairs, tracking down and capturing escaped felons, fugitives from justice and other undesirables. Some few are chaotic in nature, making a living as professional assassins (see **JAKA BEASTMASTER**).



ICE GIANT WARRIOR

SIZE: 10'-12', 1200-2000 lbs.

PHYSICAL CHARACTERISTICS: Body composed of animate ice, clawed hands and feet, spikey visage

ATTRIBUTES: INT -4, STR +9, DEX -4, SPD -6

HIT POINTS: 24

SPECIAL ABILITIES: Emanate piercing cold (10 ft. radius; see **COMMENTS**), natural armor (as per plate mail)

SKILLS: Primary combat

EQUIPMENT/POSSESSIONS: Giant ice club studded with 2-12 uncut blue diamonds (4-24 carats each)

WEALTH: As per blue diamonds in club

COMMENTS: Ice Giants are savage and bestial creatures who subsist on the frozen carcasses of their victims. They emanate extreme cold sufficient to slow the reactions of most living creatures (-2 **COMBAT RATING** while in the presence of an Ice Giant unless immune to cold).

IMRIAN SLAVER

SIZE: 6'-6"6", 200-280+ lbs.

PHYSICAL CHARACTERISTICS: Yellow-green scaly hide, webbed hands and feet, sharp fangs, body coated with slime

ATTRIBUTES: STR +4, DEX -4, SPD +2 (in water; -2 on land)

HIT POINTS: 16

SPECIAL ABILITIES: Amphibious; hide equal to leather armor, claws do 1-4 damage

SKILLS: Secondary combat, hunting, stalking, snares, waylay, camouflage, plus pilot/navigator (coracle) or beast trainer (kra), appraise slaves

EQUIPMENT/POSSESSIONS: Loincloth of kra's hide, necklace of brass rings (Imrian coins), capture-pole, oc (barbed bolas) with shoulder case or throwing net, shoulder pouch, waterskin filled with brine, necklace of brass rings (Imrian coinage)

WEALTH: d10 x 5 gold lumens, plus half this figure in Imrian brass rings

COMMENTS: The Imrians are a cruel and domineering race who view themselves as superior beings. They prey on many primitive peoples, including the Green Men, Ahazu, Mud People, Sawilu, Batreans, Chana and Samu. Most other humanoid find Imrians repulsive, though many do business with them.

JAKA BEASTMASTER

SIZE: 5'8"-6', 120-180 lbs.

PHYSICAL CHARACTERISTICS: Black fur, silver-grey mane, features a cross between wolf and panther

ATTRIBUTES: PER +5, DEX +3, SPD +3

HIT POINTS: 12

SPECIAL ABILITIES: Land on feet (falls up to thirty feet), natural "stealth" ability, night vision, sixth sense (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary combat, mounted combat, beast lore, tracking (by scent), snares, hunting, stalking

EQUIPMENT/POSSESSIONS: Vest, loincloth and boots of tundra beast hide, luck talisman (worn on thong around neck), backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, long sword, knife, rope, Greymane steed, nighthawk or other animal (see **COMMENTS**).

WEALTH: d20 x 10 gold lumens in skins, hides and mixed coins

COMMENTS: Jaka are suspicious by nature, a trait that is perhaps attributable to their uncannily acute senses. They have a superstitious dread of magic, and wear talismans to protect themselves from "the evil eye" (these devices bestow a bonus of +1 on all resistance rolls vs Spells of Black Magic, but work only for their Jaka makers). Jaka often keep one or more wild beasts as companions, utilizing the beast lore skills of their ancestors to call, communicate, and befriend these creatures. They hunt only predatory beasts.

JAKA MANHUNTER

SIZE: 5'8", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Black fur, silver-grey mane, features a cross between wolf and panther

ATTRIBUTES: PER +5, STR +1, DEX +2, SPD +3

HIT POINTS: 12

SPECIAL ABILITIES: Land on feet (falls up to thirty feet), natural "stealth" ability (as per the skill, stealth), night vision, sixth sense (see **SKILLS: SPECIAL ABILITIES**).

SKILLS: Primary combat, ambush, camouflage, hunting, snares, stalking, tracking (by scent)

EQUIPMENT/POSSESSIONS: Vest, loincloth and boots of tundra beast hide, luck talisman (worn on thong around neck), cloak, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, two additional weapons of choice, Greymane steed

WEALTH: d20 x 10 gold lumens

COMMENTS: Jaka manhunters are bounty hunters of exceptional skill. They usually work alone or in pairs, tracking down and capturing escaped felons, fugitives from justice and other undesirables. Some few are chaotic in nature, making a living as professional assassins (see **JAKA BEASTMASTER**).



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NA-KU WITCHDOCTOR

SIZE: 6'-6'2", 160-180 lbs.

PHYSICAL CHARACTERISTICS: Oily indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso

ATTRIBUTES: INT +1, WILL +1, PER +2

HIT POINTS: 10

SPECIAL ABILITIES: Tail may be used to grasp

SKILLS: Secondary magic, primitive magical talents, combat training

EQUIPMENT/POSSESSIONS: Loincloth of humanoid skin, necklace of bones, ritual bone flute and drum, scroll of spells (made of skin), bone dagger or bow with quiver of ten venomwood arrows

WEALTH: d20 x 20 gold lumens in uncut black diamonds

COMMENTS: Na-Ku Witchdoctors revere Aberon, Lord of Demonkind. They serve the Na-Ku's king, a horrible and obese creature rumored to be half-demon (see **NA-KU CANNIBAL**).

NEFARATAN BLACK SAVANT

SIZE: 6'6"-6'10", 160-200 lbs.

PHYSICAL CHARACTERISTICS: Stoop-shouldered and gaunt, cold black eyes

ATTRIBUTES: INT +5, CHA -10 (see **COMMENTS**)

HIT POINTS: 14

SPECIAL ABILITIES: See invisible/astral presences

SKILLS: Primary magic, metaphysical doctrines (diabolism), pilot/navigator (Nefaratan galley only), inscribe spells, concoct potions, create homonculi, enchant items, combat training (?)

EQUIPMENT/POSSESSIONS: Veiled headdress, cloak, robes and gloves of black satin, black iron and silver-bound spell book, staff

WEALTH: Unknown

COMMENTS: The Black Savants are greatly feared by other folk. They avoid contact with outsiders, and communicate mainly by means of arcane signs and gestures. Consequently, very little is known of their isolated homeland, their culture or their motives.

OCEANIAN SEA NOMAD

SIZE: 5'-6", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Olive green skin, sea green hair

ATTRIBUTES: WILL +2, STR +1, DEX +2, CON +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, navigator/pilot (Zaratan), hunting (aquatic), plus one additional trade/craft

EQUIPMENT/POSSESSIONS: Vest of iridescent scales, loincloth of rainbow kra's hide, necklace of colored shells, lacquered tortoise shell shield, blowfish helm, pouch, bone dagger, flange-bow with quiver and two dozen quill bolts, barbed spear or kra-bone sword, Zaratan steed

WEALTH: d10 x 10 gold lumens in radiants (Oceanian currency; Sea Demons' scales)

COMMENTS: The Oceanians will not dare to so much as set foot on solid land, fearing that doing so will activate an ancient curse placed upon their people by a terrible hag named Jezem. Consequently, the Sea Nomads have adapted well to their watery environs, and are excellent swimmers, divers and seamen.

PHANTASIAN DREAM MERCHANT

SIZE: 6'8"-7'2", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Pale skin, amber-colored hair, narrow build

ATTRIBUTES: INT +2, WILL -1, PER +4

HIT POINTS: 12

SPECIAL ABILITIES: Detect magic by sight (requires full concentration)

SKILLS: Secondary magic, concoct powders, concoct elixirs, concoct potions, create dream essence, navigator/pilot (windship), alchemical training, inscribe spells

EQUIPMENT/POSSESSIONS: Long robe, conical cap, necklace of colored crystals, spell book, sky chart (scroll, with ivory case), 2-8 amber crystal vials of dream essence (various types)

WEALTH: d10 x 2 gold lumens in mixed coins

COMMENTS: Once among the most skilled practitioners of magic, the Phantasians have forgotten much of the fabled knowledge possessed by their ancient ancestors. They earn a poor living by selling dream essence, a costly product deemed too extravagant by most Talislatans. Some Phantasians still own windships, though most of these are old and in need of repair.



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ATTRIBUTES: INT +1, WILL +1, PER +2

HIT POINTS: 10

SPECIAL ABILITIES: Tail may be used to grasp

SKILLS: Secondary magic, primitive magical talents, combat training

EQUIPMENT/POSSESSIONS: Loincloth of humanoid skin, necklace of bones, ritual bone flute and drum, scroll of spells (made of skin), bone dagger or bow with quiver of ten venomwood arrows

WEALTH: d20 x 20 gold lumens in uncut black diamonds

COMMENTS: Na-Ku Witchdoctors revere Aberon, Lord of Demonkind. They serve the Na-Ku's king, a horrible and obese creature rumored to be half-demon (see **NA-KU CANNIBAL**).

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ATTRIBUTES: INT +5, CHA -10 (see **COMMENTS**)

HIT POINTS: 14

SPECIAL ABILITIES: See invisible/astral presences

SKILLS: Primary magic, metaphysical doctrines (diabolism), pilot/navigator (Nefaratan galley only), inscribe spells, concoct potions, create homonculi, enchant items, combat training (?)

EQUIPMENT/POSSESSIONS: Veiled headdress, cloak, robes and gloves of black satin, black iron and silver-bound spell book, staff

WEALTH: Unknown

COMMENTS: The Black Savants are greatly feared by other folk. They avoid contact with outsiders, and communicate mainly by means of arcane signs and gestures. Consequently, very little is known of their isolated homeland, their culture or their motives.

OCEANIAN SEA NOMAD

SIZE: 5'-6', 100-200 lbs.

PHYSICAL CHARACTERISTICS: Olive green skin, sea green hair

ATTRIBUTES: WILL +2, STR +1, DEX +2, CON +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, navigator/pilot (Zaratan), hunting (aquatic), plus one additional trade/craft

EQUIPMENT/POSSESSIONS: Vest of iridescent scales, loincloth of rainbow kra's hide, necklace of colored shells, lacquered tortoise shell shield, blowfish helm, pouch, bone dagger, flange-bow with quiver and two dozen quill bolts, barbed spear or kra-bone sword, Zaratan steed

WEALTH: d10 x 10 gold lumens in radiants (Oceanian currency; Sea Demons' scales)

COMMENTS: The Oceanians will not dare to so much as set foot on solid land, fearing that doing so will activate an ancient curse placed upon their people by a terrible hag named Jezem. Consequently, the Sea Nomads have adapted well to their watery environs, and are excellent swimmers, divers and seamen.

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SIZE: 6'8"-7'2", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Pale skin, amber-colored hair, narrow build

ATTRIBUTES: INT +2, WILL -1, PER +4

HIT POINTS: 12

SPECIAL ABILITIES: Detect magic by sight (requires full concentration)

SKILLS: Secondary magic, concoct powders, concoct elixirs, concoct potions, create dream essence, navigator/pilot (windship), alchemical training, inscribe spells

EQUIPMENT/POSSESSIONS: Long robe, conical cap, necklace of colored crystals, spell book, sky chart (scroll, with ivory case), 2-8 amber crystal vials of dream essence (various types)

WEALTH: d10 x 2 gold lumens in mixed coins

COMMENTS: Once among the most skilled practitioners of magic, the Phantasians have forgotten much of the fabled knowledge possessed by their ancient ancestors. They earn a poor living by selling dream essence, a costly product deemed too extravagant by most Talisnantans. Some Phantasians still own windships, though most of these are old and in need of repair.

SAURUD WARRIOR

SIZE: 7'6"-8', 500-700 lbs.

PHYSICAL CHARACTERISTICS: As per Sauran, but more massive and brutish

ATTRIBUTES: INT -6, STR +7, DEX -4, CON +5, SPD -4

HIT POINTS: 20

SPECIAL ABILITIES: Hide equal to chain mail, immunity to poison/fire, converse with all reptile species, use tail to strike opponents if attacked from behind

SKILLS: Primary combat

EQUIPMENT/POSSESSIONS: Loincloth, red iron or copper alloy armbands, giant stone war club

WEALTH: d10 x 4 gold lumens in mixed coins and/or small, uncut firegems

COMMENTS: Sauruds are huge, brutish and lacking in intelligence. Cold renders them immobile (resist vs **CONSTITUTION RATING**), though they are unaffected by heat and flame. Sauruds are quite rare, the species possibly being on the verge of extinction. Of those who survive, many dwell among the Sauran clans. Others may be found in the wilderlands, where they are in great demand as bodyguards and sentinels.

SAWILU WHITE WITCH/WARLOCK

SIZE: 5'4"-6', 80-140 lbs.

PHYSICAL CHARACTERISTICS: Albino, slightly built, plumes decorating head and neck

ATTRIBUTES: INT +3, PER +2, CHA +8, CON -2

HIT POINTS: 12

SPECIAL ABILITIES: Spell-weaving (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Secondary magic, cult rituals (faith healing and banish only; see **COMMENTS**), primitive magical talents (fetishes only), song, dance, seduce

EQUIPMENT/POSSESSIONS: Costume of colorful feathers, combs made of iridescent sea dragon's scales, fans made of feathers

WEALTH: d6 x 3 gold lumens in pearls

COMMENTS: The Sawilu have a cult revolving around the worship of Arial, Goddess of the South Wind. Passive by nature, Sawilu are favored as slaves by the Imrians. Sawilu courtesans can command prices in excess of one thousand gold lumens.

SINDARAN COLLECTOR

SIZE: 7'-7'4", 180-220 lbs.

PHYSICAL CHARACTERISTICS: Rough sandy-hued skin, narrow eyes, ridge of six horn-like protrusions running along crest of skull, bony chin spur, emaciated appearance

ATTRIBUTES: INT +8, WILL +4, STR -1

HIT POINTS: 10

SPECIAL ABILITIES: Dual-encephalon (see **SKILLS: SPECIAL ABILITIES**)

SKILLS: Alchemical training, all "concoct" skills, any four scholarly pursuits (one side of brain), secondary combat and any two trades and crafts (second side of brain)

EQUIPMENT/POSSESSIONS: Silk loincloth, arm and leg bracers, cape, bandolier pouches (with 2-12 amber crystal vials of toxic powder), silver blowtube, silver earrings and necklace, trivarian (see **COMMENTS**), collection (scrolls, curios, antiques, birds or some other category of collectibles), alchemical apparatus, flask of skoryx (Sindaran liquor)

WEALTH: d20 x 100 gold lumens in mixed coins and collectibles

COMMENTS: The Sindarans, with their two-sided brains, are a race possessed of extraordinary intellectual capabilities. They are avid collectors, and are fascinated by the art of alchemy. One of their favorite pastimes is trivarian, a complex game which is largely incomprehensible to non-Sindarans.

STRYX NECROMANCER

SIZE: 5'10"-6'2", 140-180 lbs.

PHYSICAL CHARACTERISTICS: Grey and black feathers, leathery wings, vulture-like features, clawed appendages

ATTRIBUTES: INT +2, PER +3, STR -1, SPD +5 (airborne; -1 on the ground)

HIT POINTS: 10

SPECIAL ABILITIES: Flight, gliding

SKILLS: Secondary magic, concoct poisons, cult rituals, primitive magical talents, combat training, inscribe spells

EQUIPMENT/POSSESSIONS: Animal hide loincloth, black iron bracers, scroll of spell (animal hide with bone case), bone or iron dagger

WEALTH: d20 x 10 gold lumens in mixed coins, gemstones and miscellaneous baubles

COMMENTS: Stryx Necromancers revere Taryx, the Vulture God. The Taryx cult has adherents throughout Urag (see **STRYX WARRIOR**).



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PHYSICAL CHARACTERISTICS: As per Sauran, but more massive and brutish

ATTRIBUTES: INT -6, STR +7, DEX -4, CON +5, SPD -4

HIT POINTS: 20

SPECIAL ABILITIES: Hide equal to chain mail, immunity to poison/fire, converse with all reptile species, use tail to strike opponents if attacked from behind

SKILLS: Primary combat

EQUIPMENT/POSSESSIONS: Loincloth, red iron or copper alloy armbands, giant stone war club

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COMMENTS: Sauruds are huge, brutish and lacking in intelligence. Cold renders them immobile (resist vs **CONSTITUTION RATING**), though they are unaffected by heat and flame. Sauruds are quite rare, the species possibly being on the verge of extinction. Of those who survive, many dwell among the Sauran clans. Others may be found in the wilderlands, where they are in great demand as bodyguards and sentinels.

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EQUIPMENT/POSSESSIONS: Animal hide loincloth, black iron bracers, scroll of spell (animal hide with bone case), bone or iron dagger

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COMMENTS: Stryx Necromancers revere Taryx, the Vulture God. The Taryx cult has adherents throughout Urag (see **STRYX WARRIOR**).



- 16) Trade with the Sea-Nomads of Oceanus, a city which floats freely upon the waters of the Azure Ocean.
- 17) Take a windship to the isle of Phantas and visit Cabal Magicus, home of the Phantasian Dream Merchants, where scholars sometimes come to study the many unique life-forms native to this strange and remote island.
- 18) Explore the ruined cities of the Plains of Golarin and search for the legendary gilded tomb of Irkhan, the Nine Books of Knowledge, the mysterious Elixirs of Immortality, and other lost wonders.
- 19) Travel to the far-off Quan Empire: to the Coral City of Isalis, the splendid coastal city of Jacinth, or the capitol of Tian (called "the Golden City," for good reason). Do not irk the Quan, however, or their warlike protectors, the Kang.
- 20) Hire a Sarista guide and search for the buried city of Necron in Khazad, where—legend has it—an entire city and its populace were once interred.
- 21) Visit Cymril's Magical Fair, a gala festival attended by magicians, wizards, and charlatans from all across the continent. Engage in a duel for wagers with a renowned spell caster, or haggle with Pharesian peddlers over the cost of their marvelous potions, powders, and magical adjuncts.
- 22) Negotiate a deal with a Kasmir money-lender, who may agree to finance an expedition in return for a cut of the profits.
- 23) Travel to the mesalands of Sindar in the hope of selling artifacts to the Sindarans, eclectic collectors of valuable antiques and oddities.
- 24) Explore the underground lakes and grottos adjacent to the subterranean settlement of Durne, home of the diminutive Gnomekin.
- 25) Patrol the eastern borderlands in a company of Thralls, battling beastmen tribes and Za bandit clans in the service of the Seven Kingdoms.

- 26) Enter Thaecia's "Festival of the Bizarre," where individuals from many lands display oddities and attractions in the hope of winning the coveted title of "Most Bizarre."
- 27) Hunt for the fabulous Smokk-bird amid the Obsidian Mountains of Urag.
- 28) Explore the Volcanic Hills region for the legendary Caves of Erendor, the final resting place of a once-mighty sorcerer and all his most cherished possessions.
- 29) Locate the hidden lair of a Weirdling and gain a wish, or search the banks of the Sascasm River (in Werewood) for the tombs of ancient Phaedran wizards.
- 30) Hire a Jaka guide and travel to the Lost Sea in Yrmania, where the sunken hulks of ancient sea vessels lie half-submerged in the cracked and barren earth.
- 31) Travel to the Aberrant Forest in search of the Mad Wizard Rodinn's manse, pay the Hadjin to explore the obelisk-shaped mausoleums which house the remains of their distant ancestors, or hunt for Sardonicus (bottle-imps) amid the Kharakhan Wastes.
- 32) Accompany a Xambrian wizard hunter on a quest to avenge an age-old crime: the extermination of an entire people, their civilization and culture.
- 33) Have your fortune read by a wandering Rahastran wizard, or travel to the Temple of the Seven Moons in Xanadas to learn the secrets of past ages.
- 34) Partake in Zandu's "Night of Fools," when all laws are suspended for a single evening.
- 35) Help locate a suitable applicant for the annual Battle of Champions, held atop the Great Barrier Wall separating the two countries of Amman and Zandu... or enter the competition yourself.
- 36) Try to find some means of removing the curse which has plagued the city-state of Maruk for generations, and earn a small fortune in gold (good luck).



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