

TALISLANTA



FANTASY ROLE PLAYING
HANDBOOK AND CAMPAIGN GUIDE

SECOND EDITION

THE
TALISLANTA

HANDBOOK AND CAMPAIGN GUIDE

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Bard Games



- THE MIDNIGHT SEA -

KHAZAD

YRMANIA

THE LOST SEA

WEREWOOD

SILVANUS

ZANDU

ARIM

THE SEVEN KINGDOMS

AAMAN

HANGARA

MOG

THAECIA

THE THAECIAN ISLES

- THE AZURE OCEAN -

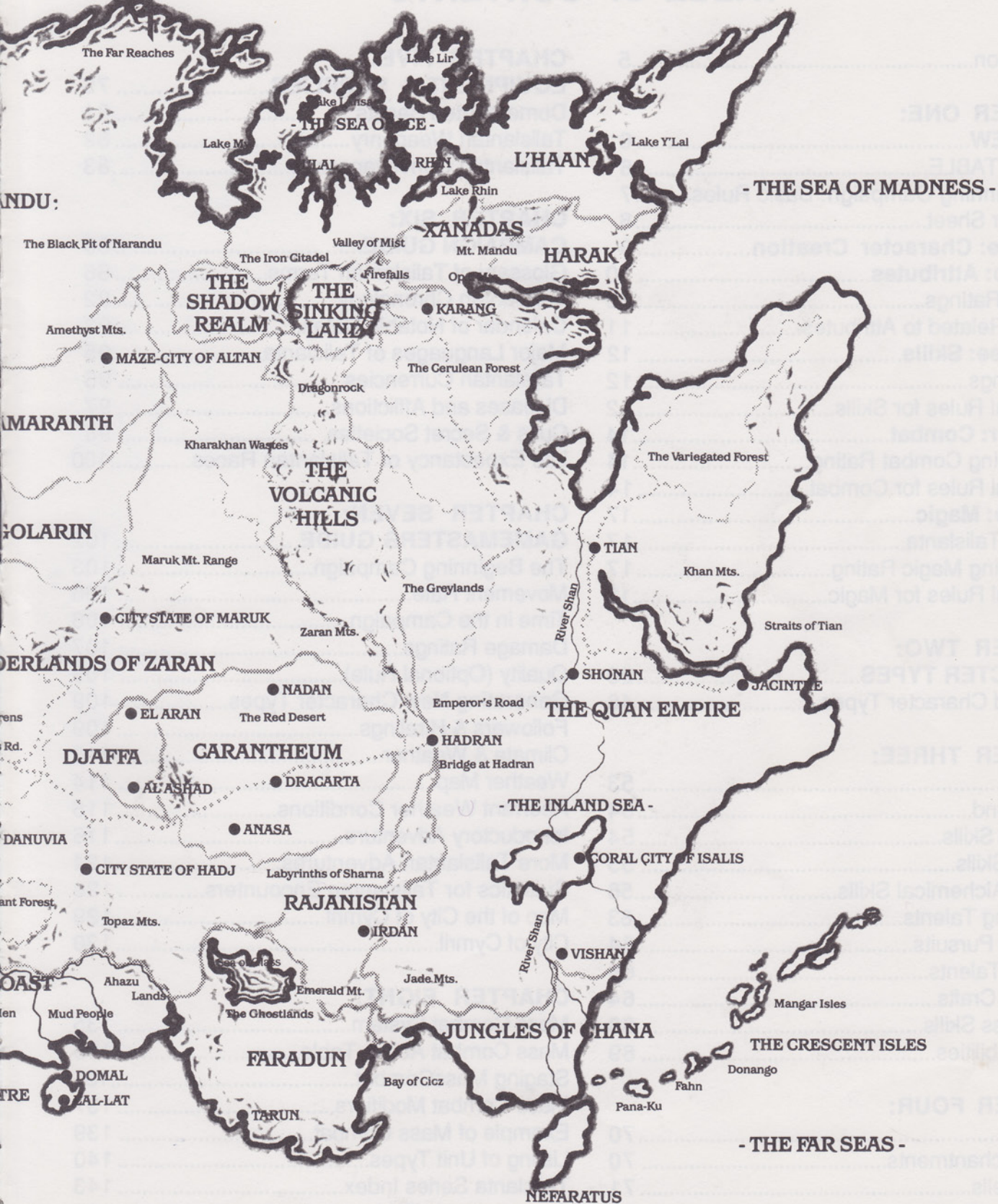
PHANTAS

IMRIA

GAO-DIN

● THE FLOATING CITY OF OCEANUS

LANTA



SCALE: 1 in. = 150 mi.

Map by Joe Bouza



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INTRODUCTION

This is the Second Edition of **The Talislanta Handbook**, the players' and Gamemasters' guide to fantasy role playing in the world of **TALISLANTA**. For those who may be new to the game, a few words of explanation: **TALISLANTA** is an original fantasy world setting, developed for experienced players and GMs. Unlike the vast majority of FRP games, there are no elves or dwarves, no generic character classes (such as "magic-users," "fighters," and so forth), and none of the complex rules used by many game systems to simulate "realism."

Instead, the **TALISLANTA** game offers over a hundred different character types of many races and nationalities, plus a wide variety of skills from which to choose. The game system is easy to learn and fast-playing; combat, magic, and skill/attribute use are governed by a single set of rules. Rather than devote a lot of space to complicated game mechanics, most of the material in this book has been allocated to the development of the Talislantan milieu, with its colorful peoples, cultures, and customs.

Those of you who are familiar with the First Edition will find that, for the most part, the **TALISLANTA** game system remains as it was in its initial incarnation. While a number of rules revisions, clarifications, and additions were made, the basic game mechanics are much the same as in the First Edition. The most important changes have been in the **Handbook's** overall layout and format, which we think you will find to be much-improved. In order to make the book as comprehensive as possible, material from the **Sorcerer's Guide** and Volume I of the **Cyclopedia Talislanta** was incorporated into the text, along with a few odds and ends from other books in the series. The Second Edition also contains a new introductory adventure, a new character sheet, and, happily, a complete index.

We hope you enjoy the Second Edition of **The Talislanta Handbook**, and find it useful in your own campaign. A series of campaign adventure supplements, **The Cyclopedia Talislanta**, is currently in the works, and will be available soon. If there is a particular topic or area of interest which you'd like us to present in these supplements, let us know by writing to:

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CHAPTER ONE: OVERVIEW

In the **TALISLANTA** game system, all actions are resolved by rolling a twenty-sided die (d20) on the **ACTION TABLE**. There are four types of actions: *Combat*, *Magic*, *Skills*, and *Attribute* use.

a) To simulate combat, the opponents compare *Combat Ratings*. The opponent with the higher rating is awarded the difference in the form of a bonus. This bonus is applied to the die result when rolling on the **ACTION TABLE**. In the event that both opponents have the same rating, neither receives a bonus.

b) To simulate the use of magic in the game, the magician compares his or her *Magic Rating* with the level of the spell or magic item being employed. The difference (plus, minus, or "0") is applied to the **ACTION TABLE** die roll.

c) Skill or Attribute use is simulated by comparing a character's *Skill Rating* /*Attribute Rating* with the relative degree of difficulty entailed in the attempted action (Gamemaster's ruling). Once again, the difference between these two figures is applied as a modifier when rolling on the **ACTION TABLE**.

In all cases, the players always state their characters' intentions before rolling on the **ACTION TABLE**. The Gamemaster uses the **ACTION TABLE KEY** to determine the basic result, based on the die roll plus any appropriate modifiers. The Gamemaster then supplies the specifics; narrating and interpreting **ACTION TABLE** results according to the circumstances of play, the players' stated intentions, and his or her creativity. This interaction of the players, the Gamemaster, and the **ACTION TABLE** forms the basis of the **TALISLANTA** game.

ACTION TABLE MODIFIERS

- 1) Ability ratings for **COMBAT**, **MAGIC**, **SKILLS** and **ATTRIBUTES**
- 2) Plus or minus modifiers may be awarded based on the "degree of difficulty" inherent in the type of action being attempted.
- 3) **THE NON-PROFICIENCY PENALTY**: Any time an individual attempts to use a skill or weapon which he/she is not proficient in, *divide the die result by two*, then add modifiers as applicable.

ACTION TABLE			
DIE RESULT	COMBAT	MAGIC	SKILL/ATTRIBUTE
0 or less =	Combat Mishap	Magical Mishap	Mishap
1-5 =	Miss	Spell Failure	Failure
6-10 =	Hit (1/2 dam.)	Success	Success
11-19 =	Hit	Success	Success
20+ =	Critical Hit	Maximum Effect	Success Plus

ACTION TABLE KEY:

COMBAT

COMBAT MISHAP = The attack fails due to a mishap of some sort: the attacker slips and falls, a bowstring snaps, a weapon is dropped or broken, the attacker hits an unintended target, etc.

HIT (1/2 DAMAGE) = A glancing blow is struck; roll for damage as usual, but divide total by two. Minimum damage for this result is one point.

HIT = Attacker strikes the intended target. Roll for damage as usual.

CRITICAL HIT = The attack does double damage, and achieves the attacker's stated intent (see *PART FOUR: COMBAT, Combat Options*). Gamemaster's ruling as to the specific effects of any Critical Hit, based on the circumstances of play.

MAGIC

MAGICAL MISHAP = The spell is incorrectly cast, causing an unforeseen effect of some sort: the spell strikes an unintended target, has a reversed or aberrant effect, rebounds upon the caster, etc.

SPELL FAILURE = The spell is improperly cast, and has no effect whatever.

SUCCESS = The spell or magic item functions as intended, and achieves the desired result; according to the type of spell being cast, the intended target may be allowed a chance to *resist* the magic.

MAXIMUM EFFECT = The spell (or item) has the maximum possible damage/effect. Resistance is possible only if the defender achieves a result of *Success Plus* (or *Maximum Effect*, if a counterspell is being employed in lieu of an attempt to resist).

SKILL/ATTRIBUTE

MISHAP = The attempted action fails miserably, causing a mishap of some sort: injury, accident, damage to equipment or property, etc.

FAILURE = The attempted action fails to achieve the desired result.

SUCCESS = The attempted action achieves the desired result.

SUCCESS PLUS = The attempted action is successful, and achieves the most desirable result: avoiding damage from a spell or other attack, emerging unscathed from an accident or pitfall of some sort, creating a product of truly superior quality, etc.



The Beginning Campaign: Basic Rules

- 1) The players create characters, following the guidelines in Part One.
- 2) The Gamemaster helps the players establish background and setting for their character (see *Chapter Six: Gamemaster's Guide*). Once this has been done, the Gamemaster should run the sample scenario included in this book, in order to become familiar with the **TALISLANTA** milieu.

Level of Ability and Character Progression

The term "level of ability" represents the measure of an individual's capabilities with regard to his or her chosen profession (for monsters and wild beasts, the term represents natural ability). Skills are also rated according to level (see *Part Three: Skills*).

All characters begin their game careers at the first level of ability (level one). Thereafter, they may progress upwards in level of ability by gaining experience points.

The number of experience points required for a character to advance in level of ability is 25.

Earning Experience Points

Experience points are awarded by the Gamemaster on the following basis:

- 1-10 points per each adventure (or single game session) which the characters take part in. The exact number of experience points awarded for any adventure is up to the Gamemaster to determine, based on his or her appraisal of the degree of difficulty entailed in the scenario. Each character who takes part in the adventure receives the same number of experience for this accomplishment.
- One point for good role playing (based on the persona which the player has created for his or her character), or for exceptional/innovative/clever play in general. No more than *three* points per adventure should ever be awarded to a given player for such accomplishments.
- One point per each game week which the player's character devotes exclusively to improving skills related to his or her chosen profession. Practices which may be rewarded in this fashion include: study with a master or superior, training, research, experimentation, creating some item or construct related to the character's profession, and so forth.

Benefits of Advancing in Level

Advancement in level of ability improves all skills by +1 (except for the skills, *Secondary Combat* and *Secondary Magic*, which improve by +1 per every *two* levels of ability gained, and *Combat* or *Magic Training*, which improve by +1 per every *four* levels), and increases the character's total number of hit points by +2.

Money and Wealth in the Game

As in real life, characters in the game will need money to purchase food, clothing, equipment and shelter. In Talislanta, the rate of exchange is based on the gold *lumen*, a coin equal in value to ten silver pieces or one hundred copper pieces (one silver piece is worth ten copper pieces). For game purposes, assume that twenty coins of any type weigh approximately one pound (see *Chapter Five* for a list of Talislantan currencies).

Time in the Game

In game terms, time is measured in increments known as "rounds." A round has little relation to real time, but is used primarily to give structure to the game and allow events to progress in sequence. For game purposes, one round can be considered equivalent to a minute; this comparison is useful mainly in determining the duration of spells, potions, etc. In one round there is sufficient time for:

- two opposing groups of antagonists to exchange attacks.
- a spell to be cast from memory or device (two rounds are required to cast a spell from a book or scroll).
- an individual or creature to move up to the maximum distance allowable based on its Speed Rating.
- an individual or creature to perform any action which could conceivably be undertaken in approximately one minute of real time.

Note to Players and Gamemasters

The heart and soul of the Talislantan game system is the interaction between the players and the Gamemaster. It is the Gamemaster's job to help simulate in the game those things which make real life so unpredictable: a stroke of good fortune, a freak accident, the strange occurrences which defy all odds or lay waste to the most carefully made plans.

The players must help the Gamemaster by offering specific information on what their character plans to do *before* rolling on the **ACTION TABLE**. For example, the intent of an attack might be to disarm, stun, trip, disable, force back or any of a dozen other stratagems. If the player informs the Gamemaster beforehand of the character's intentions, the Gamemaster will be better prepared to interpret the **ACTION TABLE** die result. It is also important for players to allow their Gamemaster to embellish **ACTION TABLE** results without interfering in the course of the game. Gamemasters can earn the trust of their players by being fair and objective, and by maintaining a degree of moderation in their renderings. Imaginative and inventive narration is fine, as long as it's not overdone.

Name: _____
 Profession: _____
 Homeland: _____
 Background: _____
 Experience: _____
 Level: _____ Age: _____
 Physical Characteristics:

Personality Traits:

COMBAT RATING: _____
 Damage Modifier: _____

Weapon Damage Wt.

Armor Protection

Steed/Conveyance:

Equipment/Possessions Wt.

TALISLANTA



CHARACTER SHEET

MAGIC RATING: _____

Magic Items:

Magical/Alchemical Supplies:

Other Possessions Wt.

ATTRIBUTE RATINGS:

Strength: _____
 Dexterity: _____
 Constitution: _____
 Speed: _____

Intelligence: _____

Will: _____

Perception: _____

Charisma: _____

Hit Points: _____

Max. Encumbrance: _____

Wealth: _____

SKILLS RATING

Parents/Siblings:

Former Mentor:

Associates:



PART ONE: CHARACTER CREATION

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

1) **Choose a character:** Review the list of *Character Types* located in Chapter Two, and choose one that you'd like to play. Each character's basic statistics are presented here in outline form. Using a pencil, record the information listed for the type of character you picked on the *character sheet* included in this section (you may photo-copy this for personal use), as follows:

a) Record the *Attribute Ratings* provided in the outline on the character sheet. All other *Attribute Ratings* should be listed in pencil as "0" (indicating an "average" rating). Note that in the **TALISLANTA** game, you do not roll dice to determine *Attributes* (for more information see *Part Two: Attributes*).

Next, personalize the character as follows:

- Increase any *Attribute* (or *Attributes*) by a total of up to *three* points (plus factors). These bonus points may be allocated as desired.

- Decrease one *attribute* (of your choice) by one point.

b) Record the character's *Hit Point* total.

c) Note the basic *Physical Characteristics* indicated for your character, and record this information on the character sheet. Feel free to embellish the description of your character as desired; add distinguishing features, describe the character's outward appearance (ruggedly handsome, alluring, sinister-looking, etc.), according to your preferences.

d) Create *Personality Traits* for your character. Consider the character's *Race*, *Background*, and chosen *Profession* when choosing *Personality Traits*, which determine how to role-play your new character (see *Chapter Seven: GM's Section, for examples of Personality Traits*).

e) Record the character's *Skills*. If a choice of *Skills* is indicated in the description of your character, you may pick them now (see *Chapter Two* for a complete listing of *Skills*).

Choose one *bonus Skill*, and mark this down on your character sheet. Any skill may be chosen as a bonus except *Primary Combat*, *Primary Magic*, *Secondary Combat*, or *Secondary Magic*.

f) Note the type of *Equipment/Possessions* listed in the outline, and mark this information down on the character sheet.

g) Determine the character's *Wealth*, and add this information to the character sheet.

2) Review **Part Two: Attributes**. Follow the guidelines presented in this section to determine the character's *Attribute Ratings*.

3) Review **Part Three: Skills**. Follow the guidelines to determine the character's *Skill Ratings*.

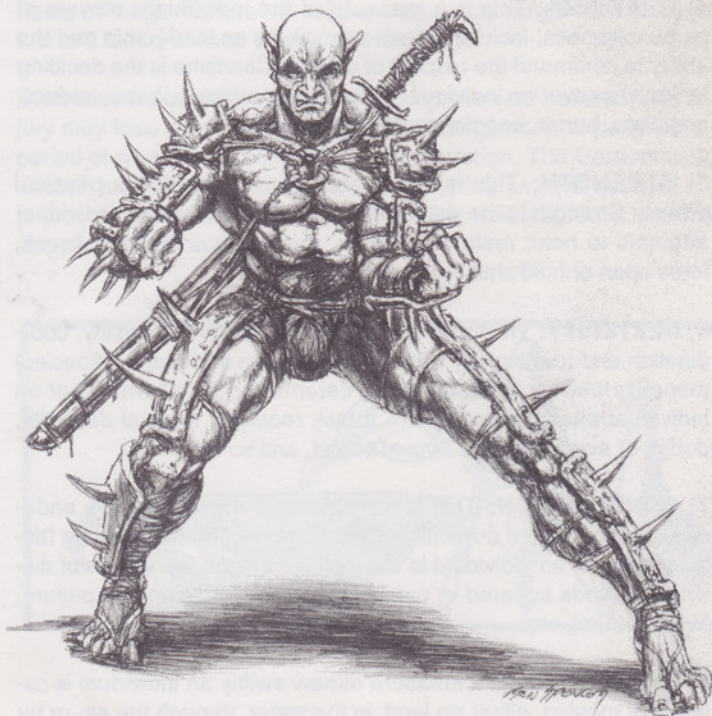
4) Review **Part Four: Combat**. Follow the guidelines to determine the character's *Combat Rating*.

5) Review **Part Five: Magic**. Follow the guidelines to determine the character's *Magic Rating*. If the character has the *Primary Magic* or *Secondary Magic* skill, review the list of spells found in Chapter Three.

6) Make up a name for the new character.

7) With the Gamemaster's assistance, fill in details of the character's past, and determine the circumstances under which the new character will begin his or her game career.

The character is now ready to enter the world of **TALISLANTA**.





PART TWO: ATTRIBUTES

Attributes are natural abilities which together constitute the physical and mental make-up of characters and creatures in the game. In the **TALISLANTA** game system, there are eight different attributes.

1) INTELLIGENCE: This is a measure of the individual's intellect and powers of reason. Intelligence is the deciding factor whenever an individual attempts to deduce the basic meaning of obscure or unfamiliar maps, dialects or writings, appraise the relative value of goods, resist spells which affect the intellectual process, etc.

2) WILL: This is a measure of the individual's willpower, taking into account such intangibles as determination, faith and wisdom. Will is the deciding factor whenever an individual attempts to resist Spells of Influence or Control, mind-reading, bribery, seduction, coercion, interrogation, torture and so on.

3) PERCEPTION: This is a measure of the individual's sensory awareness, taking into account the abilities of sight, hearing, smell, taste and touch, plus such intangibles as instinct, intuition and psychic talents. Perception is the deciding factor whenever an individual attempts to detect unseen presences or ambushes, locate lost or hidden articles, notice important details or changes in surroundings, or utilize any sensory ability.

4) CHARISMA: This is a measure of the individual's powers of persuasiveness, including such intangibles as leadership and the ability to command the respect of others. Charisma is the deciding factor whenever an individual attempts to persuade, bribe, seduce, negotiate, barter, haggle, and so forth.

5) STRENGTH: This is a measure of an individual's physical power. Strength is the determining factor whenever an individual attempts to hold, restrain by force, push or pull, bend or break, force open or hold shut a door, etc.

6) DEXTERITY: This is a measure of the individual's agility, coordination and (particularly with regard to avian and aquatic species) maneuverability. Dexterity is the determining factor whenever an individual attempts to perform a task requiring manual dexterity, dodge or evade, catch a thrown object, and so on.

7) CONSTITUTION: This is a measure of the individual's endurance, stamina and durability. Constitution is the determining factor whenever an individual is attempting to resist the effects of disease, wounds suffered in combat, poisons and toxins, exposure, hunger, thirst, etc.

8) SPEED: Speed is a measure of how swiftly an individual is capable of moving, either on land, in the water, through the air, or by other means. Speed is the deciding factor in determining who strikes first in combat, or in any chase/escape situation.

Attribute Ratings

The term, **Attribute Rating**, is the measure of an individual's or creature's natural ability in a given mental or physical attribute. All attributes are rated according to a "plus or minus" system. Exceptional attributes are rated at +1 or better, higher numbers indicating proportionally greater natural ability. Unexceptional attributes are rated at -1 or lower, and average attributes are rated at "zero" (neither plus nor minus).

Attribute Ratings as Modifiers

Attribute Ratings are used as modifiers for applicable skills (such as Dexterity Rating for the *lock picking* skill, Perception Rating and Intelligence Rating for the *tracking* skill etc.). Attribute Ratings are also used to determine a character's Combat Rating and Magic Rating, and as modifiers for actions which do not apply to any specific skill or talent.

Procedure for Attribute Use

Whenever a character attempts to utilize an Attribute, the following procedure should be employed:

1) The character states the type of action which will be attempted. If the action described is actually a skill (such as stealth, tailing, etc.) which he/she is not proficient in, the standard *non-proficiency penalty* must be applied (divide **ACTION TABLE** die roll by two, then apply modifiers). If the action is one for which there simply is no specific skill (such as breaking down a door, looking for a lost or hidden article, etc.) the Gamemaster determines which attribute would best determine the character's chance of success for the stated action. As an example, if the character is looking for a lost article, the Perception Rating can be used to determine his or her chance of success.

2) The Gamemaster awards a plus, minus or "zero" modifier based on the degree of difficulty involved (for example, it might be more difficult to find an article that fell into a pond than one which fell down a flight of stairs).

3) Compare the character's Attribute Rating with the Gamemaster's modifier for degree of difficulty. The difference (if any) is used as a modifier for the final step.

4) To simulate the use of an attribute, roll a d20 on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result, based on the modified die roll and the character's stated intent.



Abilities Related to Attributes

Languages

Individuals may be proficient in two languages, plus one additional language per each +1 Intelligence Rating.

Extra-Curricular Skills

Individuals may acquire four extra-curricular skills, plus or minus one skill per each +1 or -1 Intelligence Rating.

Reaction Die Roll

The first impression which a character makes on any new acquaintance is determined by rolling a d20 on the SKILL/ATTRIBUTE column of the **ACTION TABLE**, modified by the character's Charisma Rating. Failure may indicate an unfavorable or even hostile reaction; success may indicate acceptance (or at least ambivalence), while success plus will always yield the most favorable response possible under the prevailing circumstances. At the Gamemaster's discretion, reaction die rolls may be employed for encounters of almost any sort.

Movement

Individuals and creatures can move up to 100 feet in one round's time, plus twenty feet per +1 Speed Rating, or minus ten feet per -1 Speed Rating. Normal walking speed for most humanoid creatures may be considered to average about 20 feet per round.

Encumbrance

The maximum amount of weight which an average Talislantan humanoid can carry is one hundred pounds, plus fifty pounds per each additional +1 Strength Rating or minus twenty pounds per each -1 Strength Rating. At maximum encumbrance, individuals suffer a penalty of -5 on all **ACTION TABLE** die rolls related to movement of any sort. Encumbrance figures for quadrupeds are doubled.

Hit Points

The average number of hit points which an individual or creature possesses is determined by race (see *Chapter Two: Character Types*). This total is modified, one time only for beginning characters, by adding or subtracting a number of points equal to the individual's Constitution Rating. Thereafter, individuals gain an additional two hit points per every level of ability gained.

Damage

Damage totals for physical attacks employing natural or other weaponry are modified according to the attacker's Strength Rating (see *Part Four: Combat* for details).

Healing

The average individual or creature heals at the rate of two hit points per day, plus one additional point of healing per +1 Constitution Rating. Individuals with negative Constitution Ratings heal at the rate of only one hit point per day.

Life and Death in the Game

Individuals or creatures reduced to zero or less hit points are rendered unconscious, and considered on the verge of death. The Gamemaster must roll a d20 (in secret) on the SKILL/ATTRIBUTE column on the **ACTION TABLE**, using the victim's Constitution Rating as a modifier. Additional positive or negative modifiers may be applied based on how quickly the victim receives aid, the availability of magical healing (+1 bonus), and the victim's *will to live* (*Will Rating*).

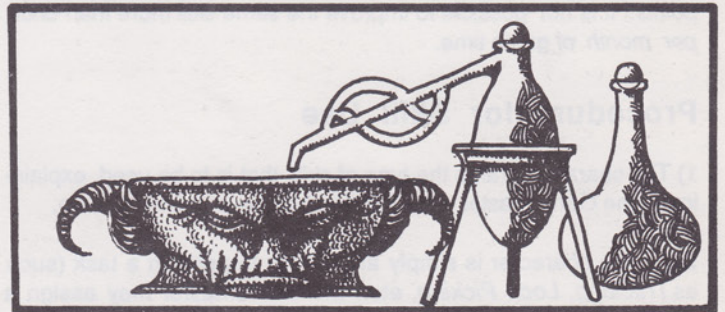
If the modified die result indicates *Success Plus*, the victim will make a full recovery (see *Recovery*). A result of *Success* indicates that the victim will recover, but will suffer permanent damage of some sort. Possibilities include disfiguring scars, reduction of an Attribute Rating by -1, loss of an eye or appendage, recurring fainting spells or seizures, amnesia, etc (Gamemaster's ruling). Experienced adventurers may, over the course of time, accumulate many such "battle scars," and may eventually have to retire due to disability.

A result of *Failure* or *Mishap* means the victim's career has come to an untimely end. Barring a miracle of some sort, the character is dead.

Recovery

Recovery from serious injury (such as a close brush with death) always requires a period of convalescence. If the victim receives immediate magical/alchemical aid (and the complete restoration of all hit points), he/she may make a full recovery after just a few hours of sleep. Otherwise, recovery time may range from a day or two to a week, several weeks, or even longer.

Even with the benefits of magical healing, the victim of a serious injury may lose consciousness, go into shock, and/or experience a period of weakness, dizziness, or disorientation. The Gamemaster should roll vs the victim's Constitution Rating anytime such an injury occurs, a result of *Failure* indicating that the victim suffers complications of some sort.





PART THREE: SKILLS

Skills are talents and abilities which characters learn through the study and practice of a chosen profession. In the **TALISLANTA** system, a character may also learn skills which are not related to his or her profession (called "extra-curricular skills", q.v.). For ease of reference, **SPECIAL ABILITIES** related to race have also been included in this section. These are the only skills which cannot be acquired through training.

Skill Ratings

The term, **Skill Rating**, is the measure of a character's competence in a given ability. For skills related to one's profession, Skill Rating is determined by level of ability, plus any modifiers for Attribute Ratings, as applicable (for example, a character's Dexterity Rating is used to modify the skill, *picking pockets*).

Determining Skill Ratings for Beginning Characters

First level characters begin play with all known skills rated at +1, plus or minus any bonuses or penalties for appropriate Attribute Ratings (see *Chapter Two* for a list of skills and their corresponding attribute modifiers).

Improving Skill Ratings

1) With the exception of *Secondary Combat*, *Secondary Magic*, *Combat Training*, and *Magic Training*, Skill Ratings automatically improve by +1 per each level of ability gained. This rule also applies to extra-curricular skills once such talents have been acquired.

2) If desired, a character may improve a chosen skill by expending additional experience points on one specific talent. By concentrating on a single skill, a character can increase its Skill Rating by +1. The cost to improve any skill by concentration is *ten experience points*. It is *not* possible to improve the same skill more than *once per month* of game time.

Procedure for Skill Use

1) The character states the type of skill that is to be used, explaining to the Gamemaster what it is that he/she is intending to do.

2a) If the character is simply attempting to perform a task (such as *Tracking*, *Lock Picking*, etc.) the Gamemaster may assign a modifier based on his or her assessment of the degree of difficulty involved: i.e., "simple" (plus modifier), "difficult" (negative modifier), or "average" (no modifier).

2b) If a character is pitting his or her skill against an opponent (such as two merchants using the skill, *Haggle*), compare Skill Ratings and award +/- modifiers accordingly. Modifiers for Attribute

Rating may also apply in this regard (see the *skill descriptions* in *Chapter Three*).

3) To simulate the skill attempt, roll a d20 on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result, based on the modified die roll and the character's stated intent.

5) **Note:** Combat Skills are the exception to the Skill Rating procedure rule. Use Combat Rating and combat procedure for melee resolution.

ADDITIONAL RULES FOR SKILLS

Extra-Curricular Skills

If desired, an individual may acquire skills other than those initially learned through the study of his or her chosen profession. In game terms, this can only be done by "paying" additional experience points to acquire the skill (see *Types of Skills* for details). The character must then make arrangements to learn the new skill through study and practice, either alone or under the guidance of a tutor. A period of time will be required to learn any extra-curricular skill, the length of the period of study being determined by the type of skill chosen.

Upon completion of the period of study, roll a d20 on the **SKILL/ATTRIBUTE** column of the **ACTION TABLE** to determine if the new skill has been learned. If the individual attempting to learn the skill has the help of a tutor or master, the teacher's level of ability (regarding the skill being taught) is applied as a modifier to this die roll. Modifiers for Attribute Ratings can also be applied.

If the die roll indicates success, the individual has learned the extra-curricular skill, and is rated as "level 1" in the new talent. If the result is failure, the individual has failed to learn the skill, and must repeat the entire period of study before again attempting to acquire the extra-curricular talent. Once a new skill is learned, its rating automatically improves as the character rises in level.

Limitations on Extra-Curricular Skills

In the course of his or her game career, a character may acquire up to *four* extra-curricular skills, plus or minus his/her Intelligence Rating.

Note: No character may acquire both the *Primary Magic* and *Primary Combat* skills.

Types of Skills

There are eight categories of skills, as follows:

1) **Common Skills:** Common skills are basic talents which individuals may acquire during the course of their early (pre-game) years. All beginning characters may be proficient in *three* common skills of their choice; Gamemasters may rule out certain common skills based on the character's race, nationality or profession



(for example, a first level Dracartan desert scout will probably not know how to swim). Anyone who knows a common skill can teach it to someone else in two weeks' time.

2) Combat Skills: Combat skills are talents related to fighting, either with or without weapons. A professional warrior (or similarly trained individual) of at least third level can teach the simpler combat skills in two months; *Primary Combat* takes four years, and *Secondary Combat* takes two years.

3) Magical/Alchemical Skills: These talents are related to the esoteric studies of magic and alchemy. A master (level 13+) can teach the simpler magical or alchemical skills to a qualified apprentice in four months' time; *Primary Magic* takes four years, and *Secondary Magic* takes two years. At the least, *Magical Training* or *Alchemical Training* must be taken before any other magical/alchemical skill can be acquired.

4) Performing Talents: These skills are related to the performing arts, such as music, dance and acting. A performer of at least fifth level can teach a performing talent to someone else in two months' time.

5) Scholarly Pursuits: Scholarly pursuits are talents which can only be acquired through long and diligent study. A savant (or similarly trained individual) of at least seventh level can teach one of the scholarly pursuits to a pupil in six months' time.

6) Thieving Talents: Thieving talents are skills usually associated with criminals, spies, or individuals of ill repute. A rogue (or similarly trained individual) of at least third level can teach someone else a thieving talent in one month's time.

7) Trades and Crafts: These skills include a wide variety of Talslantian trades and professions. A master craftsman (level 12+) can teach the basics of a trade or craft in six months' time; until fifth level, individuals studying a trade or craft are considered on a par with apprentices.

8) Wilderness Skills: Wilderness skills are talents usually associated with hunters, scouts or people who live in uncivilized regions. A hunter (or similarly trained individual) of at least fifth level can teach someone else a wilderness skill in one month's time.

9) Special Abilities: Special abilities are extraordinary talents such as racial abilities, inbred traits, and skills acquired as a result of an exceptionally long period of practice or training. Special abilities may *not* be acquired as extra-curricular skills.





PART FOUR: COMBAT

The term, **Combat Rating**, is the measure of a character's (or creature's) offensive and defensive fighting skill. For characters, this rating takes into account the individual's Strength, Dexterity, and Speed, though training is usually the single most important factor.

Note: For monsters and wild beasts, Combat Rating is equivalent to level of ability. This reflects the creature's natural ability to defend itself and survive in the wild.

Determining Combat Rating For Beginning Characters

To determine Combat Rating, total the beginning character's Attribute Ratings for Strength, Dexterity and Speed. Divide this total by *three*, rounding down all fractions. If the beginning character has either the *Primary Combat* or *Secondary Combat* skill, increase this total by +1. This reflects the benefits of first level combat training. Note the character's Combat Rating on the CHARACTER SHEET.

Improving Combat Rating

1) If a character has the *Primary Combat* skill, Combat Rating automatically increases by +1 per each level of ability gained.

Note: Combat Rating for monsters and wild beasts also improves automatically by +1 per level.

2) If a character has the *Secondary Combat* skill, Combat Rating automatically improves by +1 per every *two* levels of ability gained.

3) If a character has the *Combat Training* skill, Combat Rating automatically improves by +1 per every four levels of ability gained. Individuals who do not possess even basic combat skills must accept the standard *non-proficiency penalty* when attempting to engage in any form of combat.

Procedure For Combat

1) Compare the Combat Ratings of the two opponents. The difference in ratings (whether positive or negative) is applied as a modifier; the higher-rated opponent will attack at an advantage (+1, +2, or whatever the differential), while the lower-rated opponent will attack at a disadvantage (-1, -2, etc.). If the opponents have identical Combat Ratings, neither has the advantage.

2) Compare the Speed Ratings of the two opponents. The swifter opponent gains the initiative, and may make the first move. If Speed Ratings are equal, attacks are considered to occur simultaneously. For combat situations involving large groups, use the Speed Rating of the swiftest individual in each opposing group to determine initiative for all.

3) To help the Gamemaster determine the resolution of each combat round, the attacker should state his or her *intent* (see *Critical Hits*).

4) To simulate attack, roll a d20 in the COMBAT column of the ACTION TABLE and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result of the attack, based on the modified die roll and the attacker's stated intent.

ADDITIONAL RULES FOR COMBAT

Combat Options

In the TALISLANTA game, characters must state the specific intent of any attack *before* rolling on the ACTION TABLE. This allows the GM to interpret combat results, and to determine what occurs in the event that the attacker is able to score a *Critical Hit* (q.v.). Possible combat options include:

- **Standard attack:** The most common option (weaponless or weapon combat). The attacker may move up to his or her full movement rate, draw a weapon, and attack in the same round.

- **Aimed shot:** An attempt to hit a vulnerable part of an opponent, structure, or conveyance. The player must inform the Gamemaster of the intent before rolling for the attack, and must accept a penalty ranging from -1 to -10 (Gamemaster's ruling, based on the degree of difficulty involved in the attempt). Victims of a successful Aimed Shot suffer damage as per a standard attack against an *unarmored* opponent; i.e., armor provides no protection vs a successful Aimed Shot. On a Critical Hit, the target of an Aimed Shot is *Disabled* (q.v.).

- **Subdue:** This is an attempt to stun or knock-out an opponent. Only half the damage done is actual; a victim reduced to zero Hit Points is rendered unconscious for 1-4 rounds. The same result can be achieved on a Critical Hit, or by the use of certain skills (such as *Waylay*).

- **Disarm:** Any attempt to Disarm is at a penalty of -5. On a successful attempt, the victim's weapon is knocked d10 feet away, in a random direction (Gamemaster's determination). If the victim attempts to retrieve the lost weapon while in close combat, the opponent gains a free *undefended attack* (the victim may opt to draw another weapon instead, if one is available). This form of attack may be intended to cause damage or not (attacker's choice).

- **Capture:** This is an attempt to hold and restrain an opponent by the use of a capture-weapon (net, capture-pole, etc.) or by grappling/weaponless combat. Unless the attacker scores a *Critical Hit*, the victim is allowed a chance to escape on the following turn (roll vs STR or DEX Rating; Gamemaster's ruling).

- **Force Back:** This is an attempt to drive back an opponent by a concerted attack. If successful, the defender suffers no damage, but is forced backwards d10 feet away from the attacker (half this on a result of *Hit 1/2 dam.*, or twice the distance on a *Critical Hit*).



- **Parry/dodge (optional):** This is an attempt to block or evade a charging/grappling opponent, hand-thrown missile weapon, or other indirect-fire weapon. To do so, the defender must announce the intent to parry or dodge *before* the opponent rolls for the attack. The defender and opponent then roll simultaneously, as per a standard attack. If the defender's modified die result is equal to or greater than the attacker's roll, the attack is blocked/evaded, and the defender gains initiative on the following round. If the defender is unsuccessful, the attacker hits and gains the initiative.

- **Player's Choice:** any conceivable type of tactic may be attempted, including tripping, dirty tricks, etc. Results vary according to the type of tactic employed.

Weapons and Damage

All weapons (including natural weaponry, such as claws, fangs, etc.) are rated according to their potential for doing damage, typically expressed as a range (1-4, 1-8, etc.). The COMBAT column on the ACTION TABLE indicates whether the weapon has done full damage or only half damage. Bonuses for Strength Rating and/or *enchanted weapons* are added to weapon damage totals, as applicable (see the *Weapons List* in *Chapter Five: Equipment*, for details). Note that a *negative* Strength Rating does *not* reduce the damage done by missile or hand-held weapons unless the wielder does not have sufficient strength to employ the weapon (see again: *Weapons List, Chapter Five*).

Critical Hits

On a natural or modified die total of 20+, the attacker scores a *Critical Hit*. A Critical Hit causes *double* the normal damage for the type of attack employed, plus allows the attacker to achieve his or her stated intent (Gamemaster's ruling in all cases).

Disable

An individual, structure, or conveyance which has suffered a Critical Hit on an Aimed Shot is considered to be *Disabled*. A living creature who has been disabled suffers a penalty of -5 on all die rolls until healed (returned to full Hit Points). The Gamemaster determines whether there are any additional effects, based on the stated location of the Aimed Shot (for instance, an avian whose wing was disabled may be unable to fly).

Enchanted Weapons

Enchanted weapons do additional damage, according to their rating (ranging from +1 to +4). In the TALISLANTA game, enchanted weapons do *not* increase the wielder's chances to hit.

Miscellaneous Damage Ratings

- Caustic substance (lye, acid, pitch, etc.): 1-8 points
- Drowning/suffocating: 1-8 points (cumulative) per round
- Exposure : up to 20 point per day minus Constitution Rating
- Falling: 1-8 points per ten-foot drop
- Fist: 1-4 plus Strength Rating
- Hunger: 1 point per day
- Kick: 1-6 plus Strength Rating
- Shield bash: 1-4 points plus Strength Rating
- Thirst: 2 points per day (4 points if active or in desert)

- Torch: 1-4 points plus 1-4 points per round (burning)
- Traps: 1-4 (small), 1-10 (medium), 1-20+ (large)

Missile Weapons

Combat with hand-thrown or device-propelled missiles is similar to standard combat, provided the targeted individual is aware of the attack and attempting to evade fire. If not, treat such attempts as *undefended attacks*. Similarly, the operators of missile weapons and siege engines attack as per the *undefended attack* rule when firing on stationary targets, fortifications, slow-moving ships and conveyances, etc. (See *Ranges for Missile Weapons* for more details.)

Ranges for Missile Weapons

The following is a list of effective ranges for Talislanta missile weapons. Maximum range may be computed by *doubling* the ranges given.

Note that any attempt to hit a target that is out of a missile weapon's effective range is subject to a -5 penalty on the ACTION TABLE die roll unless the attacker is using a bow and possesses the skill, *Archery*.

WEAPON TYPE	RANGE
Any hand-thrown weapon	50 ft. (+10 ft. per +1 STR)
Ballista, heavy**	500 ft.
Ballista, light*	200 ft.
Bladestaff*	20 ft.
Blow gun	50 ft.
Catapult, heavy**	1000 ft.
Catapult, light*	100 ft.
Crossbow, heavy**	200 ft.
Crossbow, light*	150 ft.
Dart-thrower (Vardune)	75 ft.
Fire-thrower (Arim, Urag)**	500 ft.
Flange-bow (Oceanus)**	100 ft. (20 ft. underwater)
Hurlant (Dracarta)*	100 ft.
Hurlant, ship's (Dracarta)*	500 ft.
Hurlant, siege (Dracarta)**	1000 ft.
Krin (Harak)**	100 ft.
Short bow	150 ft.
Sling	100 ft.
Spring-knife (Kasmir)*	10 ft.

Rate of Fire for Missile Weapons

- * = once every other round
- ** = once every three rounds
- All others = once per round



Armor and Protection

Armor (including natural armor, such as a hide, scales, etc.) affords protection by *reducing* the amount of damage sustained from magical or non-magical attack. Heavier types of armor afford the greatest protection, but can reduce the wearer's mobility. The following is a list of armor types, indicating the minimum Strength Rating required to wear without being encumbered, protection afforded, and cost.

TYPE	STR	PROTECT.	COST
Battle armor (full suit)	+5	5	2000+ G.L.
Plate mail (partial plate)	+4	4	500+ G.L.
Full Garde	+3	3 (limbs only)	50 G.L.
Dragon hide/Scale mail	+2	3	300+ G.L.
Chain mail	+1	2	200+ G.L.
Land/mangonel lizard hide	+1	2	100+ G.L.
Leather/padded cloth/fur	—	1	1-4 G.L.

Notes: STR figures listed for metal armor are as per *black iron*; reduce by one for *red iron* (1/2 as heavy as black iron), or by two for *blue iron* (1/4 as heavy as black iron). Note that metal armor affords no protection from electrical attacks. Also, unarmored parts are vulnerable to Aimed Shots (see *Tactics*).

Enchanted Armor

Enchanted armor may be made impervious to a specific attack form (fire, cold, energy, etc.) or may be made to reduce damage, according to its rating (ranging from +1 to +4). In either case, the protection conferred applies to magical and non-magical attack forms.

Defensive Capabilities

The number of assailants which an individual can effectively defend against in simultaneous combat is equal to the defender's Combat Rating divided by two. A shield increases this total by +1, or by +2 if it is enchanted. If the number of assailants facing a single opponent exceeds his or her defensive capabilities, the "additional" assailants gain *undefended attacks* (q.v.).

Undefended Attacks

An undefended attack is an attack against an individual who, for whatever reason, is unable to defend himself/herself. An individual may suffer one or more undefended attacks if caught in an ambush, struck from behind, surprised, stunned, or faced with overwhelming odds. In game terms, an individual who is subject to an undefended attack is treated as if he/she has a Combat Rating of "zero."

Retreat

Individuals who attempt to flee from any close-quarters combat situation subject themselves to one round of *undefended attack* by their opponents. Two alternatives to this hazardous option are the "fighting withdrawal" and diversion. In the first instance, the object is to fall back while continuing to fight. In the second instance, one or more members of the withdrawing force attempt to create a diversion, hoping to distract their antagonists and so effect an escape. The Gamemaster determines if any attempt at diversion will

succeed, based on the type of distraction employed and the nature of the antagonists.

Ambush and Surprise

The *Stealth* and *Ambush* skills allow individuals to gain an undefended attack by taking an enemy by surprise or from behind. Characters and creatures who do not possess such skills must accept a non-proficiency penalty (-5 on the die roll) if attempting an ambush. Intended victims are allowed a chance to detect the ambush in advance, but only if they have declared themselves to be in a state of alertness (roll on the SKILL/ACTION column of the **ACTION TABLE**, using Perception Rating as a modifier in this case). If not, the effectiveness of the ambush is checked by rolling on the SKILL/ACTION column, the intended victim's Perception Rating being employed as a modifier vs the ambush attempt.

Chase and Escape

A chase or attempted escape is resolved as follows:

- 1) Determine how much distance separates the pursuer from the intended victim. Estimate how many rounds it would take the pursuer to cover this distance.
- 2) Compare the Speed Ratings of the pursuer and the intended victim. If the intended victim's Speed Rating is higher, only a delay of some sort should prevent a successful escape.
- 3) If the pursuer is faster, convert the differential in Speed Ratings into rounds (each +1 difference = 1 round). This figure is equal to the number of rounds the pursuer gains on the intended victim with each round of chase. When this figure matches the figure derived from step 1, the intended victim will be overtaken, and may be captured.

Additional Combat Modifiers (optional)

- Charge: +2
- Taking cover: -1 per 10% cover (GM's ruling)
- Attack/defend from above: +1
- Attack/defend from below: -1
- Mounted opponent vs unmounted opponent: +2



PART FIVE: MAGIC

Introduction:

Magic in Talislanta

In the Talislantan world, magic is considered an inexact science, dangerous and unpredictable at best. Most of the peoples on the continent, being more or less superstitious by nature, regard practitioners of magic with suspicion. In certain lands, this appraisal would seem mild by comparison.

The prevailing attitude regarding magic use can be credited in large part to The Great Disaster, a catastrophe of epic proportions which is widely believed to have been caused by some magical mishap. The Great Disaster brought an end to the fabled first civilizations of ancient Talislanta and laid waste half the continent. The legendary grandeur of this bygone era has never been recaptured by the peoples of the new age, a condition which has done little to foster enthusiasm for magicians.

Accordingly, the practice of magic is generally considered beneficial only in such lands as Carantheum, Thaecia, Zandu, and Cymril of the Seven Kingdoms. Elsewhere, the aspiring magician may expect to be met with varying degrees of tolerance, acceptance, or prejudice.

Theory of Magic

The Talislantan magician recognizes that it is not he/she who is the source of magical power. Rather, it is theorized that magic permeates the myriad planes of existence, from the tiniest mote of dust to the heavenly bodies themselves. Practitioners of Talislantan magic have long attempted to harness and utilize these forces to their own ends, a difficult and occasionally perilous endeavor requiring long years of study and dedication.

Scholars of the Arcane Arts categorize Magic as a "metaphysical science," an intricate and exacting field of study yielding mutable (and sometimes unpredictable) results. The magician is trained to literally perform feats of mind-over-matter, activating complex matrices of verbal and somatic components (called spells, incantations, cantrips, etc.) by the use of mental energy.

Casting a spell from memory is a complex procedure requiring great concentration and expenditure of mental energy. A beginning (first level) magician possesses sufficient mental reserves to cast only two spells per day; with study and practice, the capacity for spell casting improves, though many years may be required before a magician can develop the ability to cast even a half dozen spells by this arduous method.

It is for this reason that written reference books (scrolls, spell books, etc.) are valued so highly by Talislantan magicians, for the use of such devices entails considerably less effort than casting spells from memory. Enchanted items, having an even greater utility, are coveted even more.

Rules for Magic

The term, **Magic Rating**, is the measure of an individual's (or creature's) ability to control and/or resist magical energies. For characters, this rating takes into account the individual's Intelligence, Will, and Perception, though (like Combat Rating) training is usually the single most important factor.

Note: For creatures and beings who possess innate magical talents (most notably, demons and other extra-dimensional entities), Magic Rating is equivalent to level of ability; otherwise, creatures and wild beasts may be considered to have a Magic Rating of "zero."

Determining Magic Rating for Beginning Characters

To determine Magic Rating, total the beginning character's Attribute Ratings for Intelligence, Will, and Perception. Divide this total by *three*, rounding down all fractions. If the beginning character has either the *Primary Magic* or *Secondary Magic* skill, increase this figure by +1, reflecting the benefits of first level training. Note the character's Magic Rating on the Character Sheet.

Improving Magic Rating

- 1) If a character has the *Primary Magic* skill, Magic Rating automatically increases by +1 per each level of ability gained. The same holds true for creatures and beings who possess innate magical talents.
- 2) If a character has the *Secondary Magic* skill, Magic Rating automatically improves by +1 per every *two* levels of ability gained.
- 3) If a character has the *Magic Training* skill, Magic Rating improves by +1 per every *four* levels of ability gained. Individuals who do not possess even basic magic skills cannot cast spells, and must accept the standard *non-proficiency penalty* if attempting to decipher magical scripts or writings of any kind.

Procedure for Spell Casting

- 1) In Talislantan magic, a spell may be cast by any of the following methods:
 - a) from memory,
 - b) from a written work (such as a scroll or book),
 - c) from a magic item.
- 2) Regardless of the method being employed, compare the caster's Magic Rating with the level at which the spell is to be cast. If casting from memory (or from a spell book), the magician can determine the spell's level as desired. If a scroll or magic item is employed, the spell can only be cast at its stated level. In any case, the difference between the caster's Magic Rating and the spell's level (plus, minus, or zero) is applied as a modifier for the next step.



3) Roll a d20 on the **MAGIC** column of the **ACTION TABLE** and adjust the die result according to any applicable modifiers. The Gamemaster then interprets the result of the spell casting attempt.

4) If the spell is successfully cast upon an inanimate object or a non-resisting subject, the desired effect is achieved automatically. If the spell is cast upon a living, resisting subject, the intended target may be allowed a chance to resist or diminish the power of the spell (by making a roll vs the Attribute Rating most suitable to resisting the spell's potential effect; for instance, vs *Dexterity* to dodge a magical bolt).

5) Regardless of the method being employed, an individual cannot cast more than one spell in a given round.

ADDITIONAL RULES FOR MAGIC

Learning Spells

Before a spell can be cast from memory, it must be learned. The process of learning and committing a spell to memory requires total concentration, and takes a minimum of one hour to complete. Once the period of study has been completed, the magician must determine if the new spell has been learned correctly. This can only be done by attempting to cast the spell, a procedure entailing a certain degree of risk: roll a d20 and consult the **MAGIC** column on the **ACTION TABLE**, applying the caster's Magic Rating as a modifier. If the modified die result is 11 or greater, the spell works as planned, and has been committed to memory. A result of 6-10 indicates that the spell has been learned, but not fully memorized; an additional hour of study will resolve this difficulty. Any result of 5 or less indicates trouble (see *Miscast Spells*). Assuming the caster survives, he/she will need to repeat the learning process in its entirety. Once a spell has been learned and memorized, the magician retains it in his or her mind, and may thereafter cast it as needed.

Casting Spells From Memory

Individuals with *Primary* or *Secondary Magic* skills are able to cast spells from memory without having to resort to written reference materials (such as book and scrolls) or magic items. To cast a spell from memory, the following conditions must be met:

- 1) The caster must know the spell.
- 2) The caster must concentrate only on the spell being cast; i.e., no other action may be undertaken while casting a spell from memory. It is *not* possible to cast spells from memory while the caster is under attack from an opponent who is at close range.
- 3) The caster must have free use of both hands in order to execute the spell's somatic components (gestures, motions, etc.).
- 4) The caster must have sufficient reserves of mental energy. The number of spells which a magician can cast from memory in a given day is determined by the magician's Magic Rating (one spell per point of Magic Rating).

Casting Spells From Written Works

Individuals with *Primary*, *Secondary* or *Magic Training* skills can cast spells from books, scrolls, and other reference materials without the need for study or memorization. Rules governing this type of spell casting are as follows:

1) Casting a spell from a written reference takes a minimum of *two* rounds, limiting the conditions under which this type of spell casting may be employed.

2) To cast a spell from a written work, the caster must still concentrate fully on the spell, and must have free use of both hands (it is not possible to cast spells from written works while under attack at close range). A light source sufficient to clearly illuminate the written work must be present.

3) Unlike spell casting from memory, there is no limit to the number of spells which may be cast per day using written reference materials. Failing to cast a spell correctly under such circumstances, however, will at the very least cause the destruction of the page (or other surface) upon which the spell was inscribed.

4) It is possible for a magician to cast a spell which he/she does not know from a written reference, though this is a risky endeavor. Such attempts carry a penalty of -2 per level of the unknown spell being cast.

Casting Spells From Magic Items

Any intelligent creature or being may attempt to cast a spell from an enchanted item. Achieving the desired result may not always be so simple a task, however, particularly for those who have no training in magic.

When attempting to use a magic item, roll on the **MAGIC** column of the **ACTION TABLE**, applying the user's Magic Rating as a modifier. No modifier is applied for the enchanted item, regardless of the level of the magic imbued within it.

Miscast Spells

Miscast spells and other types of magical Mishaps can cause a variety of unpredictable, and often dangerous, effects. The Gamemaster determines the nature of these effects, based on the type of spell or magical adjunct being employed at the time of the mishap. Possibilities include reversed or aberrant spell effects, spells which rebound upon the caster, inter-planar rifts, temporal rifts, "cursed" effects, and so forth.

Protection From Magic

There are a number of different forms of protection which may be employed vs magical attacks, including a variety of spells, amulets and other magical adjuncts. A shield may be used to ward magical bolts of elemental or eldritch power, though the shield may be destroyed in the process (see the *Parry* rules in Chapter one, Part Four). Enchanted shields are generally much more effective. Armor also affords a degree of protection according to its rating.



Counterspells

While magicians may terminate at will any of their own magics, the only way to dispel another caster's magics or remove a spell of "permanent" duration is through the use of an appropriate *counterspell*. A spell may be countered by casting the identical spell in reverse, or by casting a spell of opposite or contradictory effect (such as a Spell of Elemental Fire being cast to counter a Spell of Elemental Ice). A counterspell must be equal (or greater) in level in order to completely dispel another caster's magic; otherwise, the counterspell *reduces* the effects of the opposing magic only as much as its level will allow (subtract the counterspell's level from that of the opposing spell).

Limitations of Spell Casting

When a magician has used his or her total allowable number of spells for a given day, he/she will no longer be able to focus sufficient mental energy to cast spells from memory. Written reference works and magic items may still be used to cast spells, but the magician will require a period of eight hours before the ability to cast spells from memory is regained.

Magical Combat

Magical combat between two or more spell casters is similar to standard spell casting and combat procedure. The opponent with the higher Speed Rating has the initiative; the defender may attempt to resist the spell's effects, employ a protective spell or device, or cast a counterspell.

Spell Casting, Weapons, and Armor

Spell casters can use any type of weapon which they have the strength to employ, and may wear any type of protective gear except plate mail and full battle armor, both of which are too restrictive to permit spell casting. As armor can inhibit an individual's Speed Rating, many spell casters prefer to avoid such equipment altogether. Nevertheless, the more flamboyant and colorful types of armor (such as dragon hide, Darkmane hide, and chain mesh) have an undeniable appeal for some magicians, particularly those with a flair for the dramatic.

Detecting Magic

All spells, curses, and enchanted items radiate an aura of magical energy which may be perceived by individuals who are sensitive (through training and/or natural abilities) to such emanations. To determine the presence of an enchantment, an individual must scrutinize the subject in question at close range for at least one round. The Gamemaster then rolls a d20 (in secret) vs the character's *Magic Rating* to determine whether he or she is able to detect the enchantment.

Identifying Enchanted Items

Anyone with training in the arcane arts may attempt to identify an enchanted item of unknown origins. Many such items bear a sigil or other markings which could provide some clue as to the device's function, former owner, etc. (Gamemaster's option). Certain types of spells may also be useful in this regard. If all else fails, one may simply attempt to use the device, in order to determine its capabilities. In the latter case, caution is advised.

The Beginning Spell Caster

All beginning (first level) spell casters are considered to have completed a successful apprenticeship under an accomplished master. During the period of apprenticeship, the novice will have been taught how to read magical scripts, prepare various sorts of animal, vegetable and mineral ingredients, and perhaps concoct a mixture or two.

Most importantly, the apprentice will have been taught the basic spells of Talislantan magic. Many other spells exist, buried beneath the ruins of archaic cities, hoarded in the folios and collections of powerful wizards, or inscribed in cryptic form within the pages of mundane-seeming tomes. It is the life's ambition of many spell casters to unearth the secret knowledge of the ancient masters of magic, such as Korak, Hotan, Viridian, and Mordante.

Concocting Mixtures

It is not possible to concoct any magical/alchemical mixture without access to the proper equipment. Individuals who do not possess *Primary Magic*, *Secondary Magic*, *Magic Training*, or *Alchemical Training* must accept the standard *non-proficiency penalty* if attempting to concoct such mixtures; a result of "mishap" generally indicates an explosion of some sort when unskilled individuals attempt this type of activity.

If desired, individuals skilled in magic or alchemy may attempt to concoct mixtures in quantity. A modifier of -1 per each additional "dose" of the desired mixture is applied to the **ACTION TABLE** die roll, offset by a bonus applied for each *skilled* assistant employed to help during the operation. Bonuses are as follows:

- +1 per Apprentice
- +2 per Initiate
- +3 per Adept
- +4 per Master

No more than *three* individuals can be of practical assistance when concocting quantities of six doses or less of a given mixture. Assistants may also help when concocting single doses of a substance, if desired.

Level of Ability and Titles

In Talislantan magic, magicians often refer to each other according to title, or rank. In ascending order, these are:

- **Apprentice:** (level zero)
- **Initiate:** 1st-6th degree (level 1-6)
- **Adept:** 1st-6th degree (level 7-12)
- **Master:** (level 13+)

CHAPTER TWO: CHARACTER TYPES

Description of Character Types

The following is a list of character types native to the world of Talslanta. 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 bodily 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, amberglass 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 INQUISITOR

SIZE: 5'8"-6'2", 110-180 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, lean physique, all facial and bodily hair removed.

ATTRIBUTES: WILL +2, PER +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic, inscribe spells, interrogate, torture, coerce, espionage.

EQUIPMENT/POSSESSIONS: Cult vestments (mask/headdress), 1-3 concealed weapons, cloak, robes, gloves, boots, pouch (for instruments of torture), manacles, spellbook.

WEALTH: Minimal (4-40 gold lumens; the Orthodoxist Cult donates funds to clothe and feed its loyal servants).

COMMENTS: The Inquisitors are servants of Aaman's Orthodoxist Cult, and are among the most feared individuals in the Western Lands. They specialize in "ritual cleansing"; an Orthodoxist euphemism for the forcible conversion of infidels to the cult's doctrines. In practice, "ritual cleansing" consists of torture, coercion, interrogation, and (as a last resort) execution. The Inquisitors dress in white (signifying "purity"), and wear masked headdresses to ensure their anonymity. They are most often found plying their grisly talents in the Halls of Penance, or working in conjunction with Orthodoxist Cult Monitors, warrior priests, and witch hunters.

AAMANIAN WARRIOR-PRIEST

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

PHYSICAL CHARACTERISTICS: Topaz skin, green eyes, all facial and bodily 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 Aamanian military. Some are engaged as witch hunters, roaming the western lands in search of black magicians, witches and warlocks (see *AMMANIAN ARCHIMAGE*).

AHAZU WARRIOR

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

PHYSICAL CHARACTERISTICS: Bright yellow skin with fiery red markings, four arms, forked tongue, diabolical features.

ATTRIBUTES: STR +3, DEX +4, INT -1

HIT POINTS: 16

SPECIAL ABILITIES: Double attacks (four arms).

SKILLS: Primary combat, stalking, scout or healer, hunting.

EQUIPMENT/POSSESSIONS: Loincloth, arm and leg wrappings of animal hide, shoulder pouch, gwanga and matsu.

WEALTH: None

COMMENTS: The Ahazu are a strange and moody race, prone to fits of shan-ya; literally, "battle madness" (roll vs Will Rating anytime an Ahazu participates in combat; a result of "Mishap" means the Ahazu goes into a killing frenzy, attacking everyone in sight for d20 rounds). The Ahazu adhere to a secret warrior code which prohibits them from attempting to escape if captured in battle (considered a grave humiliation). If taken in such a manner, an Ahazu becomes the captor's slave for life; only if attacked by its master is an Ahazu freed from this bond. Ahazu characters who are not part of an Ahazu war clan will always be slaves, either to another player character or NPC.

ARAQ WARRIOR

SIZE: 6'-6'6", 130-230 lbs.

PHYSICAL CHARACTERISTICS: Scaly light brown hide, dorsal membrane, snake-like features, claws, fangs.

ATTRIBUTES: STR +2, DEX +2, CON +7

HIT POINTS: 12

SPECIAL ABILITIES: Survive for up to six weeks without food or water. Communicate with reptilian species. Hide affords protection equal to leather armor.

SKILLS: Primary combat, mounted combat (Duadir), tracking, stalking.

EQUIPMENT/POSSESSIONS: Arm wrappings, boots, loinclout and shield of land dragon hide, bone saw-edged dagger and spear, mace, shoulder pouch, back pack, Duadir steed with baggage.

WEALTH: None

COMMENTS: A sorcerous hybrid of sauran and man, Araq display the worst traits of both these races. They are warlike and cruel, and have a taste for cannibalism. Araq shun all goods and weapons produced by other peoples, considering such devices to be tainted. They roam the wilderlands in small war-bands, preying upon land dragons and other humanoid species. Only through conscious effort are Araq able to restrain their murderous impulses (roll vs Will Rating or feel the urge to kill if angered).



ARUA (BLUE) 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-fort 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. Characteristics common to the species include enhanced alertness, impatience, and a loathing of inactivity.

ARUA (GREEN) BOTANOMANCER

SIZE: 4'10"-5'2", 70-90 lbs.

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

ATTRIBUTES: INT +3, STR -3, DEX +2, CON -3

HIT POINTS: 10

SPECIAL ABILITIES: Gliding (up to fifty yards, wind permitting), knowledge of Viridian's spells (at second level; see COMMENTS).

SKILLS: Primary magic, horticulture, herb lore, inscribe spells, magical mixtures.

EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, staff, scroll (basic spells only), 1-4 books on plants/herbs, pouches (seeds, reed pen, inkwell), stoppered gourd flask (vinesap).

WEALTH: d20 x 10 gold lumens

COMMENTS: The Green Ardua botanomancers of Vardune are members of a respected magical fraternity, which reveres as its inspiration the great Viridian; a fabled sorcerer of ancient times, who is credited with the creation of the viridia plant and many other useful hybrids. Upon attaining the second level of ability, members must undergo an initiation rite (retrieve an enchanted medallion from the "Green World", or Elemental Plane). Those who successfully complete this task are initiated into the fraternity, and taught the great Viridian's three most potent spells. These incantations are memorized, never written. Further, the initiate is made to take an oath of secrecy never to reveal this information to any others. Green Ardua are considerably less high-strung than their relatives, the Blue Ardua.

ARUA (GREEN) HORTICULTURIST

SIZE: 4'10"-5'2", 70-90 lbs.

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

ATTRIBUTES: INT +3, STR -3, DEX +3, CON -3

HIT POINTS: 10

SPECIAL ABILITIES: Gliding (up to fifty yards, wind permitting).

SKILLS: Magical training, combat training, horticulture, concoct elixirs, herb lore, brewer/vintner alchemical training

EQUIPMENT/POSSESSIONS: Viridian linen cloak and tunic, sandals, pouches (seeds, cuttings, wooden vials of pollen), crescent knife, stoppered gourd flask (vinesap), alchemical apparatus.

WEALTH: d20 x 20 gold lumens in mixed coins and alchemical ingredients.

COMMENTS: Green Ardua are renowned for their knowledge of plants and herbs. The eldest of their kind serve as sages and scholars, instructing the younger Ardua in the lore of plants (see *GREEN ARUA BOTANOMANCER*).

ARIANE DRUAS (SEEKER)

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

PHYSICAL CHARACTERISTICS: Onyx-black skin, white hair, silver-grey eyes, slender build

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

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to Spells of Influence/Control, commune with nature (see **SKILLS: SPECIAL ABILITIES**), night vision.

SKILLS: Secondary combat, mounted combat, magical training, cult rituals (faith healing only), tracking, herb lore, healer

EQUIPMENT/POSSESSIONS: Cloak, garments, boots and headband of spinifax, spinifax pouch and shoulder pack, Ariane bow with quiver of twenty Ariane arrows or staff, Silvermane steed, tamar (see COMMENTS).

WEALTH: d10 x 3 gold lumens, plus twice this figure in silver pieces.

COMMENTS: A Druas is a "seeker"; an Ariane who has chosen to leave the Maze-City of Altan in order to explore distant lands. They record their experiences on orbs of polished stone, called *tamar*, which can be "read" by touch. Deeper meaning and insight may be gained by communing with these devices, which retain a portion of the spirit essences of their makers. (see *ARIANE MYSTIC*).

ARIANE MYSTIC

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

PHYSICAL CHARACTERISTICS: Onyx-black skin, white hair, silver-grey eyes, slender build, white circle sign on forehead

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

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to Spells of Influence/Control, commune with nature, night vision.

SKILLS: Primary magic, concoct elixirs, cult rituals (faith healing and banish only), magical operations, metaphysical doctrines (trans-ascendancy), enchant items, inscribe spells.

EQUIPMENT/POSSESSIONS: Spinifax cloak, boots, headband and garments, staff, tamar, spinifax shoulder pouch.

WEALTH: None (Ariane Mystics disdain gold.)

COMMENTS: All Ariane are joined in spirit as members of the nature-oriented "cult" of Trans-ascendancy. They are disinclined towards displays of emotion, and refrain from violence except as a last recourse. Among their own people, they do not use names. Ariane Mystics spend the greater part of their lives attempting to master the Trans-ascendant arts (see *ARIANE DRUAS*).



ARIMITE KNIFE-FIGHTER

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

PHYSICAL CHARACTERISTICS: Swarthy complexion, black hair, dark eyes, hatchet-like features.

ATTRIBUTES: DEX +3, CON +2, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat, mountain climbing, hunting.

EQUIPMENT/POSSESSIONS: Fur vest, hide boots, sack-cloth breeches, armbands and ear-rings of black iron, four throwing knives (on belt), choice of two other weapons, pouch, black iron flask of chakos.

WEALTH: d10 x 2 gold lumens in silver pieces.

COMMENTS: The Arimites are a dour and moody folk who find no joy in song, dance or revelry. They drink heavily, favoring chakos, a bitter and metallic-tasting liquor. Arimite knife-fighters are nonetheless highly regarded for their skill and ferocity. Due perhaps to the reputation of the Revenant Cult (q.v.), Arimites are regarded in many lands as a race of cut-throats.

ARIMITE REVENANT (ASSASSIN)

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

PHYSICAL CHARACTERISTICS: Swarthy complexion, black hair, dark eyes.

ATTRIBUTES: INT +1, PER +2, DEX +2, CON +2, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, assassinate, stealth, hide, tailing, lock picking, concoct poisons.

EQUIPMENT/POSSESSIONS: Night-grey cloak, veil, gloves and garments, pouch with 1-4 vials of poison (various types), coin purse, choice of two weapons.

WEALTH: d20 x 10 gold lumens in mixed coins and other valuables (received in payment for services).

COMMENTS: The Revenants are members of a secret society which specializes in carrying out acts of vengeance for its clients. Any Arimite can obtain the services of the Revenants, whose specialties range from delivering insults and threats to arson, coercion, muggings and murder-for-hire. Revenant fees range from as little as ten silver pieces to 100,000 gold lumens or more. The Cult is prevalent throughout Arim, and, to a lesser extent, Zandu.

BATREAN CONCUBINE (FEMALE)

SIZE: 4'6"-5'6"

PHYSICAL CHARACTERISTICS: Ivory-skinned, hair dyed emerald green.

ATTRIBUTES: INT +4, CHA +4, WILL +2

HIT POINTS: 10

SPECIAL ABILITIES: Beguile by scent (resist vs Will Rating; see COMMENTS).

SKILLS: Magic training, combat training, concoct elixirs, primitive magical talents (fetishes only), dance, seduce, lip-reading.

EQUIPMENT/POSSESSIONS: Cloth robe, pouch (for herbs, green dyes, etc.)

WEALTH: None (unless stolen from Batrean males)

COMMENTS: Batrean concubines are especially alluring, and are in great demand as slaves, courtesans and mistresses. At

least part of their appeal is due to their ability to emit a scent which beguiles males of almost all humanoid species, making them susceptible to suggestion. Batrean females have been known to use their uncanny abilities to gain considerable influence, and even win their freedom.

BATREAN WARRIOR

SIZE: 7'-8', 250-350+ lbs.

PHYSICAL CHARACTERISTICS: Dingy yellow skin, matted green hair, sloping shoulders, muscular physique.

ATTRIBUTES: INT -4, PER -2, STR +6, SPD -2

HIT POINTS: 16

SPECIAL ABILITIES: Immune to Batrean females' ability to beguile.

SKILLS: Secondary combat, interrogate, torture, snares.

EQUIPMENT/POSSESSIONS: Loincloth, giant wooden club, stone dagger, pouch.

WEALTH: d20 x 200 gold lumens (hidden in secret caches)

COMMENTS: Unlike their females, Batrean males are ugly, huge and brutish. They make a living by selling their females to foreign entrepreneurs. They are immune to the beguiling powers of their mates, whom they zealously guard from the predators of slavers and poachers. Batreans are favored in some lands for use as eunuchs.

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:d4, +1 combat bonus vs wounded opponents.

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

EQUIPMENT/POSSESSIONS: Animal hide boots and loin-cloth, 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. They will sometimes break off combat in order to feast on fallen opponents, carrion, or other types of food (roll vs Will Rating or be unable to resist the urge to feed).

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 homunculi, enchant items, combat training.

EQUIPMENT/POSSESSIONS: Veiled head dress, 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. The esteemed sorcerer Korak stated that, despite their foreboding appearance, the Black Savants posed no threat to man, but were the avowed enemies of Demonkind. As to the Black Savants' purported dealings with devils and other Underworld entities, Korak was uncharacteristically silent. Others have suggested that these strange folk originate not from the island of Nefaratus, as is generally believed, but from the mysterious land of Khazad. It is perhaps of interest to note that the Jaka of Yrmania claim that the Black Savants are not truly alive, or at least, not in the usual sense.

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 +3

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, blousy pantaloons, chain-loop ear-rings and bracelets of lacquered metal, traveler's satchel.

WEALTH: d10 x 5 gold lumens plus as many 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-pipes. Most travel in musical troupes, seldom staying in one place for any great length of time. Bodor are naturally inquisitive, and are perceptive to the emotions of other races.

CALLIDIAN CRYPTOMANCER

SIZE: 6'-6'7", 140-180 lbs.

PHYSICAL CHARACTERISTICS: Orange skin, large cranium, narrow build.

ATTRIBUTES: INT +4, PER +2, DEX -2, CON +1

HIT POINTS: 14

SPECIAL ABILITIES: Speak in Tongues (see **COMMENTS**)

SKILLS: Secondary magic, arcane lore, cryptography, inscribe spells, cartography, linguistics (unlimited), enchant items.

EQUIPMENT/POSSESSIONS: Starched headdress and robes of yellow linen, leather-bound spellbook, magnifying crystal (for examining scripts and symbols), 2-8 scrolls/reference works (on ancient scripts, cryptology, symbology, etc.), pack or shoulder satchel, pouch with quill pens and inks.

WEALTH: d10 x 10 gold lumens in various currencies.

COMMENTS: The Callidians are a race of highly intelligent beings whose ancestors were displaced by the Great Disaster. They possess the ability to "speak in tongues", i.e., to comprehend and converse in any language. Their natural abilities, combined with an intense interest in the study of cryptography and linguistics, has caused them to be much in demand as scribes, translators, and cartographers (Callidians are experts at analyzing almost any type of chart, map, or written work). The race is said to be dying out, and only a few hundred Callidians remain on the continent.



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CHANA WARRIOR

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

PHYSICAL CHARACTERISTICS: Grey-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. They bear a long-standing hatred of the Manra tribes, whose lands they covet, and the Nagra, whom they fear (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, 1-4 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: The Chana Witchtribes are practitioners of black magic. They revere the forces of darkness, and despise those who worship the gods of light and order. Both Witchmen and Witchwomen are coveted as slaves by the Rajans (and to a lesser extent, the Farad), who employ them as herbalists and occult advisors (see *CHANA WARRIOR*).

CYMRILIAN MAGICIAN

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

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

ATTRIBUTES: INT +3, 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 amberglass 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.

CYMRILIAN WARRIOR MAGE

SIZE: 6'-6'4", 120-170 lbs.

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

ATTRIBUTES: INT +1, WILL +1, STR +1, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic, navigator/pilot (windship), arcane lore, inscribe spells.

EQUIPMENT/POSSESSIONS: Chain mail and helm (painted with green or yellow laquer), longsword, dagger, cloak of green spinifax, leather and silver bound spell book, pouch.

WEALTH: d20 x 3 gold lumens in gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece).

COMMENTS: Cymrilian Warrior Mages are trained in the arts of magic and combat. They are primarily employed as pilots, navigators, and crewmen aboard Cymril's sizeable contingent of windships. Due to their limited magical training, Warrior Mages are generally accorded lesser esteem than full-fledged magicians.

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 (equus), command ability; plus armorer, weaponer or beast trainer.

EQUIPMENT/POSSESSIONS: Black iron corselet and wrist bracers, shoulder pouch, halberd, long sword, poignard (in sheath, tied to leg), ear-rings, 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. Though Danuvian females can procreate only with males of their own race, they actively seek males of other races, whom they prefer as consorts. As such, there is a market for handsome male slaves 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.), hide in darkness (-2 to detect), see poorly in light.

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.

DHUNA WITCHWOMAN/WARLOCK

SIZE: 5'-5'10", 90-130 lbs.

PHYSICAL CHARACTERISTICS: Olive skin, black hair, entrancing features and form (female), dark and melodramatic appearance (male).

ATTRIBUTES: INT +2, CHA +6 (+1 for Warlocks), STR -1 (+1 for Warlocks).

HIT POINTS: 14

SPECIAL ABILITIES: Dhuna Witchwomen can capture a man's heart with a single kiss (roll vs WILL Rating to resist).

SKILLS: Secondary magic, combat training, concoct elixirs, healer, herb lore, tracking, snares, seduce, inscribe spells.

EQUIPMENT/POSSESSIONS: Long cloak, frock (or shirt and breeches) of spun linen, animal hide boots, scroll (for spells; made of animal hide), pouch (1-4 elixirs), staff or wand, Greymane steed.

WEALTH: d10 x 10 gold lumens in rare herbs and small, semi-precious stones.

COMMENTS: The Dhuna are strange and mysterious by nature, and are regarded with superstitious dread by the people of the Western Lands. Practitioners of an ancient form of witchcraft, the race has been persecuted by Aamanian Orthodoxists for several centuries.

DJAFFIR MERCHANT/BANDIT

SIZE: 5'-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, hair and eyes, wiry build.

ATTRIBUTES: INT +3, DEX +1, CON +1

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, merchant/trader, appraise treasure; beast trainer or caravan master.

EQUIPMENT/POSSESSIONS: Traditional leather mask, cloak, robes and head dress of light linen cloth, boots of soft aht-ra's hide, curved dagger, horn short bow with quiver of twenty arrows, belt and shoulder pouches, Aht-Ra steed with cooking utensils and other baggage.

WEALTH: d20 x 5 gold lumens in coins (various denominations)

COMMENTS: The difference between a Djaffir Merchant and a Djaffir Bandit is largely one of semantics, as far as some are concerned. Despite such conceptions, few will argue with the quality of Djaffir merchandise, which is typically very good. It is the custom of the Djaffir to wear fetish masks, which purportedly confer protection from hostile magics. Others believe that the Djaffir wear these masks simply to conceal their features. In any case, a Djaffir will never remove his mask in public (see *DJAFFIR WIZARD*).

DJAFFIR WIZARD

SIZE: 5'-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Dark brown hair, skin and eyes, wiry build.

ATTRIBUTES: INT +1, DEX +2, CON +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, mounted combat, concoct elixirs, primitive magical talents (Djaffir mask fetishes and charms only), magical operations, healer.

EQUIPMENT/POSSESSIONS: Traditional leather mask, cloak, robes and head dress of linen, boots of soft animal hide, curved dagger, hide-bound spell book, 1-4 amber crystal vials (elixirs), belt and shoulder pouches, Aht-Ra steed with baggage.

WEALTH: d10 x 10 gold lumens in coin and/or herbs.

COMMENTS: Djaffir Wizards are well-regarded by their people, who consult them as seers and mystics. Like all Djaffir, they are superstitious, and tend to interpret events and occurrences as omens (good, evil, or mysterious). The Djaffir wizards make fetish masks of cured Aht-Ra leather, which protect the wearer from magical spells of influence and control. All Djaffir wear these devices.

DRACARTAN DESERT SCOUT

SIZE: 6'-7', 125-240 lbs.

PHYSICAL CHARACTERISTICS: Jade-skinned humanoid

ATTRIBUTES: STR +2, CON +2, PER +2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat, tracking, scout.

EQUIPMENT/POSSESSIONS: Vest of red iron discs, red iron torc and bracers, linen and chain mesh headdress, loinclout, long sword with shoulder sheath, hurlant with quiver and twelve bolts, choice of third weapon.

WEALTH: d10 x 10 gold lumens in Dracartan pyramids (Carantheum's national currency).

COMMENTS: Dracartan Desert Scouts form the basis of Carantheum's powerful army. They patrol the borders of their desert kingdom in parties of 10-20 individuals, guard Carantheum's fortress cities, and serve as crewmen and warriors on the Dracartans' great desert-spanning duneships.

DRACARTAN THAUMATURGE

SIZE: 6'-7', 120-220 lbs.

PHYSICAL CHARACTERISTICS: Jade-skinned humanoid

ATTRIBUTES: INT +2, WILL +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, thaumaturgic operations, enchant items, engineer (one specialty only), alchemical training, concoct elixirs, inscribe spells.

EQUIPMENT/POSSESSIONS: Thaumaturge's robes and cap, cloak, caduceus, red iron torc and bracers, spell book.

WEALTH: d20 x 20 gold lumens in Dracartan pyramids (Carantheum's national currency).

COMMENTS: Dracartan Thaumaturges are guardians of the secret process used to create quintessence, a magical substance possessing fabulous properties. Most serve the government of Carantheum as engineers, scholars and royal advisors.



DRUKH HILLMAN/HILLWOMAN

SIZE: 5'2"-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Skin and hair dyed purple, bestial features, bright grey eyes, wiry build.

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

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat (eques), mountain climbing, tracking, hunting, stalking, torture, snares; plus scout or healer.

EQUIPMENT/POSSESSIONS: Head dress, vest, breeches and boots of tundra beast's hide, stone war club, bone dagger, pouch, Greymane steed (also dyed purple).

WEALTH: d8 x 5 gold lumens in ivory, hide and/or gold dust

COMMENTS: Drukhs are a race of so-called "sub-men"; violent and cruel folk, who find enjoyment in capturing and torturing trespassers into their territories. They are the enemies of the Arimites, who have tried for centuries to drive the Drukh tribes from the wooded hills of Arim. In certain lands, Drukhs are in demand as torturers.

DRUKH SHAMAN

SIZE: 5'2"-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Skin and hair dyed purple, bestial features, bright grey eyes, wiry build.

ATTRIBUTES: DEX +2, CON +3, INT +1, PER +1

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, musicianship (see COMMENTS), cult rituals, primitive magical talents, inscribe spells, combat training, mounted combat (eques), mountain climbing.

EQUIPMENT/POSSESSIONS: Headdress, vest, breeches and boots of tundra beast's or yaksha hide; stone war club, bone dagger, pouch, scroll of spells (inscribed upon flayed hide or skin), Greymane steed (also dyed purple), 1-4 wooden vials (magical pigments and/or medicinal mixtures), bone flute.

WEALTH: d10 x 5 gold lumens in ivory, hide and/or gold dust

COMMENTS: Drukh Shamans revere Noman, dark ruler of the Nightmare Dimension. In battle, they wield bone flutes, playing the ancient Drukh "Song of Death", which is purported to strike fear into the hearts of their enemies (roll vs. Will Rating or victims fight at a -1 penalty).

FARAD MERCHANT (Procurer, Monger, etc.)

SIZE: 5'8"-6'6", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Flint-grey skin, chiseled features, dark and narrow eyes, males wear beard in twin braids.

ATTRIBUTES: INT +2, WILL +2, CHA -2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, merchant/trader, bribe, coerce, appraise treasure, caravan master or navigator/pilot (merchant gallery), appraise slaves.

EQUIPMENT/POSSESSIONS: Elaborate headdress, voluminous robes, sashes trimmed with tassels, velvet boots (males); trailing silk gown, necklace of silver loops, rings on each finger (female), curved dagger (both sexes) and/or scimitar (male), coin purse, ledger book (for business transactions).

WEALTH: d20 x 25 gold lumens in coin and/or precious stones

COMMENTS: Farad merchants generally start out as Mongers (sellers), then work their way up to Procurers (wholesale buyers) and finally, Monopolists (owners of a large business concern, usually with a number of employees, slaves, agents, etc.). All are widely known for their unscrupulous business dealings. Farad merchants usually require contracts (of their own making) for all but the most basic transactions. Generally speaking, a Farad will do just about anything for money.

FARAD WIZARD

SIZE: 5'8"-6'6", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Flint-grey skin, chiseled features, dark and narrow eyes

ATTRIBUTES: INT +2, WILL +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, combat training, merchant/trader, administrator, bribe, coerce, inscribe spells, arcane lore, appraise treasure, alchemical training, appraise slaves.

EQUIPMENT/POSSESSIONS: Head dress, voluminous robes and cloak of colorful sateen; gold-bound spell book, coin purse, pouch, ledger book (for business transactions), choice of one weapon.

WEALTH: d20 x 100 gold lumens in coin, precious stones and narcotic herbs.

COMMENTS: Farad Wizards study magic only to further their desire for wealth and power. Many own sizable contingents of slave laborers, which they employ in the harvesting of rare (narcotic and/or magical) herbs from the perilous southern jungles of Faradun. More than a few have made their fortunes by smuggling contraband to the eastern lands of Rajanistan and Quan.

FERRAN THIEF

SIZE: 3'6"-4'4"

PHYSICAL CHARACTERISTICS: Coarse brown fur, rodent-like features, hairless tail

ATTRIBUTES: INT +2, STR -3, DEX +8, CON +2, SPD +4

HIT POINTS: 4

SPECIAL ABILITIES: Emit foul odor (three times per day; victims resist vs Constitution or nauseated for 1-4 rounds).

SKILLS: Secondary combat, pick pockets, swipe, appraise treasure, stealth, stalking, tracking (by scent).

EQUIPMENT/POSSESSIONS: Loincloth, pouch, scavenged bits of clothing and gear, dagger.

WEALTH: d10 x 3 gold lumens in mixed coin and miscellaneous baubles.

COMMENTS: Ferrans are inveterate thieves and scavengers who usually hunt in packs of 4-16 individuals. Sly and crafty, they avoid direct conflict whenever possible, preferring instead to rely on stealth, speed and the element of surprise. Their scent is considered offensive by most other races (particularly Jaka, who possess a keen sense of smell).



GAO SEA ROGUE

SIZE: 5'4"-6'2", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Various; racially mixed

ATTRIBUTES: INT +1, CHA +3, DEX +2

HIT POINTS: 12

SPECIAL ABILITIES: Possible, according to ancestry.

SKILLS: Secondary Combat (or Secondary Magic), navigator/pilot (choice of craft), appraise treasure, plus any five thieving talents.

EQUIPMENT/POSSESSIONS: Variety of colorful garments, usually of a mixed sort; choice of two weapons (dueling swords are a favorite), silver ear-ring and other jewelry.

WEALTH: d20 x 5 gold lumens in coin and/or plunder of various sorts.

COMMENTS: The Gao are the descendants of criminals and outcasts incarcerated on the isle of Gao-Din, once a penal colony of the ancient Phaedran dynasty. Pirates by trade, the Gao are notable for their swashbuckling "thieves' code of honor," as well as their love of gold and plunder. Their rivals are the Mangar, fierce corsairs from the Far Seas.

GNOMEKIN CRYSTALOMANCER

SIZE: 2'10"-3'6", 60-100 lbs.

PHYSICAL CHARACTERISTICS: Nut-brown skin, soft black mane, large green eyes, childlike features.

ATTRIBUTES: INT +2, CHA +2, DEX +4, CON +6

HIT POINTS: 16

SPECIAL ABILITIES: Natural climbing ability, extreme durability, night vision, +2 combat bonus vs large (7+) opponents.

SKILLS: Secondary Magic, agriculturist (crystal grower), artificer, appraise treasure (crystals and gemstones; see COMMENTS), enchant items.

EQUIPMENT/POSSESSIONS: Cloak, loincloth, pouch with 2-20 crystals, amber cusps (to protect eyes above ground)

WEALTH: d10 x 20 gold lumens in crystals.

COMMENTS: Gnomekin Crystalomancers are experts at growing, polishing, cutting and appraising all types of crystals and gemstones. Those who live in the subterranean city of Durne typically serve as overseers of a crystal garden or crystal-selling concern. Others travel abroad; buying, selling or prospecting for fine crystals and gemstones (see *GNOMEKIN WARRIOR*).

GNOMEKIN WARRIOR

SIZE: 2'10"-3'6", 60-100 lbs.

PHYSICAL CHARACTERISTICS: Nut-brown skin, soft black mane, large green eyes, childlike features.

ATTRIBUTES: STR +2, CHA +1, DEX +4, CON +6

HIT POINTS: 16

SPECIAL ABILITIES: Natural climbing ability, extreme durability, night vision, +2 combat bonus vs large (7+) opponents.

SKILLS: Primary combat, plus weponer, armorer, or artificer.

EQUIPMENT/POSSESSIONS: Scale armor, crystal short sword, sling with pouch of twenty stones, 1-4 pottery vials of stenchroot sap and/or brown mold, amber cusps (to protect eyes above ground).

WEALTH: d10 x 10 gold lumens in crystals and/or mixed coins.

COMMENTS: Gnomekin are friendly and industrious folk who live in underground cavern-cities, and travel far and wide by means of a network of subterranean trails known as the Underground High-

size, and can survive falls of up to forty feet without apparent harm.

Gnomekin can see clearly in darkness, but must wear colored cusps to protect their eyes when above ground. Their enemies include the race of Darklings, rivals for the regions which lie below the surface of Talislanta, and the reptilian Satada.

GNORL RHABDOMANCER

SIZE: 3-4', 60-80 lbs.

PHYSICAL CHARACTERISTICS: Wizen features, dark brown skin, glowing eyes deep-set beneath a furrowed brow, squat physique.

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

HIT POINTS: 10

SPECIAL ABILITIES: Night vision, commune with spirits (see COMMENTS).

SKILLS: Secondary magic, inscribe spells, magical operations, concoct medicinal mixtures, primitive magical talents, healer, herb lore, arcane lore.

EQUIPMENT/POSSESSIONS: Wardrobe comprised of odd and colorful garments (turbans, sashes, beads, bangles, scarves, etc.), walking stick or staff, leather-bound spell book, pouch or satchel (with 1-3 medicinal mixtures, 1-3 ounces of incense for producing magical fumes, 2-8 drams of dried herbs, quill pen and vial of ink.)

WEALTH: d10 x 6 gold lumens.

COMMENTS: Gnorls are a race of strange, gnarled humanoids believed to be related to Gnomekin, or possibly Weirdlings; no one is quite sure. They live in underground nooks, typically built into the side of a hillock, and situated in uncivilized woodland regions. The race of gnorls is skilled in an ancient form of witchcraft known as rhabdomancy; the "art of divining secrets". Gnorls collect secrets, which they gather by various means, including communing with spiritforms (Gnorls can contact spiritforms without the need of summoning spells, using only magical fumes). Some earn a living by selling, buying, and trading secrets; others as healers, who offer their services in exchange for secret knowledge. Like Gnomekin, the Gnorls prefer to travel via the subterranean roads known as the Underground Highway. Unlike their relatives, however, Gnorls are not overly sensitive to light.

GREEN MAN SYMBIONT

SIZE: 3'-3'6", 40-50 lbs.

PHYSICAL CHARACTERISTICS: Mossy green skin and hair, bright yellow eyes.

ATTRIBUTES: INT +4, STR -4, DEX +4, SPD +3

HIT POINTS: 4

SPECIAL ABILITIES: Speak with plants, influence plants (see COMMENTS).

SKILLS: Snares, camouflage, herb lore, healer.

EQUIPMENT/POSSESSIONS: D'oko (living plant; provides food and shelter), loincloth of woven mosses.

WEALTH: None

COMMENTS: Green Men are the gentlest of the Talislantan races. They will use their abilities to avoid capture and harassment, but are incapable of doing harm to other living things, regardless of the provocation. Their submissiveness and special abilities cause them to be much in demand as slaves, and the race has suffered greatly at the hands of such folk as thelmrians, and to a lesser extent, the Farad and Rajans. Escaped Green Men slaves some-



tent, the Farad and Rajans. Escaped Green Men slaves sometimes settle in woodland regions, particularly Vardune of the Seven Kingdoms, where they are welcomed for their horticultural talents.

GRYPH WARRIOR

SIZE: 6'10"-7'2", 220-280 lbs., wingspan 24+ ft.

PHYSICAL CHARACTERISTICS: Brilliant red and orange plumage, hawk-like visage, wings, lean and muscular physique

ATTRIBUTES: PER +4, STR +3, DEX +2, SPD +8 (airborne; average on land).

HIT POINTS: 16

SPECIAL ABILITIES: Flight, superior vision (see precise details at ranges of up to one mile), talons do d4 damage.

SKILLS: Primary combat, hunting, scout (airborne); plus healer/ herb lore, artificer, or weaponer.

EQUIPMENT/POSSESSIONS: Loincloth and bracers of exomorph's hide, shoulder pouch, duar, heavy crossbow with quiver of twenty quarrels.

WEALTH: d20 x 5 gold lumens in small, semi-precious stones

COMMENTS: Gryphs are aggressive protectors of their territories, and their friends. They are uncomfortable in enclosed spaces, and cannot survive for long in captivity. The Gryphs are great friends of the Ariane of Tamaranth, and are enemies of the Stryx, Beastmen, and Ur Clans.

HADJIN NOBLE

SIZE: 6'-6'6", 140-180 lbs.

PHYSICAL CHARACTERISTICS: Light green skin and hair, plain features, narrow build.

ATTRIBUTES: All average

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Administrator, arcane lore, antiquarian.

EQUIPMENT/POSSESSIONS: Layered robes, distinctive headwear, long gloves, scented fan, money purse, Silvermane-drawn carriage, small estate.

WEALTH: d6 x 1000 gold lumens (plus an inheritance of ten times this figure in property and other valuables).

COMMENTS: Born into great wealth, the Hadjin consider themselves superior to common folk. They are in the habit of waving themselves with scented fans when in the presence of outsiders, whom they deem odious and coarse. The Hadjin maintain their lofty standard of living by allowing adventurers to explore the monolithic tombs of their wealthy ancestors, a privilege which does not come cheaply. They shun hard work of any sort.

HARAKIN WARRIOR

SIZE: 6'-6'6", 140-220 lbs.

PHYSICAL CHARACTERISTICS: Grey skin, hard features, lean and rugged.

ATTRIBUTES: STR +3, DEX +2, CON +5

HIT POINTS: 16

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat (dractyl), hunting, mountain climbing, tracking.

EQUIPMENT/POSSESSIONS: Loincloth, cowl, high boots and thick gauntlets of reptile hide, fur cloak, jang, khu, and tarak or krin (with quiver plus ten black iron bolts), shoulder pouch, dractyl steed with saddlebags and harness.

WEALTH: None

COMMENTS: The Harakin are a grim race who view life as a constant struggle for survival. They care nothing for the ways of civilized people, which they consider useless. Raised in the hostile environment of Harak, they are able to endure great hardships. Both the males and females are warriors, and of necessity, survivalists. Small bands of Harakin have been known to travel as far south as the Volcanic Hills and eastern Wilderlands regions, though such occurrences are considered quite rare.

ICE GIANT WARRIOR

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

PHYSICAL CHARACTERISTICS: Body composed of animate ice, clawed hands and feet, spiky 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). Ice Giants cannot survive in warm, or even temperate, climates. Their ruler, whom some call the Ice King, is reputed by certain scholars to be a demon of exceptional power.

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 + (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; 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, Moorg-Wan, Sawila, Batreans, and even the Chana. The thin coat of slime which covers their bodies enables them to survive out of water for extended periods of time (up to one week, or about half this in hot, dry climates). Most races find Imrians to be repulsive.



ISPASIAN MERCANTILIST

SIZE: 5'10"-6'4", 100-180 lbs.

PHYSICAL CHARACTERISTICS: Lemon-yellow skin, expressionless features, slender build.

ATTRIBUTES: INT +3, WILL +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Merchant/trader, litigator, diplomacy, linguistics, appraise slaves, appraise treasure, bribe.

EQUIPMENT/POSSESSIONS: Gold or silver tiara, 2-8 sets of fine silkcloth robes, small villa or estate in Ispasia (inherited from ancestors), 2-8 slaves (various races).

WEALTH: d20 x 1000 gold lumens in various currencies and investments, plus property (worth an additional 5,000-10,000 gold lumens).

COMMENTS: The Ispasians are a mercantile people who were subjugated by the Quan in the early days of the Quan Empire. They are highly intelligent and well-educated, attributes generally lacking in their masters, the Quan, who have long employed Ispasian agents in the management of the Empire's finances. The most powerful of these individuals deal in vast sums of money, goods, and commodities, covertly investing in foreign interests and international markets. The Ispasians are believed to secretly have clients in such far-distant lands as Faradun, Rajanistan, Imria, and Kashmir of the Seven Kingdoms, among others. Ispasians bear a well-deserved reputation as ruthless and calculating businessmen (and businesswomen).

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 +4, CHA +4, DEX +3, SPD +3

HIT POINTS: 12

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

SKILLS: Secondary combat, mounted combat, beastlore, 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 with, and befriend these creatures.

JAKA MANHUNTER

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

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

ATTRIBUTES: STR+1, 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.

SKILLS: Primary combat, ambush, camouflage, 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.

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 and other undesirables for pay. Some few are known to work as professional assassins (see *JAKA BEASTMASTER*).

JHANGARAN MARSH-HUNTER

SIZE: 5'7"-6'7", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Marbled brown and sepia skin, elliptical cranium, angular build, hairless

ATTRIBUTES: PER +2, DEX +2, CON +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, tracking, stalking, hunting, snares, herb lore, camouflage.

EQUIPMENT/POSSESSIONS: Green cloth arm and leg wrappings, loincloth, shoulder pouch, dagger, two javelins, spool of cord for snares, two large sacks (for scintilla), marsh strider steed or small river skiff, flask of liquor.

WEALTH: d20 x 5 gold lumens in mixed coins and/or scintilla

COMMENTS: Jhangaran Marsh-Hunters make a living by capturing wild beasts (such as marsh striders) and hunting for caches of scintilla (water raknid's eggs). Like all Jhangarans, they are ignorant and superstitious, and have a weakness for alcohol, which renders them mad and unpredictable.

JHANGARAN MERCENARY

SIZE: 5'7"-6'7", 100-200 lbs.

PHYSICAL CHARACTERISTICS: As per Marsh-Hunter

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat (marsh strider), tracking, stalking, camouflage, hide, traps, snares, interrogate.

EQUIPMENT/POSSESSIONS: Yellow cloth arm and leg wrappings, loincloth, backpack, cloak of yellow linen, choice of two weapons, marsh strider steed, flask of liquor.

WEALTH: d10 x 5 gold lumens in mixed coin.

COMMENTS: Jhangaran Mercenaries are notable for their lack of discretion concerning the type of work they will take on. When gainful employment is scarce, many work as brigands, scouts or bounty hunters (see *JHANGARAN MARSH-HUNTER*).

JHANGARAN MUD-MINER

SIZE: 5'7"-6'7", 100-200 lbs.

PHYSICAL CHARACTERISTICS: As per Marsh-Hunter.

ATTRIBUTES: STR +1, DEX +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, engineer or laborer (mud-mining),



merchant/trader.

EQUIPMENT/POSSESSIONS: Grey cloth arm and leg wrappings, loincloth, shoulder pouch, dagger, choice of second weapon, dredging net, flask of liquor.

WEALTH: d20 x 5 gold lumens in amber, gold, and small sapphires.

COMMENTS: Jhangaran Mud-Miners make their living by dredging the swamps of Jhangara for amber, gold and sapphires. They despise the Jhangaran Marsh Hunters, and vice versa (see *JHANGARAN MARSH-HUNTER*).

JHANGARAN OUTCAST

SIZE: 5'7"-6'7", 100-200 lbs.

PHYSICAL CHARACTERISTICS: As per Marsh-Hunter, possible signs of disease/disability.

ATTRIBUTES: CHA -20 (with regard to non-outcast Jhangarans).

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: As per former status (see *COMMENTS*)

EQUIPMENT/POSSESSIONS: Red cloth arm and leg wrappings, sack, shoulder pouch, loincloth.

WEALTH: d20 x 10 gold lumens in mixed coins and other offerings.

COMMENTS: Jhangaran Outcasts are greatly feared by their people, who believe that they bear with them the stigma of doom. A Jhangaran who is so much as touched by one of "the cursed

ones" is immediately branded an Outcast. The Jhangarans will not dare to harm an Outcast, believing that such an action will bring down unlimited grief upon themselves and their families.

KANG TRACKER

SIZE: 6'-6'8", 120-220 lbs.

PHYSICAL CHARACTERISTICS: Crimson skin, hard features, white eyes, long black hair (worn in queue).

ATTRIBUTES: PER +2, STR +2, CON +3

HIT POINTS: 15

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, tracking, beast trainer, stalking.

EQUIPMENT/POSSESSIONS: Strider hide armor, gauntlets and high boots, cloak, light crossbow with quiver and twelve quarrels, dagger, pouch, tarkus tracking beast with black iron chain and muzzle, feedbag.

WEALTH: d20 x 10 gold lumens (the Kang are well-paid mercenaries of the Quan).

COMMENTS: Kang trackers are renowned less for their skill (their hunting beasts do most of the tracking) than for their tenacity and merciless efficiency. They are employed as scouts, border troops, and to hunt down criminals, dissidents and escaped slaves. The majority of Kang found in the Western Lands are deserters or rebels who have fled the Quan Empire, though some may be loyalists sent to track down fugitives who have escaped from the Empire.





KANG WARRIOR

SIZE: 6'-6"8", 120-220 lbs.

PHYSICAL CHARACTERISTICS: Crimson skin, hard features, white eyes, long black hair (worn in queue).

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

HIT POINTS: 15

SPECIAL ABILITIES: None

SKILLS: Primary combat, mounted combat, weaponless combat, command ability.

EQUIPMENT/POSSESSIONS: Black iron plate mail, gauntlets and helm, cloak, twin dragon-pommel long daggers, broadsword, choice of third weapon, Greymane steed.

WEALTH: d20 x 10 gold lumens (the Kang are well-paid mercenaries of the Quan).

COMMENTS: The Kang are a warlike people, born to combat. Individuals with +4 or better Strength and +1 or better Intelligence qualify as elite dragon troops (double WEALTH for elite troops).

KASMIR MONEYLENDER

SIZE: 4'6"-5', 70-110 lbs.

PHYSICAL CHARACTERISTICS: Mahogany brown skin, shriveled features, hunched posture

ATTRIBUTES: INT +2, WILL +2, DEX +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, merchant/trader (selling services as money lender), administrator, artificer (locks and trap mechanisms), lock picking, traps.

EQUIPMENT/POSSESSIONS: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass keyring (affixed to belt via chain), Kasmir spring-knife (with pouch of six blades), Kasmir blade-staff, locksmith's tools.

WEALTH: d20 x 200 gold lumens (hidden in vaults).

COMMENTS: The Kasmir are highly suspicious, and live in windowless towers. Fearing theft, they carry hidden weapons and place all their valuables under lock and key. Their money lenders are shrewd, and will eagerly finance ventures which afford a chance for profit, provided adequate guarantees of payment are made in advance. The Kasmir are skilled at fashioning the most elaborate multiple locks and trap mechanisms, which they use to safekeep their treasure hordes or export to other lands; coincidentally, Kasmir who moonlight as thieves are not unknown.

KASMIR WIZARD

SIZE: 4'6"-5', 70-110 lbs.

PHYSICAL CHARACTERISTICS: Mahogany brown skin, shriveled features, hunched posture.

ATTRIBUTES: INT +3, WILL +1, DEX +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, administrator, artificer (locks and trap mechanisms), lock-picking, traps, engineer, combat training.

EQUIPMENT/POSSESSIONS: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass keyring (affixed to belt via chain), Kasmir spring-knife (with pouch of six blades) or Kasmir blade-staff, locksmith's tools, locking iron-bound spellbook (see COMMENTS).

WEALTH: d20 x 100 gold lumens (locked away in various strong-boxes, vaults, etc.).

COMMENTS: Kasmir Wizards are renowned as the most skilled trapsmiths on the continent. All know at least two of Shaladin's famous spells (described in THE TALISLANTA SORCERER'S GUIDE). Like all Kasmir, they are highly suspicious, shrewd and miserly (see *KASMIR MONEY-LENDER*).

KHARAKHAN GIANT

SIZE: 10-15', 1000-1200+ lbs.

PHYSICAL CHARACTERISTICS: Massive physique, dusky grey-black skin, savage countenance.

EXCEPTIONAL ATTRIBUTES: INT -4, WILL +6, PER +3, STR +8, DEX -6, CON +9, SPD -6

HIT POINTS: 18

SPECIAL ABILITIES: Skin as per leather armor, fist: d8 + STR, use of giant-sized weapons (double normal damage), able to detect the scent of men (range: about 50 ft.).

SKILLS: Primary combat, mounted combat (ogriphat, behemoth, or Kharakhan War Wagon); plus armorer, weaponer, or artificer.

EQUIPMENT/POSSESSIONS: Leather harness, pack, 1-4 pouches, loincloth, black iron shield, choice of two (giant-sized) weapons, ogriphat steed (high level characters may own a behemoth steed).

WEALTH: Negligible (1-10 gold lumens).

COMMENTS: The Kharakhan are a race of giants whose ancestors are believed to hail back to the Forgotten Age. Though reliable information is not available, the Kharakhan are thought to have reverted to a primitive and savage existence following The Great Disaster, during which their territories were reduced to a vast wasteland. The race is now all but extinct, there being perhaps only a few hundred Kharakhan still remaining on the continent. Kharakhan speak an ancient and obscure dialect of common Talislan. Their great size beings is both an advantage and a disadvantage (a fact which Kharakhan player characters would do well to keep in mind).

MANDALAN MYSTIC WARRIOR

SIZE: 5'8"-6'2"

PHYSICAL CHARACTERISTICS: Golden skin, almond-shaped eyes, placid features, shaven head (males) or long golden top-knot (females).

ATTRIBUTES: INT +2, PER +2, CHA +1, DEX +2, SPD+2

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat (Mandaquan, capture/restrain weapons only), stealth, acrobatics, traps, lock-picking, snares, evasion, elude.

EQUIPMENT/POSSESSIONS: Robe of Mandalan silkcloth, sandals, Mystic Warrior costume concealed in pouch or pocket, any two capture weapons, lock picks, 25' of strong silkcord

WEALTH: None (Mandalans are slaves of the Quan).

COMMENTS: Mystic Warriors most often lead double lives, serving the Quan by day and engaging in covert activities by night. Those who operate in this fashion must keep their true identity a secret. Occasionally, a small group of Mystic Warriors will retreat to the hills or countryside, establishing small pockets of resistance within the Empire see *MANDALAN SAVANT*).



MANDALAN SAVANT

SIZE: 5'6"-6', 90-170 lbs.

PHYSICAL CHARACTERISTICS: Golden skin, almond-shaped eyes, placid features, shaven head.

ATTRIBUTES: INT +2, PER +3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic and inscribe spells (or secondary combat; see COMMENTS), horticulture, herb lore, plus any three scholarly pursuits and/or trades and crafts.

EQUIPMENT/POSSESSIONS: Silk cloth robe, sandals, 2-8 scrolls (spells or other writings), shoulder pouch.

WEALTH: None (Mandalans are slaves of the Quan)

COMMENTS: Mandalans are passive and peaceful by nature, traits which allowed their race to be easily subjugated by the Quan.

Those who study magic do so only for the love of knowledge; those with secondary combat skills are practitioners of Mandaquan, a defense-oriented style of martial arts. There is more to the Mandalans, however, than meets the eye (see *MANDALAN MYSTIC WARRIOR*).

MANGAR CORSAIR

SIZE: 5'8"-6'4", 130-230+ lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, shaven head, narrow eyes, sea dragon tattoos on chest, arms, and/or back.

ATTRIBUTES: PER +1, STR +2, DEX +1, CON +2, CHA -2

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat, navigator/pilot (carrack), appraise treasure, waylay, gambling (ska-wae), interrogate, torture

EQUIPMENT/POSSESSIONS: High boots, blousy pantaloons, brass armbands, ear-ring, curved daggers and ska-wae dice (with hide pouch), cutlass or scimitar.

WEALTH: d10 x 10 gold lumens in mixed coins, gemstones and plunder.

COMMENTS: The Mangar are vicious cut-throats, prone to violence and murder. They are enamored of ska-wae, a dangerous game played with curved daggers and dice. Mangar have a great hatred for their rivals, the Sea Rogues of Gao-Din.

MANRA SHAPE-CHANGER

SIZE: 5'-6', 90-170 lbs.

PHYSICAL CHARACTERISTICS: Golden skin, almond-shaped eyes, brown hair, slender build.

ATTRIBUTES: PER +2, DEX +2, CON +6

HIT POINTS: 12

SPECIAL ABILITIES: Shape-change (see *Chapter Three: Skills: SPECIAL ABILITIES*).

SKILLS: Secondary combat, tracking, stalking; plus snares and scout or herb lore and healer

EQUIPMENT/POSSESSIONS: Abbreviated garments of coarse cloth, pouch, t'sai and stone club.

WEALTH: d8 x 10 gold lumens in rare herbs, semi-precious stones and/or bits of gold.

COMMENTS: The Manra are a peaceful people who prefer to avoid contact with civilization. They mark the Kang, and especially the Chana Witchmen, as enemies, and actively defend their lands against invasion by these warlike races. Conversely, they

regard the Nagra with considerably less ill will, primarily due to their mutual hatred of the Chana. With their shape-changing abilities, the Manra are well-adapted to survival in their hostile environment.

MARUK DUNG MERCHANT

SIZE: 5'4"-6'2", 80-200 lbs.

PHYSICAL CHARACTERISTICS: Pale complexion, sunken eyes, limp brown hair

ATTRIBUTES: CHA -2 (see COMMENTS)

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary combat, merchant/trader; caravan driver, administrator or laborer

EQUIPMENT/POSSESSIONS: Sackcloth garments, cord for belt, pouch, staff or cudgel, land lizard-drawn dung wagon

WEALTH: d6 x 5 copper pieces

COMMENTS: The Maruk suffer from an ancient curse, which has brought ill fortune down upon their heads. They are widely regarded by other folk as harbingers of sorrow and gloom. In order to eat, Maruk will accept almost any type of employment offered to them, no matter how lowly or demeaning the job may seem to be. For this reason, they are often taken advantage of by other, more fortunate peoples, such as the Hadjin.

MIRIN ALCHEMIST

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair

ATTRIBUTES: INT +3, CON +2

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to cold, melding (see COMMENTS)

SKILLS: Alchemical training, all "concoct" skills, combat training, artificer, weaponer / armorer or healer

EQUIPMENT/POSSESSIONS: Garments, robe and head dress of frostwere's hide, alchemical apparatus, 1-4 potions and 1-4 powders in amber crystal vials, choice of one weapon

WEALTH: d20 x 100 gold lumens in L'Haan adamants (Mirin coin, worth twenty gold lumens apiece)

COMMENTS: To the Mirin, the practice of Alchemy is considered to be a "joining of the mind and spirit with the forces of nature". Mirin Alchemists are normally employed by the Royal Government of L'Haan, which treats them with great respect and honor. Like all Mirin, they are most comfortable in frigid climes. Mirin can survive in temperate regions, but tend to lose their blue coloration, and their immunity to cold, after a few weeks of exposure to warmer weather. Both effects are reversible. It is the custom amongst the Mirin to undertake a ritual "bonding of spirits" with a chosen mate or close friend. The procedure, known as "melding", creates a type of innate psychic link between the two individuals. While melded individuals cannot actually communicate via this ability, each will instinctively know if the other is in danger, or in great distress.



MIRIN TUNDRA SCOUT

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair.

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

HIT POINTS: 14

SPECIAL ABILITIES: Immunity to cold, melding.

SKILLS: Primary combat, tracking, scout, mountain climbing.

EQUIPMENT/POSSESSIONS: Partial plate and chain mail, helm and shield of adamant, +1 adamant sword, choice of two additional weapons, shoulder and belt pouch, cape of frostwere's hide, Snowmane steed.

WEALTH: d10 x 20 gold lumens in L'Haan adamants (Mirin coin, worth twenty gold lumens apiece).

COMMENTS: Mirin Scouts form the basis of L'Haan's army, which is reckoned among the best-trained and equipped forces on the continent. Units of ten to twenty Tundra Scouts guard the most remote border regions, keeping watch over the movements of the Ice Giants of Narandu and the Harakin tribes of Harak (see *MIRIN ALCHEMIST*).

MIRIN WHITE WITCH/WARLOCK

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair.

ATTRIBUTES: INT +3, CHA +2, CON -1

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to cold, melding.

SKILLS: Primary magic, concoct potions, magical operations, cult rituals, enchant items, inscribe spells.

EQUIPMENT/POSSESSIONS: Cloak and garments of frostwere's hide, adamant-bound spell book, adamant wand with blue diamond headpiece.

WEALTH: None (priests and priestesses of Borean do not accept gold for their services).

COMMENTS: Mirin White Witches and Warlocks serve as priests and priestesses of Borean, God of the North Wind (see *MIRIN ALCHEMIST*).

MOGROTH AMBER TRADER

SIZE: 7'6"-8'2", 450-650 lbs.

PHYSICAL CHARACTERISTICS: Body covered with thick, buff-colored fur, sloth-like features.

ATTRIBUTES: INT -3, STR +6, DEX +2, CON +6, SPD -4

HIT POINTS: 20

SPECIAL ABILITIES: Hide protects against biting insects/parasites, expert tree-climbers.

SKILLS: Secondary combat, merchant/trader, herb lore.

EQUIPMENT/POSSESSIONS: Loincloth, pouch (mung berries and leaves), shoulder pouch (1-4 pounds of amber fragments, club or cudgel, dredging net).

WEALTH: d20 x 20 gold lumens in amber and quaga (violet pearls).

COMMENTS: Mogroth Amber Traders rarely venture beyond the borders of Taz, Vardune, or Jhangara. Somewhat slow and dull-witted, they are sometimes taken advantage of by crafty entrepreneurs from Faradun and Kasmir. Placid by nature, Mogroth generally abhor violence, but can become extremely dangerous if driven to anger.

MONAD SERVITOR

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

PHYSICAL CHARACTERISTICS: Striated black and white skin, tiny cranium, immense torso and limbs.

ATTRIBUTES: WILL -6, STR +8, DEX -6, CON +9, SPD -3.

HIT POINTS: 22

SPECIAL ABILITIES: None

SKILLS: None (see COMMENTS)

EQUIPMENT/POSSESSIONS: Negligible (loincloth and sandals).

WEALTH: Minimal (1-10 gold lumens, unless a slave; see COMMENTS).

COMMENTS: Monads are a race of sorcerous hybrids created in ancient times by the magicians of Phandril. Bred strictly for size and strength, these huge creatures possess no skills per se. They follow instructions well, however, and are tireless and loyal workers. Monads are monosexual beings, who reproduce by a process similar to cell division. Despite appearances, the race does not lack for intelligence. They are mute, but communicate both in common sign language and a complex variation of sign which they devised. Most Monads were sold into slavery following The Great Disaster. Those who were not work primarily as unskilled laborers; monads are gentle by nature, and prefer to abstain from violent professions. If forced to defend itself, a Monad will generally seek to use its great bulk to knock down and/or restrain an attacker.

MONDRE KHAN WARRIOR

SIZE: 6-6' 6", 160-250+ lbs.

PHYSICAL CHARACTERISTICS: Mane of coarse black hair, bestial features, shaggy forearms/forelegs, claws, leathery brown skin.

ATTRIBUTES: INT -1, CHA -2, STR +3, DEX +3, CON +2

HIT POINTS: 14

SPECIAL ABILITIES: Claws can be used as weapons (d4 damage) and to climb sheer rock surfaces, walled fortifications, etc.

SKILLS: Secondary combat, assassinate, waylay, scout, stalking, ambush, evasion, camouflage; weaponless combat and sabotage.

EQUIPMENT/POSSESSIONS: Combination leather-partial plate armor (protection: 3 points); rasp, caltrops, and 2-8 blade stars; hide loincloth, pouch, rope and small grapnel, tinder box.

WEALTH: d10 x 2 gold lumens in semi-precious stones, gold dust or ivory.

COMMENTS: The Mondre Khan are a savage race of half-men who live in the wooded hills and mountains of eastern Quan. They are the avowed enemies of the Quan Empire, whose forces the Mondre Khan have successfully resisted for centuries. The Kang consider them to be akin to animals, and in fact, the Mondre Khan often exhibit the ferocity and cunning of wild beasts. They are intelligent enough to make metal weapons and armor, however, and are experts in the art of covert warfare. Like all half-men, the Mondre Khan are held in low regard by many Talislantan peoples. Some Talislantan scholars theorize that the species is gradually devolving back to its animalistic origins with each passing generation.



MUD PEOPLE (Moorg-Wan) SHAMAN

SIZE: 6'-6'4", 300-460+ lbs.

PHYSICAL CHARACTERISTICS: Loose-fitting brown skin, four legs, heavy tail, toad-like features, webbed hands and feet.

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

HIT POINTS: 18

SPECIAL ABILITIES: Amphibious; claws and tail are 8-point weapons (can use tail simultaneously vs opponents attacking from behind), skin equal to leather armor; -5 to trip, knock off balance, force back, etc.

SKILLS: Secondary combat, magical training, cult rituals.

EQUIPMENT/POSSESSIONS: Thorn dagger, sack with cord (slung over back).

WEALTH: d20 x 10 gold lumens in amber and quaga (violet pearls).

COMMENTS: Mud People Shamans know nothing of spell casting. Their limited powers are derived from their reverence of Moorg, the Mud God. Like all Moorg-Wan (literally, "spawn of Moorg"), they are belligerent and aggressive by nature. The Mud People are the traditional enemies of the Ahazu, and despise the Imrians, who sometimes raid Moorg-Wan settlements for slaves.

MUD PEOPLE (Moorg-Wan) SWAMP-WARRIOR

SIZE: 6'-6'4", 300-460+ lbs.

PHYSICAL CHARACTERISTICS: Loose-fitting brown skin, four legs, heavy tail, toad-like features, webbed hands and feet

ATTRIBUTES: INT -2, STR +4, DEX -3, SPD +2 (in water or mud; 2 on dry land).

HIT POINTS: 18

SPECIAL ABILITIES: Amphibious; claws and tail are 8-point weapons (can use tail simultaneously vs opponents attacking from behind), skin equal to leather armor; -5 to trip, knock off balance, force back, etc.

SKILLS: Primary combat, weaponless combat, engineer (mud-mining only), weaponer or healer.

EQUIPMENT/POSSESSIONS: Thorn dagger, bwan, sack with cord (slung over back)

WEALTH: d10 x 10 gold lumens in amber and quaga (violet pearls).

COMMENTS: The Mud People are aggressive and warlike in nature. The Ahazu are their sworn enemies, and conflicts between the two races are common (see *MUD PEOPLE SHAMAN*).

MUSE ESTHESIAN

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

PHYSICAL CHARACTERISTICS: Skin/hair colored either pastel turquoise, violet, rose, aquamarine; delicate features, butterfly-like wings.

ATTRIBUTES: INT +3, WILL -4, PER +3, CHA +4, STR -3, DEX +3, CON -4.

HIT POINTS: 10

SPECIAL ABILITIES: Natural Telepath, limited flight (two minutes per level, before needing to rest for twice as long).

SKILLS: Secondary magic (natural talent), art, musicianship, artificer, herb lore.

EQUIPMENT/POSSESSIONS: Gossamer robe, one or more musical instruments, loom (for weaving gossamer), pouch (pigments, blossoms, nectar, etc.).

WEALTH: None (Muses care nothing for riches)

COMMENTS: Muses are nymph-like creatures, slender and frail in appearance, with colorful butterfly wings. They can use their wings to remain airborne for only two minutes per level of ability, then must rest for at least twice as long before again taking to the air. Muses love music and art, but are averse to toil; hence, they create only as the mood suits them. Their wares are treasured throughout the Seven Kingdoms and beyond. Muses are able to use their empathic abilities to influence other sentient creatures, which they do by projecting emotions and mental images (roll vs Will Rating to resist). This talent is used to good effect in the protection of their sylvan settlements.

NAGRA SHAMAN

SIZE: 5'2"-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Mottled grey-green skin, ebony eyes, peaked skull, black fangs.

ATTRIBUTES: INT +1, PER +3, DEX +1, CON +2

HIT POINTS: 14

SPECIAL ABILITIES: Spirit tracking.

SKILLS: Secondary Magic, combat training, tracking, hunting, stalking, inscribe spells, primitive magical talents, concoct poisons, herb lore, healer.

EQUIPMENT/POSSESSIONS: Loincloth and cape of winged ape's hide, pouches (shoulder and belt), scroll of spells (exomorph's hide), 1-4 vials (magical pigments, mixtures, etc.), ankle and wrist bands of woven fibers, spirit jar, exomorph or tarkus-fang earrings, blowgun with pouch of twenty poison darts, bone long knife.

WEALTH: d20 x 6 gold lumens in semi-precious stones.

COMMENTS: Nagra Shamans are the spiritual advisors of their race. All know the Spell of Summoning, which they use to commune with spiritforms and pseudo-demons of various sorts. Like all Nagra, they shun mounts and conveyances, and are tireless runners (see *NAGRA SPIRIT TRACKER*).

NAGRA SPIRIT TRACKER

SIZE: 5'2"-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Mottled grey-green skin, ebony eyes, peaked skull, black fangs

ATTRIBUTES: PER +4, STR +2, DEX +2, CON +5

HIT POINTS: 14

SPECIAL ABILITIES: Spirit tracking (see *SKILLS: SPECIAL ABILITIES*).

SKILLS: Secondary combat, tracking, hunting, stalking, snares, camouflage, mountain climbing, concoct poisons, plus scout or healer/herb lore.

EQUIPMENT/POSSESSIONS: Loincloth and cape of winged ape's hide, pouch, exomorph or tarkus-fang ear-rings, ankle and wrist bands of woven plant fibers, blowgun with packet of twenty poison darts, bone long knife.

WEALTH: d10 x 6 gold lumens in semi-precious stones.

COMMENTS: The Nagra shun beasts and conveyance, preferring instead to travel on foot. They are practically tireless runners who can cover distances of up to thirty miles a day with ease. Though fierce and aggressive by nature, they are valued as scouts and guides. Few appreciate their taste for serpents, which the Nagra eat uncooked and alive. The Nagra bear an undying hatred of the Witchmen and Witchwomen of Chana.



NA-KU CANNIBAL

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

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

ATTRIBUTES: INT -2, WILL -2, DEX +2

HIT POINTS: 10

SPECIAL ABILITIES: Tail may be used to grasp.

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

EQUIPMENT/POSSESSIONS: Loincloth of animal hide or skin, bow with quiver of twelve venomwood arrows, bone dagger or spear, pouch.

WEALTH: None

COMMENTS: The Na-Ku are evil creatures who prey on other humanoids, whom they capture and eat alive. Superstitious and ignorant by nature, they are in awe of magic, and serve their witchdoctors without question. Not surprisingly, they are shunned by most intelligent creatures.

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).

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, loin-cloth 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 krabone sword, Zaratan steed.

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

COMMENTS: The Oceanians are the inhabitants of the Floating City of Oceanus, which rides the waters of the Azure Ocean. They are a superstitious folk, who dare not so much as set foot upon solid land, fearing that to do 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. Some few of the Oceanian tribes continue to ply the open seas, operating as nomadic hunters and gatherers and trading with the folk of the Floating City.

ORGOVIAN TRADER

SIZE: 5'4"-6', 90-160 lbs.

PHYSICAL CHARACTERISTICS: Dusky-orange skin, narrow protruding chin, squinty eyes, lean build.

ATTRIBUTES: INT +2, PER +2, DEX +3, CON +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, barter.

EQUIPMENT/POSSESSIONS: Loper steed, leather vest/boots, loin-cloth, brown felt headdress, 10-20 iron armbands; prod-hook and star-thrower, with a dozen "shooting stars", pouches/bundles/sacks.

WEALTH: d10 x 50 gold lumens in barter goods (ivory, bolts of cloth, metal tools/weapons, pottery, salt/spices, etc.).

COMMENTS: The Orgovians are a nomadic people who fled from their homeland (in the area of what is now the Kharakhan Wastes) in order to avoid being decimated by The Great Disaster. They now roam the Wilderlands of Zaran and surrounding regions, making their living as traders. Orgovians will not accept coin for their wares, but deal exclusively in barter; an old habit, adopted by their ancestors following the devaluation of the Orgovian yatma (a lead coin deemed worthless after the dissolution of the old Kingdom of Orgovia; hence the origin of the popular phrase, "not worth a lead yatma"). The Orgovians have few reservations about who they deal with, provided they are offered fair value for their wares. They despise bandits and cheats, and routinely kill such individuals in order to trade their scalps and possessions for useful goods.

PARTHENIAN SEA TRADER

SIZE: 6'8"-7', 180-220 lbs.

PHYSICAL CHARACTERISTICS: Glossy bronze skin (features appear as if cast in bronze), angular frame, lacquered hair (gold or copper-colored).

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

HIT POINTS: 14

SPECIAL ABILITIES: Eyes function equally well in daylight or darkness.

SKILLS: Secondary combat, merchant/trader, appraise slaves, appraise treasure, navigator/pilot (Parthenian trireme).

EQUIPMENT/POSSESSIONS: Shimmering yellow cloak, vest of boiled sea dragon's hide, lacquered iron arm and wrist braces, scimitar, sea chest, trident.

WEALTH: d20 x 100 gold lumens (in five-pound ingots stored in sea chest, or in coins of various denominations).

COMMENTS: The Parthenians are a race of xenophobes, who prefer to avoid contact with other peoples. They may sometimes be encountered on the high seas, sailing in great triremes with prows fashioned in the likeness of a giant idol. Parthenians speak a language which some scholars believe is an ancient form of Talislan. Though they seldom exhibit overtly hostile behavior, the Parthenians are not known for personal warmth. Their history, customs, and beliefs are largely unknown to other Talislanians.



PHANTASIAN ASTROMANCER

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

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

ATTRIBUTES: INT +3, PER +4

HIT POINTS: 12

SPECIAL ABILITIES: Detect magic by sight (range: 5 ft.; requires full concentration).

SKILLS: Primary Magic, alchemical training, artificer or engineer (windships, levitationals), inscribe spells, magical operations (Phantasian distillate, magical pigments), Astrology, navigator/pilot (windship).

EQUIPMENT/POSSESSIONS: Long robe, conical cap (decorated with star-signs), necklace of colored crystals, spell book, sky chart (scroll, with ivory case), pouch (magical pigments, ink sticks, etc.)

WEALTH: d20 x 10 gold lumens in mixed coins

COMMENTS: The Phantasians are race of intelligent beings who hail from Cabal Magicus, the home of their ancient ancestors, which floats high above the Isle of Phantas. Phantasian Astromancers serve as advisors and administrators, assigning Phantasian Dream Merchants to various locales, checking up on windship maintenance, inventories, gross receipts, etc. They use their expertise in Astrology to determine the most favorable flight schedules and routes for the Phantasians' ancient fleet of windships (see *PHANTASIAN DREAM MERCHANT*).

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 (range: 5 ft.; 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.

PHANTASIAN GUARDIAN

SIZE: 6'8"-7', 160-200 lbs.

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

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic, inscribe spells, navigator/pilot (windship or windrigger).

EQUIPMENT/POSSESSIONS: Ceremonial armor (light scale mail and partial plate), ceremonial longsword, cloak, pack, scroll of spells (in metal tube).

WEALTH: d10 x 6 gold lumens (half this, if a mercenary)

COMMENTS: The Phantasian Guardians are members of an elite military order which has protected the floating fortress of Cabal Magicus for untold generations. Most continue to serve in this capacity, though the decline in Phantas' fortunes has compelled some to leave the island in search of work as mercenaries. The Wizard King of Cymril maintains a contingent of Phantasian Guardians for his personal windship, as do certain private concerns in both Cymril and the Independent City State of Hadj (see *PHANTASIAN DREAM MERCHANT*).

PHARESIAN PEDDLER

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

PHYSICAL CHARACTERISTICS: Skin and hair dyed with bright iridescent colors, slender build.

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, merchant/trader, appraise treasure, concoct elixirs, enchant items, concoct medicinal mixtures, concoct powders.

EQUIPMENT/POSSESSIONS: Patchwork cloak and robes of bright colors, wand or staff, satchel (filled with salves, medicants, charms, curiosities, etc.).

WEALTH: d20 x 5 gold lumens in coins, medicants, mixtures, etc.

COMMENTS: Pharesian Peddlers are eccentric individuals who travel throughout the Seven Kingdoms and beyond, hawking various medicinal mixtures, curios, and minor magical adjuncts. They are a most persistent lot, and are regarded as public nuisances in many places. Technically, all Pharesians are citizens of Cymril, though few profess any allegiance to the Seven Kingdoms.

QUAN NOBLE

SIZE: 5'-6', 180-280+ lbs.

PHYSICAL CHARACTERISTICS: Pale skin, bloated and corpulent physique, unhealthy appearance

ATTRIBUTES: STR -3, DEX -3, CON -3

HIT POINTS: 8

SPECIAL ABILITIES: None

SKILLS: Administrator.

EQUIPMENT/POSSESSIONS: Rich apparel (robes, slippers, etc.), costly jewelry of all sorts, a palatial estate with 20-40+ slaves, male and/or female harem of 20+ consorts from various lands, makeup case (males and females).

WEALTH: d20 x 5000 gold lumens in Quan emperors (worth 100 gold lumens apiece) and other valuables.

COMMENTS: Once a barbarian people, the Quan have grown rich at the expense of the people subjected long ago by their ancestors. They wield supreme power and influence, and are attended by hosts of fawning servitors and slaves. Among these perverse and degenerate folk, obesity is considered a sign of success, and ostentatious displays of wealth are much in vogue.



RAHASTRAN WIZARD

SIZE: 5'8"-6'4", 130-190 lbs.

PHYSICAL CHARACTERISTICS: Dark complexion, black hair, bright blue eyes, angular frame.

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary magic, magical operations, concoct powders, concoct elixirs, enchant items, combat training, herb lore, inscribe spells.

EQUIPMENT/POSSESSIONS: Long coat, breeches, cloak and cap of blue fustian, belt and bandolier pouches, 2-8 amber crystal vials (elixirs), zodar deck with ivory case (inlaid with serpentine), amethyst pendant, traveler's satchel, Greymane steed.

WEALTH: d10 x 4 gold lumens, plus a like quantity of silver pieces.

COMMENTS: Rahastran Wizards are wanderers, who trust to the luck of the zodar. To these individuals, life is an intricate game of chance. Moody and introspective, the Rahastrans ascribe sentient virtues to their cards, which they claim can be used to predict the future. They tend to be loners, and earn a living by gambling.

RAJAN ASSASSIN (TORQUAR)

SIZE: 5'4"-6'4", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes.

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, assassinate, concoct poisons, hide, tracking, tail, stalk, torture, interrogate.

EQUIPMENT/POSSESSIONS: Veiled headdress, cloak, loose-fitting garments cinched at wrists and ankles with silken cords (used for strangling), pouch (with 2-8 vials of poison and/or toxic powders), da-khar, two daggers.

WEALTH: d20 x 10 gold lumens (Rajan Assassins are paid by the Necromancers of the Black Mystic cult).

COMMENTS: The Rajans are a race of fanatic cultists who hail from the Desert Kingdom of Rajanistan. Rajan Assassins are the loyal servants of the Black Mystic cult, which exports terrorism and subterfuge throughout the eastern lands. Certain of their number serve as torturers, inquisitors or personal bodyguards of the Khadun (ruler of Rajanistan) and his Necromancer priests.

RAJAN DESERT WARRIOR

SIZE: 5'4"-6'4", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes (see COMMENTS)

ATTRIBUTES: INT -2, PER +2

HIT POINTS: 12

SPECIAL ABILITIES: None.

SKILLS: Secondary combat, mounted combat (aht-ra, land lizard, or equus), scout.

EQUIPMENT/POSSESSIONS: Cloak, veiled turban, partial plate armor of black iron, shield, scimitar, dagger or horn short bow with quiver of twenty arrows, pouch, and aht-ra, land lizard or Greymane steed.

WEALTH: d10 x 5 silver pieces.

COMMENTS: Tribes related to the Rajans include the Aramut and Zagir (both similar to the Rajans in appearance, though somewhat shorter in stature), the Shadinn (*q.v.*) and the Virids (*q.v.*). All are fanatics, who obey orders without question (see *RAJAN ASSASSIN*).

RAJAN NECROMANCER

SIZE: 5'4"-6'4", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes.

ATTRIBUTES: INT +2, WILL +3, STR -1, CON -2

HIT POINTS: 10

SPECIAL ABILITIES: Ability to manifest a third eye (at level 12) capable of seeing invisible/astral presences (range: 100 ft.).

SKILLS: Primary magic, cult rituals, concoct poisons, concoct elixirs, enchant items, metaphysical doctrines (spirit realm), primitive magical talents (masks only), inscribe spells.

EQUIPMENT/POSSESSIONS: Grey cloak, robes, head dress, gloves; black iron death mask, ornate belt, staff with death's head, spellbook bound in kaliya hide, 2-8 amberglass vials in pockets of cloak (toxic powders, elixirs, etc.)

WEALTH: d20 x 200 gold lumens in coins, gems and other valuables.

COMMENTS: Rajan Necromancers serve as cult priests and priestesses of the grim entity known as death. Like all Rajans, they are fanatically loyal to the Khadun, spiritual leader of the Black Mystic cult (see *RAJAN ASSASSIN*).

RAJAN WIZARD (TORQUAR)

SIZE: 5' 6"-6' 6", 130-230+ lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead

ATTRIBUTES: INT +1, WILL +1, DEX +3, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat, inscribe spells, concoct poisons, concoct powders, enchant items, torture, interrogate, administrator.

EQUIPMENT/POSSESSIONS: Cloak, headdress, garments, gloves and mask of black strider's or kaliya's hide; iron-bound spell book, da-khar, two daggers, pouch (with 2-8 vials of poison, powders, etc.), various devices used for torture.

WEALTH: d20 x 25 gold lumens (Torquar Wizards are paid by the Black Mystic Cult).

COMMENTS: Torquar Wizards serve as underlings of the Rajan Necromancers, and as administrators of the Black Mystic Cult's hosts of Torquar Assassins. They are experts in the arts of torture and interrogation, and are sadistic even by Rajan standards. Like all Rajans, they are fanatic members of the Black Mystic Cult.

RAKNID WARRIOR

SIZE: 6'-6'8", 200-300 lbs.

PHYSICAL CHARACTERISTICS: Body encased in chitinous exoskeleton, segmented tail, insectoid features (water raknids have gills and webbed claws).

ATTRIBUTES: INT (see COMMENTS), STR +4, DEX +2, CON +6.

HIT POINTS: 14

SPECIAL ABILITIES: Leap (up to twenty feet), sting causes par-



alysis (duration: ten minutes), water raknids are amphibious, claws are 6-point weapons, exoskeleton as per chain mail, immune to magical influence or control.

SKILLS: Primary combat (natural ability).

EQUIPMENT/POSSESSIONS: None

WEALTH: None

COMMENTS: Raknids share an evil hive-mentality, and are subject to the telepathic commands of their hive's queen. Instinctively, they kill to help preserve and propagate their insidious species.

RASMIRIN WITCH/WARLOCK

SIZE: 5'8"-6'6", 110-210 lbs.

PHYSICAL CHARACTERISTICS: Blue skin, fine white hair, features decorated with Rasmirin cult markings.

ATTRIBUTES: INT +2, STR +1, DEX +1, CON +1

HIT POINTS: 12

SPECIAL ABILITIES: Immunity to cold.

SKILLS: Secondary magic, secondary combat, cult rituals, inscribe spells.

EQUIPMENT/POSSESSIONS: Cloak of frostwere's hide, combination hide and partial chainmail armor (protection: 2 points), hide boots, mail gauntlets, iron-shod staff (damage: d10), dagger, pouch, scroll of spells.

WEALTH: 10 x 50 gold lumens in small blue diamonds, ivory, and/or hides.

COMMENTS: The Rasmirin are practitioners of black witchcraft, consigned to dwell upon the Outcast Isles by their enemies, the Mirin of L'Haan. They are anarchists, who revere the quasi-elemental entity called Aberon, ruler of Talislantan demons. All Rasmirin are disciples of this strange cult, and receive training both in the black arts and in combat techniques. The appearance of Rasmirin on the Talislantan continent is considered something of a rarity, but is not unknown; agents of the Rasmirin have, in the past, sought to obtain aid from such diverse sources as the Farad, the Quan, and even the Rajans.

ROGUE MAGICIAN

SIZE: Varies according to parentage (see COMMENTS)

PHYSICAL CHARACTERISTICS: Varies according to parentage.

ATTRIBUTES: Varies; average is INT +1, PER +2, DEX +2, CHA -2

HIT POINTS: Average is 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat, inscribe spells, any three thieving talents. Languages vary according to background (see COMMENTS).

EQUIPMENT/POSSESSIONS: Costume (style is as per country of origin), choice of two weapons, pouch, shoulder bag, steed (common; type determined by country of origin or background), spell book.

WEALTH: d10 x 10 gold lumens in coins.

COMMENTS: Rogue Magicians are spell casters who have turned to a life of crime, become adventurers, or dropped out of society. Most are of mixed-blood (choose any two: Rahastran, Zandir, Sarista, Farad, Djaffir, Cymrilian, Kasmir, Mandalan, Batrean Concubine, Sawila, Phantasian, Gao-Dinian, Danuvian).

SARISTA ROGUE

SIZE: 5'-6', 80-180 lbs.

PHYSICAL CHARACTERISTICS: Olive complexion, green eyes, black hair, males wear neatly trimmed mustaches and beards.

ATTRIBUTES: CHA +2, DEX +4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, magical training, legerdemain, any two additional performing talents, any five thieving talents (except ASSASSINATE).

EQUIPMENT/POSSESSIONS: Colorful cloak, sash, beret, flamboyant garments, high boots of soft animal hide, pouch (thieves' tools), dueling sword, dagger, Greymane mount.

WEALTH: d10 x 5 gold lumens, plus half this figure in silver and copper pieces.

COMMENTS: The Sarista are a gypsy people, highly animated and emotional in nature. Educated from childhood in the traditions of their ancestors, Sarista are expert thieves, performers and con-artists. Accordingly, they are regarded with some suspicion by other folk, and seldom stay in one place for long.

SATADA WARRIOR

SIZE: 7-7 1/2', 300+ lbs.

PHYSICAL CHARACTERISTICS: scaly hide, forked tongue, long (7') tail.

EXCEPTIONAL ATTRIBUTES: INT +1, PER +2, STR +4, DEX +2, SPD +2

HIT POINTS: 16

SPECIAL ABILITIES: Hide is as per leather armor, Bite: d4, claws: d4, tail: d6 (may use tail to simultaneously defend from rear assault), cold does double damage.

SKILLS: Primary combat, mountain climbing, plus weaponer or artificer.

EQUIPMENT/POSSESSIONS: Loincloth, pack, capture-bow, dagger, choice of additional weapon.

WEALTH: 4 x d6 gold lumens in mixed coins, semi-precious stones, etc.

COMMENTS: Satada are a race of reptilian predators found in hot and arid regions from Kasmir and Sindar of the Seven Kingdoms to the Red Desert and the Greylands of Quan; it is widely believed that Satada traverse the length and breadth of the continent by means of a network of subterranean tunnels, known as the Underground Highway. They are intelligent, and converse in an ancient variation of the Sauran tongue. Satada recognize no other creatures as kin, and bear an ancient hatred for all other intelligent lifeforms. They feed on warm and cold-blooded creatures of most sorts, including men. Satada are known for their use of the capture-bow, a heavy (30+ lbs.) and unwieldy weapon resembling an oversized crossbow. The weapon fires a barbed, iron-tipped bolt similar to a harpoon: a rotating spindle wound with a hundred feet of stout whipcord allows the wielder to "reel-in" the unfortunate victim. Satada use the capture-bow to good effect against avians, and to unhorse riders.



SAURAN DRAGON PRIESTESS

SIZE: 6'4"-7', 300-400 lbs.

PHYSICAL CHARACTERISTICS: Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail.

ATTRIBUTES: STR +3, DEX -2, CON +4, SPD -1

HIT POINTS: 16

SPECIAL ABILITIES: Hide equal to leather armor, immunity to poison/fire, converse with all reptile species, can use tail to strike opponents if attacked from behind or in front (damage: d8).

SKILLS: Secondary combat, healer, artificer (dragon icons).

EQUIPMENT/POSSESSIONS: Ritual vestments (made from strips of dragon hide, bone, and red iron, all stamped with the Dragon Cult icon), necklace and armbands of hammered red iron discs, ceremonial dagger, pouch (slung over shoulder on cord), dragon icon (red iron alloy, affixed to an iron staff), crude metal-working tools.

WEALTH: d20 x 10 gold lumens in small, uncut firegems.

COMMENTS: Sauran Dragon Cultists revere Satha, the giant dragon-goddess whom the Saurans believe is the mother of their race. Priestesses of the Cult possess no true magical abilities, but have some talent for healing and for the making of cult icons.

SAURAN DRAGON RIDER

SIZE: 6'6"-7', 350-450 lbs.

PHYSICAL CHARACTERISTICS: Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail.

ATTRIBUTES: INT -2, STR +5, DEX -2, CON +4, SPD -2

HIT POINTS: 16

SPECIAL ABILITIES: Hide equal to leather armor, immunity to poison/fire, converse with all reptile species, can use tail to strike opponents if attacked from behind or in front (damage: d8).

SKILLS: Primary combat, mounted combat (land dragon and land lizard/mangonel lizard); plus armorer, weaponer, engineer (siege/fortifications or city/settlement) or artificer.

EQUIPMENT/POSSESSIONS: Animal hide loincloth, necklace and/or armbands of hammered red iron discs, Sauran war axe, war whip, dagger, pouch (slung over shoulder on cord), dragon icon (red iron alloy, worn on cord around neck).

WEALTH: d20 x 10 gold lumens in small, uncut firegems.

COMMENTS: The Saurans are aggressive and warlike, though not all are the enemies of men. Cold makes them sluggish (-2 Combat Rating), but they are unaffected by heat, lending credence to the theory that Saurans are descended from the race of dragons. About ten percent of the Sauran population possesses the ability to change the color of their hide, like chameleons.

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, can use tail to strike opponents if attacked from behind or in front (damage: d10).

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. A small number may be found in the Wilderlands and other regions, where they are in great demand as bodyguards and sentinels.

SAWILA 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.

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 Sawila are inhabitants of the island of Fahn, which is located in the Far Seas. They have a cult revolving around the worship of Arial, Goddess of the South Wind. Sawila are able to weave magics through subtle means (such as their traditional songs and dances) but are most effective when working in concert with others of their race. They tend to be unaggressive, but will use their spell-weaving abilities in defense of their settlements. The Sawila have long been victimized by the Imrians and Mangar, who covet the exotic-looking Sawila females as slaves and consorts, respectively. If taken from their ancestral homeland, Sawila become even more passive, and will almost never attempt to escape their captors.

SHADINN EXECUTIONER

SIZE: 6'8"-7'4", 300-450+ lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, horns, black hair, blood-red eyes, clawed hands and feet.

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

HIT POINTS: 14

SPECIAL ABILITIES: None.

SKILLS: Primary combat, torture, interrogate.

EQUIPMENT/POSSESSIONS: Black headdress, loincloth, executioner's axe, black partial plate or scale mail (usually worn only in battle), choice of two other weapons.

WEALTH: d10 x 10 gold lumens.

COMMENTS: Shadinn are veritable giants, massively built and very powerful. Their executioners are trained as warriors, and also serve as elite guards (or land lizard cavalry) in the armies of the Rajans. Shadinn despise the Yitek, their enemies from ancient times. Some scholars have theorized that the Shadinn were created by the ancient Quararians, and are a sorcerous hybrid of man and Kharakhan Giant.



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 .

SKILLS: Alchemical training, any four scholarly pursuits (one side of brain), secondary combat and any two trades or crafts (second side of brain).

EQUIPMENT/POSSESSIONS: Silk loincloth (or kaftan, for females), arm and leg bracers, cape, bandolier pouches (with 2-12 amber glass vials of toxic powder), silver blowtube, silver ear-rings and necklace, trivarian (see COMMENTS), collection (scrolls, curios, antiques, 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 ambidextrous, can concentrate on two different subjects simultaneously, and can avert the need for sleep by resting one side of the brain at a time. Despite their exceptional intelligence, Sindarans are inexplicably unable to master the art of magic. The more obstinate sorts occasionally try anyway, often with disastrous results; such individuals are called "Sindra", a respectful term meaning "demented one". Similarly, severe mental disorders can also occur if a Sindaran suffers damage to the ridge of bony protrusions, which runs along the crest of the skull. Compulsive

and eccentric behavior is especially common among Sindarans, particularly as regards their obsession with collecting things (such as antique artifacts, books, scrolls, curios, etc.). They are likewise fascinated with the study of Alchemy, and are practically addicted to trivarian, a complex game which is largely incomprehensible to non-Sindarans.

STRYX NECROMANCER

SIZE: 5'10"-6'2", 140-180 lbs., wingspan 20'

PHYSICAL CHARACTERISTICS: Grey and black feathers, leathery wings, horns, 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, superior night vision, detect carrion by scent (range: 5 miles).

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

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

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

COMMENTS: Stryx are a race of avian humanoids resembling horned, vulture-like demons. They revere Taryx, the "scavenger of souls", a creature purported to be a minion of the entity known as Death. Stryx Necromancers call themselves the servants of Taryx, and perform grisly sacrificial rituals in honor of their morbid patron. The Taryx cult has adherents throughout Urag.





STRYX WARRIOR

SIZE: 5'10"-6'2", 140-180 lbs., wingspan: 20+ ft.

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

ATTRIBUTES: PER +3, STR +1, DEX -2, SPD +6 (airborne; -1 on the ground).

HIT POINTS: 10

SPECIAL ABILITIES: Flight, superior night vision, detect carrion by scent (range: 5 miles).

SKILLS: Primary combat, scout (airborne), hunting, interrogate, torture, coerce.

EQUIPMENT/POSSESSIONS: Animal hide loincloth, black iron bracers, necklace of uncut semi-precious stones, dagger, pole-hook, pouch.

WEALTH: d10 x 5 gold lumens in mixed coins, small gemstones

COMMENTS: Stryx are vile entities who feed on carrion, and creatures weaker than themselves. They are the erstwhile allies of the Ur clans, who employ them as airborne troops and reconnaissance. Talislan scholars have surmised that the race is a hybrid of morde, pseudo-demon, and man.

SUNRA AQUAMANCER

SIZE: 5'10"-6'4", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Skin covered with fine silvery scales, smooth features, deep blue eyes.

ATTRIBUTES: INT +3, WILL +1, PER +2, SPD +4 (underwater; otherwise average).

HIT POINTS: 10

SPECIAL ABILITIES: Semi-aquatic (can breathe underwater for up to twenty-four hours).

SKILLS: Primary Magic, magical operations, concoct potions, cartography, healer, navigator/pilot (navigation only, in most cases).

EQUIPMENT/POSSESSIONS: Cloak and loincloth of Mandalan silkcloth, boots of rainbow kra's hide, silk headband, astrolabe, quill pen and crystal vial of sepia ink.

WEALTH: None (the Sunra are slaves of the Quan Empire)

COMMENTS: The Sunra are an advanced, semi-aquatic race conquered by the Quan. They live within the coral city of Isalis, and serve the Quan as pilots, mariners and fishermen. The Sunra are unsurpassed as navigators, and are among the few Talislan-tans who do not fear to sail the open sea. Their Aquamancers are commonly found aboard the Sunra's magnificent Dragon Barques, where they serve as navigators, healers, and readers of omens and signs. Sunra can survive out of water for indefinite periods without apparent discomfort.

SUNRA MARINER

SIZE: 5'10"-6'4", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Skin covered with fine silvery scales, smooth features, deep blue eyes.

ATTRIBUTES: INT +3, PER +2, CHA -2, SPD +4 (underwater; otherwise average).

HIT POINTS: 10

SPECIAL ABILITIES: Semi-aquatic (can breathe underwater for up to twenty-four hours).

SKILLS: Secondary combat, navigator/pilot (dragon barque), cartography.

EQUIPMENT/POSSESSIONS: Cloak and tunic of Mandalan

silkcloth, boots of rainbow kra's hide, spear, dagger, astrolabe, sea chart (scroll, with kra scrimshaw case), quill pen and crystal vial of sepia ink.

WEALTH: None (Sunra are slaves of the Quan)

COMMENTS: The Sunra are the descendants of an ancient race of seafarers, who once spanned the oceans, hunting for sea dragons. They are arguably the most skillful sailors and navigators in the known world (see *SUNRA AQUAMANCERS*).

TANASIAN WIZARD

SIZE: 6'-6'4", 140-160 lbs.

PHYSICAL CHARACTERISTICS: Light green hair and skin, plain features, narrow build.

ATTRIBUTES: INT +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat, arcane lore, inscribe spells, magical operations.

EQUIPMENT/POSSESSIONS: High collared cloak and robes of green spinifax, leather-bound spell book, longsword, chainmail, cloak and gauntlets.

WEALTH: d20 x 10 gold lumens in gold pentacles (Seven Kingdoms currency).

COMMENTS: Tanasians are members of the former ruling class of Cymril, and tend to be haughty and distant by nature. Most prefer to dwell in secluded woodland regions, far from the influence of the current rulers of Cymril. It is widely known that the Tanasians favor a return to the old days, when they were the rulers of their own nation.

THAECIAN ENCHANTER

SIZE: 6'-6'6", 100-160 lbs.

PHYSICAL CHARACTERISTICS: Silvery skin, deep blue hair, distinctive features, slender physique.

ATTRIBUTES: INT +3, CHA +3, PER +3

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary magic, magical operations, concoct potions, artificer, brewer/vintner (Thaecian nectar), enchant items, inscribe spells.

EQUIPMENT/POSSESSIONS: Diaphanous gossamer robes, gossamer purse and shoulder pouch, silver bound spell book, 1-4 amber crystal vials (potions) and spheres (Thaecian orbs), flask of Thaecian nectar.

WEALTH: d20 x 100 gold lumens in mixed coins and/or gemstones.

COMMENTS: Thaecians are devout pleasure-seekers who shun hard work in favor of more pleasant pastimes. They are enamored of magic, and are partial to Thaecian nectar, a drink noted for its exotic flavor and exhilarating properties.

THIASIAN PERFORMER

SIZE: 5'-6', 80-170 lbs.

PHYSICAL CHARACTERISTICS: Violet skin, black hair, lithe and slender physique, attractive/handsome features.

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Dance, acrobatics, plus any two additional performing



talents and any three thieving talents.

EQUIPMENT/POSSESSIONS: Costume of colored silkcloth, plus any four of the following "props:" throwing knives, juggler's pins, makeup kit, spare costume of choice, thespian's mask, lock-picks, pet quaal or feather dractyl.

WEALTH: d10 x 4 gold lumens (unless a slave; then, no money)

COMMENTS: Thiasians are perhaps the most colorful and extroverted of the Talislantan races, reveling in song, dance, and merry-making. They are renowned as performers of exceptional skill, and can be found across the continent. Most Thiasians are slaves (taken from their home on Eros Isle) or the descendants of slaves. They may sometimes be found in the company of Bodor musicians and other entertainers, or in the homes of wealthy Talislantans, who favor Thiasians as consorts.

THRALL WARRIOR

SIZE: 6'8", 300 lbs. (male); 6'4", 200 lbs. (female)

PHYSICAL CHARACTERISTICS: Hairless, devoid of pigment, body covered with colorful tattoos, muscular build.

ATTRIBUTES: INT -3, WILL +2, STR +4, DEX +2, CON +4, SPD +1.

HIT POINTS: 16

SPECIAL ABILITIES: Immunity to fear, inability to comprehend magic.

SKILLS: Primary combat, mounted combat, weaponless combat.

EQUIPMENT/POSSESSIONS: Loincloth, sandals, dagger, greatsword with shoulder sheath, garde (parrying armor), mango-nel lizard or Greymane steed.

WEALTH: d20 x 5 gold lumens in mixed coins.

COMMENTS: The Thralls are a race created by sorcerous hybridization. Bred for combat, they excel as warriors, but possess little aptitude for any other profession. Except for differences in sex, all Thralls look exactly alike. To compensate for this, Thralls decorate their bodies from head to foot with elaborate and highly individualistic tattoos. Most work as mercenary warriors.

UR CLAN SHAMAN

SIZE: 7'-8', 500-600+ lbs.

PHYSICAL CHARACTERISTICS: Yellow-grey hide, black eyes/white pupils, bestial features, shaven head.

ATTRIBUTES: INT -1, WILL +4, STR +4, DEX -3, CON +5

HIT POINTS: 16

SPECIAL ABILITIES: Night vision, read emotions (range: 20 ft.).

SKILLS: Secondary combat, magic training, primitive magical talents (fetishes only), healer.

EQUIPMENT/POSSESSIONS: Yaksha hide cloak, loincloth and boots, bone dagger, necklace of claws and fangs, shoulder and belt pouch, three-eyed idol icon (stone).

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

COMMENTS: The Ur are a cruel and domineering race set on conquest of the western lands. They are the masters of the Darkling race, and allies of the Stryx. Ur possess the ability to read strong emotions (hate, fear, love, etc.), which they use to their advantage whenever possible. Their Shamans are inept spell casters whose limited powers may be derived through their reverence of the mysterious stone idols found scattered across the land of Urag.

UR WARLORD

SIZE: 7'-8', 500-600+ lbs.

PHYSICAL CHARACTERISTICS: Yellow-grey hide, black eyes/white pupils, bestial features, hair worn in double or triple top-knots.

ATTRIBUTES: INT -2, STR +6, DEX -2, CON +6, SPD -2

HIT POINTS: 20

SPECIAL ABILITIES: Night vision, read emotions (range: 20 ft.; see COMMENTS).

SKILLS: Primary combat, mounted combat (ogriphant), command ability or engineer (siege and fortifications).

EQUIPMENT/POSSESSIONS: Spiked black iron plate armor, bracers and armbands; yaksha hide loincloth, cloak and boots, necklaces of fangs and claws, yaksha-paw club, stone axe and/or dagger, pouch.

WEALTH: d6 x 100 gold lumens in mixed coins, gemstones and/or plunder from raids.

COMMENTS: The Ur Warlords are in charge of the armies of the Urclans, which range far and wide across the blasted terrain of Urag. They vary in rank from the lowliest of sub-commanders to the three rulers of Urag, the rival Ur Kings (see *UR SHAMAN*)

VAJRA ENGINEER

SIZE: 4'8"-5'4", 140-200 lbs.

PHYSICAL CHARACTERISTICS: Body covered with overlapping, orange-brown plates, squat, heavy-limbed.

ATTRIBUTES: STR +3, CON +4, SPD -2

HIT POINTS: 16

SPECIAL ABILITIES: Plated skin is equal to chainmail armor, burrow in ground (one foot per round).

SKILLS: Secondary combat, engineer (mines/fortifications, siege engines and one specialty of choice), geography.

EQUIPMENT/POSSESSIONS: Loincloth, wide belt (for tools), iron spear, shoulder pack.

WEALTH: None (Vajra are slaves of the Quan).

COMMENTS: The Vajra are a humorless race of subterraneans conquered long ago by the Quan. They are industrious creatures, capable of burrowing through the ground like moles. The race of Vajra have a well-deserved reputation as skilled stone-workers and subterranean engineers. They hate the Quan, and serve them only out of concern for the survival of their offspring.

VIRD INFANTRYMAN

SIZE: 5'-6', 90-160 lbs.

PHYSICAL CHARACTERISTICS: Dusky-black skin (lined and creased), sparse black hair, deep-set eyes (blood-red in color), clawed hands and feet.

ATTRIBUTES: INT -2, PER +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat.

EQUIPMENT/POSSESSIONS: Cloak, veiled turban, armor and shield of land lizard's hide, scimitar, dagger, pouch.

WEALTH: d4 x 5 silver pieces.

COMMENTS: The Virds are a mongrel race, descended from survivors of the Great Disaster. They are employed as light infantry by the Rajans, who consider them expendable. Like all subjects of the Rajans, they are fanatics, who obey orders without question.



XAMBRIAN WIZARD HUNTER

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

PHYSICAL CHARACTERISTICS: Deathly white skin, raven hair, dark violet eyes, hard features.

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, secondary magic (see COMMENTS), tracking, stalking, stealth, interrogate, traps, snares, tailing, hide, concoct powders.

EQUIPMENT/POSSESSIONS: Vest, tight breeches and boots of black strider's hide, gauntlets of fine silver chain mesh, cloak, Greymane (or ontra) steed, large shoulder pouch, twin daggers, choice of second weapon, scroll of spells (animal hide) and bone case.

WEALTH: d10 x 20 gold lumens

COMMENTS: Xambrians bear a vendetta against the descendants of a race of ancient black magicians, who enslaved and eventually exterminated most of their ancestors during the latter part of the Forgotten Age. They employ magics primarily as counterspells vs wizards, whom many Xambrians hunt for gold. Chaotic and unpredictable, they are regarded with suspicion in many lands.

XANADASIAN SAVANT

SIZE: 5'10"-6'2", 130-170 lbs.

PHYSICAL CHARACTERISTICS: Golden skin, almond-shaped eyes, white hair, slender build.

ATTRIBUTES: INT +2, WILL +4, PER +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, inscribe spells, Talislantan history, Talislantan culture, linguistics, plus any three scholarly pursuits and/or trades and crafts.

EQUIPMENT/POSSESSIONS: Silver and black robes, cloak and cap (decorated with arcane symbols), large leather-bound tome, amberglass inkwell, quill pens, amberglass scrying sphere, scrolls (spells).

WEALTH: None (Xanadasian scholars value knowledge, not gold).

COMMENTS: The Savants of Xanadas are recluses, who dwell in the Temple of the Seven Moons high atop Mt. Mandu. There, the Savants gaze into crystal spheres, recording events of note in massive leather-bound tomes. Those who visit the temple seeking knowledge and enlightenment are treated with hospitality; individuals who come seeking personal gain may find the Savants to be less than personable hosts.

YASSAN TECHNOMANCER

SIZE: 5'-6', 120-220 lbs.

PHYSICAL CHARACTERISTICS: Metallic grey skin, "flat" features, squat physique, six-fingered hands.

ATTRIBUTES: INT +2, PER +2, DEX +10 (see COMMENTS)

HIT POINTS: 14

SPECIAL ABILITIES: Exceptional manual dexterity (physical dexterity is only average).

SKILLS: Technomancy, engineer, artificer, artisan, combat training.

EQUIPMENT/POSSESSIONS: Hooded yellow tunic (with

utility pouches) and breeches, heavy leather boots, gloves, pouches; black iron strong box for technomancer's tools and elemental actuator

WEALTH: d20 x 100 gold lumens (most stored in Dracartan or Kasmir vaults).

COMMENTS: The Yassan are a nomadic people displaced during the aftermath of The Great Disaster. They are skilled in Technomancy, a branch of the occult sciences that is practically unknown to Talislantans of the New Age. Yassan are able to repair, assemble, disassemble, or modify just about anything that has working parts, including the most complex windship levitationals and essence accumulators. Their fees are high but their speed and skill are unsurpassed. Yassan are in great demand in civilized regions, where their clans (extended family businesses) are involved in maintenance, engineering, and construction.

YITEK TOMB-ROBBER

SIZE: 5'6"-6'4"

PHYSICAL CHARACTERISTICS: Brown skin and hair, angular features, lean build.

ATTRIBUTES: INT +2, CHA -4 (see COMMENTS), PER +3, DEX +2

HIT POINTS: 12

SPECIAL ABILITIES: See well in darkness.

SKILLS: Secondary combat, mounted combat (aht-ra), lock picking, traps, stealth, antiquarian, merchant/trader.

EQUIPMENT/POSSESSIONS: Veiled headdress, cape, loose-fitting garments of woven gauze; pouch and shoulder sack, thieves' tools, dagger, scimitar, batra or tatra steed.

WEALTH: d20 x 10 gold lumens in various coins and/or curios.

COMMENTS: The nature of the Yitek's profession causes many people to avoid prolonged or unnecessary contact with these nomadic folk. The Djaffir mark them as friends, for both share a common hatred for the Farad. The Djaffir also seem to have an appreciation of the Yitek's morbid sense of humor, which others often find somewhat distasteful.

YRMANIAN WILDMAN/WILDWOMAN

SIZE: 5'6"-6'2", 130-230 lbs.

PHYSICAL CHARACTERISTICS: Light brown skin, bestial features, simian build, hair worn in numerous braids.

ATTRIBUTES: INT -6, WILL +6, PER -4, STR +2, CON +4

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary combat (due to mental instability), tracking, hunting, mountain climbing, herb lore (as pertains to *skullcap* only; see COMMENTS).

EQUIPMENT/POSSESSIONS: Animal hide loincloth, arm and leg wrappings, pouch (slung over shoulder on cord), r'ruh.

WEALTH: d10 x 10 gold lumens in semi-precious stones.

COMMENTS: The Yrmanians are a race of sub-men who may be related to the Drukhs of Arim. They are primitive, and possess no knowledge of metalurgy. Most have been rendered unstable, if not actually insane, from ritual use of the drug, skullcap (roll vs Intelligence Rating anytime an Yrmanian or group of Yrmanians must make a decision of any sort; failure indicates a totally irrational response, of the Gamemaster's choice). Yrmanian Shamans may or may not possess any magical abilities (if so, add the *Primitive Magical Talents* and *Healer* skill).



ZA BANDIT

SIZE: 5'6"-6', 90-190 lbs.

PHYSICAL CHARACTERISTICS: Wrinkled yellow-green skin, deep-set eyes, shaved skull, males wear mustache in long braids.

ATTRIBUTES: INT -1, WILL -1, STR +2, CON +4

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary combat, mounted combat, tracking, stalking, scout, camouflage, appraise treasure.

EQUIPMENT/POSSESSIONS: Loincloth, head band, necklace of hammered black iron discs, armbands, horn short bow with quiver of twenty barbed arrows, Za broadsword dagger, Greymane steed (mane and tail braided).

WEALTH: d10 x 5 gold lumens in mixed coins and plunder.

COMMENTS: Za are fierce and cruel, seldom taking prisoners in their raids (except Za slavers; see below). It is their custom to drink the blood of valorous opponents from skull cups in the belief that this will bestow upon them an additional measure of courage and strength. Clans who have lost their leader sometimes hire out as mercenaries, often in Faradun. A small number of the clans engage in slave-trading, raiding small villages, outposts, and caravans.

ZANDIR CHARLATAN

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

PHYSICAL CHARACTERISTICS: Topaz skin (enhanced with colored pigments), black hair, green eyes.

ATTRIBUTES: INT +2, WILL -2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary magic, legerdemain, oratory, concoct elixirs, concoct powders, magical operations, combat training, any two thieving talents (except ASSASSINATE).

EQUIPMENT/POSSESSIONS: Cape of silken brocade, velvet blouse and trousers, curl-toed boots, hair confined in silver bands, leather-bound spell book, pouch (with 1-4 elixirs), choice of one weapon.

WEALTH: d20 x 5 gold lumens in Zandir crescents.

COMMENTS: Zandir Charlatans are regarded as seers of the Paradoxist cult by their people, and so are much admired in Zandu. Elsewhere, they are considered to be on a par with mountebanks, frauds and other con-artists. Like all Zandir, they are amorous and hot-blooded, and have a great dislike for the Orthodoxists of Aaman, their traditional enemies.

ZANDIR SWORDSMAGE

SIZE: 5'6"-6'2", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin (enhanced with colored pigments), black hair, steel-gray eyes.

ATTRIBUTES: INT +1, DEX +2, SPD +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat.

EQUIPMENT/POSSESSIONS: Velveteen cloak, leather shirt and breeches, high-top boots, sash, gloves, dueling sword, dagger.

WEALTH: d20 x 10 gold lumens.

COMMENTS: Zandir Swordsmages are members of a class of professional duelists, known in Zandu as the Certaments. They earn a living by dueling for wagers, or by hiring out as bodyguards for wealthy Zandir nobles. The Sultan of Zandu has a personal retinue of some forty expert Swordsmages at his beck and call.

ZANDIR SWORDSMAN/SWORDSWOMAN

SIZE: 5'6"-6'2", 100-190 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin (enhanced with colored pigments), black hair, green eyes

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

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Primary combat, Zandir blademanhip, mounted combat.

EQUIPMENT/POSSESSIONS: Dueling sword, dagger, suit of fine black iron chain mail, cloak, knee-high boots, wineskin, Greymane steed.

WEALTH: d20 x 10 gold lumens (if in the service of the Sultan; half this if mercenary)

COMMENTS: Zandir Swordsmen and Swordswomen are considered unmatched in the use of dueling sword. Like all Zandir, they are amorous and prone to frivolous behavior, and so are not always well-regarded as mercenaries (see *ZANDIR CHARLATAN*).



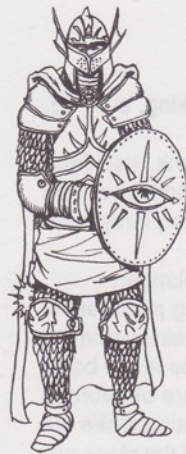
CHARACTER TYPES



AAMANIAN
ARCHMAGE



AAMANIAN
INQUISITOR



AAMANIAN
WARRIOR
PRIEST



AHAZU
WARRIOR



ARAQ
WARRIOR



BLUE
ARDUA



GREEN ARDUA
BOTANANCER



ARIANE



ARIMITE
KNIFE-
FIGHTER



BATREAN
CONCUBINE



BEASTMAN



BODOR
MUSICIAN



CYMRILIAN
MAGICIAN



CYMRILIAN
WARRIOR
MAGE



DANUVIAN
SWORDS-
WOMAN



DARKLING



DHUNA
WITCHWOMAN



CALLIDIAN
CRYPTOMANCER



CHANA
WITCHMAN



DJAFFIR
MERCHANT



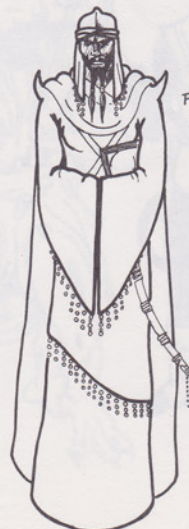
DRACARTAN
DESERT
SCOUT



DRACARTAN
THAUMATURGE



DRUKH
SHAMAN



FARAD
WIZARD



FERRAN
THIEF



GNOMEKIN
CRYSTALOMANCER



GNOMEKIN
WARRIOR



GNORL
RHOODMANCER



GREEN
MAN



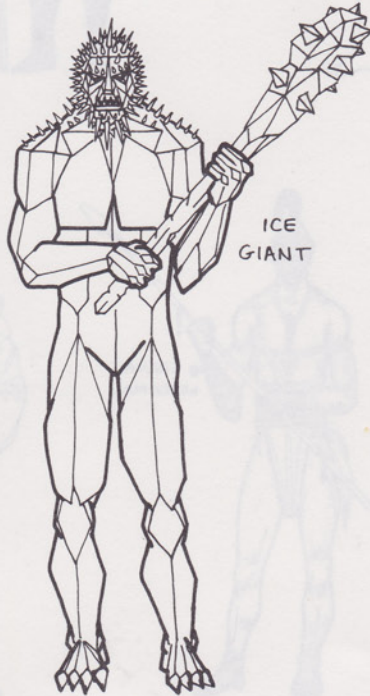
GRYPH



HADJIN



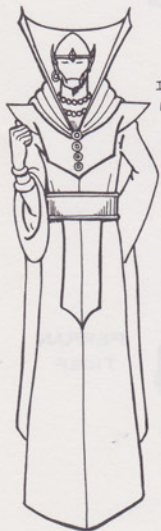
HARAKIN
WARRIOR



ICE
GIANT



IMRIAN
SLAVER



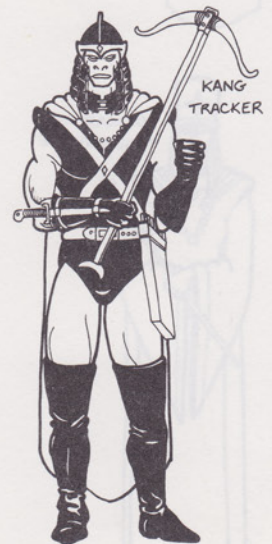
ISPASIAN
MERCANTILIST



JAKA
MANHUNTER



JHANGARAN



KANG
TRACKER



KANG
WARRIOR



KASMIR
WIZARD



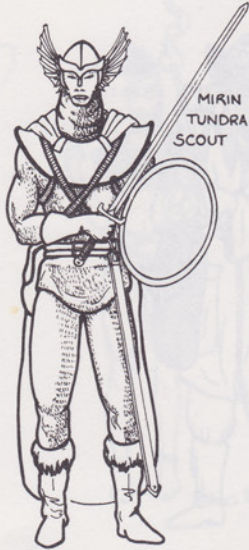
KHARAKHAN
GIANT



MANDALAN
MYSTIC
WARRIOR



MANGAR
CORSAIR



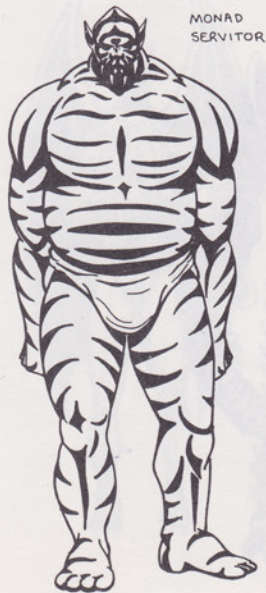
MIRIN
TUNDRA
SCOUT



MIRIN
WHITE
WITCH



MOGROTH



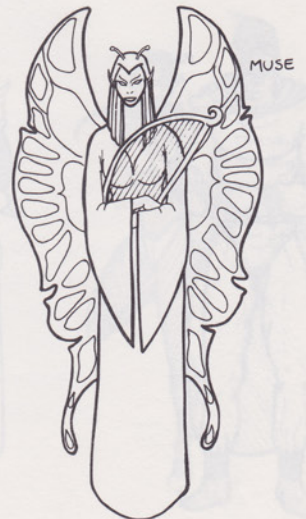
MONAD
SERVITOR



MONDRE KHAN
WARRIOR



MUD PEOPLE
WARRIOR



MUSE



NAGRA SHAMAN



OCEANIAN SEA NOMAD



ORGOVIAN TRADER



PARTHENIAN SEA TRADER



PHANTASIAN ASTROMANCER



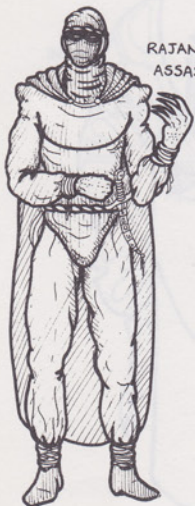
PHANTASIAN GUARDIAN



PHARESIAN PEDDLER



RAHASTRAN WIZARD



RAJAN ASSASSIN



RAJAN DESERT WARRIOR



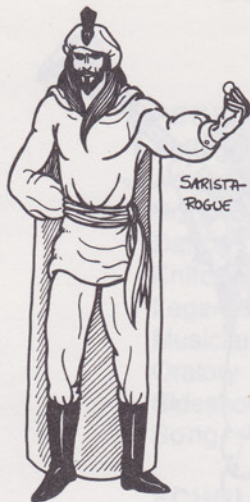
RAJAN NECROMANCER



RAKNID



RASMIRAN
WARLOCK



SARISTA
ROGUE



SATADA
WARRIOR



SAURUD
WARRIOR



SAURAN



SAWILA
COURTESAN



SHADINN
EXECUTIONER



SINDARAN



STRYX



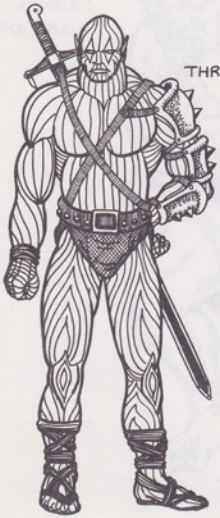
SUNRA
AQUAMANER



THAECIAN
ENCHANTER



THIASIAN
PERFORMER



THRALL



TORQUAR
WIZARD



UR
WARLORD



VAJRA



XAMBRIQ
WIZARD
HUNTER



YASSAN
TECHNOMANCER



YITEK
TOMB-ROBBER



YRMANIAN
WILDMAN



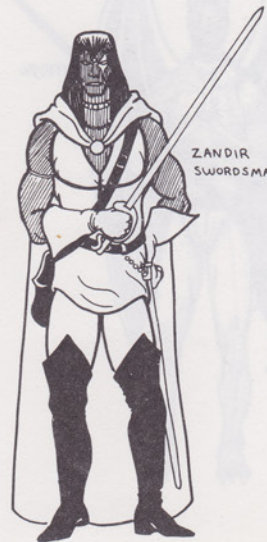
ZA
BANDIT



ZANDIR
CHARLATAN



ZANDIR
SWORDSMAN



ZANDIR
SWORDMAGE

CHAPTER THREE: SKILLS

LIST OF SKILLS

COMMON SKILLS

Additional language
Barter
Conveyance
Cooking
Haggling
Literacy
Riding
Signal
Swimming

COMBAT SKILLS

Primary combat
Secondary combat
Combat training
Archery
Artillerist
Command
Kanquan
Mandaquan
Mounted combat
Tazian combat
Weaponless Combat

MAGICAL/ALCHEMICAL SKILLS

Primary magic
Secondary magic
Magic training
Alchemical operations
Alchemical training
Concoct elixirs
Concoct poisons
Concoct potions
Construct automaton
Create dream essence
Create homonculous
Create simulacrum
Cult rituals
Enchant items
Inscribe spells
Magical operations
Primitive magical talents
Sorcerous Hybridization
Technomancy
Thaumaturgic operations

PERFORMING TALENTS

Acting
Acrobatics
Art
Dance
Knife-throwing
Legerdemain
Musicianship
Oratory
Sideshow Talents
Song

SCHOLARLY PURSUITS

Antiquarian lore
Arcane lore
Astrology
Cartography
Cryptography
Diplomacy
Geography
Horticulture
Linguistics
Metaphysical doctrines
Talisantan culture
Talisantan history

THIEVING TALENTS

Appraise slaves
Appraise treasure
Assassinate
Bribe
Coerce
Con
Counterfeiting
Espionage
Forgery
Gambling
Hide
Interrogate
Lip-reading
Lock picking
Pick pockets
Sabotage
Seduce
Stealth
Street Fighting
Streetwise

Swipe
Tailing
Torture
Traps
Underworld
Waylay

TRADES AND CRAFTS

Administrator
Agriculturist
Armorer
Artificer
Artisan
Beast handler
Brewer/vintner
Caravan master
Engineer
Healer
Laborer
Litigant
Merchant/trader
Navigator/pilot
Weaponer

WILDERNESS SKILLS

Ambush
Beast lore
Camouflage
Herb lore
Hunting/Fishing
Identify flora and fauna
Mountain climbing
Scout
Snares
Stalking
Tracking
Wilderness survival

SPECIAL ABILITIES

Bodorian sound-sight
Commune with nature
Dual-encephalon
Influence plants
Natural Telepath
Shape-change
Sixth Sense
Spell-weaving
Spirit-tracking



Background

The following is a list of possible backgrounds for characters in the **TALISLANTA** game. Players should review the list of choices and pick one which best suits the type of character that they have chosen to play.

Under the description of each background is a list of the types of *Common Skills* which characters of a particular background may have acquired during the early part of their (pre-game) careers. Each player is allowed to pick up to *three* Common Skills related to his or her background.

CITY-DWELLER: Individuals of this background were raised in a city or other relatively large and civilized settlement. They are familiar with the ways of civilized peoples, including their customs, laws, and mores. Individuals who do not hail from this background can easily become lost or disoriented in any large or unfamiliar city. Conversely, city-dwellers are often woefully unsuited to survival in uncivilized locales.

Choice of Additional Skills: Up to three of the following: any Common Skill, Streetwise, Laborer, Merchant/trader, Administrator.

VILLAGER: Individuals of this background will have been raised in a small village or other relatively primitive settlement, typically with a population of under 5,000. They will have knowledge of the customs of their native people, including familiarity with local laws, traditions and the village's main source of livelihood (agricultural, fishing, mining, warfare, etc.). Outsiders tend to stand out in close-knit communities of this sort, where, for the most part, everyone knows each other.

Choice of Additional Skills: Up to three of the following: any Common Skill, Agriculturist, Hunting/Fishing, Identify Flora/Fauna, Healer.

NOMAD: Individuals of this background will have been raised among a nomadic tribe or clan. They will have knowledge of their people's customs, including familiarity with tribal laws and beliefs, the migratory habits of herd animals, and so forth. Nomads tend to find cities too confining, and village life too sedentary, for their tastes. City and village dwellers often regard individuals of this background as barbarians.

Choice of additional Skills: Up to three of the following: any Common Skill, Wilderness Survival, Identify Flora/Fauna, Hunting/Fishing, Beast Handler.

OUTCAST: Individuals of this background have either fled or been driven from their native land, or have chosen to live outside of the law. As such, outcasts have no culture except as pertains to those of their own kind, and are generally shunned by other peoples.

Choice of Additional Skills: Up to three Common Skills.

Common Skills

Beginning characters may choose to be proficient in any *three* common skills related to their background. Additional common skills may be acquired later as *extra-curricular skills*.

Cost to Acquire: two experience points per skill.

A list of Common Skills follows:

ADDITIONAL LANGUAGE: Fluency in a language other than one's native tongue. See *CHAPTER SIX* for a list of the languages spoken in Talislanta.

BARTER: Ability to obtain a fair value in any exchange of goods which does not involve the use of currency. Without this skill, individuals may expect to suffer a loss of 10-40 percent on any barter transaction.

CONVEYANCE: Ability to operate a single type of simple land or waterborne conveyance, such as a cart, wagon, raft, canoe, small skiff or punt, etc.

COOKING: The ability to prepare food in such a way as to ensure that it will be edible and reasonably good-tasting. Individuals without this skill will not be able to make such a claim.

HAGGLING: Ability to obtain fair value when purchasing or selling goods, typically from a merchant, shop owner, etc. Without this skill, individuals may expect to suffer a loss of 10-40 percent on any transaction involving currency.

LITERACY: Ability to read and write a language. Note that an individual may be conversant in a given tongue but unable to read or write the language, or vice versa.

RIDING: Ability to control one type of steed under normal (non-combat) conditions.

SIGNAL: Ability to communicate by means of smoke signals, drums, reflective crystals, etc.

SWIMMING: Ability to keep afloat and maneuver unassisted in the water.



Combat Skills

The following is a list of Combat Skills available to characters in the TALISLANTA game.

Cost to acquire: 10 experience points, except as noted.

PRIMARY COMBAT: Full-time training in the art of weapon and/or weaponless combat. Individuals with this skill receive one attack per round (plus one attack per every five levels of ability gained), may be proficient in three weapons, and may gain proficiency in one new weapon per level. Combat Rating automatically improves by +1 per level.

Cost to Acquire: 50 experience points.

Note: Wild beasts and monsters possess natural abilities similar in effect to the Primary Combat skill, though weapon use may or may not be possible for such creatures. Those with two or more types of natural weaponry (claw, bite, sting, horns, tail, etc.) receive a like number of attacks per round. Creatures in this category do not gain additional attacks at high levels, however.

SECONDARY COMBAT: Part-time training in the art of weapon and/or weaponless combat. Individuals with this skill receive one attack per round (plus one attack per every seven levels of ability gained), may be proficient in two weapons, and may gain proficiency in one new weapon per every two levels. Combat Rating improves by +1 per every two levels of ability gained.

Cost to Acquire: 25 experience points.

ARCHERY: Proficiency in the use of the short bow, Oceanian flange-bow, crossbow, or any single type of hand-held, device-propelled missile weapon. Individuals with this skill do not suffer the standard -5 penalty when firing at targets which are beyond the "effective range" for the weapon being employed (up to the listed *maximum range* for that weapon).

Cost to Acquire: 10 experience points.

ARTILLERIST: Proficiency in the use of the catapult, ballista, fire-thrower, siege-hurlant, or any single type of large, device-propelled missile weapon. Benefits are as per the Archery skill (when firing upon stationary targets only; range penalties still apply vs moving targets).

Cost to Acquire: 10 experience points.

COMBAT TRAINING: Basic proficiency with one type of weapon or one style of weaponless combat. This skill improves an individual's Combat Rating by +1. Thereafter, Combat Rating improves by +1 per every four levels of ability gained. If an individual wishes to gain proficiency in an additional weapon or fighting style, this skill must be taken again. Individuals with this skill receive only one attack per round, regardless of level.

Cost to Acquire: 15 experience points.

COMMAND: Ability to organize, coordinate and direct groups of trained combatants (up to ten per level of ability; this number increases exponentially if the individual in command is able to give orders directly to a group of subcommanders) or noncombatants (2-5 per level of ability, at best). Individuals with this skill who are employed in any branch of the military may qualify for promotion in rank, as follows:

Sergeant: level 3

Lieutenant: level 5

Captain: level 7

Commander: level 9+

Cost to Acquire: 20 experience points.

KANQUAN: Proficiency in the vicious Kang style of weaponless combat. Basic moves include hand thrust, kick, double leaping-kick (employed vs two opponents at close range), head-butt (employed vs a grappling opponent), throw, and various disabling blows. Kanquan emphasizes offense and attack at the expense of defense.

MANDAQUAN: Proficiency in the Mandalan art of weaponless, defensive combat. The basic principle of mandaquan is passive resistance; avoiding harm by using intricate series of maneuvers to dodge or elude attacks. Mandaquan can be used vs any type of attack, including missile weapons, magical bolts, wild beasts, etc. There is no way to use mandaquan for offensive purposes.

MOUNTED COMBAT: Ability to fight at normal proficiency while mounted. Individuals without this skill incur the standard -5 non-proficiency penalty when attempting to fight from the back of a steed of any sort.

Cost to Acquire: 10 experience points.

TAZIAN COMBAT: Proficiency in the Thrall art of hand-to-hand combat, a complex mixture of fighting styles utilizing the garde (parry/attack armor, extending from shoulder to wrist). Basic moves include the garde-parry; the garde-thrust or shoulder-smash (both do d6 +STR damage; the latter attack is useful for battering down doors as well as foes), grapple (used to restrain an opponent) and body slam (d6 +STR damage; used to subdue). Individuals with a Strength Rating lower than +3 cannot learn Tazian combat.

WEAPONLESS COMBAT: Proficiency in the basics of self-defense, employing the Talislantan equivalent of either boxing or wrestling. Boxers are able to use their fists to block blows or punches, or as weapons (d4 + STR damage in the latter case; either maneuver counts as one "attack"). Wrestlers may attempt to take down, restrain, or apply a choke hold (or other hold intended to cause pain or damage) to their opponent, avoid an attempt to take down or grapple, or escape from an opponent's hold (any maneuver counts as one "attack").

Cost to Acquire: 5 experience points.

ZANDIR BLADESMANSHIP: Proficiency in the swashbuckling style of swordsmanship first made popular by the ancient Phaedrans, and later adopted by the Zandir; subsequently, the style spread to the Sarista and, by diverse routes, the rogues of Gao-Din. Zandir bladesmanship places a premium on flamboyant attacks and flourishes, utilizing either a dueling sword or sabre. The style confers a +1 advantage to Combat Rating when either of these weapons is employed.



Magical/Alchemical Skills

The following is a list of Magical/Alchemical Skills available to characters in the **TALISLANTA** game.

Cost to acquire: 10 experience points, except as noted.

PRIMARY MAGIC: Primary training in the magical arts. Individuals with this skill can cast spells from memory (two spells per day at first level, plus one additional spell per every level of ability gained), read Archaen (Talislantian magical script; see *Chapter Six: Languages*), and cast spells from written reference works. Magic Rating automatically improves by +1 per level.

Cost to Acquire: 100 experience points.

SECONDARY MAGIC: Secondary training in the magical arts.

Individuals with this skill can cast spells from memory (two spells per day at first level, plus one additional spell per every two levels of ability gained), read Archaen (Talislantian magical script; see *Chapter Six: Languages*), and cast spells from written reference works. Magic Rating automatically improves by +1 per every two levels gained.

Cost to Acquire: 50 experience points.

MAGIC TRAINING: Tutelage in the magical arts. Individuals with this skill can decipher magical scripts (roll vs Intelligence Rating) and may attempt to cast spells from written works. This skill improves an individual's Magic Rating by +1. Thereafter, Magic Rating improves by +1 per every four levels gained.

Cost to Acquire: 25 experience points.

ALCHEMICAL TRAINING: Knowledge of alchemical lore and practices. Individuals with this skill will know how to read alchemical ciphers, prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatus.

Modifier: INT.

Cost to Acquire: 25 experience points.

ALCHEMICAL OPERATIONS: Ability to create various useful mixtures and substances. Time required to complete each operation is two weeks. Ingredients are as specified.

Modifier: INT.

Types include:

1) Adamant: Ten carats of powdered blue diamond and one pound of silver. A forge and metal worker's tools are required to undertake the operation, which yields a one-pound ingot of +1 adamant. To create +2 adamant, twenty carats of powdered blue diamond must be used instead of ten; +3 adamant requires thirty carats, and +4 adamant requires forty carats, per pound of metal. Due to cost considerations, adamant rated above +1 is exceedingly rare, and almost unknown outside of L'Haan; only Mirin alchemists know the secret of forging adamant.

2) Amberglow: Seven ounces of powdered amber, fourteen ounces of clear water, and one carat of powdered black diamond. Amberglow is a magical liquid used in the making of non-metallic enchanted items of all sorts, replacing magical quicksilver in all such operations (as per the skill, *Enchant Items*).

3) Alchahest: Five drams of vitriol and one dram of powdered

contrary vine. Talislantan alchahest is a powerful acid, each one-pint dose being sufficient to dissolve up to one cubic foot of any non-magical substance. The substance is usually contained in vials of dense amber crystal. A direct hit with a full dose of alchahest will do forty points of damage to any living creature.

4) Black Adamant: Ten carats of powdered black diamond and one pound of silver. A forge and metal worker's tools are required to undertake the operation, which yields a one-pound ingot of +1 black adamant. To create +2 black adamant, twenty carats of powdered black diamond must be used instead of ten. +3 black adamant requires thirty carats, and +4 black adamant requires forty carats per pound of metal. Black adamant is extremely costly to produce, and so is quite rare. Only the Black Savants of Nefaratus know the secret of forging this magical metal.

5) Homunculyte: One dram each of seven different powdered herbs, seven different animal ingredients, seven carats each of powdered diamond, jade and violet pearl (quaga), plus seven ounces of quicksilver. Homunculyte is employed in the making of homunculi, the types of ingredients chosen determining the homunculus' physical and mental attributes (see *Magical Operations: Create Homunculus*).

6) Quicksilver: Seven ounces of powdered silver, the juice of seven full-grown contrary vine plants, and one carat of powdered black diamond. Quicksilver is a magically animate liquid metal used in the making of enchanted weapons and the delicate silver matrices employed in the creation of simulacrum (see *Enchant Items, Magical Operations*).

7) Vitriol: Seven drams of powdered mung-berries, the juice of seven full-grown yellow stickler plants, and a dram each of powdered sulphur and red iron. Talislantan vitriol is a powerful adhesive which can be used to bond organic or inorganic materials of any sort (except quicksilver; vitriol can only be contained in vials lined with this magically animate metal). Vitriol hardens in one minute, creating an unbreakable bond. Only alchahest will serve to dissolve this glassine substance. The operation yields ten drams of vitriol, sufficient to cover up to two square feet of area.

CONCOCT ELIXIRS: Ability to concoct various useful fluid mixtures. Time required to mix and prepare is one hour. Ingredients per single, one-pint dose are as indicated.

Modifier: INT.

Types include:

1) Aphrodesiac Elixir: Two drams each of powdered tantalus, winged ape's horn and rainbow lotus. Promotes feelings of desire.

2) Depilatory Elixir: Twelve drams of powdered bald nettle. Removes hair on contact. In wide use among the Orthodoxists of Aaman.

3) Healing Elixir: Four drams each of powdered amber and balmroot. Heals ten points of damage per dose.



4) Medicinal Purge: Four drams of powdered ogront dung and three drams of powdered cleric's cowl. Rids the body of parasitic organisms within an hour.

5) Poison Antidote: Seven drams of powdered cleric's cowl. Reverses the effects of any poison or toxin (provided the antidote is delivered in time).

6) Soporific Elixir: Seven drams of powdered morphius blossom. Causes the drinker to fall into a deep slumber lasting from two to twelve hours. Unless an antidote is employed, it will not be possible to awaken the sleeper while the soporific remains in effect.

CONCOCT MEDICINAL MIXTURES: The ability to concoct tonics, serums, balms, ointments, salves and various other medicants. Such mixtures are generally useful only as pertains to a single, specified malady: fever, itch, nausea, insomnia, depression, minor wounds (maximum healing capability: d4 points), burns, etc. Ingredients will vary according to locale, folk beliefs, and customs. Medicinal mixtures are effective only about 75 percent of the time, this owing to the generally dubious talents of Talislantan healers; in fact, some may have no effect at all, or may do more harm than good.

Modifier: INT.

CONCOCT POISONS: Ability to concoct various toxic powders and venoms. Powders may be contained in fragile capsules and propelled by the use of a blowtube (area of effect: five foot radius) or added to food or drink. Venoms are usually used to coat blades or other sharp objects. Time required to mix and prepare is eight hours. Ingredients per dose are as indicated. Roll vs Constitution Rating to resist the effects of any poison (results may vary according to type, as indicated).

Modifiers: INT and DEX.

Types include:

1) Black Mushroom Powder: Four drams powdered black mushroom. Causes severe hallucinations lasting approximately ten rounds (or one minute, if successfully resisted).

2) Draconid's Venom: One dram of draconid venom. Causes searing pain sufficient to incapacitate (disable) a victim for d10 rounds. If successfully resisted (use Will Rating in this case), the venom's effects can be ignored. Draconid's venom is a favorite with torturers and inquisitors.

3) Paralytic Powder: Four drams of crag spider's or raknid's venom. Causes paralysis lasting up to one hour. If successfully resisted, the victim is rendered somewhat sluggish (-1 Combat Rating, Dexterity, and Speed Rating) for ten rounds.

4) Poison Powder: Four drams of powdered skullcap or deadman. Causes d10 damage per round for ten rounds. If successfully resisted, damage is limited to d10 points.

5) Powder of Madness: Two drams each of dried and powdered death's angel and jabutu root. Causes insanity. Permanent, unless treated with a poison antidote or other curative.

6) Venomwood Resin: One dram of venomwood tree sap. Yields sufficient toxin to coat one edged weapon, two arrows/crossbow bolts, or four darts. Causes 3d10 damage, or half this if successfully resisted.

7) Viper's Blood: One dram of death's head viper's venom. Yield is as per Venomwood Resin. Causes 2d10 damage, or half this if successfully resisted.

CONCOCT POTIONS: Ability to concoct various fluid mixtures. Time required to mix and distill is one week. Ingredients per single, one-pint dose are as indicated. With the exception of Rejuvenating Potion, duration for all potions is one hour.

Modifier: INT.

Types include:

1) Flying Potion: Seven drams of powdered devil-bat's or azoryl's wing, two feathers from a stryx (or gryph), and a dram of wind demon's blood. Bestows upon the drinker the power of flight.

2) Love Philtre: Seven drams of powdered tantalus and one pint of Thaecian nectar. Causes the drinker to become infatuated with the first individual whose name he or she hears spoken.

3) Potion of Cold Resistance: Four drams of powdered snow lilly and three drams of cleric's cowl. Bestows immunity to cold and ice.

4) Potion of Fire Resistance: Four carats of powdered firegem and three drams of cleric's cowl. Bestows immunity to heat and flame.

5) Rejuvenating Potion: Seven drams of powdered balmroot, one carat of powdered diamond, and a dram of gold dust. Restores strength and vitality, plus all lost hit points.

6) Shrinking Potion: Seven drams of powdered shrinking violet. Causes the drinker to be reduced to one inch in height (or length).

CONCOCT POWDERS: Ability to concoct various types of powdered mixtures. Time required to mix and refine is one day. Ingredients per single, four-dram dose are as indicated. Powders may be added to food or drink, hurled in vials, expelled in capsule form from a blowtube (range: twenty feet), or dispersed into the air by hand (range: five feet; a risky proposition). Duration of non-lethal powders is as indicated. The effects of most powders can be resisted by rolling on the **ACTION TABLE**, using Constitution Rating as a Modifier. Area of effect for propelled/dispersed powders is a five foot diameter cloud, which subsides in 1-4 rounds.

Modifiers: INT and DEX.

Types include:

1) Incendiary Powder: Two carats of powdered firegem, four drams kaliya's fang. Ignites on contact with air, creating fire and dense smoke (10 ft. radius area for smoke only). Damage:d12



2) Morprium Powder: Four drams powdered morprium root. Causes victims to fall into a stuporous sleep lasting up to one hour per dose. Unless an antidote is employed, it will not be possible to awaken the sleeper until the powder's effects wear off. Sindarans use morprium powder to capture animals for their menageries. If successfully resisted, the powder causes drowsiness (-1 penalty on all **ACTION TABLE** die rolls) for 1-10 rounds.

3) Neutralizing Powder: Four drams of powdered amber, one dram of powdered cleric's cowl root. Neutralizes the effects of any other type of powder, whether ingested or dispersed in air.

4) Scarlet Leech Powder: Four drams scarlet sporozoid spores. The concocting process causes the spores to go into hibernation until they are exposed to the air, whereupon the insidious organisms begin to feed on any organic materials that they contact. Damage is 1-4 points per minute, duration ten rounds. A resistance roll vs the victim's Speed Rating may be employed (to reduce damage by half) if the victim is quick enough to wipe off the spores before they can fully penetrate clothing, hide, or skin. An alchemical purge will rid the body of all parasitic spores in one minute. In small doses, scarlet leech powder is used by Green Ardua horticulturists to control weeds and other pests.

5) Toxic Powders: See *Concoct Poisons* for a list of types.

CONSTRUCT AUTOMATON: Ability to build mechanical creatures of various types. Cost in materials is a minimum of 5000 gold lumens, plus 2500 gold lumens per level of the automaton. Seven ounces of magical quicksilver is required to construct the automaton's sensorium (cerebral mechanism,) and an enchanted crystal of at least 100 carats is needed for a power source.

All automatons have the following common features:

- a) Fifteen hit points (+1 per level of the construct).
- b) Attribute Ratings similar to the creature which they have built to resemble (Gamemaster's ruling as to specifics).
- c) Unaffected by poisons or magical influence, fire/cold does half damage, electrical attacks do double damage

Time required is one month, plus two weeks per level of the construct. The skills, *Artificer* and *Engineer* are prerequisites to the creation of an automaton: the alternative is to hire an engineer and an artificer to help design and build the construct. Automatons can be "programmed" to perform one function per every *four* levels of ability. An automaton programmed with the function, "obey commands" will follow the instructions of any individual designated as its master.

CREATE DREAM ESSENCE: Ability to capture and distill the elusive essence of which dreams are made. The procedure is a secret of the Phantasian dream merchants; purportedly, an intricate device similar in construction to a Dracartan essence accumulator is required (only six are thought to exist, all located in Cabal Magicus, on the isle of Phantas). The device extracts dreams from the aether and the astral plane, a single dram of

dream essence normally accumulating over the course of six days. After distilling the essence for one full day, the substance is ready for use. The effects of dream essence last from two to eight hours, and are said to be most exhilarating. Types include purple dream essence (passion, romance), blue (poignancy), red (violent emotions), silver (imagination, flights of fancy), silver-blue (dreams of flying), and gold (prophetic visions). Black dream essence, the stuff of nightmares, is sold only by the most perverse or unscrupulous dream merchants. Rarest of all is rainbow dream essence, with its unpredictable properties. Like elemental essences, dream essences must be contained within phials of amber crystal.

Modifier: INT.

CREATE HOMUNCULUS: One dose of homunculyte (per level of the homunculus), a copper vat or tank with a sealable lid, one dose of quicksilver (per level of the homunculus), and seven drams of animal or vegetable matter per attribute, as desired. The procedure for creating homunculi is as follows:

1) A matrix of silver wire is fashioned in the bodily form intended for the homunculus.

2) The seven animal and/or vegetable ingredients are added to the homunculyte, each corresponding to some attribute which the homunculus is intended to possess (such as night vision, high intelligence, flight, etc.).

3) The completed mixture is placed in the vat, along with the wire matrix. The vat is then sealed with paraffin.

In two weeks' time the vat may be opened. Roll on the **ACTION TABLE** to determine the results of the operation. If successful, the homunculus appears as intended, and possesses the attributes desired by its creator. If not, the creature will be only partially formed, and lacking any sign of life. A mishap may result in an entity that is hideously malformed, insane, uncontrollable, or otherwise unpredictable in appearance and/or nature (Gamemaster's option).

All homunculi have the following common features:

- a) Level of ability determined by the level at which the operation is attempted. Hit points: 10 + 2 H.P. per level.
- b) Unaffected by poisons, potions, or other magical/alchemical mixtures (including healing elixirs, but excluding solvents and acids), immunity to magical control or influence.
- c) Attribute Ratings and abilities as per the entities from which the seven ingredients were derived (all others are -4).

Modifiers: -1 per level of the homunculus, plus an additional -1 penalty per total of five Attribute points possessed by the Homunculus.

CULT RITUALS: Ability to bring about a variety of beneficial occurrences through the power of faith. Only an ordained priest, priestess or other plenipotentiary of a recognized Talislantan cult



can learn to perform these rituals. Will Rating is a Modifier in all cases.

Types include:

1) **Absolution:** Authority to grant forgiveness from sin, or any other grievous offense against the cult or its patron deity. In return for absolution, the offender will often be required to do a penance of some sort (donation, favor to the cult, etc.).

2) **Banish:** The ability to force summoned creatures and/or extra-dimensional entities from the priest's/priestess' presence by the power of faith. The level of the creature or creatures being banished is applied as a negative Modifier in this case. If the ritual is successful, the banished creatures will be forced to return to their home plane (or place of origin). The ritual takes but a moment to complete, and may be employed as desired (one attempt only per creature/creatures).

3) **Consecrate:** Authority to bestow the cult's blessings upon any single individual, creature or object. This bestows a bonus of +1 on all **ACTION TABLE** die rolls related to one specified skill or talent possessed by the beneficiary; as pertains to inanimate objects, consecration confers a temporary magical aura rated at +1. A priest or priestess may perform this ritual a number of times equal to his or her Magic Rating in a given day. The ritual takes one minute to perform, and its effects last for one hour.

4) **Faith Healing:** Ability to heal wounds and physical damage by the "laying on of hands." Total concentration is required to perform the ritual, which takes two rounds to complete. The maximum amount of damage which may be healed by this method is four points per level of the healer. A priest or priestess may perform this ritual once per day, per level of ability.

5) **Miracle Working:** Authority to beseech the cult's patron deity (or deities) for a miracle of some sort (such as a miraculous cure, a reprieve from some imminent doom, causing misfortune to befall an enemy of the cult, etc.). The ritual carries with it no guarantee of success, omnipotent entities evincing a definite tendency towards working in strange ways (a Modifier of -20, offset as applicable by the priest's or priestess' Magic Rating, can be used as a guideline for determining the success rate of this ritual; even a successful die roll may result in little more than the appearance of an omen, or at best one of the patron's avatars). It is generally deemed unwise to attempt this ritual more often than once a month, or to ask for a miracle if one has been less than absolutely faithful to the cult and its patron.

ENCHANT ITEMS: Ability to confer magical power to a device or item. The procedure is costly: aside from the actual price of the item itself (which must be of superior quality and workmanship), enchanting a single item costs 1000 gold lumens in related materials, plus 250 gold lumens per each week required to enchant the item. Materials used for enchanting include costly magical fragrances, fumes, pigments and oils.

Time required to enchant an item is figured in months; eight hours of steady work, seven days a week is required to imbue an item with magical power. Apprentices and understudies can be em-

ployed to create enchanted devices, though quality may suffer as a result; average the Magic Ratings of all who contribute to the enchanting process to arrive at a single Modifier. This figure is compared to the level of magic imbued within the item, with success or failure being determined by rolling a d20 on the **ACTION TABLE**. Only a result of "success" or greater will achieve the desired result.

Modifier: INT and WILL.

Types include:

1) **Enchanted Weapons and Armor:** Unless rare and costly adamant can be obtained, magical quicksilver must be added to the metal during forging. For black iron, add four doses of quicksilver per +1 rating; for red or blue iron, two doses per +1 rating. For weapons and armor, time required to enchant is determined by plus-rating (two months per +1, or one month per +1 for adamant). By doubling the cost in time and materials, an enchanted weapon may be made to do double its normal damage by imbuing it with a spell of elemental fire, ice, etc. By the same means, armor or shields may be made impervious to one type of elemental substance.

2) **Protective Devices:** Amulets, bracers or other items may be imbued with a ward or counterspell vs any single type of magic. No more than three such devices may ever be worn simultaneously without creating a redundancy of magical energy; convoluted energy fields of this sort have a way of producing highly unpredictable results. Time required to enchant a protective device is four months. The properties of such items work continually as long as they are carried or worn.

3) **Miscellaneous Items:** Wands, staves, rings, garments and almost any type of device may be imbued with a single spell power of the caster's choice. Attack spells are most popular, though ingenious combinations of spell and item types have been discovered to possess practical, or at least entertaining, uses. Time required to enchant such devices is one month per level of the spell being invested in the item. Items of this sort may only be used three times per day.

INSCRIBE SPELLS: Ability to inscribe (write, carve, etch, etc.) the complex symbology used to record spells in written form. The procedure is painstaking, and takes a minimum of about eight hours to complete; each syllable, vocal inflection and gesture required to execute the spell must be inscribed in the most intricate and exacting detail. It is customary for the majority of Talislantan spell casters to record their spells in durable portfolios and librams (called spell books), or on scrolls of parchment, animal hide, or some similar material. The Ariane mystics inscribe their spells on orbs of polished stone, while others engrave their spells upon tablets of wood, stone, ivory (scrimshaw), crystal, or metal.

Correctly inscribed scrolls, books and tablets may be employed as magical adjuncts, allowing individuals who know how to read magical script to cast spells from these devices. Writings of this sort may be used any number of times, provided the inscriptions remain clear and completely intact. Incorrectly inscribed writings, or writings that have been damaged or tampered with, can



be dangerous to employ.
Modifiers: INT and DEX.

MAGICAL OPERATIONS: Ability to create the following magical wares and substances. Time required per operation is two weeks. Materials and ingredients are as indicated.

Modifier: INT.

Types include:

1) **Amberglass:** One part powdered amber to two parts powdered glass. A furnace and glass worker's tools are required. Amberglass radiates a faint magical aura (+1 for purposes of magic resistance) and is used to create the enchanted orbs employed by the Thaecians. Vials and spheres of amberglass can be used to contain alchemical and magical mixtures, essences, spell energies and even certain creatures of a magical nature (such as bottle-imps).

2) **Cymrillian Concentrate:** Twenty flying potions, one carat of powdered diamond, and a dram of powdered silver. Yields fluids sufficient to power a windship's levitationals for approximately four months. Only the magicians of Cymril know the secret of making this costly substance.

3) **Fragrant Oils:** One dram of muskront musk, a pinch each of five different spices. The magical properties of these pungent oils confer added protection during summoning rituals (+1 bonus on all **ACTION TABLE** die rolls). Duration is ten rounds.

4) **Magical Fumes:** One hundred gold lumens' worth of the most costly fragrant herbs and one dram of fragrant oil. The operation yields a single ounce of incense. When burned, the fumes are useful in summoning extra-dimensional entities of all sorts (+1 bonus on all **ACTION TABLE** die rolls). Duration is ten rounds.

5) **Magical Pigments:** Five drams of exomorph pigment, one dram of powdered silver, one carat of powdered diamond, and five ounces of oil or sepia ink. The operation yields five ounces of magical pigments, sufficient to inscribe the various arcane symbols required to execute one summoning ritual.

6) **Phantasian Distillate:** Ten drams of silver-blue dream essence, one carat of powdered diamond, one dram of powdered silver and ten pints of thrice-distilled spirits of wine. Yields fluids sufficient to power a windship's levitationals for approximately six months. Only the Phantasian dream merchants know the secret of making this costly substance.

7) **Thaecian Orbs:** Minimum one ounce of amber glass. Glass maker's tools are required. Only the Thaecians know the secret of making these magical devices.

PRIMITIVE MAGICAL TALENTS: Ability to create various articles and mixtures possessing magical properties. Time and ingredients required are as indicated.

Modifier: WILL.

Types include:

1) **Kesh:** Roots of one full-grown jabutu plant, six drams of powdered bone and a dram of dust from a tomb or gravesite. The jabutu root is crushed, then boiled in its own sap for one full day. The liquid achieved by this process is drawn off, poured in a clay pot and mixed with the remaining ingredients. The completed mixture is then buried for six days, after which it will be ready for use. The process yields three ounces of kesh: a single ounce enables the drinker to see invisible and spirit (astral) presences; drinking two ounces allows one to see into the spirit world or one of the lower planes, and a full three-ounce dose enables the drinker to enter the spirit world or one of the lower planes in spirit (astral) form. Duration is one hour in each case. Kesh is popular with the Witchmen and Witchwomen of Chana.

2) **Fetishes:** Fetishes are enchanted items usually made only by the most primitive spell casters. Cost in rare herbs, pigments and related mixtures and ingredients is equivalent to a minimum of two thousand gold lumens per fetish. Time required to enchant any fetish is one month. The most common types of fetishes include:

3) **Ceremonial Masks:** These devices are typically carved from wood, colored with pigments and decorated with appropriate 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 malign spirits, demons, devils, elementals and nature spirits. Ceremonial masks are useful in summoning rituals, bestowing upon the wearer a bonus of +2 on all reaction die rolls.

4) **Charms:** Charms come in many forms, including necklaces of woven plant fibers, small pouches filled with powdered herbs, wood or stone icons, bracelets of knotted hair or other materials, bits of jewelry, and so on. A charm can only have one magical property, such as immunity to disease, fire resistance, or luck (+1 on all **ACTION TABLE** die rolls). A charm's power works continuously as long as it is worn.

5) **Items of Sympathetic Magic:** These items are typically made from the bodily parts and organs of wild beasts. Mummification, curing or other treatments are employed to preserve these crude devices, which confer properties to the owner or wearer according to the principles of sympathetic magic. Some of the more common types (and their corresponding powers) include: feathered capes (flight), mummified winged ape's paws (strength of a winged ape), serpent skin boots (stealth), and so forth. No item of sympathetic magic can ever bestow more than a single power or attribute upon its wearer.

6) **Necromantic Articles:** Necromantic articles are devices which enable their owners to draw upon the powers of the spirit realm. Included in this category are the grisly shrunken heads and jujus of the Chana Witchmen, and soul stones. The shrunken head fetishes made by the Chana are used to communicate with the spirit realm; specifically, the spirit of the individual whose head has been so horribly employed. If asked a question, the fetish must respond truthfully (three times per day maximum). The shrunken heads of spell casters are especially favored for the magical knowledge which they hold.



7) **Juju:** Jujus are zombies, mindless entities which can only be controlled through the use of graven images (wooden or raffia manikins, usually about one foot in height). They possess supernatural strength (rating: +5) but are slow and awkward (Speed Rating: -4, Dexterity Rating: -6). Jujus are harmed only by fire, 30-50 points of damage usually being sufficient to destroy these horrid entities. Soulstones are employed to confer limited sentience to these creatures: the stone is placed in the juju's skull cavity, and its eyes and lips are sewn shut to prevent the escape of the soul essence.

8) **Soulstones:** Soulstones are employed by a wide variety of races (see *Index*,) among them the Chana, Na-Ku cannibals, and certain of the Nagra tribes. They use these devices to trap wandering soul essences such as spiritforms, the astral bodies of dreamers, and even the spirits of individuals under the influence of kesh or some other mind-expanding substance. A black diamond or black opal of at least thirteen carats may be used to make a soulstone, plus a quantity of kesh, magical fumes and magical pigments. The pigments are used to decorate the body of the spell caster and to inscribe various arcane symbols upon the ground. A fire is made, and the stone is placed within it. The magical fumes are added to the fire, along with a few drops of kesh; this creates an opening into the spirit plane, into which a spiritform of some sort will be drawn and trapped within the soulstone (type of spiritform determined by the Gamemaster, randomly or otherwise).

Soulstones containing lesser spiritforms are usually used only in the creation of jujus. Stones containing more powerful entities are greatly prized, for these may be used to confer one of the spiritform's attributes to the holder (possibilities include a skill or innate talent possessed by the spiritform, an attribute rating, hit point total, and so forth). An individual may never employ more than a single soulstone for such purposes, though others may be owned (not carried) or used for jujus. An ancient spell, enabling the caster to store the soul essence of a specific individual within a stone, is known to exist.

SORCEROUS HYBRIDIZATION: This is the ability to create new lifeforms by magically combining the attributes of two different entities (one male, one female). Prerequisites for the acquisition of this skill include the following: *Primary or Secondary Magic, Alchemical Training, Thaumaturgic Operations* and the scholarly talent, *Naturalism*. The procedure is as follows:

- a) The two different lifeforms which are to be crossbred are secured to separate tables, then connected by means of a network of glass tubing to an essence accumulator.
- b) The essence accumulator is activated.
- c) After twenty-four hours, a liquid mixture comprised of the combined living essence of the two lifeforms is derived.
- d) The liquid essence is placed in an amberglass-lined vat, and the vat sealed with paraffin.

e) In two weeks' time, the vat may be opened. To determine the results of the hybridization process, the following guidelines are employed:

1) Add up all attribute bonuses/penalties for each of the two lifeforms being used in the experiment. The lifeform with the highest attribute total is classified as the *primary* entity; the other is the *secondary* entity.

2) To determine the hybrid creature's *attribute ratings*, height, weight, level, attacks, special abilities, armor, gender and hit points, roll d20 for each on the following table:

Sorcerous Hybridization Table

Die Roll	Result
1	= unfavorably mutated attribute/characteristic*
2-4	= attribute/characteristic is as per secondary entity
5-13	= attribute/characteristic is as per average of primary and secondary entity (with regard to special abilities, there is a 50% chance that the hybrid will possess the ability in question; regarding gender, this result yields a sterile or hermaphroditic hybrid)
14-19	= attribute/characteristic is as per primary entity
20	= favorably mutated attribute/characteristic*

*Gamemaster's determination as to specific effect, based on the details of the operation.

Note: Roll on the SKILL/ATTRIBUTE column of the **ACTION TABLE** to determine whether the hybridization process has yielded a living organism. Note that fertile hybrids may be utilized as subjects in second or third generation hybridization procedures, or bred with compatible creatures in order to produce new species of lifeforms.

The hybridization process is often fatal to the male and female subjects employed in the operation (roll vs. Constitution Rating at a penalty of -4 to survive such a procedure). For this reason, and due to various ethical and moral concerns, sorcerous hybridization is illegal in most Talislantan countries. In any event, the intricacies of the procedure are such that few magicians or alchemists can afford to engage in such experimentation.

TECHNOMANCY: Technomancy is a field of magic known only to the Yassan. Knowledge of technomancy has been passed down to each succeeding generation by the early ancestors of the Yassan race; there are no written treaties or manuals on the subject. This obscure field of study combines various archaic forms of alchemy, thaumaturgy, and magical "technology", many of which are believed to date back to the Forgotten Age. Utilizing these skills, Yassan technomancers are able to perform any of the following operations:



1) Create Elemental Actuator: This device resembles a four foot metal rod inscribed with complex glyphs and symbols. An elemental actuator is a multi-purpose tool which can be used to produce a focused "stream" of elemental fire, ice, earth, and lightning. In modern-day terms, the actuator functions as a combination acetylene torch, refrigeration device, sand blaster, or arc welder, among other things. Like standard enchanted items, these devices are self-charging. There is no limit to the number of times which such items may be used each day, however. Elemental actuators are of some use as weapons (damage: d8, range: 10 feet), and Yassan generally have no qualms about employing them in this capacity. The devices cost upwards of a thousand gold lumens (and two month's time) to produce, and can only be employed by a skilled technomancer.

2) Read Alchemical/Magical Scripts: As per similar capabilities acquired through the acquisition of the skills, *Magical Training* and *Alchemical Training*. Technomancers cannot cast spells; however they can identify mixtures/substances by test.

3) Repair Mechanisms: Yassan technomancers are able to repair practically anything which has moving parts, and most things which don't. Utilizing their elemental actuators and elaborate tool kits, Yassan are capable of effecting repairs on windships, essence accumulators, levitationals, land conveyances, waterborne craft, tools, weapons, leather goods, glassware, pottery, and even torn fabrics. Generally speaking, only items which have been "destroyed beyond repair" (Gamemaster's ruling, according to the item's Damage Rating) cannot be fixed by a Yassan technomancer. Conversely, Yassan are equally adept at destroying or disabling mechanisms, if they so choose.

4) Design and Modification: This application of the technomancer's art is equivalent to the skill, *Engineering*.

Cost to Acquire: Only by apprenticing to a Yassan technomancer for a period of not less than seven years can one acquire this skill. Gamemasters should only allow Yassan player or non-player characters to become proficient in Technomancy.

THAUMATURGIC OPERATIONS: Ability to create various unique substances and devices, utilizing the ancient art of Thaumaturgy. A fully equipped laboratory (material cost: five thousand gold lumens) is required to perform any thaumaturgic operation. Time requirements and ingredients are as specified.

Modifiers: INT and WILL.

Types include:

1) Elemental Essences: A one cubic foot container made of amberglass (material cost: two hundred gold lumens), one essence accumulator, and one tenth of a dram of the desired type of quintessence. To perform the operation, the essence accumulator must be meticulously recalibrated so that it will extract only basic elemental substances from the aether. This process generally takes a full day to complete. The amberglass container, connected to the accumulator by means of a network of crystal tubing, will begin to fill with the desired elemental substance. Either elemental fire, ice, wind or earth may be accumulated by this procedure, which requires six days to complete.

To create the desired elemental essence, the thaumaturge need only add one-tenth of a dram of the appropriate type of quintessence: type I quintessence added to elemental air yields a twelve pound storm crystal (capable of powering a duneship or land barge for one week); type II quintessence added to elemental fire or ice yields four gallons of red menace (liquid fire) or blue havoc (liquid ice); type III quintessence added to elemental earth yields one cubic foot of yellow peril (gassified sulphur).

Like quintessence, elemental essences are highly volatile, and must be contained in amber crystal. An accident or mishap occurring during any point in the operation may yield drastic results.

2) Essence Accumulator: Eight hundred gold lumens' worth of amberglass alembics, piping and phials, plus two hundred gold lumens' worth of silver spigots, fastenings, and framework. Assembled according to exacting measurements, an essence accumulator resembles a complex network of crystal tubing housed within a pyramidal silver framework, about four feet in height. The device works by extracting pure essence from the aether, a process taking some seven days to complete. The operation yields one dram of a shimmering, colorless substance that is neither solid, liquid nor gaseous in form; the pure essence, of which all things are created. Highly unstable, pure essence can only be contained in phials of solid amber crystal.

3) Quintessence: Four drams of pure essence and twelve carats of powdered diamond. The mixture, distilled for two weeks in a sealed, amberglass alembic, yields one dram of the crystalline powder known as quintessence. A simple test will reveal the type of quintessence which has been produced: type I has solidifying properties, type II has liquifying properties, and type III has gassifying properties. A single dram of quintessence is sufficient to affect up to a 10 x 10 x 10 foot area of any non-magical substance. Its effects are permanent, though the appropriate type of quintessence can be used to restore a quantity of substance to its normal form. Quintessence must be stored in sealed vials of amberglass or some other enchanted material. It is highly volatile, and accidents occurring during the distillation process have been known to yield the most frightening consequences.

4) The Caduceus: One pound of red iron, ten carats of powdered diamond, ten drams of powdered gold and a drop each of types I, II and III quintessence. The caduceus is the traditional wand of the Dracartan thaumaturges. It confers benefits (+1 on all related **ACTION TABLE** die rolls) to the thaumaturge who wields it while attempting to create quintessence or elemental essences. If desired, a caduceus can be enchanted with a spell power, making the device that much more useful.



Performing Talents

The following is a list of Performing Talents available to characters in the **TALISLANTA** game.

Cost to acquire: 10 experience points, except as noted.

ACROBATICS: Ability to perform a variety of acrobatic maneuvers, including tight-rope walking, tumbling, leaping, vaulting, juggling, pratfalling (falling up to twenty feet without taking damage), and scaling walls.

Modifiers: Complexity of stunt being attempted, performer's DEX.

ACTING: Individuals with this talent will be able to perform any of the skills normally associated with thespians; i.e., engage an audience's attention, memorize lines, convey a range of emotions, impersonate other individuals or character types, and so on.

Modifier: CHA

ART: (In Talislanta, considered one of "the performing arts") Ability to produce aesthetic creations of a visual nature, such as paintings, tapestries, panoramas, sculptures, etc.

Modifiers: INT, WILL, PER.

DANCE: Ability to perform popular, expressive or ritual dances. Popular Talislantan dances include the light-hearted caperetto, the romantic avante, and the formal sauntre (eastern or western kingdoms styles); expressive dances include the seductive Dance of the Diaphanous Veils (Batrean), the Dance of Exotic Passions (Mandalan), and the Dance of the Rainbow Plumes (Sawilu). Many cults and religions have their own ritual dances, such as the ritual of spirit calling (Chana Witchmen), the Dance of Death (Rajan Necromancers), the Celebration of Terra (Durne Gnomekin), the Kang's sword dance, and so on.

Modifiers: DEX and CHA of dancer.

KNIFE-THROWING: This performing talent is virtually indistinguishable from a standard proficiency with the common (Arimate) throwing knife. Its primary attraction is that it allows performers and other non-martial character types to acquire a weapon proficiency without having to expend experience points on such costly skills as Primary or Secondary Combat. One throw per round is the maximum for this talent, regardless of level. Note that when employing this skill, characters use their Skill Rating (and roll on the SKILL/ATTRIBUTE column of the **ACTION TABLE**) *not* their Combat Rating.

Modifier: DEX.

LEGERDEMAIN: Ability to perform various tricks and sleights of hand, including card tricks, palming (concealing small objects in the hand), passing or switching small objects without being detected, ventriloquism, and so on. Individuals with this talent may employ it to cheat or "fix" any game of chance, or detect cheaters.

Modifiers: DEX, SPD and INT of the performer.

MUSICIANSHIP: Ability to play one of the various types of musical instruments found in Talislanta, such as the gossamer harp, glass flute, tambour, gongs, water chimes, etc.

ORATORY: Ability to engage the attention of an audience (small or large) and to effect a desired response among listeners, such as sympathy, antipathy, fascination, etc. An orator may use his or her skills to incite a crowd to action, calm a hostile mob, create a diversion, and so on. *Failure* means the crowd pays little heed to the speaker; a result of *Mishap* could result in the crowd becoming angry or even violent towards the speaker.

Modifiers: Relative receptiveness of the audience (Gamemaster's ruling), CHA of the orator.

SIDESHOW TALENTS: Ability to perform such unusual feats as sword swallowing, fire-breathing, contortion, escape (from bonds only, unless the thieving talent, *Lock Picking*, is also known), and so on.

Modifiers: DEX of performer.

SONG: Ability to effect emotional responses by the use of song. Possible uses include the furthering of romantic interests, diversion, singing to earn a meal and/or a place to sleep, stirring interest in a cause of some sort, and so on. The Sawilu tribes of the Crescent Isles use songs to weave spells, a secret known only to their people.

Modifiers: Receptiveness of audience, CHA of singer.





Scholarly Pursuits

The following is a list of Scholarly Pursuits available to characters in the **TALISLANTA** game.

Cost to acquire: 20 experience points.

Note: In all cases involving the use of scholarly talents, roll on the **ACTION TABLE** to determine if the scholar knows a given fact or can locate the desired information through research (Gamemaster's ruling, based on the type of information being sought).

ANTIQUARIAN LORE: Knowledge of ancient Talislantan cultures, particularly as regards artifacts produced during such eras. Cultures of interest to antiquaries, listed in descending order of estimated rarity/value, are as follows: Age of Mystery (Khazad), Early Forgotten Age (Elande, Quaran, Xambria, Zaran), Late Forgotten Age (Phandril, Pompados, Sharna), Latter Age (Phaedran, Hadjin). Antiquaries are skilled at identifying, appraising, and dating ancient artifacts. Note that an artifact must be at least one hundred years old to qualify as an antique by Talislantan standards.

Modifiers: Condition of artifact, INT of antiquarian.

ARCANE LORE: Knowledge of Talislantan myths, folk beliefs and legends, particularly those steeped in magical lore. Individuals skilled in this field will be able to decipher runes and magical scripts, identify and appraise magical artifacts, and determine the authenticity of magical tomes, scrolls, etc.

Modifiers: Complexity/rarity/age of subject matter or item (Gamemaster's ruling), INT of the individual with this skill.

ASTROLOGY: Skilled in the study of the heavens, particularly as regards the conjunctions of Talislanta's twin suns and seven moons; and, to a lesser extent, the constellations. By studying the configurations of these heavenly bodies, astrologers can determine if these signs are well-aspected (favorable) or ill-aspected (unfavorable), and may thus be able to divine the outcome of future events.

Modifier: PER

CARTOGRAPHY: Ability to read, decipher and make maps of almost any type of terrain. For game purposes, it is assumed that a cartographer is capable of mapping one square mile of territory per day (per level of ability).

Modifiers: INT, PER.

CRYPTOGRAPHY: Ability to decipher cryptograms, codes and secret languages, and to write in code.

Modifiers: Complexity of the code or cipher (Gamemaster's ruling), INT of the cryptographer.

DIPLOMACY: Knowledge of the finer points of protocol, oratory and negotiation. Individuals with this talent may seek positions as ambassadors, mercantile representatives, statesmen, public officials, etc.

Modifier: CHA

GEOGRAPHY: Knowledge of the continent of Talislanta, including its resources, topographical features, and climatic condi-

tions. The scholar will know where, in any given region, deposits of precious stones or metals are most likely to be found; also, where conditions may indicate the likelihood of danger from floods, rock-slides, avalanches, and seismic or volcanic activity.

The scholar may gain familiarity with one geographical region per level of ability.

Modifier: INT.

HORTICULTURE: Ability to identify and catalogue all species of plants native to the continent and cultivate plants from seeds or cuttings. At fifth level, the scholar may attempt to create new plant species by hybridization.

Modifier: INT.

LINGUISTICS: The study of languages. The scholar can learn how to read and write or converse in (not both) one new language per level of ability, including any ancient or "dead" language. If desired, scholars with this skill may seek employment as scribes or translators.

Modifier: INT.

METAPHYSICAL DOCTRINES: Study of the myriad planes of existence, and of the relationship of the outer dimensions to "Primus" (the name used by Talislantan metaphysicists in reference to the prime material plane, upon which Talislanta resides). Differences of opinion have long thwarted the best attempts to construct a unified field of metaphysics, and several schools of thought currently exist. Scholars in this field will generally concentrate on one of the following realms: theology (higher planes), demonology/diabolism (lower planes), white witchcraft (elemental planes), or mysticism (spirit, or astral plane). Typical areas of interest include extra-dimensional worlds, entities, races, artifacts, and texts pertaining to the scholar's specific field of study.

Modifiers: Relative obscurity/rarity of the information being sought, INT of the scholar.

NATURALISM: Ability to identify and catalogue all species of animals native to the continent and to breed animals in captivity. At fifth level the scholar may attempt to cross-breed related species in the hope of creating a hybrid species.

Modifier: INT.

TALISLANTAN CULTURES: Knowledge of the diverse races of modern-day Talislanta, including their habits, traditions, laws and mores. The scholar will be aware of what constitutes proper (and improper) behavior in foreign lands, among primitive tribes, and so forth. The ability to identify tools, weapons and other implements associated with other peoples is also acquired.

Modifier: INT. The scholar may gain familiarity with one culture per level of ability.

TALISLANTAN HISTORY: Knowledge of the notable figures, events and cultures of ancient times. A historian will be familiar with written works pertaining to such subjects (including legends) and will be able to identify, authenticate and date ancient ruins, writings and relics.

Modifiers: Relative obscurity of subject matter, INT of the historian.



Thieving Talents

The following is a list of Thieving Talents available to characters in the **TALISLANTA** game.

Cost to acquire: 10 experience points, except as noted.

APPRAISE SLAVES: Ability to determine the strength, health and basic attributes of humanoids to be used as slaves.

Modifiers: Slaver's (or buyer's) INT.

APPRAISE TREASURE: Ability to determine the approximate worth of any valuables, rarities, or ill-gotten gains.

Modifier: INT.

ASSASSINATE: Ability to kill with a single blow or attack, delivered from hiding or otherwise by surprise. Note that individuals with this skill are considered outlaws in many lands; excluding, perhaps, Arim and Rajanistan.

Modifiers: Intended victim's CON and PER, assassin's SPD and DEX.

BRIBE: Ability to influence by promises of wealth.

Modifiers: Intended victim's WILL, briber's CHA.

COERCE: Ability to influence by threats or violent actions.

Modifiers: Attempted victim's WILL, coercer's CHA and STR.

CON: Ability to deceive other individuals without arousing their suspicion, and/or to win their trust by deceitful means.

Modifiers: Intended victim's INT, con's INT and CHA.

COUNTERFEITING: Ability to create relatively worthless replicas of coins, cut stones, or other valuables, which are practically indistinguishable from the genuine articles.

Modifiers: Complexity of item (Gamemaster's ruling), counterfeiter's INT and DEX.

ESPIONAGE: Proficiency in the time-honored art of acquiring information by covert means; typically, by infiltrating a group, agency, cult, etc., and pretending to be "one of them". Other less drastic methods are possible as well, such as plying individuals with intoxicants, lurking unseen in hallways or closets, and so on. Roll on the SKILL/ATTRIBUTE column of the **ACTION TABLE** once per day for undercover work (or as would be applicable for other operations) to determine if an individual with this talent uncovers any information. Note that a result of *Failure* may indicate that the spy's activities have aroused the suspicions of other individuals; worse, a result of *Mishap* means that the spy has been discovered to be an infiltrator. **Modifiers:** INT, CHA, and PER vs the Gamemaster's appraisal of the difficulties entailed in a given operation. Additional bonuses may be awarded if the spy is also proficient in the skills, *Disguise*, *Con*, *Bribery*, *Seduce*, or *Acting*, as applicable.

FORGERY: Ability to duplicate written documents, seals, signatures, etc.

Modifiers: Complexity of document (Gamemaster's ruling), forger's INT and DEX.

GAMBLING: Familiarity with any of a variety of games involving skill, luck and chance, including the ability to detect (or engage in) illicit methods of determining the outcome of such contests.

Modifiers: INT and PER of participants (+DEX if cheating).

HIDE: Avoid detection by lurking in darkness, behind cover, in a place of concealment, etc.

Modifiers: PER and general state of alertness (Gamemaster's ruling) of individuals being avoided, thief's INT and DEX.

INTERROGATE: Ability to acquire information by psychological intimidation, or by more subtle verbal methods.

Modifiers: Intended victim's WILL, interrogator's CHA and INT.

LIP-READING: Ability to eavesdrop by watching a speaker's lips, and reading what he or she is saying. The practical range of this ability may be enhanced by the use of a spy glass, seeing stone, or other optical device.

Modifiers: Distance and visibility (Gamemaster's ruling), lip-reader's PER.

LOCK PICKING: Foiling locks by the employment of thieves' tools. One attempt is allowed per mechanism; if the thief cannot open a particular lock, the lock is considered to be beyond his or her present capabilities.

Modifiers: Complexity of lock (Gamemaster's ruling), lock picker's DEX.

PICK POCKETS: Theft by sleight-of-hand.

Modifiers: Intended victim's PER, pick pocket's DEX.

SABOTAGE: This is the ability to disable or destroy most types of mechanisms, conveyances, structures, etc., typically, by covert means. A skilled saboteur can achieve either of these objectives by the most expedient means (causing half the damage total normally needed to yield such results; see *DAMAGE RATINGS*; Chapter Five, for more details). The time required to sabotage a given target depends to a great extent upon the tools available to the saboteur; i.e., player characters with this skill cannot just tell the GM that they are "going to sabotage" something, but must also give some indication as to how this will be done. Note that all Yassan technomancers and engineers possess talents equivalent to this skill. **Modifier:** INT.

SEDUCE: Ability to influence by charm, intimation and suggestion.

Modifiers: Intended victim's WILL, seducer's CHA.

STEALTH: Move silently, a talent which can be employed in conjunction with many thieving skills.

Modifiers: PER and general state of alertness (Gamemaster's ruling) of individuals/creatures in the vicinity, DEX of individual moving stealthily.

STREET-FIGHTING: This is the thieves' equivalent of the combat skill, Weaponless Combat, and includes such "dirty tricks" as eye-gouging, biting, using available items as weapons, blinding opponents by throwing substances in their eyes, tripping, shov-ing, and so forth. The street-fighter should inform the Gamemaster which tactic he or she plans to use *prior* to the start of each combat round.



STREETWISE: Knowledge of the typical scams and cons run by the least reputable members of a city's population, such as beggars, pick pockets, gamblers, charlatans, peddlers, etc. Individuals without this skill are considered to be "marks" (fair game for any likely scam) by disreputable city dwellers.

Modifiers: INT, CHA

SWIPE: Ability to steal (palm) any relatively small object without getting caught. The object must be visible (or its location known), and cannot be on the person or in the possession of another creature or being.

Modifiers: Prevailing conditions (Gamemaster's ruling), thief's DEX.

TAILING: Ability to follow an individual without being detected. It is also possible to use this skill to determine if an individual is being followed by others.

Modifiers: Intended victim's PER, tail's INT (SPD a possible factor for either or both).

TORTURE: Ability to acquire information by unsubtle, physical methods. Failure can result in accidental death of individual being tortured.

Modifiers: Intended victim's WILL and CON, torturer's DEX.

TRAPS: Ability to detect, disarm or set traps.

Modifiers: Complexity of trap (Gamemaster's ruling), DEX and PER.

UNDERWORLD: Intimate knowledge of the customs peculiar to criminal groups or organizations, such as thieves, highwaymen, assassins, smugglers, etc.

Modifiers: INT, CHA

WAYLAY: Ability to knock an individual unconscious with a single blow, delivered from hiding or otherwise by surprise.

Modifiers: Intended victim's CON and PER, rogue's STR and DEX.

Trades and Crafts

The following is a list of Trades and Crafts available to characters in the **TALISLANTA** game.

Cost to acquire: 20 experience points, except as noted.

ADMINISTRATOR: Ability to command subordinates and oversee all details crucial to the operation of a business, government agency, or other related venture.

Modifiers: Complexity of operation, INT of administrator.

AGRICULTURIST: Skilled at planting/producing and harvesting one of the following crops: viridia, subterranean crystals, mushrooms/fungi, Mandalan silk, thistledown, timber, foodstuffs, herbs, etc.

ANIMAL HANDLER: Skilled at capture, taming, training, breeding wild beasts. Taming takes one week (per every *three* levels of ability with regard to the beast in question); training to perform a single task on command (carry a rider, attack, guard, etc.) takes an additional four weeks, longer if the beast is particularly fierce, stupid, or stubborn in nature.

Modifiers: Nature of the untamed beast (Gamemaster's ruling), animal handler's \CHA).

ARMORER: Skilled at fashioning protective apparel and gear using hide, bone, or metal. Type of material and style of armor is usually dictated by region, culture, and/or availability of goods.

Modifier: DEX.

ARTIFICER: Skilled at fashioning useful and/or decorative wares and items from one of the following materials: crystal, black iron, red iron, blue iron, adamant, black adamant, stone, wood, bone, clay (pottery), silver, gold, copper/brass, gemstones, fine fabrics (clothier). Artificers can identify their own/rivals' handiwork, and appraise any item which they themselves can produce.

Modifiers: INT, DEX.

ARTISAN: Skilled builders and craftsmen specializing in one of the following: windships, levitationals, duneships, wind funnels, siege hurlants, ice schooners, land barges, dragon barques, pleasure barges, sea galleys, etc.; also, any type of major or elaborate construction utilizing stone, glass, metal or wood.

Modifiers: INT, DEX.

BREWER/VINTNER: Skilled at brewing/distilling/concocting one of the following: wine, ale, Arimite liquor (chakos), Arduan vinesap, Thaecian nectar, Imrian brine, Mandalan blossom wine, etc.

CARAVAN MASTER: Skilled at outfitting and running overland caravans, and overseeing any of the following: requisitioning supplies, managing teams of drivers, loading/off-loading goods and materials, organizing defense against attacks by bandits and other predators, making/breaking camp, fording/crossing rivers and bridges in orderly fashion, etc.

ENGINEER: Ability to design and oversee construction of one or more of the following: fortifications, roadways and bridges, cit-





ies and settlements, siege engines, mines and excavations, windships and levitationals, Dracartan dune ships and hurlants, land or sea conveyances, etc. Engineers are able to draft or appraise plans/schematics for such projects, determine the suitability of proposed construction sites, and spot potential structural weaknesses and strong points.

Modifiers: Complexity of project (Gamemaster's ruling), INT of engineer (skill of laborers and artisans can modify positively or negatively).

HEALER: Skilled in the arts of Talislantan folk medicine, a speculative field of study at best. Healers are able to: identify and utilize plants and herbs having reputed medicinal properties, concoct medicinal mixtures (see *Magical/Alchemical Skills*), provide aid and comfort to sick and wounded individuals, and serve as midwives. Regardless of nationality, most Talislantan healers are highly superstitious, and tend to credit many ailments to such causes as "malignant spirits," "ill humours," "night dankness," "ill-aspered stars," etc. Consequently, all die rolls determining the accuracy of a healer's attempts to diagnose or cure a patient's ailments should be made at a penalty of up to -4 (Gamemaster's ruling).

LABORER: Skilled at one of the following professions: drayman (wagon driver), herder, bearer, construction worker, farmhand, domestic, mining, mud-mining, glass mining, sand mining, etc. At third level, laborers are considered highly skilled; at fifth level, laborers may become foremen or supervisors. Laborers of seventh level and greater ability may qualify as artisans, overseers or administrators in their field of expertise. To determine the quality of a crew of laborers, average the levels of ability of all workers and use the foreman's level of ability as a Modifier.

LITIGATOR: Knowledgeable in the laws and customs of at least one land, and skilled at representing individuals accused of criminal wrongdoing. Litigators may wield little influence (or may not even be available) in lands where totalitarian governments are in power.

Modifiers: Nature of criminal charges, INT and CHA of litigant.

MERCHANT/TRADER: Skilled at buying, selling and trading one or more of the following goods and commodities: steeds, burden beasts, land conveyances, waterborne conveyances, slaves, concubines, wild/rare beasts, raw materials, artisans' wares of one type or another, ivory, weapons, works of art, curios, herbs, wines/liquors, amber, scintilla, magical adjuncts/mixtures, ogront's dung, etc. Included in this category are shop owners, vendors, peddlers, procurers, mongers, and so forth. By purchasing goods and materials in sizeable quantities (three dozen plus for game purposes, or six dozen plus for inexpensive items), individuals of this profession save up to 50 percent off standard list prices. By haggling and hard bargaining, merchants and traders can drive list prices up or down by as much as 25 percent, to their benefit.

Modifiers: +/- 1 per each 5 percent increase or decrease in wholesale or list prices which an individual with this talent attempts to negotiate.

NAVIGATOR/PILOT: Skilled at operating one of the following: river/lake craft, ocean-going vessel, Mirin ice schooner, windship, Dracartan land barge or duneship, etc. Navigator/pilots can read sea charts and/or maps used in navigating their vessels, and recognize hazards related to their specific skill: i.e., river/lake navigators can spot sandbars and similar obstructions, ocean navigators can detect dangerous rocks and reefs, Mirin ice schooner navigators will know thin ice at a glance; windship astrologationists can discern the strength of a coming storm well in advance of its arrival, and Dracartan land barge and duneship navigators can predict sand storms. A cursory inspection is sufficient for any navigator/pilot to determine if a given vessel is river/lake/sea/ice/sky/dune-worthy. Note that specific training is required to pilot an Imrian slave coracle or Sunra dragon barque.

Modifiers: INT, PER.

WEAPONER: Skilled in the making of one or more types of weapons, style and materials used being determined by the weaponer's race, homeland, and culture. Included in this category are bladesmiths, axe-grinders, bowyers, hurlant-makers, swordsmiths, Gnomekin Crystalsmiths, etc. Weaponers are able to identify their own/rivals' work, sharpen, repair or appraise any weapon that they themselves can produce.

Modifier: DEX.

Note regarding Trades and Crafts skills: When characters use one of the Trades and Crafts skills, the Gamemaster may opt to roll on the **ACTION TABLE** to determine the *quality* of the goods produced, services rendered, etc. If the die roll indicates "mishap," the merchandise or service is totally unacceptable. "Failure" indicates that the merchandise or service is simply of low or sub-standard quality (see the optional rules for *QUALITY* in Chapter Seven).





Wilderness Skills

The following is a list of Wilderness Skills available to characters in the **TALISLANTA** game.

Cost to acquire: 10 experience points.

AMBUSH: Ability to plan and execute surprise attacks, utilizing natural terrain or other features. The subject of the intended ambush is allowed a chance to detect the presence of the hidden assailants (roll vs Perception Rating). The Gamemaster may award +/- modifiers based on the intended victims' state of alertness, applicable Special Abilities, tactics employed by the individuals attempting the ambush, etc.

Modifiers: PER of individuals to be ambushed, INT of attacker.

BEAST LORE: Individuals with this skill will be able to perform any of the following:

1) **Communicate with animals:** The beastmaster may learn to communicate with one species per level of ability.

2) **Call animals:** Ability to call animals of a chosen species. The total level of the creatures being called is applied as a negative modifier when attempting to use this ability. Note that the Beastmaster must be able to *Communicate* with the species in order to use the *Call Animals* talent.

3) **Command:** Ability to influence animals. Only one command may be given per attempt. Ability to *Communicate* is a prerequisite for *Command*.

Note: Only a beast master may teach this skill.

Modifiers: level of beast (or combined levels of several beasts of same species), CHA of the beast master.

CAMOUFLAGE: Ability to conceal oneself, equipment or other creatures/companions in the wild. Creatures or individuals who attempt to penetrate the camouflage must roll vs Perception Rating, applying the level of the camouflage as a negative modifier.

Modifiers: Terrain type, INT of individual.

HERB LORE: Ability to identify useful or harmful plants, and to use such materials to concoct simple medicines (teas, poultices, poison antidotes, mild sedatives, etc).

Modifiers: INT, PER.

HUNTING/FISHING: Ability to locate game in the wild, skin/clean/dress game, and preserve it by drying, salting or smoking. The type of game available will vary according to terrain and region. **Modifiers:** INT, PER.

IDENTIFY FLORA AND FAUNA: Basic knowledge of the plant and animal types indigenous to a given region; typically, this knowledge will be limited to such considerations as whether or not a plant or animal is edible, useful, dangerous, etc.

Modifiers: INT, PER.

MOUNTAIN CLIMBING: Ability to traverse mountainous regions, scale peaks and cliffs, etc. Roll vs this skill anytime a

climber attempts to scale a ridge, make a difficult descent, etc.

Modifiers: Difficulty of climb or obstacle (Gamemaster's ruling), DEX and CON of climber.

SCOUT: Ability to infiltrate wilderness regions, avoid detection by adversaries, and obtain information by observation.

Modifiers: PER and general state of alertness (Gamemaster's ruling) of adversaries, DEX and INT of scout.

SNARES: Ability to detect, disarm or set snares and pitfalls in the wild.

Modifiers: Complexity of snare (Gamemaster's ruling), DEX and PER of individual.

STALKING: Ability to move silently in the wild, a talent which can be used in conjunction with many Wilderness Skills.

Modifiers: PER and general state of alertness (Gamemaster's ruling) of individuals/creatures in the vicinity, DEX of stalking individual.

TRACKING: Ability to read and follow tracks and traces left by creatures or beings in the wild. A tracker can identify and estimate the age of such tracks, and often determine under what conditions (flight, exhaustion, heavily-encumbered, etc.) they were made.

Modifiers: -1 per every two days that have passed since track was made, PER and INT of tracker.

WILDERNESS SURVIVAL: Ability to forage for food and water, navigate, and find or construct suitable shelter in the wilds.

Modifiers: PER (CON may be a factor with regard to hostile climates, at the Gamemaster's option).





Special Abilities

Special Abilities are talents related to an individual's race and/or culture. These abilities can *not* be acquired through the expenditure of experience points.

BODORIAN SOUND-SIGHT: Ability to see sound in colors of varying hue and intensity. The Bodorian language, based upon musical notes, makes full use of this talent. Bodorians are also able to use sound-sight to detect lies (which are darker in shade than truthful statements), discern even the most subtle emotions in a speaker's tone of voice, and identify sounds of all sorts with uncanny accuracy.

COMMUNE WITH NATURE: Ability to converse with all things in nature, including creatures, plants, and even stone. A minimum of twenty years studying the metaphysical doctrines of *trans-ascendancy* is required to acquire this ability, which may be employed once per day, per level of ability (one question may be asked each time this ability is employed). Range is ten feet.

DUAL-ENCEPHALON: Dual-encephalons are able to use both sides of their brains independently, and can concentrate on two different subjects at the same time. They are ambidextrous, and can avert the need for sleep by resting one side of the brain at a time. Dual-encephalons are allowed *two* chances to resist any spell or substance which affects thought, brain function (including illusions) and emotions. Only Sindarans possess this ability.

INFLUENCE PLANTS: Ability to influence all sorts of living plants and trees, causing such organisms to move, entwine or entangle, form barriers or specified configurations, and so forth. The Green Men of the Dark Coast possess this ability, which they employ to suit their needs and in defense of their homes and families. Maximum area of effect is a five foot radius circle, and range is ten feet. The Green Men will never use this ability to cause actual harm to other living creatures.

NATURAL TELEMPATH: Ability to project mental images and read the mental images of other beings, both non-verbal talents. The ability may be used once per day, per level (duration is one round per level). Individuals may seek to resist the "mind scanning" or "image projection" powers of a natural empath by force of will (roll on the SKILL/ATTRIBUTE column of the **ACTION TABLE**, using Will Rating as the sole Modifier). Only Muses possess this ability, which may also be used to detect intelligent living presences. Range is ten feet per level.

SHAPE-CHANGE: Ability to assume the form and abilities of other species of living animals or plants. The Manra tribes of Chana possess this talent, which takes many years to master. The ability is acquired through long-term ingestion of a derivative of the *jabutu* plant, a process known only to the Manra tribes. Once the initial period of training has been completed, the shape-change skill may be employed without the need for *jabutu*. This talent may be used once per day, per level (duration: one minute per level). Its effects and limitations are otherwise the same as the spell, *Metamorphosis* (see Chapter Three: Spells).

SIXTH SENSE: The ability to sense danger, or even potential danger. The Jaka possess this innate talent, which they describe as a sort of highly developed intuition. The type, location or degree of danger cannot be apprehended by the use of sixth sense, which seems to have a practical range of about twenty to thirty feet. The acuity of the Jaka's senses would seem to explain the suspicious nature of these beings.

SPELL-WEAVING: Ability to weave magical spells through the use of song and dance. Casting time is increased (ten rounds per spell instead of a single round) through the use of this ability, but chance of success is increased by +4. Furthermore, spell-weavers can work together to combine their magical powers. The ability is a secret of the Sawila tribes of the Crescent Isles, who claim that spell-weaving takes as long as seven years to learn.

SPIRIT-TRACKING: The ability to track creatures and beings of any sort by following the faint trails left behind by their spirit essences. Only the Nagra race possesses this ability.



CHAPTER FOUR: SPELLS

Minor Enchantments

The first spells which any student of the Arcane Arts learns are the Minor Enchantments; rudimentary magics of limited power and effect. Though considered to be largely the domain of apprentices, charlatans, and mountebanks, these spells are not without certain practical applications.

Types of Minor Enchantments include the following:

CHARMS: Charms are minor dints of magic capable of effecting emotional or physical changes in most sorts of living creatures. To utilize any type of Charm, the caster need only speak a brief arcane phrase, accompanied by a corresponding motion of the hand or fingers. A Charm can affect a maximum of one individual or creature per level of the spell, and has a maximum range of ten feet per level. Unless stated otherwise, duration of effect is ten rounds.

Magic Resistance: vs Will Rating, to resist the stated effect.

The most common types of Charms include:

1) **Fascination:** Engages the rapt attention of the subject(s), arousing interest in whatever the caster is saying or doing. The reverse of this charm, called *Ennui*, causes subjects to view the caster (or a designated individual) as a person of no great consequence or concern.

2) **Passion:** Instills ardor or lust in a designated subject or subjects. The object of the romantic interest is determined by the caster. The reverse of this charm, called *Abjuration*, has the opposite effect.

3) **Rejuvenescence:** Cast upon a single subject, this charm heals one hit point of damage per level of the spell. Used on more than one subject at a time, the charm restores vitality lost through strenuous activity, lack of sleep, etc. The reverse of this enchantment, called *Enfeeblement*, causes a loss of one hit point per level of the spell when cast upon a single subject. When cast upon two or more individuals at once, the charm causes the subjects to feel tired and listless (-1 Speed and Perception); only sleep will remedy this feeling. Duration of effect is indefinite for any variation of this enchantment.

4) **Spellbind:** Renders the subject(s) incapable of movement and/or speech, at the caster's discretion. In either case, the subject remains conscious and alert to his or her surroundings. The reverse of this charm acts as a counterspell vs spellbound subjects, but has no other effect.

CANTRIP: Cantrips are minor magics capable of affecting unliving objects and materials. To activate any type of Cantrip, the caster waves a hand (or wand, staff, etc.) over the object which is to be affected while reciting the appropriate incantation. A cantrip can be made to affect up to ten pounds of materials per level of the spell. Duration of effect is as stated.

Magic Resistance: None, except as stated for the Cantrip, *False Dweomer*.

1) **False Dweomer:** Allows the caster to invest an object with a false magical *dweomer*, or aura. Creatures or beings capable of detecting magical emanations will be fooled into believing that the affected item is enchanted, unless they make a successful Magic Resistance roll vs *Magic Rating*. Duration is indefinite.

2) **Magick:** Allows the caster to invest an object or item with a true (but temporary) aura of enchantment, rated at +1. Magicked items retain their power for just ten rounds before reverting to their former state.

3) **Safekeep:** Renders any object, item, locking mechanism, etc. safe from tampering or theft. Any individual other than the caster who attempts to touch, grasp, or otherwise manipulate an item protected by this Cantrip will be repulsed by a painful jolt of magical energy (one point of damage). A caster may not carry more than one item protected by a *Safekeep* on his or her person at a given time. Duration is indefinite.

4) **Weird:** Allows the caster to invest an object or item with the essence of a minor spiritform or quasi-elemental. An object with a *Weird* cast upon it will always return to its owner on command, whether it is lost, stolen, dropped, or even thrown; only if the affected object is given away will the cantrip fail to function. Duration is indefinite.

HEX: Hexes are minor curses capable of affecting inanimate objects or living creatures. To activate a hex, the caster points at the intended target and utters a curse or other dire imprecation. The subject of the hex must be in view, or the caster must have in his or her possession some object once owned by the intended victim in order for the hex to be effective. Duration in all cases is indefinite; a hex cannot be removed except by the use of an appropriate counterspell or other magic.

Magic Resistance: None, except as stated for the cantrip, *Obsession*.

1) **Bewitch:** Enables the caster to haunt the dreams of the intended victim, allowing him or her no rest or surcease. Tormented by nightmarish visions, the unfortunate victim loses one point of Will per day. When the victim's Will Rating reaches -10, he or she loses the will to live, and dies. Victims of this form of hex must roll vs Will Rating anytime they attempt to perform an action of even the slightest consequence; if the result indicates failure, the victim is too depressed to perform the stated activity.

2) **Jinx:** Sets loose a minor spiritform or quasi-elemental to wreak mischief on the intended victim or target. Living creatures who are the victim of a *Jinx* suffer a penalty of -1 on all **ACTION TABLE** die rolls, and will find themselves the subject of numerous minor mishaps and misfortunes (the Gamemaster is encouraged to help induce such effects). Bad luck will seem to haunt the victim, who may not be aware that a curse is at fault, until the *Jinx* is removed by a counterspell. A *Jinx* cast upon a non-magical inanimate object will cause it to break, malfunction, or otherwise fail to work as expected: usually, just when it is needed most.



3) Malediction: Enables the caster to visit upon the intended subject any single type of relatively minor disease or affliction: warts, carbuncles, sores, falling hair, offensive body odors, digestive problems, etc. Victims lose one point of Charisma per day: at -10 Charisma, the unfortunate individual will be shunned by all but the closest friends and relatives (others must roll vs Will Rating to determine if they can bear the victim's odious presence).

4) Obsession: Enables the caster to implant in the mind of a chosen victim a single thought, urging, or desire, the nature of which is up to the caster to determine. Possibilities include the urge to eat or drink to excess, a sudden interest in some subject designated by the caster, a desire to commit unlawful or dangerous acts, etc. If the Obsession is one which would normally be against the subject's nature, he or she is allowed a chance to resist (roll vs Will Rating). If not, the victim will follow the urging as if it were his or her own heart's desire. Should others attempt to restrain the victim of an Obsession, the subject will offer violent resistance.

Basic Spells

The following list of spells forms the basis of Talislantan magical tradition, and represents a body of knowledge common to all practitioners of magic, regardless of race, nationality or profession. Apprentice spell casters spend years learning to master the complex verbal and somatic components of these powerful incantations, the origins of which date back to the Age of Mystery. So ancient are these spells that their authors' names have long since been forgotten.

CONJURATION: A Spell of Conjunction allows the caster to create a magical replica of any inanimate object or living organism. The spell has certain practical limitations: the amount of inanimate materials which can be created cannot exceed 1 x 1 x 1 foot per level of the spell; similarly, the level that the spell is cast at determines the level of any conjured creature or being. Conjured objects and creatures have properties and powers similar to the things which they resemble, but are reduced to dust if subjected to more than *ten points* of damage. All radiate a strong aura of magic. It is not possible to use a Spell of Conjunction to create actual magic items or individuals with spell casting or other acquired skills. To activate the spell, the caster recites an arcane couplet while holding both hands aloft, thus causing the desired conjunction to appear. Duration is ten rounds per level.

Magic Resistance: None.

DIVINATION: A Spell of Divination allows the caster to receive knowledge of some past, present or future event. An adjunct or medium of some sort is required to cast the divination: magicians from civilized lands often employ such devices as crystals, mirrors and other reflective surfaces; astrologers and savants study the positions of suns, moons and stars; others gaze at the patterns created by a flickering fire, or read runic tablets, bones, or the entrails of sacrificial beasts. Regardless of the method be-

ing employed, a divination may be made to reveal one of the following:

1) Fate: Information concerning an event which has already taken place; such as the outcome of a battle, the condition (alive, dead, safe, in danger, etc.) or location of a specific individual, etc.

2) Wisdom: Information concerning the advisability of a proposed course of action, whether it is wise to begin or continue some sort of undertaking, etc.

3) Destiny: Information concerning the likelihood of a given event or circumstance occurring in the future, pertaining to a specific person, place or thing.

The knowledge received by casting a divination may take the form of a vision, omen, or some other presentiment, at the Gamemaster's option. While the result of any divination may be somewhat cryptic or unclear, it will always contain an underlying element of truth. Generally speaking, the higher the level of the divination, the more specific/revealing will be its result. Casting any type of divination takes at least two rounds (one round to cast the spell, and one round to read or ascertain the results).

Magic Resistance: None, though there are magical means of thwarting the visual properties of crystals, mirrors, etc.

ELDRITCH POWER: A Spell of Eldritch Power allows the caster to summon forth the magical energies of the outer dimensions, which may be utilized in one of two forms:

1) Bolt: An eldritch bolt is comprised of pure magical energy, and may be hurled up to a range of ten feet per level. The bolt of magical energy does 1-4 points of damage per level vs living creatures and extra-dimensional entities alike.

2) Shield: An eldritch shield affords protection against magical energies of all kinds, but has no power to ward mystic, elemental or non-magical threats. The shield can be made to take any form desired, up to the size of a ten-foot diameter sphere. Its color is variable, as the caster desires. An elemental shield can withstand up to four points of damage (cumulative) per level, after which it will shatter into hundreds of harmless shards of magical force. Duration is ten rounds, and range is limited to the area immediately surrounding the caster. An eldritch shield is effective only for purposes of defense.

To activate the spell, the caster recites an incantation which causes magical energies to gather about him (or her), and gestures towards the target area.

Magic Resistance: vs Dexterity Rating to dodge a bolt of eldritch power:

Success = minimum damage (one point per level);

Success Plus = no damage taken.

ELEMENTAL POWER: A Spell of Elemental Power allows the caster to summon forth the forces of nature, which may be made to take one of the following forms:



1) Bolt: Comprised of elemental earth, wind, ice, fire or lightning, a bolt of elemental power can be hurled by the caster at ranges of up to ten feet per level. A single bolt will do 1-4 points of damage per level, of a type corresponding to the elemental power being wielded. Elemental earth does impact damage; elemental wind can be used to dismay avians, capsize or damage sailing vessels, or stun; elemental ice can freeze, make surfaces slick or do cold damage; elemental fire can ignite combustibles, melt soft metals, or do heat damage; and elemental lightning will shatter wood and stone or do electrical damage.

2) Shield: An elemental shield affords protection from any elemental force or substance, including non-magical metal, wood, stone, glass, etc. The shield can be made to take any form desired, up to the size of a ten-foot diameter sphere. Its appearance resembles radiant green glass. An elemental shield can withstand up to four points of damage (cumulative) per level, after which it will buckle, shatter and dissolve into nothingness. Duration is ten rounds, and range is limited to the area immediately surrounding the caster; the shield is defensive in nature, and cannot be employed as an offensive weapon.

To active the spell, the caster intones in a commanding voice one of the ancient and secret names of the true elementals, while gesturing at the intended target or area.

Magic Resistance: vs Dexterity, to dodge a bolt of elemental power:

Success = minimum damage (one point per level);

Success Plus = nodamage taken.

ILLUSION: A Spell of Illusion allows the caster to create illusory objects, creatures, effects or areas, as desired. Though devoid of true form and substance, the images created by this spell will appear to be quite real in all respects, including sight, sound, smell, taste or touch. Encountered at close range, such illusions may be seen for what they truly are (see Magic Resistance). If not, victims of the deception will believe the illusion to be real, and act accordingly: attempting to battle or flee from illusory monsters, walk over an illusory bridge, put out an illusory fire, embrace an illusory lover, eat an illusory meal, etc.

The maximum area of effect for a Spell of Illusion is 1 x 1 x 1 foot per level, and duration is ten rounds per level. Maximum casting distance is ten feet per level, though a seeing stone can be used to cast an illusion at practically unlimited ranges. To activate the spell, the magician holds both hands aloft (as per a *Spell of Conjuraton*) and utters a brief incantation, thus causing the illusion to appear.

Magic Resistance: vs Perception Rating. Only by touching or making some contact with the illusion can such a determination be made. Unless the die roll indicates "success", victims will be unable to banish the illusion from their minds, regardless of what anyone says or does to help dissuade them that what they are seeing does not exist. Although an illusion cannot cause actual harm, a victim can die of fright if "killed" by an illusory monster or some other threat. In situations such as this the victim is allowed one last chance to roll vs Perception Rating in order to break the enchantment.

INFLUENCE: A Spell of Influence allows the caster to utilize one of the following forms of mind control:

1) Beguile: The target of the spell will become intrigued with the caster, and will react favorably to any relatively reasonable suggestion. So subtle are the effects of a Spell of Beguiling that the victim will believe the caster's suggestions to be his or her own. Cast in reverse, this version of the Spell of Influence produces suspicion and uneasiness in the targeted individual.

2) Command: The target of the spell may be commanded to perform any action, and must obey. The reverse of this spell, called countermand, can be used to negate the effects of any Spell of Influence or Control.

Duration is ten rounds per level, and range is hearing range. To activate the spell, the caster performs a subtle gesture of the hand, then speaks the desired suggestion or command. It is worthwhile to note that the subject of a Spell of Command, temporarily robbed of volition by the caster, reacts and moves somewhat like a zombie (not so with a Spell of Beguiling). In either case, the intended victim must be able to comprehend the language used by the caster in order for the spell to be effective.

Magic Resistance: vs Will Rating, to resist the magical influence.

LEVITATION: A Spell of Levitation allows the caster to raise into the air any object or creature, or to bestow upon himself/herself the power of flight. Levitated objects may be made to hover in mid-air and move in any direction desired. An object or creature levitated in this fashion can be made to suffer falling damage, if this is the caster's intention. A caster using this spell to fly will be unable to remain airborne if attempting to carry more than his or her normal encumbrance's worth of weight. The weight limit for levitated objects is twenty-five pounds per level, with maximum altitude being limited to ten feet per level. Whether the spell is used for levitation or flight, duration is ten rounds per level. To activate the spell, the caster recites a brief incantation. If flight is desired, the caster raises both hands in a sweeping motion, arms extended; to levitate, the caster gestures towards the target creature or object, directing vertical or horizontal motion by corresponding movements of the hand.

Magic Resistance: vs Dexterity Rating, to avoid being "targeted" by the caster's gesture, which serves as the focal point of the spell's energy. If the recipient is willing, Magic Resistance need not apply.

METAMORPHOSIS: A Spell of Metamorphosis allows the caster to magically transform one creature into another. The level at which the spell is cast determines the maximum level of the metamorphosis; i.e., to adopt the form of a seventh level creature, the spell must be cast at level seven or greater. Also, metamorphosis can only increase bodily mass by up to 200 pounds per level of the enchantment. A Spell of Metamorphosis will work on any living creature or organism, but cannot effect (or simulate) inorganic matter or extra-dimensional entities. Individuals or creatures metamorphosized into another form retain their original mental faculties and hit point totals, while acquiring such abilities as their new



forms will allow. Duration is ten rounds per level of the spell; the spell can be terminated before this time, but only by the caster's touch. To activate the spell, the caster speaks an arcane phrase and waves a hand over the intended subject. A spray of radiant motes emanates from the caster's hand, causing the desired effect as it contacts the target.

Magic Resistance: vs Dexterity Rating, to dodge the shower of sparkles. Note that a miscast Spell of Metamorphosis may yield unfortunate results, such as partial metamorphosis, mutation, inability to resume original bodily form, loss of identity, etc.

MYSTIC POWER: A Spell of Mystic Power allows the caster to summon forth the mystical forces of the mind, which may be directed in either of two ways:

1) **Bolt:** A mystic bolt is comprised of focused mental energy, and may be hurled up to a range of ten feet per level. Used only to stun, a mystic bolt does 1-4 points of damage per level, and will even affect spiritforms.

2) **Shield:** A mystic shield affords protection against mystic forces, psychic probing, Spells of Influence or Control, etc. The shield can be made to take any form desired, up to the size of a ten-foot diameter sphere. Its appearance resembles blazing astral light of a color matching the caster's aura, or "soul." A mystic shield can withstand up to four points of damage (cumulative) per level, after which it will waver in intensity and fade into nothingness. Duration is ten rounds, and range is limited to the area immediately surrounding the caster. Like an elemental shield, a mystic shield is limited to defensive applications.

To activate the spell, the caster speaks a mystic mantra and gestures toward the intended target or area.

Magic Resistance: vs Dexterity Rating, to dodge a bolt of mystic power: *Success* = minimum damage (one point per level); *Success Plus* = no damage taken.

RADIANCE: A Spell of Radiance allows the caster to create a sphere, beam, or burst of brilliant light. The radiance may be used to illuminate up to a twenty foot radius, or may be employed to blind or dazzle foes. In the latter case, the spell's energy must be unleashed all at once in a great burst of light (effective range: ten feet per level). For purposes of illumination, duration is ten rounds per level. A sphere of light may be cast upon a wand, staff or other object and transported as desired. The spell may also be cast in reverse to create up to a twenty foot radius of darkness. To activate the spell, the caster speaks an appropriate phrase and holds forth a single hand, palm extended. The desired form of radiance or darkness is thus produced, directed by the caster's outstretched hand.

Magic Resistance: vs Speed Rating, to shield the eyes from being blinded. If unsuccessful, normal vision is restricted for a number of rounds equal to the level at which the spell was cast.

REVEALMENT: A Spell of Revealment allows the caster to detect one of the following:

1) **Magical Emanations:** The relative strength or weakness of the magic can be discerned, as can the type of spell or magic present (enchantment, illusion, metamorphosis, sigil, etc.).

2) **Unseen Presences:** The nature of the presence (spiritform, mortal, shadowform, etc.) can be discerned, as well as its relative power.

In either instance, duration is instantaneous. The reverse form of this spell (known as the *Spell of Concealment*) may be used to disguise magical emanations or to render invisible any single object or creature (duration: ten rounds per level). Range in either case is limited to a ten foot radius surrounding the caster. To activate the spell, the caster states the spell's intended purpose and executes three swift gestures, thus causing the desired effect.

Magic Resistance: None.

SUMMONING: A Spell of Summoning allows the caster to call forth a creature or being from another plane of existence to do his or her bidding. The type of creature (devil, demon, spiritform, elemental, etc.) is up to the caster to decide. The level of the creature is determined by the level at which the spell is cast.

If the spell has been cast correctly, the intended subject will appear at once. Constrained by the ancient Pact of Summoning, it will be unable to do harm to the caster. In return for the caster's promise to release it from constraint, the creature can be compelled to answer up to three questions, or to perform a single, specified service. This it will do, to the best of its capabilities.

If the spell fails, the intended subject will still appear. Unconstrained by the Pact of Summoning, the creature will act according to its nature. Malign entities may seek to slay the caster and/or his associates, while chaotic creatures may engage in acts of wanton destruction. Entities of a diabolical nature may attempt to avenge themselves by more subtle means, such as a curse of ill fortune, banishment to a far-distant locale, etc. Even normally benign creatures resent being summoned from their domains, and will make their displeasure known to the caster in no uncertain terms.

In the event of a Magical Mishap, an inter-dimensional rift may be created (Gamemaster's ruling as to what enters through the rift, or what/who is drawn in.)

The maximum duration of a summoned creature's servitude cannot exceed one minute per level of the spell. The caster may extend the duration of the constraint indefinitely, however, provided he or she has the means (magical device, cage, restraints, etc.) to do so. As most summoned entities consider imprisonment intolerable, such methods are not without a degree of risk.

To activate the spell, the caster inscribes the thaumaturgic triangle an circle of protection on the floor or ground, using magical pigments (if a summoning device is being used, this step is unneces-



sary). This process will take a minimum of ten rounds to complete. The caster then stands in the circle and recites the incantation, naming the creature or general type of creature which is to be summoned. If all goes well, the subject will appear within the confines of the thaumaturgic triangle.

Magic Resistance: None.

SYMBOL OF POWER: Symbols of Power are arcane inscriptions invested with a measure of magical energy. The three types of Symbols which can be cast are as follows:

1) **Sigils:** A sigil is the personal mark of a magician. Inscribed upon any item owned by the caster, this symbol protects the item with an invisible aura of inviolable force. Any creature or being who attempts to so much as touch an item that has been protected by a sigil, without first obtaining the caster's consent, will experience searing pain. The number of articles which a caster may protect with his or her sigil at a given time cannot exceed the caster's level of ability.

2) **Seals:** A Seal will prevent the opening of any lock or container (chest, pouch, vial, etc.) upon which it has been inscribed. Short of a counterspell, the power of a Seal can only be circumvented by destroying the device which it has inscribed upon.

3) **Wards:** A Ward can be used to protect any single object, creature, or being from a specified form of attack (such as fire, cold, arrows, daggers, etc.). A creature or object can never be protected by more than one Ward.

With the exception of Wards, which have a duration of one hour per level, Symbols retain their power until removed by the use of a counterspell. A caster can never be adversely affected by his or her own Symbols, though a miscast Symbol of Power may yield any number of undesirable effects. To activate the spell, the caster traces the outline of the Symbol on the chosen subject, using a finger, wand, or staff. The symbol will glow briefly, then disappear, signifying that its power is in effect.

Magic Resistance: None.

TALISLANTAN SCRIPT

l = a	T = n	⋈ = end of sentence
z = b	π = o	∴ = begin quote
z̄ = c	⋈ = p	∴ = end quote
γ = d	⋈ = q	σ = 1
τ = e	λ = r	σ̄ = 2
ƒ = f	z = s	σ̄̄ = 3
ƒ̄ = g	z̄ = t	σ̄̄̄ = 4
z̄̄ = h	ƒ = u	σ̄̄̄̄ = 5
z̄̄̄ = i	ƒ̄ = v	σ̄̄̄̄̄ = 6
z̄̄̄̄ = j	ƒ̄̄ = w	σ̄̄̄̄̄̄ = 7
z̄̄̄̄̄ = k	σ̄ = x	σ̄̄̄̄̄̄̄ = 8
z̄̄̄̄̄̄ = l	σ̄̄ = y	σ̄̄̄̄̄̄̄̄ = 9
z̄̄̄̄̄̄̄ = m	σ̄̄̄ = z	σ̄̄̄̄̄̄̄̄̄ = 0

CHAPTER FIVE: EQUIPMENT

The following is a list of additional equipment and supplies available in the world of Talislanta (descriptions of unusual goods and items can be found at the end of this section). Prices listed here reflect the average price for goods of standard quality, as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

- 1) Half price for shoddy or used goods;
- 2) Double price (or more) for goods of superior quality (such as red iron);
- 3) +50-200% in areas where goods of a given type are rare or illegal;
- 4) Half price if items are purchased in large quantities (3-6 dozen plus; magical/chemical mixtures and products are the exception, and can rarely be purchased in bulk quantities);
- 5) +10-40% for tariffs on imported goods.
- 6) Weights listed for metal weapons/gear are as per black iron; 1/2 weight for red iron or adamant, 1/4 weight for blue iron.

Weapons

The following is a list of weapons used by the various peoples of Talislanta (descriptions of the more unusual weapon types may be found in *Chapter Six*). All weapons in this section are rated according to damage (**DAM**), weight in pounds (**WT.**), the minimum strength required to employ the weapon (**STR**), and its average cost. An asterisk (*) indicates that the weapon may be thrown or otherwise used as a missile.

TYPE	DAM	WT.	STR	COST
Ariane bow	1-8	5	+1	75 G.L.
Ariane mace	1-10	10	0	5 G.L.
Battle axe, Sauran	1-12	30	+3	5 G.L.
Battle maul, Kharakhan	1-20	90+	+3	50 G.L.
Bladestaff (Kasmir)	1-8	6	-1	25 G.L.
Blade-star*	1-4	1/4	0	2 S.P.
Bow, horn short*	1-8	5	0	5+ G.L.
Broadsword (Za)	1-10	10	0	20 G.L.
Bwan (Mud People)	1-10	15	+2	2 C.P.
Caltrop	1-4	1/2	—	1 S.P.
Capture bow (Satada)*	1-8	7	+1	25 G.L.
Clawed gauntlets (Drukh)	1-4	1	1	10+ G.L.
Club (Enim, carved stone)	1-20	75+	+7	100+ M
Club (Ice Giant)	1-20	100+	+6	—
Club (Ur, Yaksha-paw)	1-12	40	+3	200 G.L.
Crescent knife (Ardua)*	1-4	1/2	—	2 G.L.
Crossbow, heavy*	1-12	5	0	20 G.L.
Crossbow, light*	1-8	2	-1	10 G.L.

Cutlass	1-10	10	0	20 G.L.
Dagger (w/scabbard)	1-6	1	—	1 G.L.
Da-khar (Rajan)	1-4	1/2	—	20 G.L.
Dart-thrower (Ardua)*	1-4	1	—	5 G.L.
Duar (Gryph)*	1-10	5	0	2 G.L.
Falchion (Parthenian)	1-10	10	0	30 G.L.
Flail (slavers')	1-10	6	0	2 G.L.
Flange-bow (Sea-Nomad)	1-12	2	0	20 G.L.
Garde	1-6	10	+1	10 G.L.
Garde, Full	1-6	40	+3	40 G.L.
Garotte	1-8	1/10	—	1 C.P.
Greatsword	1-12	20	+1	30 G.L.
Gwanga	1-10	4	+1	20 G.L.
Halberd (Danuvian)	1-12	10	+1	10 G.L.
Handaxe*	1-6	5	0	5 S.P.
Hurlant (Dracartan)*	1-12	12	+1	500 G.L.
Iron spear (Vajra)	1-12	20	+2	15 G.L.
Jang (Harakin)*	1-8	3	+1	40 C.P.
Javelin*	1-8	2	-1	1 G.L.
Khu (Harakin)	1-8	2	0	8 G.L.
Krin (Harakin)*	1-10	10	+1	12 G.L.
Mace	1-10	10	0	4 G.L.
Matsu (Ahazu)	1-12	15	+1	10 G.L.
Oc (Imrian;w/ case)*	tangle	2	0	5 G.L.
Polehook (Stryx)	1-8	5-	1	2 G.L.
Prod-hook (Orgovian)	1-6	2	-1	6 S.P.
Rasp (Mondre Khan)	1-6	2	—	15 G.L.
R'ruh (Yrmanian)*	1-8	3	0	6 G.L.
Scimitar	1-8	4	-1	10 G.L.
Sling*	1-4	1/10	—	2 C.P.
Spear*	1-8	4	-2	1 G.L.
Spring-knife (Kasmir)*	1-4	1/2	—	5 G.L.
Staff	1-8	5	-2	5 S.P.
Star-thrower (Orgovian)*	1-6	3	-1	15 G.L.
Sword, Crystal (Gnomekin)	1-8	3	-2	50+ G.L.
Sword, Dueling	1-8	2	-2	10 G.L.
Sword, Long	1-10	6	0	12 G.L.
Sword, Short	1-8	3	-1	5 G.L.
Sword, Two-handed	1-12	20+	+4	25 G.L.
Sword (giant-sized)	1-20	40+	+7	75 G.L.
Tarak (Harakin)	1-12	30	+2	10 G.L.
Throwing knife*	1-4	1	—	1 G.L.
Trident	1-10	6	-1	5 G.L.
T'sai (Manra)*	tangle	1	—	2 G.L.
Warhammer	1-12	30	+2	5 G.L.
War whip (Sauran)	1-10	10	+1	2 G.L.



Siege Weapons

TYPE	DAM	CREW	COST
Ballista, heavy	3-36	4+	250
Ballista, light	3-18	2	120
Catapult, heavy	3-30	6+	300
Catapult, light	3-24	4+	175
Correg (Imrian)	2-16	2	100
Fire-thrower	3-30	8+	1000
Hurlant, ship's (Dracartan)	3-24*	6	2000
Hurlant, siege (Dracartan)	4-40*	4	5000
Scourge (Ur)	4-24	40+	500

*Type of damage determined by contents of missiles.

Ammunition/Accessories for Missile Weapons

TYPE	WT.	COST
Fire-bomb (fire-thrower missile)	20 lb.	10 G.L.
Harpoon bolt (for capture-bow)	1/2	2 S.P.
Harpoon bolt (for correg)	2	1 G.L.
Hurlant bolt	1/2	25 G.L.
Pouch w/20 sling stones	5	1 S.P.
Quiver (Ariane bow)/20 arrows	5	1 G.L./2 G.L.
Quiver (dart thrower)/10 darts	1/2	2 S.P./1 G.L.
Quiver (h. crossbow)/20 quarrels	6	5 S.P./2 G.L.
Quiver (Krin)/10 bolts	12	5 G.L./5 G.L.
Quiver (l. crossbow)/20 quarrels	4	5 S.P./1 G.L.
Quiver (short bow)/20 arrows	4	5 S.P./5 S.P.
Ship hurlant missile	10	125 G.L.
Shooting stars (star-thrower)	1/2	5 S.P.
Shoulder pack/10 hurlant bolts	10	2 G.L./250 G.L.
Siege hurlant missile	20	250 G.L.
Spring blade (for spring knife)	1/4	2 S.P.

Armor

Information on armor includes Strength Rating required to wear without being encumbered (STR; see *Notes*), protection afforded, and cost.

TYPE	STR	PROT.	COST
Battle armor (full suit)	+5	5	2000+ G.L.
Plate mail (partial plate)	+4	4	500+ G.L.
Full Garde	+3	3 (limbs only)	50 G.L.
Chain/Scale mail	+2	3	300+ G.L.
Chain mesh/dragon hide	+1	2	200+ G.L.
Land/mangonel lizard hide	+1	2	100+ G.L.
Hide/padded cloth/fur	—	1	1-4 G.L.

Notes: STR figures listed for metal armor are as per *black iron*; reduce by one for *red iron* (1/2 as heavy as black iron), or by two for *blue iron* (1/4 as heavy as black iron). Prices for metal armor are as per black iron (2x for red iron, 4-5x for blue iron).

Individuals encumbered by armor suffer a penalty of -1 on Combat Rating, Speed, and Dexterity Rating per each point of Strength under the listed minimum.

Shields

Information on shields includes weight in pounds (WT.), maximum damage the shield can withstand in a single attack without breaking (MAX. DAM.) and cost.

TYPE	WT.	MAX. DAM.	COST
Garde*	10	25	10 G.L.
Shield (hide, wood)	5	20	5 S.P.
Shield (iron)	20	30	20 G.L.

*Tazian parry/attack arm guard.

Notes: Enchanting adds +20 to MAX. DAM. per each +1 rating.

Clothing

TYPE	COST
Boots (cloth/hide)	5 S.P.
Boots (velvet/leather)	10+ G.L.
Cap (cloth/hide)	5 C.P.
Cap (velvet, satin)	10 G.L.
Cape (cloth/hide)	2 S.P.
Cape (silk, sateen)	5+ G.L.
Cloak (cloth/hide)	5 S.P.
Cloak (velvet/brocade/fustian)	10+ G.L.
Gauntlets (chain mesh)	10 G.L.
Gauntlets (thick hide)	5 S.P.
Gloves (hide/cloth)	1 S.P.
Harness (leather)	1 G.L.
Headband (cloth/hide)	1 C.P.
Headband (silver)	5 G.L.
Hooded cloak	5+ S.P.
Loincloth/loincloth (cloth)	1 C.P.
Loincloth/loincloth (hide/fur)	2 C.P.
Ritual vestments	10+ G.L.
Robe (elaborate)	20+ G.L.
Robe (simple)	5 S.P.
Sandals/slippers (common)	5 C.P.
Slippers (elaborate)	10+ G.L.



Smock/dress (simple)	2 S.P.	Strongbox (lg.; max. 10,000 coins)	25 G.L.
Smock/gown (elaborate)	20+ G.L.	Strongbox (sm.; max. 1000 coins)	10 G.L.
Tunic/breeches/vest (cloth)	1 G.L.	Tallow (burns one hour)	1 C.P.
Tunic/breeches/vest (velvet/sateen)	10+ G.L.	Tinder box	5 S.P.

Jewelry

TYPE	COST
Amulet/brooch	1 G.L.
Bracelet/armband	1 G.L.
Bracers (pair)	4 G.L.
Ear ring	5 S.P.
Medallion	4 S.P.
Necklace	1 G.L.
Ring	1 G.L.
Tiara	3 G.L.
Torc	2 G.L.

Note: Prices listed are for black iron or other common material. Double these figures for articles made of red iron, ivory or brass; multiply x10 for silver, x100 for gold. Cost of gemstones is additional.

Equipment

TYPE	COST
Backpack/traveler's satchel	2 G.L.
Bandolier belt	10 G.L.
Bedroll	1 S.P.
Chest (lg.; max. 10,000 coins)	10 G.L.
Chest (sm.; max. 1000 coins)	5 G.L.
Coin purse (max: 50 coins)	1 S.P.
Cusps (Gnomekin eye protection)	10 G.L.
Flask (iron; 1 pint)	1 S.P.
Flask (pottery; 1 pint)	5 C.P.
Gourd (w/stopper; 1 qt.)	1 C.P.
Lantern	2 G.L.
Lantern oil (pint; one hour)	1 G.L.
Mirror (crystal)	10 G.L.
Mirror (metal)	2 G.L.
Pouch (belt; max. 100 coins)	2 S.P.
Pouch (shoulder; max. 500 coins)	1 G.L.
Rope (per foot)	1 C.P.
Sack (cloth; max. 1000 coins)	1 C.P.
Sack (hide; max. 1500 coins)	1 S.P.
Spyglass (10x power)	25 G.L.

Torch (burns four hours)	1 C.P.
Waterskin (lg.; 2 gal.)	5 S.P.
Waterskin (sm.; 2 qts.)	2 S.P.
Wineskin (2 pints)	1 S.P.

Tools and Professional Equipment

ITEM	COST
Astrolabe (Sunra mariner)	50 G.L.
Barrel (lg.; 20 gallon)	5 S.P.
Barrel (sm.; 1 gallon)	1 S.P.
Cage (metal per cu. ft.)	1 G.L.
Cage (wood, per cu. ft.)	1 S.P.
Chain (per ft.)	5 S.P.
Costume (fool/jester)	10+ G.L.
Costume (for stage)	25+ G.L.
Crowbar	2 S.P.
Glass worker's tools	25 G.L.
Grapple	2 S.P.
Iron maiden/rack	100 G.L.
Jeweler's tools	25 G.L.
Juggler's pins (each)	1 S.P.
Levitational engineer's tools	200 G.L.
Lock (Kasmir, per locking mechanism)	5 G.L.
Lock (simple)	1 S.P.
Locksmith's tools	20 G.L.
Logbook/ledger	2 G.L.
Loom (gossamer, spinifax, etc.)	1 G.L.
Mallet	1 S.P.
Manacles	1 G.L.
Metalworker's tools	50 G.L.
Net (dredging; mud miner)	2 G.L.
Net (fishing/throwing)	1 S.P.
Oil cloth (per sq. foot)	1 C.P.
Performer's make-up kit	2 G.L.
Pick/shovel	1 S.P.
Salt adze (Danelek)	6 S.P.
Saw	2 S.P.
Sharpening stone	5 C.P.



Slave's collar	1 S.P.
Spikes/pitons (10)	1 S.P.
Stone worker's tools	10 G.L.
Thespian's mask	5 S.P.
Thieves' tools	20 G.L.
Tool kit (Yassan*)	150 G.L.
Veil (silk, dancer's)	1 G.L.
Vizard (costume masque)	1 S.P.
Whip	1 S.P.
Woodsmen's axe	2 S.P.
Woodworker's tools	10 G.L.

*Yassan tool kits include woodworker's, stoneworker's, metalworker's, and glassworker's tools, an alchemical test kit, plus various spikes clasps, brads, and miscellaneous Yassan-made hardware; all stored in a three-foot iron strongbox. Total weight: 120+ lbs.

Musical Instruments

TYPE	COST
Chime	1 S.P.
Clarion	20 G.L.
Drum	1 G.L.
Four-man bellows horn	200+ G.L.
Glass bells	5 G.L.
Glass flute	2 G.L.
Gong	1-10 G.L.
Gossamer harp	500+ G.L.
Intricate spiral-horn	50+ G.L.
Tambour	20+ G.L.

Amusements

ITEM	COST
Cloth/wooden ball	1 C.P.
Kasmir puzzle-lock	10+ G.P.
Pentadrille (Cymrilian game)	100+ G.L.
Quatrillion deck (Sarista)	2 G.L.
Ska-wae dice (Mangar)	1 S.P.
Trivarian (Sindaran game)	800+ G.L.
Zodar deck (Rahastran)	20+ G.L.

Conveyances

TYPE	COST
Aerial palanquin (pleasure craft)	20,000+ G.L.
Arduan barge fort*	15,000 G.L.
Cargo barge	5,000 G.L.
Carriage (fancy)	200 G.L.
Cart	5 G.L.
Dragon barque*	30,000+ G.L.
Dray (heavy cargo wagon)	200 G.L.
Duneship	25-50,000 G.L.
Ice schooner	40,000+ G.L.
Imrian coracle*	10,000 G.L.
Imrian reed boat	5 G.L.
Kharakhan war wagon*	3,000 G.L.
Land ark (passenger ship)	12,000 G.L.
Land barge	10,000 G.L.
Mangar carrack *	20,000 G.L.
Palanquin (curtained)	100 G.L.
Pleasure barge	200,000+ G.L.
Sea galley	20,000 G.L.
Skiff/punt	10 G.L.
Wagon (enclosed)	100 G.L.
Wagon (open)	50 G.L.
Windrigger	15,000+ G.L.
Windship	50,000+ G.L.

*Rarely sold

Tack and Harness

TYPE	COST
Barding (adamant)*	2000+ G.L.
Barding (black iron)*	300+ G.L.
Barding (hide)*	50+ G.L.
Barding (red iron)*	600+ G.L.
Battle rig (land/mangonel lizard)	20 G.L.
Battle tower (land dragon)*	1000 G.L.
Harness (any steed)	1 G.L.
Saddle bag	1 G.L.
Sedan chair (ogriphant)	40 G.L.
Yoke (per burden beast)	1 S.P.

*Prices for barding are as per aht-ra, equus and strider mounts; double these figures for land lizard, mangonel lizard, and ogriphant. Ten times these figures for dragon steeds.



Beasts

TYPE	COST
Aht-ra (any type)	200-800 G.L.
Avir	50+ G.L.
Bottle imp (Sardonicus)	600-1200 G.L.
Chang	25 G.L.
Darkmane*	200 G.L.
Drac (trained; guard or tracking)	250 G.L.
Draconid	600 G.L.
Dractyl*	800 G.L.
Dragon (egg or larval wyrrm)	500+ G.L.
Duadir (trained)	600 G.L.
Durge	50 G.L.
Erd	500 G.L.
Feather Dractyl	100 G.L.
Gold beetle (live)	100 G.L.
Greymane	300+ G.L.
Ibik	150 G.L.
Ironshrike (trained; vermin control)	100 G.L.
Kra (to tow coracle)*	2000 G.L.
Land lizard	1000 G.L.
L'Latha (trained)	400 G.L.
Loper	200 G.L.
Mandalan silkmoth	1 G.L.
Mandragore	500 G.L.
Mangonel lizard	2000 G.L.
Marsh strider	300+ G.L.
Moonfish	100+ G.L.
Nighthawk (trained; hunting bird)	200+ G.L.
Ogriphant	800+ G.L.
Quaal (trained)	10 G.L.
Rock urchin (live)	10 G.L.
Silvermane	500+ G.L.
Skank (tame)	20 G.L.
Smokk-bird*	2000 G.L.
Snowmane	400+ G.L.
Strider	500+ G.L.
Talking raven	50+ G.L.
Tarkus (Kang hunting beast)*	1000 G.L.
Vari-colored warbler	5000 G.L.
Wrist-viper (trained)	300 G.L.
Zaratan*	1000 G.L.

* Rarely sold

Food/Lodging

TYPE	COST
Amber wine*	2 S.P.
Aquavit (Cymrilian liquor)*	2 G.L.
Blossom wine*	5 S.P.
Brine (Imrian drink)*	2 C.P.
Chakos (Arimate liquor)*	6 S.P.
Giant waterbug (Ardua delicacy)	2 S.P.
Grog (common liquor)*	1 C.P.
Mandalan tea*	1 S.P.
Meal (full)	1+ G.L.
Meal (simple)	1 S.P.
Mochan (Kasmir beverage)*	2 G.L.
Moonfish (Quan delicacy)	50 G.L.
Mushroom ale (Gnomekin)*	5 C.P.
Night's lodging (above average)	2+ G.L.
Night's lodging (average)	5 S.P.
Quaga (shellfish; delicacy)	1 G.L.
Road rations	1 G.P./week
Rock urchin (steamed; delicacy)	10 G.L.
Sea slugs (Imrian meal)	1 S.P.
Seeds (Ardua meal)	1 S.P.
Skoryx (Sindaran liquor)*	10 G.L.
Stable fee (basic)	1 S.P.
Stable/groom's fee	2 S.P.
Tazian fire-ale*	1 G.L.
Thaecian nectar*	5 G.L.
Vinesap (Ardua)*	1 G.L.
Zandir wine*	1 G.L.

*Prices listed are for single glass or cup. Multiply times ten for bottle or pitcher, times one hundred for cask or keg.

Black Market Wares

ITEM	COST
Black mushroom powder (dram)	50 G.L.
Chana shrunken head	300+ G.L.
Devilroot powder (dram)	300 G.L.
Draconid's venom (dram)	300+ G.L.
Graven image	400 G.L.
Juju (inactive)	500 G.L.
Kesh (pint)	50 G.L.
K'tallah (dram)	100+ G.L.



Paralytic powder (dram)	75+ G.L.	Produce/grain (ton)	100+ G.L.
Poison powder (dram)	100+ G.L.	Sackcloth (sq. yd.)	1 C.P.
Powder of madness	50 G.L.	Scintilla	100 G.L.
Soulstone	2000+ G.L.	Silver (10 lb. ingot)	20 G.L.
Venomwood resin (dram)	200+ G.L.		

Slave Market

Slavery is illegal in the Seven Kingdoms and Tamaranth. Elsewhere on the continent, the practice of selling and keeping slaves is regrettably quite common.

TYPE	COST
Ahazu	800+ G.L.
Bane (female, fangs filed)	100+ G.L.
Batrean concubine	5000+ G.L.
Batrean eunuch	200 G.L.
Chana Witchman	300 G.L.
Green Man gardener/servant	500+ G.L.
Jhangaran	50 G.L.
Mandalan servant/consort	1000+ G.L.
Mud People laborer	100 G.L.
Sawilu courtesan	2000+ G.L.
Sunra seaman	700 G.L.
Vajra engineer	600 G.L.

Trade Goods

TYPE	COST
Amber (lb.)	20 G.L.
Copper (10 lb. ingot)	2 G.L.
Exomorph pigment (sac)	500 G.L.
Gauze (sq. yd.)	1 S.P.
Glass, common (lb.)	2 G.L.
Glass, green (lb.)	5 G.L.
Gold (10 lb. ingot)	200 G.L.
Gossamer (sq. yd.)	1 G.L.
Hide/fur	5-100+ G.L.
Iron, black (10 lb. ingot)	1 G.L.
Iron, red (10 lb. ingot)	2 G.L.
Ivory (lb.)	10 G.L.
Linen, common (sq. yd.)	1 S.P.
Linen, viridian (sq. yd.)	5 S.P.
Mandalan silkcloth (sq. yd.)	1 G.L.
Muskront musk (dram)	10 G.L.

Spices (lb.)	50+ G.L.
Spinifax (sq. yd.)	2 S.P.
Spinifax cord (ft.)	1 G.L.
Timber, common (sq. ft.)	1 C.P.
Timber, hardwood (sq. ft.)	1 S.P.
Timber, span oak (sq. ft.)	5 S.P.

Magical/Alchemical Supplies*

ITEM	COST
Alchemical test kit	5 G.L.
Alembic	1 G.L.
Apothecary jars (12)	1 G.L.
Astrolabe (astrologer's)	50 G.L.
Astrological chart	100 G.L.
Bellows	5 S.P.
Blowtube (alloy)	2 G.L.
Blowtube (silver)	25 G.L.
Brazier	2 S.P.
Caduceus	200 G.L.
Capsule (Sindaran; 10)	1 G.L.
Censer	5 S.P.
Crucible	1 G.L.
Crystal ball (unenchanting)	20 G.L.
Furnace	200 G.L.
Hour glass	5 G.L.
Incense	1 S.P.
Inkwell (crystal)	5 S.P.
Inkwell (pottery)	2 S.P.
Mirror (obsidian)	200 G.L.
Mirror (silver)	10 G.L.
Mortar and pestle	1 G.L.
Piping/tubing (per ft.)	1 S.P.
Prism	2 G.L.
Quill pen	1 S.P.
Retort	1 G.L.
Scroll (hide)	5 S.P.
Scroll (parchment)	1 G.L.
Scroll case (bone/scrimshaw)	1 G.L.
Scroll case (hide/wood)	5 S.P.



Scroll case (silver)	10 G.L.	Potion of fire resistance	400 G.L.
Spell book (iron-bound)	50 G.L.	Quicksilver	2000 G.L.
		Quicksilver matrice	2000 G.L.
Spell book (leather/hide-bound)	20 G.L.		
Spell book (silver-bound)	100 G.L.	Quintessence	2000 G.L.
Sphere (per in. diameter)	1 G.L.	Rejuvenating potion	500 G.L.
Tongs	1 S.P.	Scarlet leech powder	400 G.L.
		Scroll (one spell)	100+ G.L.
Vat (per cu. ft.)	5 G.L.		
Vial (12)	5 S.P.	Shrinking potion	300 G.L.
Wand (unenchanting, elaborate)	100 G.L.	Soporific elixir	50 G.L.
Wand (unenchanting, simple)	10 G.L.	Storm crystal	25 G.L.
		Thaesian orb (enchanted, per level)	100 G.L.

*5x listed price for amberglass wares.

Magical/Alchemical Mixtures and Products

ITEM	COST
Adamant (one lb. ingot)*	2000 G.L.
Alchahest	1000 G.L.
Amber crystal (lb.)	10 G.L.
Aphrodisiac elixir	100 G.L.
Caduceus	500 G.L.
Ceremonial mask	1000+ G.L.
Cymrilian concentrate (2 gallons)	900 G.L.
Depilatory elixir	10 G.L.
Dream essence (pint)	900 G.L.
Elemental essence (pint)	100 G.L.
Essence accumulator	5000 G.L.
Fetish	2000+ G.L.
Flying potion	400 G.L.
Fragrant oils	100 G.L.
Healing elixir	200 G.L.
Homonculyte	2000 G.L.
Incendiary powder	250 G.L.
Levitationals	10,000 G.L.
Love philtre	200 G.L.
Magical fumes	100 G.L.
Magical pigments	100 G.L.
Medicinal purge	50 G.L.
Morphius powder	100 G.L.
Neutralizing powder	100 G.L.
Phantasia distillate (2 gallons)	1200 G.L.
Poison antidote	100 G.L.
Potion of cold resistance	400 G.L.

Vitriol	500 G.L.
Wind funnel	8000 G.L.

*10x cost for Black Adamant (rare)

Herbs and Plants

TYPE	COST PER DR.
Bald nettle	1 C.P.
Balmroot	10 G.L.
Black mushroom	50 G.L.
Brown mold (spores)	5 S.P.
Cleric's cowl	10 G.L.
Contrary vine	20 G.L.
Deadman	200+ G.L.
Devilroot	300+ G.L.
Euphorica	75+ G.L.
Fire lily	40 G.L.
Jabutu	25 G.L.
K'tallah	100+ G.L.
Lotus, black	200 G.L.
Lotus, blue	25 G.L.
Lotus, green	20 G.L.
Lotus, rainbow	5 G.L.
Lotus, scarlet	50 G.L.
Mandragore (live)	500 G.L.
Manicus	10 G.L.
Morphius	25 G.L.
Mung berries (lb.)	20 G.L.
Mung leaves (lb.)	10 G.L.
Narcolesian	150 G.L.
Necromantia	100 G.L.
Provender plant	1 C.P.



Scarlet sporozoid	200+ G.L.	Sardonicus' horn(powdered)	200 G.L.(dram)
Shrinking violet	200 G.L.	Sauran's horn	50 G.L. ea.
Skullcap	50 G.L.	Sauran's horn	1 G.L.(dram)
		Sawila's plume	10 G.L. ea.
Snakevine (live plant)	100 G.L.	Shadow wight's essence	400 G.L. ea.
Snow lily	40 G.L.	Shaitan's/enim's claw	500 G.L. ea.
Stenchroot	10 S.P.	Shrieker's plumes	250 G.L.(lb.)
Stranglevine seeds (ea.)	1 S.P.	Snipe's shell(powdered)	200 G.L.(dram)
Tanglewood	5 S.P.	Stryx's horn	25 G.L. ea.
Tantalus	100 G.L.	Viper's venom	10+ G.L.(dram)
Venomwood	10 G.L.	Vorl's essence	500 G.L. ea.
Violet creeper (live)	200 G.L.	Weirdling's fang	1,000 G.L. ea.
Viridia seeds (10)	1 G.L.	Werebeast tusk(powdered)	25 G.L.(dram)
Whisp bane	25 G.L.	Winged ape's horn(powdered)	50 G.L.(dram)
		Yaksha fang(powdered)	75 G.L.(dram)
		Zaratan's shell(powdered)	40 G.L.(dram)

List of Animal Ingredients

The following is a list of ingredients used in various magical/alchemical operations. Prices listed here are for *prepared* (dried, powdered, minus impurities, etc.) ingredients; the raw materials from which such ingredients are derived are valued at about 1/10 the prices listed here.

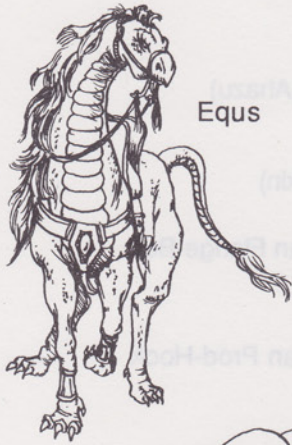
INGREDIENT	COST
Amber wasp venom	75 G.L.(dram)
Araq's blood	25+ G.L.(dram)
Azoryl's hide	20 G.L.
Bane's eye	200 G.L.
Bane's blood	10G.L.(dram)
Bat manta's eye	500 G.L. ea.
Bat manta's horn	400 G.L. ea.
Cave bat's horn	150 ea.
Darkling's eye	20 G.L. ea.
Demon dust	100+ G.L.(dr.)
Draconid's eye	50 G.L. ea.
Dragon's blood	25 G.L.(dram)
Exomorph pigment	20 G.L.(dram)
Flit's excretion	75 G.L.(dram)
Gryph plumes	1 G.L. each
Ikshada larvae	75 G.L.(sac)
Mandragore root	50 G.L. ea.
Monolith fragment	100 G.L.(dram)
Na-ku bones	75 G.L.(dram)
Necrophage's hand	50 G.L. ea.
Necrophage's head	150 G.L. ea.
Neurovore's brain	200 G.L.(dram)
Nighthawk's eye	75 G.L. ea.
Nightstalker's eye	300 G.L. ea.
Ogront's horn(powdered)	20 G.L.(dram)
Raknid's venom	50 G.L.(dram)

Gemstones

TYPE	COST PER CT.
Amber	2 G.L.
Amethyst	10 G.L.
Black diamond	100 G.L.
Black opal	1 G.L.
Carnelian	5 G.L.
Coral	1 S.P.
Diamond	50 G.L.
Emerald	25 G.L.
Firegem	40 G.L.
Jacinth	5 G.L.
Jade	5 G.L.
Malachite	5 G.L.
Moonstone	10 G.L.
Obsidian	1 G.L.
Onyx	10 G.L.
Pearl	2 G.L.
Quaga (violet pearl)	20 G.L.
Quartz	1 S.P.
Ruby	30 G.L.
Sapphire	25 G.L.
Sard	5 G.L.
Topaz	25 G.L.
Zircon	15 G.L.



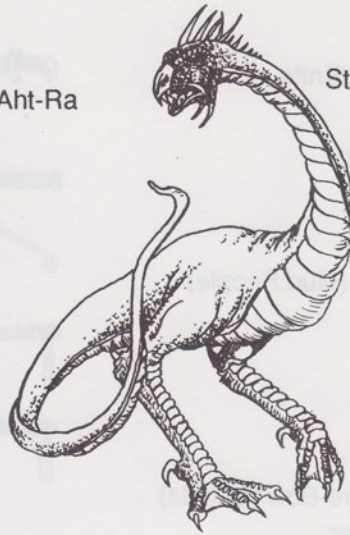
DOMESTICATED BEASTS



Equs



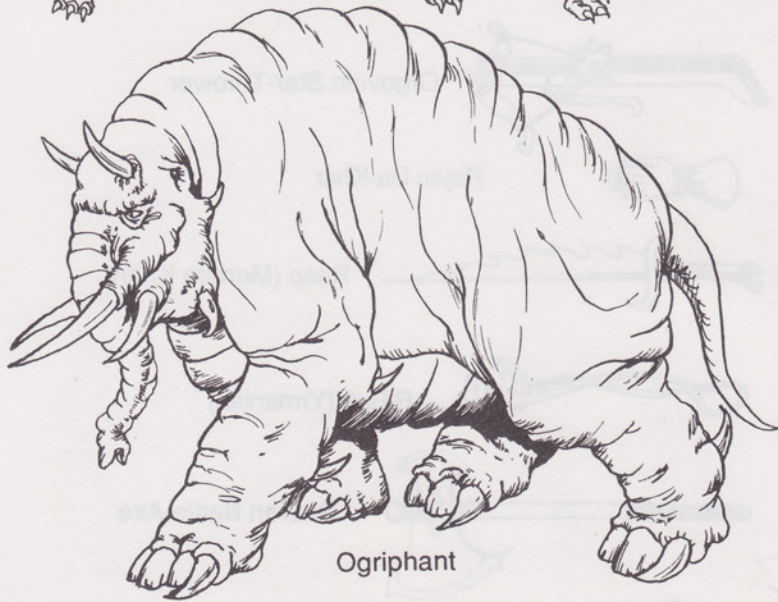
Aht-Ra



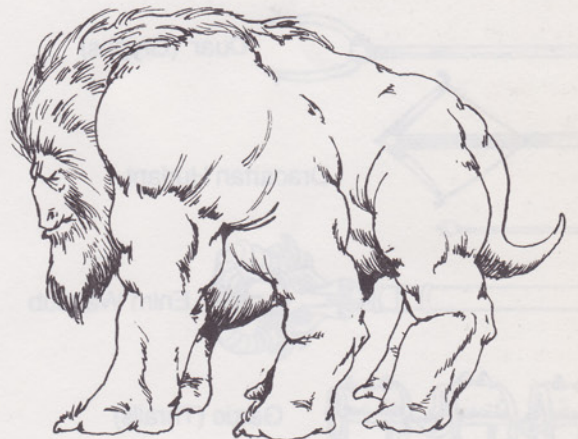
Strider



Durge



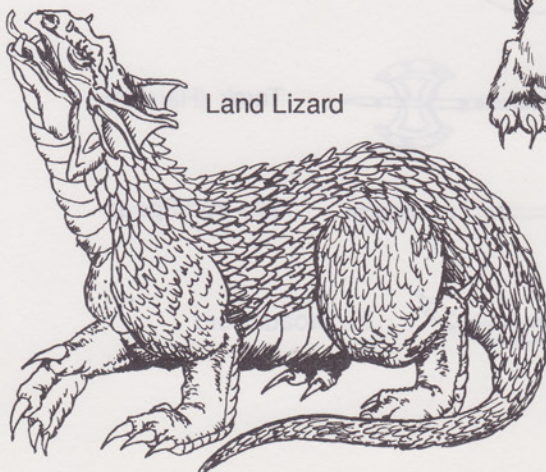
Ogriphant



Erd

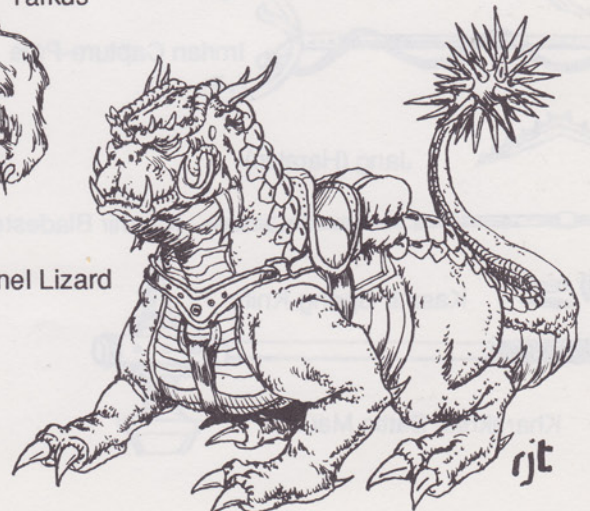


Tarkus



Land Lizard

Mangonel Lizard



rt



TALISLANTAN WEAPONRY



Arduan Crescent Knife



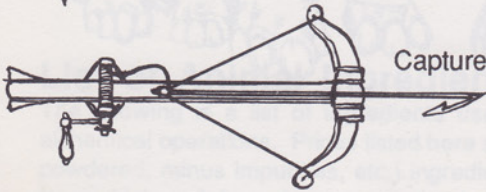
Arduan Dart thrower



Bwan (Mud People)



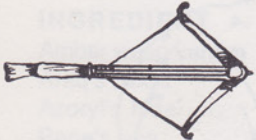
Caltrops



Capture-Bow (Satada)



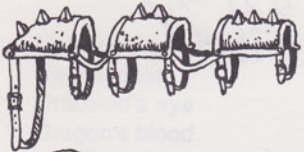
Duar (Gryphs)



Dracartan Hurlant



Enim Warclub



Garde (Thralls)



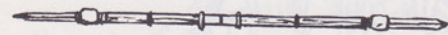
Gwanga (Ahazu)



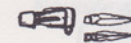
Imrian Capture-Pole



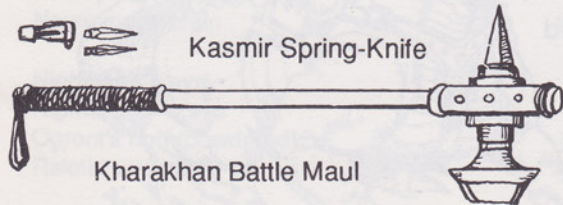
Jang (Harakin)



Kasmir Bladestaff



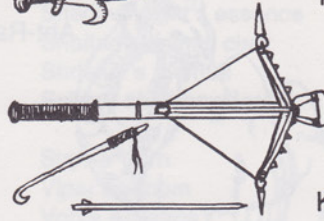
Kasmir Spring-Knife



Kharakhan Battle Maul



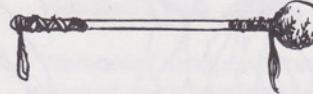
Khu (Harakin)



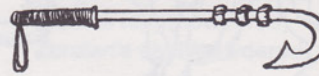
Matsu (Ahazu)



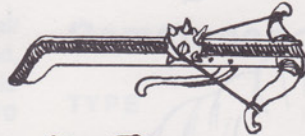
Krin (Harakin)



Oceanian Flange-Bow



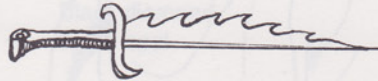
Orgovian Prod-Hook



Orgovian Star-Thrower



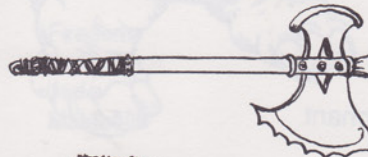
Rajan Da-Khar



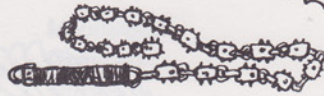
Rasp (Mondre Khan)



R'Ruh (Yrmanian)



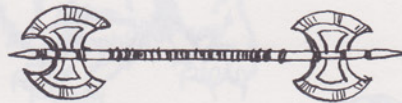
Sauran Battle-Axe



Sauran Warwhip



Shadinn Executioner's Axe



Tarak (Harakin)



Vajra Iron Spear

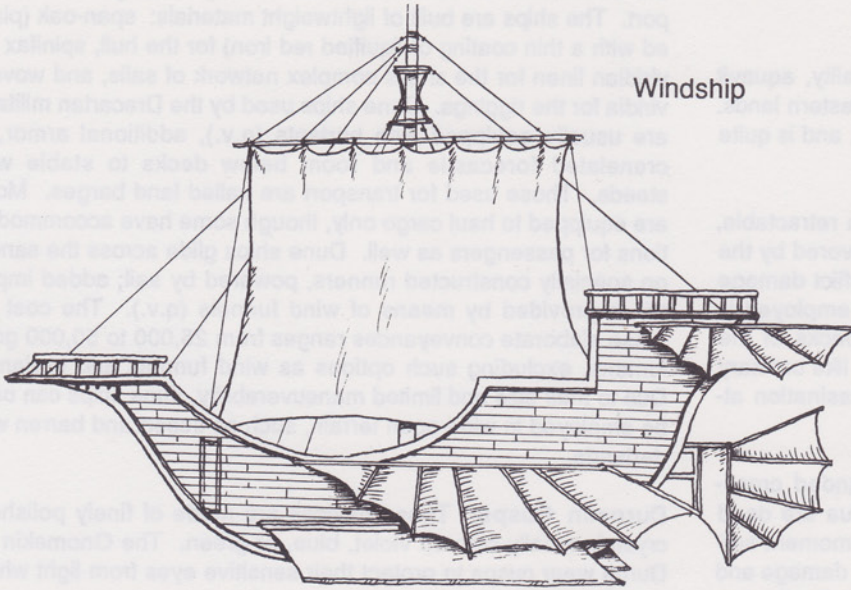


Za Broadsword



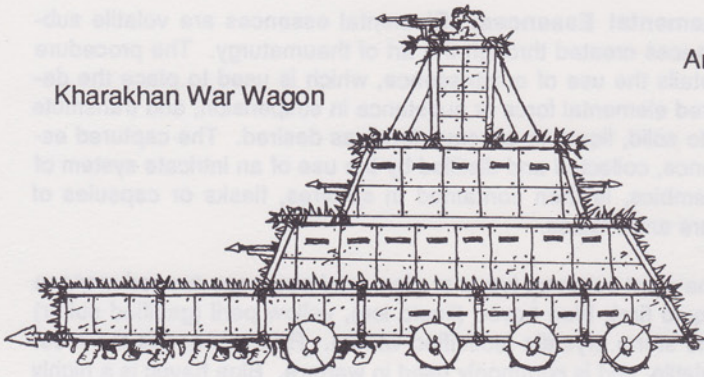
TALISLANTAN CONVEYANCES

Windship

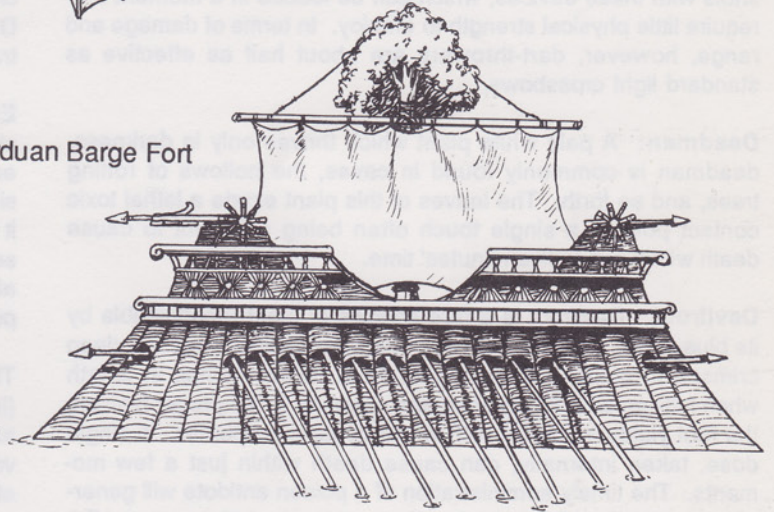


Windskiff

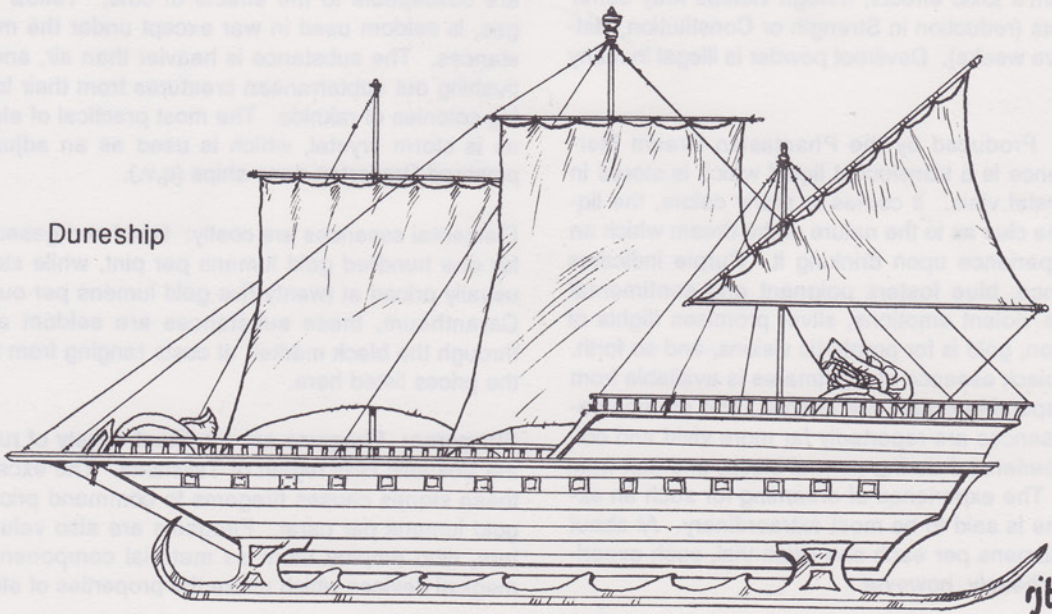
Kharakhan War Wagon



Arduan Barge Fort



Duneship



CHAPTER SIX: CAMPAIGN GUIDE

Glossary of Talislantan Terms

Aquavit: An effervescent liquor of the highest quality, aquavit is popular in Cymril, the Seven Kingdoms and the western lands. It is served in half-spheres or goblets of amberglass, and is quite expensive.

Da-Khar: Da-khar are leather gauntlets fitted with retractable, razor-sharp "claws," usually made of black iron. Favored by the Inquisitors of Rajanistan, da-khar can be used to inflict damage similar in severity to a dagger. They are always employed in pairs, the blades being released by striking the backs of the hands together. As da-khar are often made to look like ordinary leather gloves, they are considered ideal for assassination attempts.

Dart-Thrower: Dart-throwers are small, one-handed crossbows favored by the Ardua of Vardune. Blue Ardua are dead shots with these devices, which can be loaded in a moment and require little physical strength to employ. In terms of damage and range, however, dart-throwers are about half as effective as standard light crossbows.

Deadman: A pale white plant which thrives only in darkness, deadman is commonly found in caves, the hollows of rotting trees, and so forth. The leaves of this plant exude a lethal toxic contact poison, a single touch often being sufficient to cause death within two to five minutes' time.

Devilroot: Devilroot is a rare species of plant recognizable by its blue-black, "horned" leaves. The plant's forked root is a deep crimson in color, and averages about twelve inches in length when fully grown. When dried and prepared in the proper fashion, the root yields a powder with virulently toxic properties. A single dose, taken internally, can cause death within just a few moments. The timely administration of a poison antidote will generally counter the plant's toxic effects, though victims may suffer long-term side effects (reduction in Strength or Constitution, lasting from two to twelve weeks). Devilroot powder is illegal in many lands.

Dream Essence: Produced by the Phantasian Dream Merchants, dream essence is a translucent liquid which is stored in tiny amberglass crystal vials. It comes in many colors, the liquid's hue giving some clue as to the nature of the dream which an individual might experience upon drinking it. Purple indicates passion and romance, blue fosters poignant and sentimental dreams, red implies violent emotions, silver promises flights of fancy and imagination, gold is for prophetic visions, and so forth. Some say that the black essence of nightmares is available from certain, less than reputable dream merchants. The dreams derived from these essences are reportedly far more vivid and colorful than those experienced during normal sleep, and last from two to eight hours. The experience of dreaming for such an extended period of time is said to be most extraordinary. At about nine hundred gold lumens per each one-dram vial, such experiences do not come cheaply, however.

Dune Ship: Dune ships are sail-powered land vessels used by the Dracartans of Carantheum as warships and general transport. The ships are built of lightweight materials: span-oak (plated with a thin coating of liquified red iron) for the hull, spinifax or viridian linen for the ship's complex network of sails, and woven viridia for the riggings. Dune ships used by the Dracartan military are usually equipped with hurlants (q.v.), additional armor, a crenelated forecastle and room below decks to stable war steeds. Those used for transport are called land barges. Most are equipped to haul cargo only, though some have accommodations for passengers as well. Dune ships glide across the sands on specially constructed runners, powered by sail; added impetus is provided by means of wind funnels (q.v.). The cost of these elaborate conveyances ranges from 25,000 to 50,000 gold lumens, excluding such options as wind funnels and hurlants. Due to their size and limited maneuverability, dune ships can only be employed in wide-open terrain, such as desert and barren wildernesses.

Durnean Cusps: These devices are made of finely polished crystal, usually colored violet, blue, or green. The Gnomekin of Durne wear cusps to protect their sensitive eyes from light when traveling above ground.

Elemental Essences: Elemental essences are volatile substances created through the art of thaumaturgy. The procedure entails the use of quintessence, which is used to place the desired elemental force or substance in suspension, and transmute it to solid, liquid or gaseous form, as desired. The captured essence, collected and distilled by the use of an intricate system of alembics, is then contained in spheres, flasks or capsules of pure amberglass.

The most common types of elemental essences are red menace (liquid fire), blue havoc (liquid ice), yellow peril (gasified sulfur) and storm crystals (solidified winds). Red menace is the most volatile, and is commonly used in warfare. Blue havoc is a highly effective weapon vs saurans and other reptilian creatures, who are susceptible to the effects of cold. Yellow peril, a noxious gas, is seldom used in war except under the most dire circumstances. The substance is heavier than air, and so is of use in flushing out subterranean creatures from their lairs and destroying colonies of raknids. The most practical of elemental essences is storm crystal, which is used as an adjunct to the wind-powered Dracartan dune ships (q.v.).

Elemental essences are costly: liquid and gaseous mixtures sell for one hundred gold lumens per pint, while storm crystals are usually priced at twenty-five gold lumens per ounce. Outside of Carantheum, these substances are seldom available except through the black market, at costs ranging from two to five times the prices listed here.

Firegems: Firegems are a brilliant variety of ruby found only in the Volcanic Hills region of Talislanta. The exceptional clarity of these stones causes firegems to command prices of up to forty gold lumens per carat. Firegems are also valued by spell casters, who employ them as material components in spells and magical devices which utilize the properties of elemental fire.



Fire-Thrower: Fire-throwers are giant catapults used by the Arimites and their enemies, the Ur clans of Urag. The devices employ fire-bombs as missiles; heavy clay urns wrapped in netting of animal hide and sinew, and filled with a mixture of hot pitch, resin, spirits of alcohol and various volatile substances. The fire-bombs are ignited just prior to firing (a maneuver entailing some small risk), and burst upon contact with any solid object or surface, spewing molten pitch and flames in a five-foot radius. The mixture, called "Arimite fire," is notoriously difficult to extinguish.

Flange-Bow: The flange-bow is a curious type of light crossbow employed by the Sea-Nomads of Oceanus, capable of unleashing a half dozen sea anemone quills with a single shot. Although this weapon is capable of inflicting damage approximately twice that of a standard light crossbow, its effective range is only about one hundred feet, or twenty feet underwater. The flange-bow's complex loading mechanism is also a drawback, allowing for a rate of fire barely equivalent to a heavy crossbow.

Garde: The garde is a piece of spiked body-armor worn on the arm, and used for either parrying or attack. It is a weapon much-favored by the Thralls of Taz, who generally shun other types of armor. *Full garde* is spiked body-armor worn on both the arms and the legs.

Gossamer: The finest of all Talislantan fabrics, gossamer is translucent, nearly weightless, and feathery-soft. It is too delicate for use by any but the least physically-inclined individuals, and so is considered a luxury item. Available in quantity only in Astar and Thaecia, gossamer is very costly, garments of this material usually selling for ten times as much as comparable items made of more common materials. The Cymrilians use gossamer sails for their windships, as do the Phantasians. The fabric is made by a complex method involving the use of spider silk, dandelion down, and cloud essences.

Grog: A cheap, strong liquor popular among soldiers, sailors, and other hard-working folk. The taste (and potency) of grog varies from one region to another.

Gwanga: The gwanga is a heavy, triple-bladed throwing knife favored by the Ahazu tribes. Its range and damage are approximately equivalent to a throwing axe. Gwanga are thrown with an underhand motion, said to be somewhat difficult to master.

Hurlant: Hurlants are missile-throwing weapons employed by the Dracartans in defense of the Desert Kingdom of Carantheum. There are three types: the giant siege hurlant, the smaller ship-mounted hurlant, and a hand-held version employed by the Dracartan desert scouts. The cost for these devices is fairly high: five thousand, two thousand and five hundred gold lumens, respectively. Hand-held hurlants are sometimes available at great cost through black market connections, but otherwise these devices are practically unknown in other lands.

All hurlants are made of span-oak and red iron, and employ missiles containing elemental essences (q.v.), volatile substances created by the thaumaturges of Carantheum. Siege hurlants em-

ploy as ammunition two foot diameter spheres of amberglass, hurled in the manner of a catapult. The spheres break on contact, dispersing their contents over a ten foot radius. Ship-mounted hurlants employ amber spheres half this size, with correspondingly diminished results. The desert scouts' hurlant resembles an arbalest, and fires bolts containing small capsules of elemental essence. The effect of these missiles is limited to a one-foot radius area.

Hurlant ammunition, like the devices themselves, is costly. Four-gallon spheres for the siege hurlant are priced at one thousand gold lumens apiece, ammunition for the ship-mounted hurlant costing about half this. Bolts for the hand-held model cost twenty-five gold lumens apiece, two to four times this amount when available on the black market.

Ice Schooner: A method of travel peculiar to the Myrin of L'Haan, ice schooners resemble graceful, narrow-bodied sailing ships. They have runners chased with adamant, and are used to glide across the frozen expanses of the Sea of Ice. The majority of these craft are similar to small merchant vessels in terms of cargo capacity and hull strength, but are nearly twice as swift. Few are valued at any less than 40,000 gold lumens, the adamant runners alone being worth as much as 10,000 gold lumens each.

Jang: The jang is a peculiar type of edged boomerang employed by the Harakin. It is usually made of black iron, jagged and saw-toothed along one edge. Jangs are exceptionally difficult to employ, partially because heavy gloves or gauntlets must necessarily be worn when doing so. The weapon is also quite heavy, weighing as much as three pounds. In the hands of a skilled individual, a jang is capable of delivering a cutting blow equivalent in damage to a short sword. The weapon has the useful attribute of returning to its user in the event of a miss. This requires the thrower to catch the jang, not always a simple trick.

Kesh: Kesh is a bitter, pungent liquid made from the crushed and boiled roots of the jabutu plant. A single, one ounce dose enables the drinker to see invisible and astral or spirit presences; a double dose bestows upon the drinker the ability to see into one of the outer or lower planes of existence. Three consecutive doses will allow the drinker to actually enter one of the outer or lower planes. The use of this substance is hazardous to those not accustomed to its uncanny properties. Scholars estimate a cumulative 5% risk of disorientation (loss of identity, inability to distinguish reality from imagination) per each dose taken consecutively. The Witchmen of Chana use kesh in their necromantic rituals, generally without ill effects. Kesh is commonly stored in crude, wooden vials, its effects lasting approximately one hour. When available, a single dose of kesh will rarely sell for less than fifty gold lumens, such is its reputed value to practitioners of black magic.

Khu: The khu is a double-bladed dagger used by the warrior tribes of Harak. Usually made of black iron, the khu does approximately twice as much damage as a standard dagger, but also weighs twice as much. It is of no use as a missile weapon.

Krin: The krin is a heavy, black iron crossbow employed by the



Harakin warrior tribes. The device utilizes iron spikes as bolts, and is effective against most types of armor. The krin's range is barely half that of a standard heavy crossbow, however, and the weapon takes about five minutes to re-load between shots.

K'Tallah: K'tallah is a rare variety of swamp plant with a serpentine stem and circular, grey-green leaves. The leaves of this plant contain a resinous substance which, when ingested, enables the user to "see" visions of the near future. Though casual users of this substance cannot control or dictate the nature of these divinatory dreams, those who use k'tallah regularly can supposedly acquire the ability to do so.

Unfortunately, k'tallah is highly addictive. Individuals experimenting with the drug as few as a half dozen times often become completely reliant upon its euphoric and mind-expanding properties. Persons addicted to k'tallah must partake of the substance each day or suffer horrible, and invariably fatal, consequences. The first symptoms of withdrawal are stomach pains, followed by the uneasy feeling that something is growing within the addict's body. Next comes the appearance of the snake-like tendrils of new k'tallah plants, sprouting from the unfortunate victim's eyes, ears and mouth. Death invariably follows, usually within a few hours. Heavy users of k'tallah, arguably amongst the most wretched folk in existence, claim that leaves plucked from the body of a deceased k'tallah addict are especially savory.

A single, one dram leaf of common k'tallah can seldom be obtained for less than one hundred gold lumens. The rare and more repugnant variety, known as "Death's Angel," is said to command up to one thousand gold lumens per dram. Despite the risks entailed in the use of this perilous substance, k'tallah is popular in Rajanistan, and among certain black magical orders and cults.

Levitational: Levitationals are the magical devices used to imbue windships with the ability to float in the air. The basic mechanism consists of a seven inch square crystalline chest in which a small, gold replica of a windship is suspended in fluid. The Cymrilians use a concentrate of twenty Potions of Flying in their levitationals; the Phantasians, a distillate of ten drams of silver-blue Dream Essence (the type obtained from individuals who dream of flying). The crystal cube and golden replica, made to the most exacting standards by a skilled artificer, enchanter, or thaumaturge, can cost up to ten thousand gold lumens. Cymrilian concentrate sells for nine hundred gold lumens per mixture, levitationals utilizing this enchantment retaining their capabilities for about four months. Phantasian distillate costs twelve hundred gold lumens per mixture, but lasts up to six months. In order to be effective, the levitationals must be installed in a secure place below decks. Finding a qualified magician to perform this crucial undertaking for less than one thousand gold lumens is a practical impossibility.

Lotus: The Talislantan lotus is a variety of water lily common to certain swamplands and jungle regions. Three species are considered particularly valuable: green lotus, scarlet lotus, and black lotus. The pollen of the green lotus, prepared in a potion, allows the drinker to communicate empathically with all manner of plants and trees. Its cost is generally twenty gold lumens per

dram. Scarlet lotus, costing as much as fifty gold lumens per dram, is a subtle, mind-influencing substance. Its powder renders those who take it susceptible to the commands of others.

The powder or smoke of the black lotus possesses powerful narcotic, hallucinogenic, and mind-expanding properties. A single dram, costing as much as two hundred gold lumens, bestows upon the user the powers of e.s.p., clairvoyance, and clairaudience for up to one hour. Heavy users claim the effective range of these extra-sensory abilities increases with use, from as little as one hundred feet to as much as one thousand miles. Repeated use of this substance, however, runs a 1% cumulative risk of black lotus addiction. Despite this potential danger, the powder of the black lotus is often favored by those who seek power over their enemies.

A multi-hued variety, known as rainbow lotus, is cultivated by the Mandalan savants and herbalists of eastern Quan. Its properties are unpredictable, and the flower is prized mainly for its beauty and as a flavoring used in the making of skoryx (Sindaran liquor).

Mandalan Silkcloth: A very fine variety of silk, this luxurious fabric is made only by the Mandalans, subjects of the Quan Empire. It is much in vogue among the Quan ruling class, and is rarely available outside of the Eastern Lands. As such, items made of Mandalan silkcloth can cost more than ten times as much comparable goods made of less exotic material. The cloth is derived from the silken fibers produced by the Mandalan silk moth, the color of the moth's wings being indicative of the color thread which it is capable of spinning. In Quan, these valuable insects are protected by law.

Matsu: The matsu is a long-hafted, two-handed warclub, usually equipped with a rounded head of polished stone. The matsu's slightly flexible handle allows an experienced wielder to use it to deliver a tremendous blow, similar in effect to a heavy war hammer. The matsu is a favorite weapon of the Ahazu tribes, who employ it with great skill.

Mochan: A dark, invigorating beverage that is especially popular in the desert kingdoms. Mochan is usually served hot, in small copper or red iron cups.

Morphius: Morphius is a parasitic plant which grows amidst the branches of trees and bushes. The fragrance exuded by its deep blue blossoms induces sleep in most types of living creatures, usually of fairly short duration (two to twenty minutes, on the average). Seven drams of morphius blossom, distilled as an elixir, will cause sleep of a much longer duration (two to twelve hours, generally speaking) if taken orally.

Mushroom Ale: This is a pungent beer favored by the Gnomekin of Durne. It is made from deep spring water, mushrooms, toadstools and fungi.

Necromantic Relics: Generally available only through black market sources, certain types of necromantic articles are in demand in parts of Talislanta. The most coveted of these are the gold funerary masks of Khazad, which are said to bring favor



when summoning evil spirits of all sorts. Few sell for less than a thousand gold lumens, particularly rare or potent masks commanding up to ten times this figure. Urns from the Khazad crypts, many of which contain imprisoned bottle-imps, the spirit forms of departed wizards (preserved in the form of corpse-dust) or even more unusual surprises, may bring up to twelve thousand gold lumens, provided their seals have not been tampered with.

Also valued by some are shrunken heads from the Jungles of Chana. As curios alone they may bring up to three hundred gold lumens each. Because they are reputed to be of use in certain arcane rituals, black magicians may pay up to twice this amount to obtain these rude talismans. The shrunken head of a spell caster is especially favored, and may command over ten thousand gold lumens.

Oc: The oc is a barbed bola employed by the slavers of Imria. It is primarily used to capture dangerous creatures and beings, for the oc is a rather cruel weapon. As it has a tendency to become hopelessly entangled, oc are often carried in slender wooden cases, typically slung over the shoulder. Warriors from most other lands consider the oc an impractical, if not absurd, weapon.

Pentadrille: Pentadrille is a popular pastime among Cymrilians, and to a lesser extent, the Hadjin. The game consists of a pentagram-shaped board engraved with arcane symbols and fashioned of green glass. Playing pieces, carved from amber crystal or lemon-yellow glass, are used to represent wizards, devils, and various types of demons. Five players compete against each other, the object of the game being to establish control of the board by occupying three of the five pentagram points.

Phantasian Distillate: See *Dream Essence*, *Levitationals*, *Windship*.

Quaga: Technically a species of swamp-dwelling mollusk native to Mog, quaga are similar in appearance to oysters, but have a murky, greenish hue. Colloquially, the term applies as well to the violet pearls found in a small percentage of these bivalves. Deep and rich in color, the pearls of the quaga are treasured for their rare beauty. In many places they bring up to twenty gold lumens per carat weight. Specimens typically range in size from one to twenty carats, although quaga weighing as much as forty carats are not unknown.

Quatrillion: Quatrillion is a game played by the Sarista gypsy peoples, utilizing a deck of sixty-four circular cards. Many variations of play are possible, the object being to gain high cards or "the fortuna" (a card depicting Fortuna, Goddess of Luck and Chance). Quatrillion is always played for money.

Quintessence: This marvelous crystalline powder possesses the most profound magical properties. Used to transmute substance, it is available in three types: type I (having solidifying properties), type II (having liquifying properties), and type III (having gassifying properties). A single dram of either type costs two thousand gold lumens, and is sufficient to affect up to a 10x10x10 foot area of substance.

Quintessence is also used to place elemental forces into suspension, yielding the substances known as Elemental Essences. The most common of these include Red Menace (liquid fire), Blue Havoc (liquid ice), and Yellow Peril (gassified sulphur), all employed by the Dracartans in defense of Carantheum. Storm Crystals (solidified storm winds), used to propel the Dracartans' land barges and dune ships, are also created by these means.

As the use of quintessence requires a considerable degree of skill and caution, the substance is generally in demand only among the most accomplished thaumaturges and alchemists. The powder and its by-products must be contained in amberglass or suffer loss of efficacy.

Red Iron: Red iron is a superior metal that is half as heavy and twice as strong as black iron. Items made of red iron cost twice as much as comparable black iron items.

R'Ruh: The r'ruh is a heavy, disk-like stone blade affixed to a long, leather thong. It is used by the Wildmen of Yrmania, who employ it in two ways. Swung above the head, the r'ruh is used as a hand weapon. It is also of some use as a hurled missile weapon, having a range roughly equivalent to a throwing axe. In either case, the r'ruh is capable of inflicting damage comparable to that done by a hand axe. When available, r'ruh sell for about six gold lumens, the weapon evidently being considered valuable by collectors of odd curios.

Scintilla: Scintilla are the phosphorescent eggs of the water raknid, a species of insectoid native to the southern coasts of Jhangara and Mog. Silvery in color, these two to three inch spheres emit a luminous glow when removed from their translucent casings. The heatless light given off by a single scintilla will illuminate a twenty foot radius area, an effect which gradually subsides after four to six months, after which the egg will lose its incandescence. Scintilla can command prices of up to one hundred gold lumens apiece. They are favored by Imrian slavers, who use scintilla lanterns to guide their ships at night. It is not unknown for a scintilla to hatch, though removing the egg from its casing usually prevents it from maturing. In such unusual cases, care should be taken to avoid the newly-hatched water raknid larva, which emerges from its egg in a foul and dangerous mood.

Scourge: The scourge is a giant, wheeled siege machine employed by the Ur clans of Urag. The device consists of a thirty-foot rotating spindle to which are affixed rows of spikes, rasps, scything blades and ball-tipped chains. A team of forty or more slaves operates the winches which set the scourge in motion, the movement of the wheels causing the spindle to revolve with great force. Scourges are mainly used against infantry and cavalry charges, though the devices are employed to some effect vs wooden fortifications as well.

Shrinking Violet: An herb notable for its purple flowers and diminutive size, full grown shrinking violets rarely exceed one-half inch in height. The tiny flowers of this plant possess magical properties, and are useful in shrinking potions, powders of diminution, and so forth.



Skoryx: Skoryx is an alcoholic beverage popular among the Sindarans and, to a lesser extent, the folk of Cymril, Zandru, and Thaecia. It is very potent, but is most notable for its myriad and varying flavor sensations, a quality derived from the use of rainbow lotus in the distillation process.

Skullcap: Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities of one half dram or less, the mushroom can cause highly irrational and even violent behavior, such symptoms lasting up to one hour. A dram or more will cause swift and painless death in most cases, usually within one to two minutes. The Wildmen of Yrmania have, through long use, developed a virtual immunity to the more toxic effects of skullcap. Most have also been rendered insane, a possible side effect of this hallucinogenic substance.

Snow Lily: A delicate white flower found only in the coldest climes, snow lily has certain, practical uses. Eaten fresh, the plant acts to ward against the onset of frostbite; prepared in an elixir, snow lily is said to confer virtual immunity against the effects of cold. As it is rare in Talislanta, this plant sells for as much as forty gold lumens per dram.

Spinifax: Spinifax is Ariane cloth, made from the flax of the thistledown plant. It is noted throughout Talislanta for its fine quality, softness, and durability. Garments made of spinifax generally cost twice as much as those made of more common materials, when available outside of Altan. Spinifax cord, when available, may cost as much as one gold lumen per foot.

Stenchroot: Stenchroot is a noxious variety of tuber cultivated by the Gnomekin of Durne. The plant is harvested for its milky juice, which is drained through small incisions in the root (accomplished from below ground; the stenchroot plant itself is never picked). Stored in fragile vials of baked clay, the substance is allowed to ferment for several weeks, after which it is ready for use. The Gnomekin employ flasks of stenchroot juice as a deterrent against intruders into their underground realms, slings being used to propel the clay missiles great distances. The vials break upon contact with any relatively solid object, emitting the most horrid stench imaginable. So much as a whiff of this malodorous fluid will cause most creatures to be incapacitated by extreme nausea for up to ten minutes. Fortunately, the juice eventually evaporates when exposed to the air, leaving behind only a faint, musky scent.

Tantalus: Tantalus is a small, leafy plant having a tuberous, heart-shaped root. A powder concocted from the dried root (also called tantalus) is known to be a potent aphrodisiac, and sells for as much as one hundred fifty gold lumens per dram in certain places. The tantalus root is also said to be of use in the making of charms, love philtres, and the like.

Tarak: The tarak is a four-bladed, two-handed iron axe employed by the warriors of Harak. Only a very strong individual can wield this ponderous weapon in battle without looking extremely foolish.

Tazian Fire-Ale: This powerful liquor is a favorite of the Thralls of Taz. Fire-ale is served in black iron mugs, and is ignited prior to drinking (hence its name).

Thaecian Nectar: Thaecian nectar is a tantalizing and intoxicating beverage made by the folk of Thaecia. It is favored for its distinctive taste and the euphoric effect it bestows upon the drinker. Individuals intoxicated by Thaecian nectar display a most agreeable lack of aggression, and evidence a marked disposition for romantic and artistic pursuits. Customarily served in half-spheres of colored glass, the drink is considered a great delicacy. Thaecian nectar can generally be obtained at a cost of ten gold lumens per pint, or about half this if purchased in Thaecia.

Thaecian Orb: These colorful amberglass spheres, made by the artisans and enchanters of Thaecia, are typically used to store spells of illusion. Devoid of any such spell, a Thaecian orb will sell for approximately seven gold lumens; enchanted, the cost of an orb increases by a minimum of one hundred gold lumens per level of the magic stored within it. As the enchantment contained within a Thaecian orb can be released simply by breaking its crystal container, these devices are most popular with spell casters and adventurers. They vary in size from one to seven inches in diameter, according to the whims of the maker.

Trivarian: Trivarian is a complex game that is a great favorite among the Sindarans. Three opponents play, each pitted against the other two and seated at a triangular table of polished stone. The game "board" is a pyramid made of crystal and illuminated from within by a single scintilla (water-raknid egg). Amberglass orbs, each marked with a distinctive hieroglyph, serve as playing pieces. The players take turns inserting orbs into circular slots in the pyramid, thereby creating various patterns of light; the object of Trivarian is incomprehensible to non-Sindarans. Masters of the game earn the exalted title of "Nadir," and are accorded great respect and honor.

Venomwood: The venomwood tree is a rare variety of tropical plant found only on Pana-Ku in the Crescent Isles. Its wood exudes a virulent poison which is thought to protect the tree from boring insects and termites. The cannibalistic Na-Ku 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 will result in death within two to eight hours. Illegal in most civilized lands, these arrows are greatly favored by assassins, and are sometimes available through black market connections.

Vinesap: Vinesap is the fermented juice of the viridia plant. Thick and sweet smelling, it is a great favorite among the Ardua of Vardune. Elsewhere, vinesap is generally considered an acquired taste.

Whisp Bane: Whisp bane is a rare variety of creeper having long, leafy tendrils and blue blossoms. Worn or otherwise employed as a garland, the plant acts as a deterrent to all sorts of



whisps, who are offended by the odor of its blossoms. In all candor, the fragrance of the whisp bane's flowers is unlikely to attract admirers of any race or species. A single plant will suffice to keep whisps at bay for up to four hours after it has been picked. After this time, the plant loses its effectiveness, though the dried flowers are of some use to alchemists, who may pay up to twenty-five gold lumens per dram for this noxious substance.

Wind Funnel: Wind funnels are elaborate devices used to provide additional thrust for the sail-powered dune ships and land barges of the Dracartans. Each consists of a complex network of tubes, baffles and vents, all fashioned of red iron. The devices are powered by storm crystals (solidified wind), which emit great gusts of wind as they are dissolved within the funnel's inner mechanisms. The wind funnel itself does nothing more than direct and regulate the powerful winds thus produced. Available only in Carantheum, these intricate devices can cost as much as eight thousand gold lumens.

Windship: These magnificent ships, created by the magicians of Cymril and Phantas, are capable of sailing through the air as sea vessels traverse the water. Windships are far from common in Talislanta, this due in large part to the prohibitive costs entailed in their construction and maintenance. The minimum expenditures for a small, single-masted ship are as follows: 10,000 gold lumens for the gossamer sails, 2,000 gold lumens for rigging of spinifax cord, 20,000 gold lumens for the fine span-oak timber needed for the ship's hull, and about 5,000 gold lumens' worth of fastenings and related hardware, which must be made of silver (or adamant, if one can afford a ten-fold increase in cost). The material components used to imbue the ship with the ability to float on air, known collectively as "the levitationals" by windship aficionados, can cost as much as 10,000 gold lumens (q.v. Levitationals).

With favorable winds, a windship can easily travel over a hundred miles in a single day. Even under the best of conditions, these ships can be difficult to maneuver, however, a simple landing often being the cause of considerable excitement and suspense. As windships are of necessity constructed from lightweight materials, they are somewhat fragile, and are capable of sustaining only about half as much damage as a sea-going vessel of comparable size. Cargo capacity is likewise halved for these vessels. Accordingly, windships are considered frivolous and extravagant by most Talislantans, who generally prefer sturdier and far less costly modes of transportation.

Winged Ape's Horn: The powdered horn of the winged ape, a creature native to the jungles of southeastern Talislanta, is believed to instill virility and strength when administered in an elixir or potion. As it is quite rare, this powder often sells for upwards of twenty gold lumens per dram. Unscrupulous peddlers have been known to try to pass off powdered ogriphant or land lizard's horn as this costly substance.

Zodar: In popular usage, zodar is a game employing a deck of twenty cards, each depicting some aspect of Talislantan cosmology or metaphysics: the twin suns, the seven moons, various fates and destinies. In ancient tradition, the zodar is a magical

device used to cast divinations. Only the Rahastran wizards, wandering seers from the Wilderlands of Zaran, know the secrets of employing the zodar deck in the latter regard.

To simulate the use of the Zodar deck in the game, roll a d20 two times on the following table. The two results yielded are then combined and interpreted in a single reading, as the "fortune teller" desires (this is best handled by the Gamemaster in most cases, as he or she is privy to information not always known to the players). Contradictory results can be combined logically by explaining that the readings follow in sequence; i.e., "the immediate future seems well-aspected, but beware: beyond this the portents are dark and foreboding."

Zodar is also played as a game of chance for up to seven players. The owner of the deck always deals, two cards to each player (dealer included), one face-up and the other face-down. The dealer takes bets, each player being allowed to wager "high" or "low", the object being to beat the dealer's hand. Once bets are taken, the dealer shows his or her cards, adding the face value of each (1-20, as indicated) to arrive at a single number. The players then do the same, comparing their scores against the dealer's. Players who bet "high" must have a higher total than the dealer; the opposite for those who bet "low." The symbolism of the cards is never forgotten simply because one chooses to play for money.

If desired, an actual zodar game can be played using twenty pieces of paper (or playing cards) numbered 1-20 and marked according to type.

The Zodar Deck (d20)

- 1) Zar: The Dark Moon (an ill-aspected card, signifying evil)
- 2) Laelolis: The Blue Moon (sorrow, disappointment)
- 3) Jhang: The Crimson Moon (rage, violence)
- 4) Ardan: The Purple Moon (passion, desire)
- 5) Phandir: The Green Moon (signifies things unknown or unsolved)
- 6) Drome: The Amber Moon (signifies peacefulness, repose)
- 7) Talisande: The Silver Moon (signifies good fortune, happiness)
- 8) The Lesser Sun (signifies a matter of little import)
- 9) The Greater Sun (signifies a matter of great import)
- 10) The Charlatan (deception, an error is made, a fool is discovered)
- 11) The Rogue (a loss, thievery)
- 12) The Warrior (confrontation or vigilance)
- 13) The Assassin (treachery, betrayal, death)
- 14) The Peddler (an offer or opportunity of some sort)
- 15) The Wanderer (travel, adventure)
- 16) The Wizard (chance, luck)
- 17) The Mystic (hidden knowledge, a secret)
- 18) The Alchemist (change, transmutation)
- 19) The Reaper (implies inevitability; if drawn with #1 or 13, a dire omen)
- 20) The Archon (hope, victory; if drawn with #19, a superior omen).



Talislantan Chronology

The Talislantans employ a lunar calendar based on the cycles of the seven Talislantian moons. The calendar is divided as follows:

Seven days = one week

Seven weeks = one month

Seven months = one year

Forty-nine weeks (343 days) in a year

The months are named after the seven moons, each month corresponding to the time when its namesake is in the full phase. The seven months (and moons) are:

Ardan (the purple moon)

Drome (the yellow moon)

Jhang (the crimson moon)

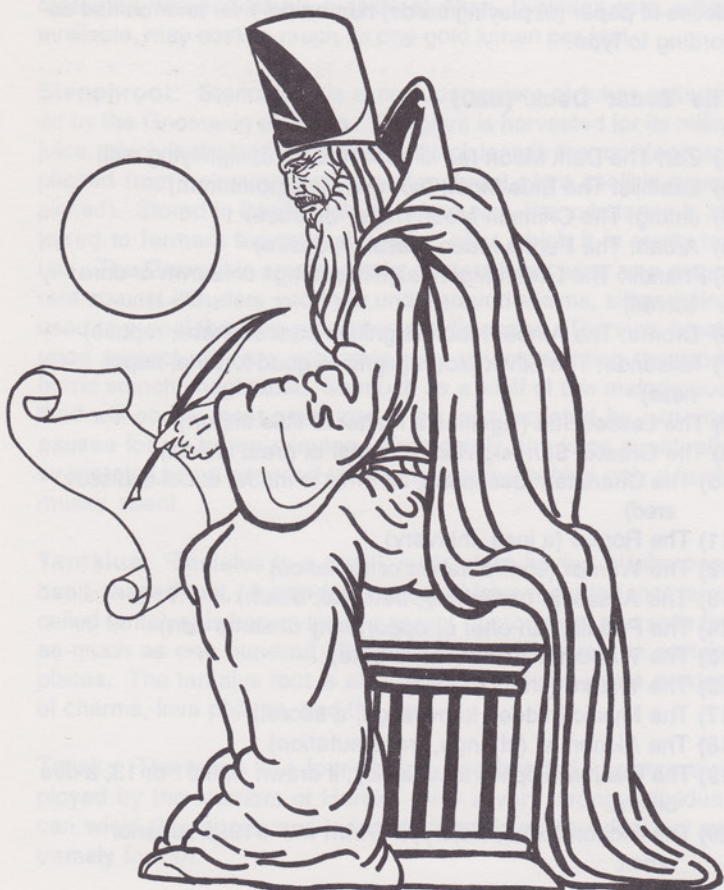
Laeolis (the blue moon)

Phandir (the green moon)

Talisande (the silver moon)

Zar (the dark moon).

Days have no names, but are always referred to by number (the twelfth of Ardan, the thirty-seventh of Drome, etc.). Days with numbers divisible by seven (7, 14, 21, 28, 35, 42, 49) are called "high days." In many Talislantian religions, high days are considered sacred; a time for fasting, penance, sacrifice, etc.



Calendar of Notable Dates

Date	Event
1st of Ardan	Annual Clash of Champions: Chosen representatives of Aaman and Zandu meet in combat atop the Great Barrier Wall. The victorious nation is awarded proprietorship of the wall for the year, reaping a vast profit in toll revenues.
3rd of Ardan	Jha: A Jhangaran holiday, viewed by the populace mainly as a good excuse to get as intoxicated as possible. Customarily, a rather gloomy occasion.
7th of Ardan	Night of Fools: Zandu's laws are temporarily rescinded for one evening, and the capitol city of Zanth is transformed into a veritable madhouse, with costumed revelers dancing drunkenly in the streets.
14th of Ardan	Day of Reckoning: On this day, the Za bandit tribes believe that their legendary ruler, the Tirshata, will make known his identity and unite the various Za clans. It is customary for the clans to gather, sit in a large circle, and await an omen or sign of some sort. After a few hours of this the Za become restless, and the conclave is dissolved, usually amidst much inter-clan bickering and fighting.
21st of Ardan	Sindaran Trivarian Competition: A tournament pitting the most accomplished Nadirs competing against each other for the Honorarium; a garish trophy awarded to the winner of the competition. The event attracts much interest in Sindar, the winner being accorded great honor and prestige.
1st of Drome	Kasmir Trapsmith Convention: A gathering of the most skilled Kasmir artificers. New products are displayed, and seminars held on all facets of the business.
2nd of Drome	Anniversary of the opening of the Great Barrier Wall. The Aamanians, who won the first Clash of Champions (held on this date), still contend that they were shorted a month and a day's toll revenues when the tournament was moved to the first of Ardan on the following year.
7th of Drome	The Caliph's Feast: Annual gathering of all the Djaffir tribes, held either at El Aran or Al Ashad. The Caliph of Djaffa hears complaints, arbitrates disputes, and accepts offerings from the various tribes. A great feast is held thereafter, lasting three days and nights.



- 30th of Drome Anniversary of the One Day War. An occasion for unrestrained laughter and feasting in Durne, celebrating the Gnomekin's swift victory over an invading army of Darklings in the year 67.
- 42nd of Drome The Conjugal Feast: This colorful pageant, held in Danuvia, features a procession of males, each competing for the affection of the Danuvian queen. The top three contestants are rewarded by being appointed to the queen's "harem" of male consorts. The female populace of Danuvian bids on the remaining eligible males.
- 49th of Drome Equinox: Traditional celebration of the end of spring and the beginning of the median season. A national holiday in Astar, providing the Muses with yet another excuse to avoid work.
- 1st of Jhang Feast of the Red God: A feast in honor of the Kang God of War, Zoriah. The date is marked by large-scale bouts of ritual combat, followed by drunken revelry.
- 7th of Jhang Day of Rage: Anniversary of the Massacre at Dracarta, a black day in the memory of the Rajans. Conversely, the day is observed by feasting in Carantheum.
- 30th of Jhang Gao Liberation Day: Anniversary of the Sea Rogues' liberation from the Phaedrans. The Sea Rogues are known to be uncommonly charitable on this day: sometimes reducing the ransom of hostages, sparing condemned felons, and so forth.
- 49th of Jhang Tournament of Challenges: A Tazian festival featuring exhibitions of martial prowess, with Thralls competing in various categories for awards of up to 10,000 gold lumens.
- 1st of Laeolis Anniversary of the Battle of the Sea of Sorrow. A national day of mourning in both Aaman and Zandu, with solemn gatherings of hooded mourners laying wreaths of flowers upon the waters of the Sea of Sorrow.
- 25th of Laeolis Ritual of the Midnight Suns: An occasion marking the longest day of the year in L'Haan, where the twin suns shine until the stroke of midnight.
- 27th of Laeolis Vigil of Xanadas: Observance of the "Long Wait," marking the anniversary of the mystic Xanadas' passing into the next world. The descendants of his original followers spend the day and night scanning the horizons, searching for some sign of Xanadas.
- 49th of Laeolis The Ghost Moon: On this evening, the moon Laeolis passes Phandir in the night sky, producing an eerily luminescent "ghost" moon. Considered an ill-aspected evening by most Talislantan peoples.
- 1st of Phandir The Magical Fair: A two-week long spectacle with numerous attractions, all commemorating the anniversary of the founding of the free kingdom of Cymril. Exhibitions of magical wares and adjuncts are held throughout the duration of the fair.
- 7th of Phandir Windship Regatta: A windship race marking the mid-point of Cymril's Magical Fair. Crews from the isle of Phantas and other distant locales compete against Cymrilian astrologists for a crystal trophy and a prize of 20,000 gold lumens.
- 14th of Phandir Closing ceremonies for Cymril's Magical Fair. Numerous events are featured, including the Lyceum Arcanum's Annual Awards Dinner, magical "duels" for wagers and prizes, and (every second or third year, as warranted) the coronation of Cymril's Wizard King.
- 35th of Phandi Charade (pronounced shar-AHD): A festive celebration held by the Hadjin nobility, restricted only to the wealthiest members of Hadjin society. The highlight is a grand masquerade ball held in the Royal Palace of the Hadjin Grandeloquence (ruler of Hadj).
- 49th of Phandir Conjunction of the Twin Suns: Celebration marking the meeting of the twin suns in the noonday sky. Feasts and dancing are held throughout much of the continent (excluding Aaman, Rajanistan, and the uncivilized lands; in Chana, the Conjunction is viewed as an evil omen).
- 1st of Talisande Harvest of the Silver Moon: Beginning of the week-long harvest season in Vardune. While the viridia crop is being harvested, little else occurs in the region.
- 7th of Talisande Anniversary of the founding of the Seven Kingdoms. A national holiday throughout the seven member kingdoms. A great festival is held in the bazaar at Cymril in commemoration of this day.



- 14th of Talisande Festival of the Bizarre: An annual exhibition of oddities and diversions, held on the isle of Thaecia. Participants wear costumes or makeup, with prizes awarded for the most outlandish apparel. The climax of the week-long festival is the awards ceremony. A committee of Thaecian enchanters and enchantresses reviews the exhibits and awards prizes of 10,000 gold lumens in the categories, "Most Unique," "Most Provocative" and "Most Absurd." A grand prize of 100,000 gold lumens is bestowed in the foremost category, "Most Bizarre."
- 21st of Talisande Carnivale: Convention of Farad Mongers, Procurers, Usurers and Monopolists. Rare and costly goods (including stolen and contraband merchandise) are offered up for sale at auction. Held in the marketplace of Tarun, the event is open to the general public, an admittance fee of ten gold lumens being charged at the city gates. Carnivale lasts from midnight to midnight of the following day.
- 22nd of Talisande Anniversary of Kabros' departure from Phaedra. A minor holiday observed mainly by magicians, wizards and the like.
- 28th of Talisande Festival of Jamba: Celebration commemorating the revival of the Lost Art of Thaumaturgy, an event credited to Carantheum's patron deity, the mysterious Jamba. A great feast is held in the capitol of Dracarta, paid for by the King of Carantheum. Duneship races are held outside the city walls, with exhibitions of thaumaturgic skill and various sporting events held throughout the capitol.
- 49th of Talisande The Emperor's Feast: Official holiday of the Quan Empire. Citizens are required to pay homage to the Emperor with gifts. The procession of gift-givers often stretches for miles around the Royal Palace and the capitol city of Tian.
- 1st of Zar Eve of Prophecy: Customary observance of the Ur clans, who gather around the monstrous stone idols which litter their land, awaiting prophecies and portents. To appease the populace, the Ur shamans are said to stage various mock omens, "signs from the gods," and so forth.
- 6th of Zar Pandaemonium: Traditionally, an evil night when demons and malign spiritforms are believed to come forth in search of mortal victims. Few enlightened Talislantans give much credence to this old custom. In Chana, the date has great significance, and is considered an optimal time to perform certain Black Magi- cal rites and rituals; in Rajanistan, Pandaemonium marks the beginning of a week-long celebration in honor of the dread entity, Death.
- 7th of Zar The Septenarial Concordance: Beginning of a fourteen-day period during which the seven Talislantan moons remain in alignment. Regarded as an ill-aspected time, particularly in Jhangara, where the populace lives in fear of the Horag; a monster rumored to stalk the swamps during the Septenarial Concordance.
- 13th of Zar The Dance of Death: Morbid festivities marking the culmination of a week-long celebration of Death, patron deific entity of the Rajans. Sacrificial rituals of varying sorts are featured, leading up to the climax of the feast: the Dance of Death, when dancers in iron death-masks plunge blindly into the throngs of drug-crazed worshippers, slaying indiscriminately with ceremonial axes, swords and daggers.
- 49th of Zar Judgement Day: Aamanian Holy day, when the Orthodoxist Monitors tally the yearly mana totals of the faithful. The resultant promotions or demotions in status are posted in the cult's numerous temples and halls.



Major Languages of Talislanta

According to Tamerlin, many obscure and archaic dialects were in use on the Talislantan continent during the time of his travels. He claims the following to be the most widely employed Talislantan languages:

Talislant: Talislant is a rude tongue spoken throughout much of Talislanta, with the exception of the eastern coastal jungles, Harak, Yrmania, and the Quan Empire. Its use marks one as a person of low to average social standing, and so is shunned by most nobles, intellectuals, bureaucrats, and scholars.

High Talislant: Essentially a more elaborate and flowery version of common Talislant, High Talislant is also employed throughout much of Talislanta. Its use marks one as a person of high social standing, education, or extreme snobbishness.

Archaen: The written language employed by most Talislantan magicians to record their spells and enchantments, Archaen is believed to date back to The Time Before Time. Many of the oldest known scrolls and stone tablets were written in this highly complex language, the spoken version of which is no longer employed except as pertains to the casting of spells.

Bodorian: Bodorian is a complex language without words or letters; musical notes and rhythms are used exclusively to convey meaning. Bodor musical troupes employ this language, which is greatly admired by the Muses and Thaecians.

Chanan: Language of the eastern coastal peoples, different dialects of Chanan are spoken by the Chana Witchmen, the Manra, Nagra, Batreans, and the Sawila. There is a Runic version of this tongue, but it is very crude.

Elder Tongue: Ancient language of the Ariane peoples, Elder Tongue is also spoken by certain witches and warlocks. Its written form is often employed as a magical script by many types of spell casters. The Mirin of L'Haan speak a dialect quite similar to this language.

Nomadic: This simple but elegant tongue is spoken by the Djaffir tribes, most of whom speak Talislant as well. It is also employed by the Dracartans of Carantheum, the written form of Nomadic being especially concise and easy to learn.

Northron: Language of the Ur clans of Urug, Northron is thought by some to have derived from the guttural tongue of the Ice Giants of Narandu. The race of Darklings speaks a tangled dialect of Northron, as do the Stryx.

Phaedran: Technically a dead language, the complex Phaedran tongue is primarily employed only in its written form. It is still in wide use among western scholars, who value tradition above practicality.

Quan: Stolen in large part from the ancient Mazdak tongue, Quan is the official language of the Quan Empire. The Vajra, Sunra, Mandalans, Ispasians, and Kang each have their own individual dialects, but by Quan law these tongues may not be

spoken aloud in public places. Its written form is employed exclusively by eastern scholars, including the Savants of Xanadas.

Racial Tongues: The Talislantan races which are known to have their own, distinct languages include: the Green Men, Ahazu, Mud-People, Whisps (sylvan), Saurans (sauran), Gryphs (avian), and Dragons (ancient).

Rajanin: A harsh tongue derived from the ancient language of the Mazdaks, Rajanin is employed primarily by the various tribes who inhabit Rajanistan. A maddeningly complex written form of Rajanin was later developed by the Rajans.

Sarisa: Colorful language of the wandering Sarista peoples, Sarisa is rich in descriptive adjectives, especially those of a disparaging nature. By means of various slight gestures and signals, it is possible to convey secret meanings, such as: "Believe nothing of what this one says," "We must speak privately," and so forth. No Sarista would ever teach the hidden meanings of this tongue to an outsider.

Sea Nomad: This tongue is employed with slight variations by the folk of Oceanus, the Sea-Rogues of Gao-Din, and the Mangar Corsair clans.

Sign: Sign is a universal "language" of hand gestures employed by most of the primitive tribes of Talislanta. The Harakin employ sign exclusively, as do the Wildmen of Yrmania, though the latter are known to punctuate their conversations with a variety of weird howls, yelps, and blood-curdling screams. The Black Savants of Nefaratus employ a complex and arcane version of sign, very different from the common version. The race of Monads likewise utilizes a unique variation of this primitive form of communication.

Thaecian: Beautiful and romantic language of Thaecia, this elegant tongue is much favored by poets, writers, and musicians. It is considered a bit too flowery for many other people's tastes.

Xambrian: An ancient tongue dating back to the Age of Mystery, Xambrian is used only among Xambrian Wizard Hunters, a chaotic folk native to the Wilderlands of Zaran. The written and verbal form of Xambrian is considered a dead language.



Talislantan Currencies

As a traveler of some note, Tamerlin had cause to gain a certain degree of familiarity with the currencies used by the peoples of Talislanta. He claims the standard rate of exchange to have been based upon the gold lumen, which had a value equivalent to ten silver pieces or one hundred copper pieces of the standard type. Having had need to carry around fair sums of money on his voyages, Tamerlin also noted the weight of any twenty standardized coins to be approximately one pound.

The wizard's keen interest in numismatics, perhaps one of his lesser-known attributes, further led him to compile a brief listing of lesser-known and rare Talislantan coins, as follows:

Aamanian Coppers: These wafer-like coins are in wide use only in Aaman. At one hundred to the pound, Ammanian coppers are considered to be practically worthless, and are spurned in other regions.

Antique Coins: Several ancient varieties of coin are valued as antiques by Talislantan collectors and curio dealers. The most notable are: coins of the old Phaedran dynasty, worth twice their face value; coins of the old Mazdak dynasty, equal in value to Phaedran coinage; skull-visaged coins from the tombs of Khazad, worth up to five times their face value; any type of coin dating from the Time Before Time, all of which may be worth as much as one hundred times their face value (especially rare coins may be worth even more than this).

Dracartan Pyramids: These triangular coins are made of red iron, and are valued at five silver pieces each. They are honored in all lands except Rajanistan, where the ownership of even a single such coin is deemed an offense punishable by death.

Gold Pentacles: These fine, star-shaped coins are popular in the Seven Kingdoms, and are worth five gold lumens throughout the continent. As their intricate shape renders them difficult to counterfeit, gold pentacles are especially favored by merchants and traders.

Imrian Brass Rings: Worth two copper pieces each, these ring-shaped coins are popularly worn about the neck on strings or chains. Those lands which outlaw slavery will not accept the Imrians' crude coinage.

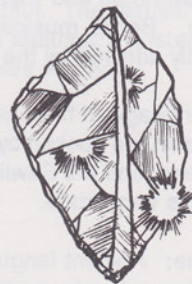
L'Haan Adamants: Rarely seen outside of L'Haan, adamant are valued at twenty gold lumens each in this region. They are worth twice as much in other lands, where adamant is practically unknown.

Oceanian Radlants: These "coins" are actually the irridescent scales of ancient sea dragons. In Oceanus, a radiant is worth one gold lumen.

Orgovian Yatma: A lead coin of no great value, rendered totally worthless when the yatma was devalued following the dissolution of the old Kingdom of Orgovia. Hence the term, "not worth a lead yatma".

Quan Emperors: By decree of the emperor, these handsome coins (which feature a crested dragon in relief on one side and the emperor's face on the other) are redeemable for one hundred gold lumens. Outside the Quan Empire, the coins are valued at only ten gold lumens.

Zandir Crescents: These half-moon shaped, attractive gold coins are valued at ten gold lumens in Zandu. Elsewhere, they are worth a single gold lumen, when they are accepted at all.





Diseases and Afflictions

The following is a listing of diseases unique to the Talislantan continent and surrounding environs. Where possible, the author has indicated folk remedies and other treatments known (or at least believed) to be of some effect in curing or abating these maladies.

Corpse Rot: Also known as "the Black Curse," this malignant disease is transmitted by the bite of the necrophage. Symptoms include fever, severe weakness, unconsciousness, and a gradual blackening and swelling of the limbs and body (beginning at the site of the wound and slowly spreading over the entire body). The disease affects both humanoids and animals, and is usually fatal within twenty-four hours. A potent alchemical or magical curative, employed in conjunction with a counterspell against curses, relieves these symptoms in approximately 95% of all cases. A swift burial is advised with regard to the unlucky 5% of such cases, as victims tend to emit a horrid putrescence soon after death.

Gange: Also known as "the slow death," gange is a debilitating disease which only affects certain avian species. Gryphs, Stryx, and smokk birds are particularly susceptible to this affliction, which causes a gradual weakening of the muscles of the heart and lungs. Unless treated with a mixture of two drams each of powdered amber, rare earths, and cleric's cowl (taken thrice each day for twelve days), death will result within four to six weeks. Symptoms include weakness, loss or discoloration of plumage, and fainting spells.

Moss Mold: A type of fungal infection common to the Dark Coast region. A minor irritation to men, moss mold is invariably fatal to Green Men and most types of plant life. In men, the disease causes itching and some peeling of the skin. In plants and Green Men, moss mold slowly dissolves tissue, resulting in death within a week or so. A salve consisting of unguent, camphor, and a drop of quicksilver will effect a cure within two days in either case, as will certain magical and alchemical treatments.

The Red Death: By far the most feared of Talislantan maladies is the Red Death, a highly contagious disease which is almost invariably fatal. The Red Death is resistant to magical and alchemical treatments, even the most efficacious of which offer only about a 20% cure rate. Symptoms include fatigue, fever, profuse sweating, and delirium. Death usually results within 3-4 days. Humanoid beings of all races are susceptible to the Red Death, which, during various periods of Talislantan history, has caused great devastation. Prevention of the disease may be possible by the employment of good luck charms and other related adjuncts, water from the Well of Saints being the only certain cure.

Swamp Fever: Swamp fever is a disease believed to be transmitted through contact with lurkers (swamp demons), or possibly flits; drinking water tainted by either of these noxious creatures may also lead to the contraction of this malady. Swamp fever causes permanent insanity, perhaps in as short a time as two days. Most humanoid creatures appear to be susceptible to the disease, which may sometimes be treated via the ingestion of

seven drams of crushed cleric's cowl root mixed with vinegar. The folk of Jhangara claim that immersion for twelve hours in a trough of fresh ogront's dung is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting, and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, laying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Spinning Sickness: A disease which seems to affect both men and animals alike, spinning sickness (also known as "the drops") has no known cure, and is impervious to even the most potent magical and alchemical remedies. The affliction is not fatal, however, and runs its course in 1-4 days. During this time, the victim will suffer intermittent attacks of double-vision and vertigo, occurring perhaps as often as once or twice each hour. Such attacks rarely last longer than four or five minutes each, but are quite severe; unless the victim is lying down at the time, he or she will careen dizzily about and fall to the ground in a most undignified manner. The disease has no warning symptoms, and its cause (or causes) remains unknown.

Yakuk: A disease common to many jungle regions, yakuk causes a gradual loss of all sensory capabilities. Victims initially suffer loss of sight, followed by hearing, smell, taste, and finally speech (-1 Perception Rating per two-hour interval, following the onset of the disease). Perhaps the most fearful aspect of yakuk is that the disease's effects, while permanent, are not fatal; most victims continue to live, cut off from all sensory stimulæ, until they die of thirst, starvation, or some other mishap unrelated to the disease itself. Those who manage to survive for longer than a month usually go mad. The disease is thought to be transmitted by leeches, and seems to affect most humanoid beings. An elixir made from equal parts of red lotus, black lotus, and sulfur is the only known cure aside from the implementation of divine magic.

Yellow Tinge: An infectious disease which affects water-breathing humanoids (such as the Imrians) and most varieties of fish. The victim's gills slowly become clogged with a sticky, yellow secretion, eventually resulting in death by asphyxiation (typically within thirteen days). A fluid mixture consisting of spirits of alcohol and powdered red iron, applied directly to the gills twice daily for three days, will provide a cure. Magical or alchemical intervention is likewise possible in at least 50% of all cases.



Cults, Secret Societies, and Magical Orders

The following is a list of cults and organizations known to operate in Talislanta, including certain of the stated (or reputed) principles and practices of these groups. Other, lesser-known orders undoubtedly exist, and remain to be discovered by individuals with an interest in such subjects.

The Arcanum Society: A magical fraternity of wizards, savants and arch-mages, the Arcanum Society is based in the city of Cymril. The group has no stated goal other than the pursuit of arcane knowledge and lore. Members often engage in lively debate concerning their respective fields of magical expertise, occasionally with unexpected consequences. The society holds an annual awards dinner that is the talk of the Seven Kingdoms. Applications for membership are available by appointment, though only individuals with exceptional qualifications are granted entrance into this elite order.

The Black Mystic Cult: The official state "religion" of Rajanistan, the Black Mystic Cult has few adherents in other lands. The cult's leader is the Khadun, the ruler of the country, whom the Rajans revere as the earthly manifestation of the dread entity called Death. Necromancer-priests serve as functionaries, and are responsible for training the cult's elite corps of assassins, known as the Inquisitors.

Black Mystic ceremonies typically feature ritual executions, symbolizing the "conversion" of non-believers to Black Mystic doctrine. Giant Shadinn Inquisitors are employed as executioners in these grim observances, which draw great crowds of "worshippers" to the temple. The objectives of the Black Mystic Cult include the destruction of neighboring Carantheum and the "conversion by the sword" of all enemies of Rajanistan. The most powerful of the necromancer-priests gain the ability to detect spirit presences (by manifesting a third eye in the center of the forehead) and claim to be able to raise individuals from the dead.

The Cult of the Golden God: Members of this cult revere Avar, the god of wealth and material gain. The merchant-priests of Avar preach the attainment of wealth by any means; to illustrate the point, they sell holy items in the god's gilded temples. The cult is very popular in Faradun, and has some few adherents in Kasmir of the Seven Kingdoms and the Quan Empire.

Demonic Cults: Several demonic cults are extant in Talislanta, the Witchmen of Chana and the Cannibals of Pana-Ku being among the most well-known of these groups. Demonic cults typically look to Aberon, ruler of the Dark Dimension of Cthonia, for guidance; a perilous practice, given the chaotic nature of the demon lord. The objective of most of these groups is to bring about the destruction of order, typically within their own limited spheres of influence, though occasionally - through the intervention of demonic agencies - on a larger scale. Among civilized peoples, demon-worship is rare, and generally limited to a few scattered demonologists, anarchists and individuals of a destructive or overtly anti-social nature.

Diabolistic Cults: In Talislanta, diabolism holds a far greater appeal to civilized people than demon-worship, which is largely the province of primitive tribesmen. The reason for this is that Shaitan (Talislantian devils) are not chaotic in nature; rather than causing the destruction of order, Shaitan prefer to work within the existing order of things, attaining power by gaining influence and control over others. Diabolistic cults tend to be mysterious in their ways, keeping their motives secret from outsiders. The Black Savants of Nefaratus serve as an example of how far some diabolists will go to maintain this veil of secrecy. To this day, their precise motives remain unknown; in living memory, no outsider has ever visited the isle of Nefaratus and returned to tell the tale.

The Dragon Cult: Dragon cultists revere Satha, the giant dragon-goddess who is supposedly the mother of all reptilian species. Satha is depicted as a Shaitan princess by some scholars, but is more likely associated with the race of Fire Elementals. The cult has numerous followers among the Saurans and Sauruds of the Volcanic Hills, but is practically unknown elsewhere. Priestesses of the Dragon Cult possess no magical abilities except with regard to the fashioning of dragon icons, fetishes which confer strength to faithful followers of Satha. The cult's objective seems to be the propagation and protection of the reptilian races.

Elemental Cults: These cults revolve around reverence of one or more of the immortal entities known as the true elemental. Examples include the cults of Borean (god of the North Wind, revered by the Mirin of L'Haan), Terra (earth goddess of the Vajra and Gnomekin races), Oceanus (patron deity of the Sea-Nomads), Arial (Sawilu goddess of the South Wind), and conceivably the Sauran fire-goddess, Satha (q.v.). "Priests" and "priestesses" of such elemental cults are often white warlocks and witches. The objectives of an elemental are usually benign, with environmental issues typically being a primary concern. Animists, such as the Ariane Trans-Ascendants, can also be considered in this category.

The Heterodoxists: The Heterodoxists are a secret society comprised of the descendants of various peoples displaced during the Cult Wars of the Early New Age. They are an underground organization, highly secretive in their dealings, and possessed of a single goal: the elimination of the Orthodoxist and Paradoxist cults, the two opposing factions who instigated and prolonged the senseless Cult Wars. Though few in number, the Heterodoxists are feared by both the Aamanians and the Zandir. Their tactics include sabotage, terrorism, and political assassination. It is suspected by some that the Heterodoxists have ties with the Black Mystics of Rajanistan, who supposedly finance certain of the group's operations.

The Idolators: This cult is popular among the Ur clans of Urag, who prostrate themselves in front of massive, three-eyed stone idols. The Ur haven't a clue as to the origins of these giant statues, which predate the clans' arrival in Urag by several thousand years; nevertheless, the clans worship the idols as gods. "Priests" of the Idolators usually possess magical capabilities commensurate with charlatans, and are incapable of all but the



simplest hoodoos and charms. Sacrificial rituals are common practice, captured foes usually serving as the victims. The stated goals of the Idolators are conquest of the Western Lands and expansion into more southerly territories.

The Orthodoxists: The Orthodoxists are arch-conservatives who revere Aa the Omniscient, patron deity of Aaman. The cult's adherents are notably intolerant of other religious beliefs, and preach incessantly on the benefits of attaining "Oneness with Aa"; i.e., the repression of individualistic thought and behavior. Aaman's hierophant dispenses the cult's doctrines, which are recorded in the Omnival, a series of iron-bound volumes containing the teachings of Orthodoxy.

Important to all Orthodoxists is the accumulation of mana by the performance of worthy deeds: pilgrimages to officially sanctioned holy sites, donations to the church, service to the hierophant, and so on. By gaining sufficient mana points one may advance in status; the primary goal of all Orthodoxists. The cult's main objective is to gain influence by converting non-believers to their ranks. A secondary objective is the extermination of infidels, a task given over to the Knights of the Theocratic Order, warrior-priests who serve as witch-hunters and protectors of the faith.

The Paradoxists: The Paradoxists of Zandu are in all respects the ideological nemeses of the Orthodoxists, having a long history of conflict with their Ammanian counterparts. Adherents of Paradoxism espouse freedom of expression, and are tolerant of all religious beliefs. They have no patron deity but exhibit a casual reverence for "the Ten Thousand," a baffling array of saints, luminaries and minor deities. There are no priests or temples of Paradoxism, and the cult has no definable goals or objectives except as pertains to the Orthodoxists; the mutual hatred which exists between these two rival factions led to the infamous Cult Wars of the Early New Age, which lasted for four hundred years.

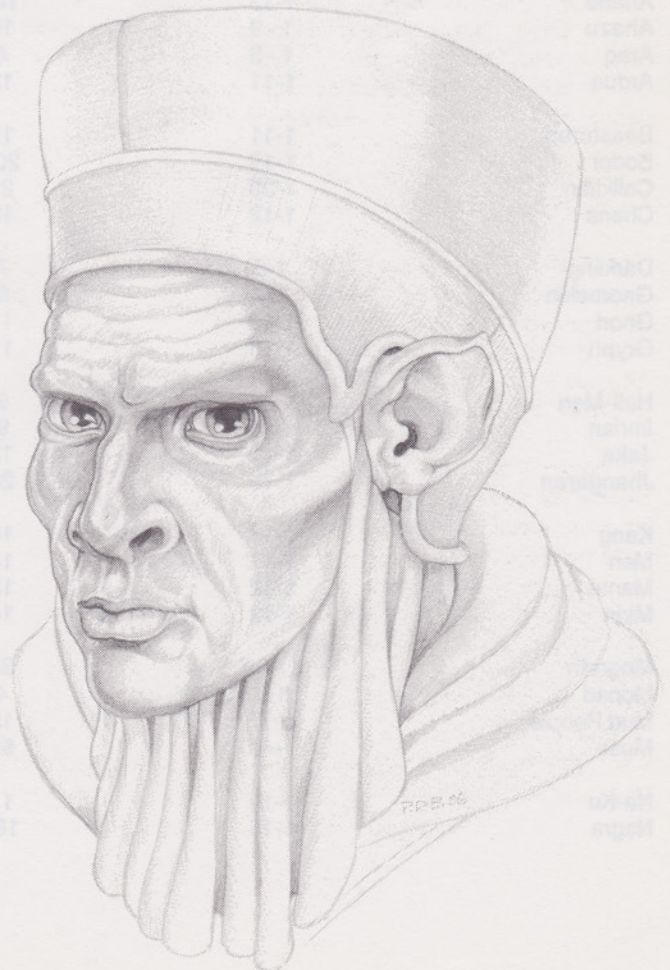
The Quaranian Diabolists: The Quaranians were, at the height of their power, one of the most malign and dangerous cults in Talislantan history. Their crimes were many: the almost-total extermination of the Xambrian race, the fomenting of a terrible war between the ancient empires of Sursia and Acimera, and numerous other plots and machinations. The Great Disaster brought to an end the Quaranians' reign of terror, as well as the first great civilizations of what is now referred to as the Forgotten Age.

Yet the cult was not crushed, but merely driven underground; the most powerful of the Diabolists, granted virtual immortality in return for their service to the Shaitan, continued to live on in successive incarnations. Over the course of time some have forgotten their true identities, though the influence of their past lives is so strong that these reincarnated Quaranians almost inevitably become slaves to their darker instincts. Those able to maintain a consistent consciousness throughout each incarnation are often able to attain great magical power. Of these, some become leaders of their own cults, while others choose to dwell in seclusion or serve as advisors to individuals of wealth and power.

The Revenants: The Revenants are a secret order of assassins operating out of Arim. The cult has no political or religious affiliation, but seems to be run strictly for profit. The Revenants specialize in "revenge-for-hire," and may be employed to perform acts of retribution ranging from simple insults to vandalism, arson, physical violence and even murder; fees vary accordingly, from as little as ten silver pieces to well over a hundred thousand gold lumens. The cult is widespread and operates in extreme secrecy; such is its prevalence that almost anyone whom one meets in Arim - regardless of age, sex or position - could conceivably be a member of the Revenants.

The Shadow Cult: Adherents of the Shadow Cult's doctrines revere Sham, the so-called "King of Lies" and patron deity of the Darklings. "Priests" of Sham are in reality thieves, charlatans, or assassins, and rarely possess any but the most limited spell casting abilities. The cult's following appears to be limited to the race of Darklings.

The Xambrian Wizard Hunters: The Xambrians are the descendants of a race of beings who were persecuted into near-extinction during the Forgotten Age. Their numbers are few; they have no organization, and in fact prefer united in a single, common cause: to hunt down and bring to justice the current incarnations of the Quaranian Diabolists who nearly succeeded in exterminating their people (see *Quaranian Diabolists*). To finance this goal many Xambrians work as wizard hunters, tracking down miscreant spell casters and other individuals with a price on their heads. They are a suspicious and morose lot, impelled by prophetic visions and prone to anti-social behavior.





Life Expectancy of Talislantan Races

The following chart shows the average lifespan (in Talislantan years) of the various humanoid races of Talislanta. The four basic stages of humanoid development, and the corresponding effect on attributes of each stage, are as follows:

1) Adolescent: Half listed Hit Point and Attribute totals until Adult phase. If playing an adolescent character, divide the period of adolescence by four; increases in Hit Points and Attributes can be tallied each quarter. Note that Adolescent characters may not yet have acquired any skills; alternatively, the Gamemaster may allow Adolescents to have "zero-rated" (or even "negative-rated") skills, talents learned through observation and imitation but as yet not fully developed.

2) Adult: Hit Points and Attributes are as listed. The term, "Adult," is used here to denote physical maturation; not social status, which is subject to cultural mores and traditions.

3) Middle-Aged: A period of gradual physical decline which may be tempered somewhat by the acquisition of wisdom and experience. In game terms, the Gamemaster rolls once on the SKILL/ATTRIBUTE column of the ACTION TABLE at the onset

of this period, then once again at the mid-point, for the following Attributes: Strength, Dexterity, Constitution and Speed. Failure indicates a -1 reduction for the attribute being checked. Conversely, the Gamemaster rolls for Intelligence, Will, Perception and Charisma; success indicates an increase of +1 for the attribute being checked.

4) Venerable: As per the latter category, only some physical decline is unavoidable. Subtract one point from Strength, Dexterity, Constitution and Speed at the onset of this period. Roll again at the mid-point and in the last year indicated (before the figures listed in parentheses; see chart) to determine if further physical decline occurs. At both junctures, the Gamemaster rolls to see if the character's Intelligence, Will, Perception and Charisma increase by +1. Note that in this instance, *failure* indicates a -1 reduction in these attributes (due to advanced age, possible senility, gradual decrease in sensory abilities, etc.).

Note: Players may determine the age at which their characters will begin play in the campaign. If the Gamemaster and players are experienced fantasy gamers, characters do not necessarily have to begin play at the first level of ability. Should the group desire to do so, the Gamemaster may elect to run a campaign with intermediate or higher-level characters.

LIFESPAN CHART: TALISLANTAN RACES

RACE	ADOLESCENT	ADULT	MIDDLE-AGED	VENERABLE
Ariane	1-13	14 - 49	50-79	80-100 (+4d10)
Ahazu	1 - 9	10-30	31 - 40	41-55 (+2d6)
Araq	1 - 3	4-19	20-24	25-30 (+d6)
Ardua	1-11	12-33	34-60	61-85 (+3d20)
Beastmen	1-11	12-25	26-39	40-50 (+d6)
Bodor	1-19	20 - 50	51-75	76-100 (+4d6)
Callidian	1-20	21-55	56-75	76-190 (+4d10)
Chana	1-12	13-35	36-45	46-60 (+3d6)
Darkling	1-6	7-22	23-30	30-37 (+d10)
Gnomekin	1-4	5-50	55-100	101-150 (+5d10)
Gnorl	1-10	11-25	26-99	101-165 (+6d20)
Gryph	1-10	11-35	36-45	46-55 (+d20)
Half-Men	1 - 8	9-20	21-33	34-40 (+1d20)
Imrian	1 - 8	9-24	25-40	41-65 (+d10)
Jaka	1-11	12-35	36-60	61-80 (+d20)
Jhangaran	1-19	20-30	31-50	51-75 (+d10)
Kang	1-13	14-45	46-54	55-60 (+d10)
Men	1-17	18-40	41-65	66-80 (+2d20)
Manra	1-12	13-30	31-40	41-50 (+d20)
Mirin	1-13	14-40	41-75	76-95 (+3d20)
Mogroth	1 - 29	30-79	80-119	120-160 (+3d10)
Monad	1-3	4-25	26-30	31-35 (+d6)
Mud People	1-17	18-28	29-39	40-50 (+2d10)
Muse	1-49	50-75	76-95	96-125 (+2d10)
Na-Ku	1-10	11-25	26-35	36-45 (+d10)
Nagra	1-15	16 - 49	50-69	70-90 (+d20)



Orgovian	1-12	13-36	37-55	56-75 (+2d6)
Phantasian	1-17	18-40	41-75	76-120 (+d20)
Rajan	1-12	13-35	36-55	56-75 (+2d20)
Raknid	1-4	5-12	13-20	21-25 (+d10)
Sauran	1-5	6-24	25-39	40-60 (+d20)
Saurud	1-6	7-24	25-39	40-55 (+d20)
Sawilu	1-20	21-45	46-75	76-100 (+2d20)
Sindaran	1-19	20-39	40-59	60-80 (+d20)
Sunra	1-24	25-35	36-49	50-70 (+2d20)
Stryx	1-9	10-19	20-39	40-65 (+d20)
Thrall	1-7	8-28	29-49	50-60 (+d20)
Vajra	1-39	40-70	71-99	100-180 (+2d20)
Wildmen	1-15	16-25	26-35	36-50 (+d10)
Xambrian	1-14	15-49	50-89	90-130 (+d20)
Yassan	1-10	11-40	41-75	76-90 (+2d12)

Comments

- **Ariane** make a distinction between physical age and "spiritual age"; i.e., the number of incarnations which a given spirit has gone through. Spirits who have experienced seven or more incarnations are deemed "wise" or "venerable" by the Ariane; all others are still considered "young."

- **Araq** are sorcerous hybrids genetically "programmed" to mature quickly. Once beyond the Adult stage, Araq degenerate rapidly.

- **Beastmen** are a mongrel race, fairly short-lived and susceptible to disease once past the Adult stage. The female of the species commonly gives birth to two litters of 2-8 "pups"; as many as half of these may be deformed or still-born.

- **Chana** are short-lived, primarily as a result of the ritual abuse of Kesh, a potent narcotic.

- **Darkling** young are born without eyes, the latent optical nerves typically developing by the end of their sixth year.

- **Gnomekin** mature early, enjoy a long period of adulthood, and are among the most long-lived of the Talisiantan races.

- The **Gryph's** high metabolism is believed to contribute to the relatively short lifespan of these avian beings.

- **Imrians** hatch from eggs, and spend their adolescence as water breathing "newts." Lungs capable of breathing out of water develop by the end of the eighth year.

- **Jaka** females rarely give birth to more than one litter in their lifetime, and almost always give birth to twins.

- The warlike **Kang** are most productive during the fairly long period of adulthood which is typical for members of this race. Once past their physical prime, however, most become depressed, often taking ill and dying within just a few years' time.

- The races of **Men** include the Aamanians, Arimites, Batreans, Cymrilians, Danuvians, Dhuna, Djaffir, Dracartans, Drukh, Farad, Gao, Hadjin, Harakin, Kasmir, Mandalans, Mangars, Maruk, Sarista, Thaeciens, Thiasians, Xanadasians, Za, and Zandir. Of these, the longest-lived are the Harakin (+5 years), Kasmir (+10 years), Mandalans and Xanadasians (both +20 years). The

shortest-lived are the unhealthy Quan (-20 years), the drug-ridden Farad (-10 years) and the Hadjin (-5 years).

- The **Manra's** short lifespan is directly attributable to the physical stress inherent in the practice of shape-changing.

- **Mogroth** are especially long-lived, a condition attributed to the slow metabolism of these great, sloth-like creatures.

- The **Mud People** hatch from eggs, then spend the first seventeen years of life as legless, mud-dwelling newts. The customary six appendages develop soon thereafter, along with rudimentary lungs.

- **Muses** remain in the adolescent stage for almost fifty years before attaining physical maturity; mental maturity may never develop.

- Despite appearances, the **Nagra** are a robust and hearty folk who generally lead a long and productive adult life.

- **Raknids** spend their entire adolescence encased in fibrous cocoons, emerging as fully-matured adults. They are notoriously short-lived creatures.

- Both **Saurans** and **Sauruds** hatch from eggs, developing from quadrupedal "hatchlings" to bipedal adults within five years.

- **Sindarans** are nearly four feet tall at birth, though so thin as to nearly be translucent. With the exception of newborn Kasmir (who are as shriveled and wrinkled as adult Kasmir), Sindaran infants are arguably among the least attractive adolescents of any humanoid species.

- The **Thralls** are a race bred for battle, maturing quickly and having a productive adulthood, but aging soon afterwards.

- **Vajra** spend their adolescence hibernating in subterranean burrows, awakening as mature adults.

- The short life expectancy of **Wildmen** is attributed to their ritual ingestion of skullcap, a virulently toxic variety of mushroom native to Yrmania.

- Despite outward similarities, **Xambrians** are not men, a fact attested to by their uncommonly long lifespan.

CHAPTER SEVEN: GAMEMASTERS GUIDE

The following section is included for the benefit of the Gamemaster, and features additional rules and information on the Talislanta milieu. Gamemasters should feel free to adapt or interpret the material in this section as desired.

The Beginning Campaign

Character Background

It is assumed that prior to the start of their game careers, all characters have had some training and experience in their chosen profession or field of study. During this "pre-game" period, the character will have had the opportunity to make the acquaintance of many other individuals: relatives, friends, associates, former superiors, rivals, and even enemies.

Prior to the beginning of a new campaign, the Gamemaster should spend a few rounds with each of the players, helping to construct a brief outline of the character's background (pre-game career). The Gamemaster should feel free to augment or modify the die results to suit the needs of each player, in order to create a cohesive background for each character. This information should be recorded on the reverse side of the character sheet provided in Chapter One, as follows:

- 1) Indicate the character's *place of birth*. This information is often determined by a character's race and/or nationality, though this need not always be the case.
- 2) Determine the character's *Parentage* (see TABLE I).
- 3) Determine the character's *Siblings* (see TABLE II).
- 4) Determine the character's *Former Mentor*, or teacher (see TABLE III).
- 5) Determine the character's *Former Associates* (see TABLES IV-VIII). A minimum of three associates should be provided; Gamemasters can fill in the details for each as time permits.
- 6) Have the players list *Personality Traits* for their respective characters, noting any specific quirks, behaviorisms, or other information mentioned in the character outline. The Gamemaster should encourage the players to be creative when determining Personality Traits, which provide the basis for role playing.
- 7) Lastly, the Gamemaster should review the section on *The Adventuring Party*. Once the party is in order, the players and Gamemaster will be ready to embark upon their first adventure in TALISLANTA.

TABLE I: PARENTAGE (roll % dice.)

- 01-10 = Parents deceased. The cause of death may or may not be known to the character.
11-20 = Parents Identities/location unknown.
21-40 = One parent living, one deceased.
41-59 = One or both parents missing (imprisoned, separated, spouse abandoned, etc.)
60-100 = Both Parents still living.

Note: Roll on the appropriate *CHARACTER TYPES* table to determine professions for parents, or choose appropriate types.

TABLE II: SIBLINGS

- 01-10 = None known.
11-20 = Identical twin (brother or sister).
21-40 = 1-6 half brothers/half-sisters.
41-69 = 1-6 siblings plus above.
70-89 = 2-8 siblings.
90-100 = 3-12 siblings.

Note: roll d6 to determine sex (1-3 male, 4-6 female) for siblings and half-brothers/sisters, and to determine age difference (1-3 younger than character, 4-6 older than character). Roll on the appropriate *CHARACTER TYPES TABLE* to determine professions for siblings, or choose appropriate types.

TABLE III: THE CHARACTER'S FORMER MENTOR

All characters, regardless of type, learned the basic Skills of their chosen profession from a mentor, master, or elder of some sort. The age, race, sex, and Attributes of the mentor can be determined by the Gamemaster as he or she sees fit. To determine the nature of the former mentor, roll % dice on the following table.

01-20 = Benevolent: The former mentor is quite proud of his or her pupil, and will always make time for a consultation. There is a 60% chance that the master will be able to spend time teaching the former pupil a new skill, spell, etc. If currently unavailable to teach, the mentor will arrange to make time for the pupil within 1-8 days.

21-40 = Fairly helpful: The former mentor is available for consultation 85% of the time, and is available to teach the pupil a new skill or spell 40% of the time. If unavailable, the mentor will make time for the pupil within 2-12 days.

41-55 = Preoccupied: The mentor is always extremely busy. There is a 50% chance that she or he will have time for a *brief* consultation, but will be available to teach a new skill or spell only 20% of the time. If unavailable, the former pupil may try again in 1-4 weeks.

56-65 = Irritable: The mentor is almost always in a foul mood over something. There is a 25% chance that he or she will answer one or two questions, but there is only a 10% chance per month that he or she will take the time to teach the character a new skill, spell, etc. This chance increases to 50% if the former student agrees to do the mentor a favor of some sort in return for the mentor's help.

66-75 = Unapproachable: The mentor has no time for small talk. If you want to risk it, there is a 10% chance that he will answer it just to be rid of the former student. Don't even roll for teaching a new spell, skill, etc.

76-80 = Unpredictable: The mentor may react in any of the previously listed manners. Roll % dice any time he or she is to be consulted to determine the mentors current state of mind, ignoring any roll of 76% or more.



81-90 = Unfriendly: Mentor and student have not parted on good terms. The reason for this animosity, (jealousy of the student's abilities, difference in alignment, personal disagreement, etc.) may not be clear to the former pupil. The details are up to the Gamemaster.

91-100 = Deceased: The mentor has died in a manner described by the Gamemaster. It is possible that the loss may have a profound effect on the player character/pupil: he or she may wish to avenge the mentor's death, discover who murdered the mentor, etc.

TABLES IV-VII: CHARACTER TYPES

The following tables may be used to determine the profession of a character's parents, siblings, and/or other associates, as needed. Roll on the table corresponding to the character's background (city, village, etc.) to determine the type of individual encountered. *TABLE IX: RELATIONSHIP* may be used to determine how a given NPC associate has come to know a player character.

The gamemaster can use the die results as a basis to create a cast of supporting Non-player characters for the player characters to interact with, augmenting these basic results with specific information on each individual's race, nationality, Attributes, and so on.

Note: when more than one character type is listed, choose the most appropriate or interesting type. Ignore rolls which for any reason are not appropriate to the player character.

TABLE IV: CITY BACKGROUND

01-03 = Alchemist/thaumaturge.
04-06 = Priest/acolyte.
07-09 = Magician/wizard.
10-12 = City Sentinel/soldier.
13-15 = Merchant/trader.
16-18 = Slaver/contraband dealer.
19-21 = Caravan Master/sea captain.
22-24 = Gaoler/torturer/executioner.
25-27 = Magistrate/official.
28-30 = Litigator.
31-33 = Caravan driver/seaman.
34-36 = Mercenary Warrior.
37-39 = Diabolist/demonologist.
40-42 = Artisan/artificer.
43-45 = Musician/performer.
46-48 = Thief/smuggler.
49-51 = Beggar/street urchin.
52-54 = Courtesan/concubine.
55-57 = Noble/aristocrat.
58-60 = Scholar/savant.
61-63 = Cartographer/explorer.
64-66 = Diplomat/ambassador.
67-69 = Engineer/trapsmith.
70-72 = Mystic/fortune teller.
73-75 = Charlatan/mountebank.
76-78 = Antiquarian/collector.
79-81 = Moneylender.

82-84 = Dealer in rare goods.
85-87 = Cryptographer/linguist.
88-90 = Navigator/pilot.
91-93 = Laborer (choose type).
94-96 = Slave/escaped slave.
97-99 = Assassin/cultist.
100 = Gamemaster's choice.

TABLE V: VILLAGE BACKGROUND

01-05 = Priest/shaman.
06-10 = Herbalist/healer.
11-15 = Wandering seer/wizard.
16-20 = Merchant/trader.
21-25 = Herder/agriculturalist.
26-30 = Magistrate/official.
31-35 = Hunter/trapper.
36-40 = Caravan driver/seaman.
41-45 = Mercenary warrior.
46-50 = Laborer (choose type).
51-55 = Guard/sentinel.
56-60 = Witch/warlock.
61-65 = Artisan/artificer.
66-70 = Traveling musician/performer.
71-75 = Savant/sage.
76-80 = Bandit/highwayman.
81-85 = Animal Handler.
86-90 = Brewer/vintner.
91-95 = Slave/escaped slave.
96-100 = Thief/mountebank.

TABLE VI: NOMAD BACKGROUND

01-05 = Herder/animal handler.
06-10 = Wandering seer/wizard.
11-15 = Shaman/healer.
16-20 = Artificer.
21-25 = Bandit/highwayman.
26-30 = Hermit/outcast.
31-35 = Caravan master/driver.
36-40 = Adventurer/explorer.
41-45 = Travelling musician/performer.
46-50 = Bounty hunter/manhunter.
51-55 = Scout/tracker.
56-60 = Tribesman.
61-65 = Member of another tribe.
66-70 = Warrior Chieftain.
71-75 = Clan elder.
76-80 = Witch/warlock.
81-85 = Slave/escaped slave.
86-90 = Fugitive/pilgrim.
91-95 = Tomb robber.
96-100 = Merchant/trader.

TABLE VII: OUTCAST BACKGROUND

01-05 = Thief/cutpurse.
06-10 = Smuggler/Slaver.
11-15 = Forger/counterfeiter.
16-20 = Fugitive/refugee.
21-25 = Courtesan/philanderer.
26-30 = Mountebank/charlatan.
31-35 = Gambler/duelist.



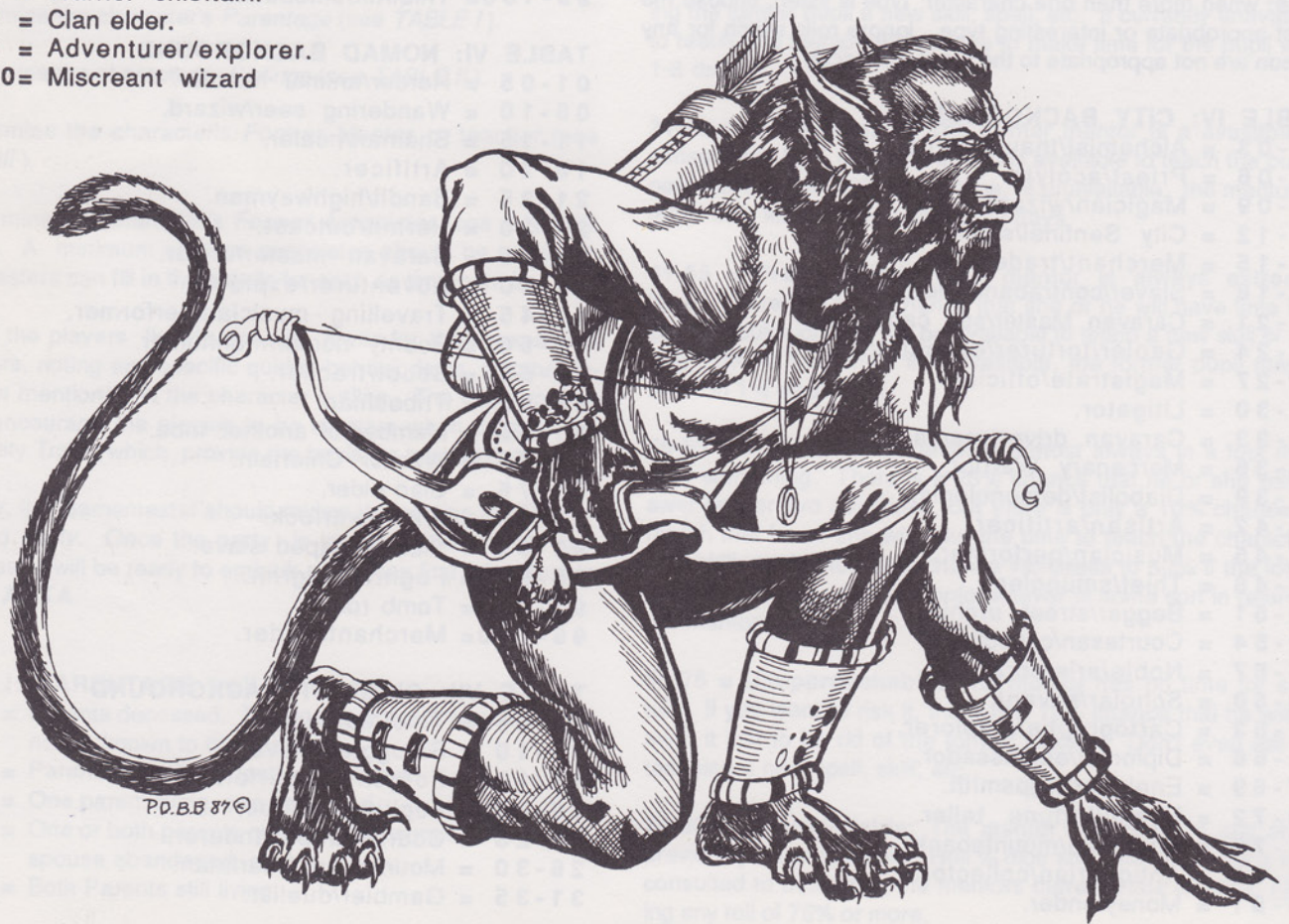
- 36-40 = Procurer/contraband dealer.
- 41-45 = Tomb robber/adventurer.
- 46-50 = Merchant/trader.
- 51-55 = Bounty hunter/manhunter.
- 56-60 = Travelling musician/performer.
- 61-65 = Miscreant wizard/hermit.
- 66-70 = Vagabond/beggar.
- 71-75 = Political activist/anarchist.
- 76-80 = Arsonist/kidnapper.
- 81-85 = Murderer/assassin.
- 86-90 = Slave/escaped slave.
- 91-95 = Witch/warlock.
- 96-100 = Diabolist/demonologist.

TABLE VII: WILDERNESS BACKGROUND

- 01-06 = Shaman/healer.
- 07-12 = Outcast/fugitive.
- 13-18 = Trader.
- 19-24 = Hunter/trapper.
- 25-30 = Warrior.
- 31-36 = Animal Handler.
- 37-42 = Scout/tracker.
- 43-48 = Artificer.
- 49-54 = Witch/warlock.
- 55-60 = Hermit.
- 61-66 = Wandering seer/mystic.
- 67-72 = Slaver/escaped slave.
- 73-78 = Member of rival tribe.
- 79-84 = Warrior chieftain.
- 85-90 = Clan elder.
- 91-95 = Adventurer/explorer.
- 96-100 = Miscreant wizard

TABLE IX: RELATIONSHIP

- 01-05 = Distant, missing, or unknown relative.
- 06-10 = Old friend of family, parent, or sibling.
- 11-15 = Friend from early childhood (may have changed.)
- 16-20 = Personal friend (possibly despite outward differences.)
- 21-25 = Confidant or advisor.
- 26-30 = Love interest; feeling may or may not be mutual.
- 31-35 = Former lover, now a friend.
- 36-40 = Jealous/spurned former lover (possibly dangerous.)
- 41-45 = Casual acquaintance (know well enough to speak with.)
- 46-50 = Admirer; feeling may not be mutual.
- 51-55 = Former hireling.
- 56-60 = Former rival, now a friend.
- 61-65 = Former acquaintance, out of touch many years.
- 66-70 = Rival/adversary (mutual respect may or may not exist.)
- 71-75 = Former employer.
- 76-80 = Enemy of character's family, sibling, parent, etc.
- 81-90 = Enemy/unscrupulous rival.
- 91-100 = Prospective follower/underling (see *Followers, Underlings and Hirelings.*)



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Personality Traits

The development of personality traits for player and non-player characters is essential to role playing, particularly in the **TALIS-LANTA** game, where experience points are awarded on the basis of how well the players adopt the role of their respective game personas. For this reason, all characters in the game should be given at least *two* different traits which will help to define their personality. One of these must be a "negative trait" or "weakness" of some sort (see the *Personality Traits Tables* which follow for some suggestions).

Determining Personality Traits

Players are allowed to choose one *Positive/Neutral Trait* and one *Negative Personality Trait* for their characters as they see fit, keeping in mind any behaviorisms associated with the character's race, nationality, and/or religious beliefs. The Gamemaster is allowed to disapprove any choice which might give the player an unfair advantage (or disadvantage).

Optionally, the player or Gamemaster may roll a d20 once on the *Positive/Neutral Traits* table, and once on the *Negative Traits* table. In the event of conflicting results, roll again. Final results should be recorded on the character sheet (found in *Chapter One*).

Positive/Neutral Traits (d20)

- 1 = loyalty to friends, country, or cult/religious group.
- 2 = courageous, resolute.
- 3 = honest, unselfish.
- 4 = considerate, kind to others.
- 5 = tolerant of other cultures/beliefs.
- 6 = emotional, sentimental.
- 7 = gentle, unaggressive.
- 8 = talkative, extroverted.
- 9 = romantic, passionate.
- 10 = carefree, easy-going.
- 11 = studious, thoughtful.
- 12 = humorous, a prankster.
- 13 = introverted, keeps to oneself.
- 14 = curious, inquisitive.
- 15 = idealistic.
- 16 = optimistic, always looks at the bright side.
- 17 = self-sufficient, independent.
- 18 = cautious, conservative.
- 19 = thrifty, a good money manager.
- 20 = has strong leadership qualities.

Negative Traits (d20)

- 1 = reckless, careless.
- 2 = unreasoning fear of water, heights, darkness, insects, reptiles, disease, confinement, crowds, etc. (choose one).
- 3 = prejudiced towards a particular race, nationality, cult, etc. (choose one).
- 4 = weakness for alcohol or other intoxicant.
- 5 = naive, gullible.
- 6 = quick-tempered, prone to displays of violence.

- 7 = possesses sadistic tendencies.
- 8 = compulsive behavior: eating, kleptomania, voyeurism, etc., (choose one).
- 9 = intolerant, judgemental.
- 10 = cowardly.
- 11 = greedy, materialistic.
- 12 = amoral, does not know right from wrong.
- 13 = dishonest, conniving.
- 14 = indecisive, looks to others for leadership.
- 15 = apathetic, unmotivated.
- 16 = vain, over-fastidious.
- 17 = grim, humorless.
- 18 = hedonistic, seeks pleasure above all things.
- 19 = unreliable, frivolous.
- 20 = uncultured, uncouth.

Note: In any situation where a character must confront a phobia or other weakness, the Gamemaster may have the player roll vs the character's Will Rating (+/- modifier may be added according to the GM's appraisal of the prevailing circumstances). Failure to make this roll indicates that the character is governed by his or her Negative Trait.

The Adventuring Party

Before a party of characters embarks on its first adventure, the Gamemaster should meet briefly with the players to discuss the following considerations:

- 1) Have the players decide how the various members of the party met, how long they've known one another, etc.
- 2) Discuss any potential rivalries or other problems which may exist between the members of the party. Possible sources of friction between characters could include political or religious differences, racial prejudice, professional rivalry, etc.
- 3) Discuss the party's future goals and objectives. This will help the Gamemaster develop a basis for the formation of an exciting campaign.

Non-Player Characters (NPCs)

The Gamemaster should create a variety of non-player characters with which to populate his or her campaign world, and to interact with the players' characters. Included in the Gamemaster's NPC file can be the characters' former enemies, friends and associates, individuals of local renown, shopkeepers, peddlers, etc. The Gamemaster should play all NPCs.



ADDITIONAL RULES

Movement Rate

All figures listed here represent the average rate of movement in miles per day (twelve hours of travel time, not including rest periods or stopovers). The Gamemaster may modify these figures as necessary, according to game circumstances.

Overland Travel

	Road	Open	Rugged	Very Rugged
On foot	20	20	10	5
Aht-Ra*	35	5	25	20
Equus**	40	40	20	15
Land/mangonel lizard	25	25	20	15
Land dragon	30	30	30	25
Loper	30	30	25	20
Ogriphant	25	25	20	10
Strider	30	30	25	15
Carriage	50	35	15	—
Cart (small)	25	20	10	—
Cargo dray/wagon	25	25	15	5
Duneship	40	75	20	—
Land ark/barge	40	35	25	50
Palanquin/litter	15	10	5	2
Siege-engine (light)	20	15	10	—
Siege-engine (heavy)	15	10	5	—
War dragon (Sauran)	25	25	25	15
War wagon	20	20	15	5

Notes

* +5 miles for ontra, -5 miles for tatra

** +5 miles for silvermanes, except in very rugged terrain (-5 miles)

RUGGED terrain signifies hills, light woodlands, broken terrain, etc.

VERY RUGGED terrain signifies mountains, swamps, jungles, etc.

Inclement weather conditions may reduce rates by -50% or more.

Airborne Travel

TRAVEL MODE	FAVORABLE CONDITIONS	UNFAVORABLE CONDITIONS
Avian (small)*	100	20
Avian (humanoid)*	120	50
Avian (large)*	60	40
Aerial palanquin	40	10
Windrigger	50	15
Windship	100	50

Notes:

A Spell or Cloak of Levitation will double a non-avian's movement rate, while its properties are in effect. Enchanted hide or feather cloaks bestow movement rates comparable to the creature or materials from which they were made.

*Based on a Speed Rating of +4; adjust by +/- 5 miles per point of SPD.

UNFAVORABLE CONDITIONS indicate high winds, heavy precipitation, restricted visibility, etc.

Waterborne Travel

TRAVEL MODE	FAVORABLE CONDITIONS
Barge fort (Arduan)	30
Canoe/reed boat	25
Cargo barge	20
Carrack (Mangar)	100
Coracle (Imrian)	50
Dragon barque (Sunra)	90
Fishing boat/skiff	60
Ice schooner (Mirin)	100
Ice skiff (Mirin)	75
Galley (Farad, et al)	70
Merchant ship (Zandir, et al)	75
Pleasure barge (Quan)	25
Raft	10
Trireme (Parthenian)	80
Warship	75

Notes

Halve listed figures for unfavorable winds/currents, navigational hazards, etc. Sail-powered craft have a movement factor of "zero" when becalmed.

Time in the Campaign

The relationship between "real time" and "game time" is up to the Gamemaster to determine. If the gaming group meets regularly, the Gamemaster may employ a standard time frame as a reference; *i.e.*, "one real day equals one day of game time," "one real day equals one week of game time," or whatever seems most convenient. If the group does not meet regularly, the Gamemaster might prefer to adopt a loose or unstructured time frame. In this case, the Gamemaster determines when opportunities for adventure occur, how much time passes in between adventures, and so forth. Either method is fine, provided the Gamemaster keeps track of what is going on. To this end, it may be helpful to keep a log of the group's activities, noting important dates according to the Talisintan calendar. A log such as this serves as a record of the players' history, and is often entertaining when reviewed at a later date.



Damage Ratings

The following is an updated list of *DAMAGE RATINGS* for inanimate objects, structures and conveyances. The *DAMAGE RATING* figure indicates the maximum number of Hit Points which the object/structure can withstand before being destroyed (beyond repair). An object/structure which has taken *half* or more of its total *DAMAGE RATING* is *Disabled*, and in need of repair by a skilled engineer or technomancer.

Note that, due to their familiarity with building materials and structural weaknesses, engineers and technomancers are equally adept at sabotaging structures and conveyances (1/2 *DAMAGE RATING* to destroy beyond repair, or 1/4 damage to *Disable*). Also note that *ARMOR RATINGS* have been supplied to indicate the average resistance of objects/structures/conveyances to damage. All conveyances will of course have certain parts (wheels, harness/yoke, sails/rigging, etc.) which are more susceptible to damage than such figures would otherwise indicate (Gamemaster's option as to how susceptible to damage such parts may be under varying circumstances).

OBJECT	ARMOR RATING	DAMAGE RATING (h.p.)
Amberglass (vial, sphere, etc.)	1	2-8
Astrolabe	2	6
Barrel	2	6-10
Chain (per 1/4" thickness)	3	10 (per 1/4")
Chest (wood)	2	4-20
Chest (wood, reinforced w/iron)	3	10-30
Cloth goods	1	1-6
Glassware	0	1-4
Leather goods	1-2	4-12
Metal article/implement (soft)	2-3	5-20
Metal article/implement (hard)	4-6	20-100
Net	1-2	10-50
Padlock	3-4	6-60
Parchment	0	1-2
Pottery	1-2	1-6
Rope (per 1/2" thickness)	1	2 (per 1/2")
Sack (cloth)	1	2
Sack (hide)	2	5
Scroll tube (bone)	2	6
Scroll tube (metal)	3	12
Spyglass	3	10
Strongbox (sm.)	4-5	20-60
Strongbox (lg.)	6-8	20-80
Wicker/rattan furnishing	1	10
Wooden furnishing	2	15
Weapon (adamant)	6	50
Weapon (iron)	4-5	30-40
Weapon (stone)	3	25
Weapon (wood)	2	20

LAND CONVEYANCES	ARMOR RATING	DAMAGE RATING
Carriage	2	20-40
Cart	3	10-30
Cargo dray/wagon	4	30-60
Duneship	6	200
Land ark/barge	5	150
Palanquin/litter	1-2	15
Siege engine (light)	4	50
Siege engine (heavy)	6	100
Siege engine (giant)	7	175
War wagon (Kharakhan)	8	150

AIRBORNE CONVEYANCES	ARMOR RATING	DAMAGE RATING
Aerial palanquin	2	40
Windrigger	3	50
Windship	4	80-100
Windship (warship)	5	150

WATERBORNE CONVEYANCES	ARMOR RATING	DAMAGE RATING
Barge fort (Arduan)	5	200
Canoe/reed boat	2	20
Cargo barge	5	120
Carrack (Mangar)	4	150
Coracle (Imrian)	2	125
Dragon barque (Sunra)	5	220
Fishing boat/skiff	3	30
Ice schooner (Mirin)	5	200
Ice skiff (Mirin)	3	40
Galley (Farad, et al)	5	200
Merchant ship	4-5	175
Pleasure barge	4	100
Raft	2	15
Trireme (Parthenian)	7	280
Warship	6	240

STRUCTURES	ARMOR RATING	DAMAGE RATING
Bridge (rope)	1	15
Bridge (wood, per 10 ft. length)	4	50 (per 10')
Bridge (stone, per 10 ft. length)	8	100 (per 10')
Building (small, wood)	3	50-75
Building (large, wood)	4	100-150
Building (small, stone)	6-7	100-125
Building (large, stone)	8	200-250
Cage (wood/bamboo)	3	30
Cage (iron)	6	50
Cage (adamant)	7-10	75
Door (wood, average)	3	10
Door (wood, heavy)	4	15



Door (wood, reinforced w/iron)	5-6	25
Door (iron)	6-8	50
Fortress wall (wooden stakes,vines)	5	75*
Fortress wall (stone)	8	150
Fortress wall (stone, iron-plated)	10	200*
Gate (wooden barricade)	5	75
Gate (wood, reinforced w/iron)	6	100
Gate (iron)	8	150
Hive (raknid)	5	100*
Hive (water raknid)	4	75*
Hut (thatch/stilt-dwelling)	2-3	30-40
Hut (mud; Moorg-Wan)	5	50-60
Hut (salt block; Danelek)	6	75
Hut (stone)	6-7	100
Portcullis (wood, vines)	4	50
Portcullis (iron)	7	100
Tent	2	10
Tower (wood and thatch)	3	75
Tower (wood)	4	100
Tower (stone)	6-7	150
Tower (stone, iron-plated)	8	200
Tower (iron)	10	300

Notes

*10 x 10 ft. section, per each 1 ft. thickness.





Quality (Optional Rule)

It is well-known that *quality* is perhaps the most important factor in determining the value of most types of goods, merchandise, and services. Goods of inferior quality rarely last as long as high-quality merchandise, and may even be so shoddily made as to be almost useless, or even dangerous to use. Conversely, quality goods are usually more durable, more reliable, and—consequently—more valuable. In game terms, goods and materials may be given a "quality rating" based on a 1-20 scale, as follows:

Quality Rating Table

RATING Comments

- 0 or less** = Defective, damaged or cursed item; useless.
1-5 = Inferior quality (-50% value/damage rating, neg. 1-4 penalty to enchant).
6-10 = Average quality (no adjustments).
11-20 = Good quality (+50-100% value, +50% damage rating).
21+ = Superior quality (2-10x value, 2x damage rating, +1-4 bonus to enchant).

Rating Quality of Workmanship

The quality of an artisan's, artificer's, or other craftsman's work can be determined by comparing his/her *Skill Rating* against whatever *QUALITY RATING* he or she is attempting to achieve; roll on the **ACTION TABLE** to determine the craftsman's actual results. For example, a "zero level" apprentice trying to make a good-quality item attempts to do so at a penalty of *negative* 11-20 (depending on the level of craftsmanship being attempted). The same apprentice can try to make an average-quality item with considerably less difficulty, but will require additional skill before he or she can hope to make truly superior merchandise.

When to use the Optional "Quality" Rule

Overuse of the *QUALITY RATING* rule can create unwanted delays in the course of the game, and is not advisable. A few examples of instances where Gamemasters might want to try this optional rule include:

- 1) To give variety to the types of treasure, loot, or booty acquired by players; an "inferior quality" enchanted item might be less of a bargain than the players hoped, for instance.
- 2) To check the quality of repairs, alchemical/healing mixtures, makeshift apparatus, or any other work done by players or NPCs
- 3) To determine the overall quality of goods, materials, or services available in a particular shop or other establishments. Gamemasters should give players who have such Skills as *Merchant/Trader*, *Artificer*, *Appraise Treasure*, *Antiquarian Lore*, etc.) an opportunity to appraise the apparent quality of goods and/or services before making any transaction, as applicable.

Generating New Character Types

One of the more unusual features of the **TALISLANTA** system is the great number of character types available to the player and Gamemaster. Over one hundred different choices are described in this book, with others to be detailed in upcoming volumes of the **CYCLOPEDIA TALISLANTA** series. While this is a considerable number of character types for a single game system, the great diversity of the Talislantan milieu suggests that many other combinations of races/nationalities and professions are possible. To generate additional character types for the **TALISLANTA** game system, players and Gamemasters may refer to the following guidelines:

1) Choose the character's *race*. The races of "men" are notable for their ability to adapt to new Skills and training, and as such may become proficient in practically any profession. The races of "men" indigenous to Talislanta include:

Aamanians	Djuna	Harakin	Phantasian	Thiasian
Arimites	Djaffir	Ispasian	Quan	Xanadasian
Chana	Dracartans	Kasmir	Rahastran	Yassan
Cymrilians	Farad	Mandalan	Sarista	Yitek
Danelek	Gao	Maruk	Sawila	Za
Danuvians	Hadjin	Oceanian	Thaecian	Zandir

The races of "non-men" are generally restricted as to the types of professions which they may become proficient in, either as a result of physical or mental limitations, natural instincts, social/cultural stigmas, and so on. The following is a list of the races which fall into this category, and the types of professions which they are capable of learning:

RACE	POSSIBLE PROFESSIONS
Ahazu	Warrior, weaponer, tracker, scout, servitor (slave), hunter.
Araq	Warrior, tracker, scout, weaponer, artificer, beasthandler.
Ardua, blue	Warrior, artificer, scout, tracker, hunter/gatherer, navigator/pilot, weaponer.
Ardua, green	Any scholarly, magical/alchemical, or administrative profession.
Ariane	Any scholarly profession, scout, tracker, artificer, healer, herbalist.
Batrean, female	Courtesan, thief, performer, spy, concubine.
Batrean, male	Warrior, artificer (crude), hunter/gatherer.
Beastman	Warrior, thief, tracker, scout, bounty hunter.
Bodor	Musician, artificer.
Callidian	Any scholarly or magical/alchemical profession.
Darkling	Warrior, scout, thief, spy, assassin.
Drukh	Warrior, shaman, scout, tracker, hunter/gatherer, artificer, torturer.
Ferran	Thief, scout, tracker, spy, trader, smuggler.
Gnomekin	Warrior, crystalomancer, merchant, artificer, horticulturist.
Gnorl	Rhodomancer, scholar, herbalist, witch/warlock, healer.
Green Man	Horticulturist, gardener (natural talents only).



Gryph	Warrior, scout, hunter, artificer, historian.	Assassin	Assassinate, secondary combat, disguise, any three thieving talents
Ice Giant	Warrior only.	Bounty Hunter	Primary combat, tracking, any three combat or thieving Skills
Imrian	Slaver, warrior, artificer, engineer (crude), administrator.	Charlatan	Secondary magic, any five thieving or magical/alchemical talents
Jaka	Scout, tracker, hunter, thief, beast handler, trader, warrior, assassin.	Courtesan	Any two performing Skills, seduce, any three thieving talents
Kang	Warrior, tracker, assassin, administrator, performer (females)	Magician	Primary magic, inscribe spells, any three macal/alchemical Skills
Mirin	Any profession except slaver, courtesan.	Mystic	Primary magic, cult rituals, any three scholarly or magical/alchemical Skills
Mogroth	Trader, artificer, herbalist, mud-miner.	Necromancer	Primary magic, cult rituals, inscribe spells, any two "concoct" Skills
Monad	Servitor only.	Priest	Primary magic, cult rituals, oratory, any two scholarly pursuits
Mondre Khan	Warrior, scout, tracker, thief, courtesan, assassin, weaponer/armorer.	Scholar	Any six scholarly pursuits, any two (nonprimary) additional Skills
Mud People	Shaman, warrior, hunter/gatherer, mud-miner, artificer (crude).	Shaman	Secondary magic, cult rituals, primitive magical talents, inscribe spells, combat training, two "concoct" Skills
Muse	Any artistic profession.	Spy	Secondary combat, disguise, any four thieving talents
Nagra	Spirit tracker, shaman, bounty hunter, scout, artificer, assassin.	Thief	Secondary combat, any four thieving talents
Na-Ku	Warrior, witch doctor, scout, artificer, thief.	Tracker/scout	Secondary combat, tracking, any six wilderness Skills
Nefaratan	Unknown.	Warrior	Primary combat, any three combat Skills/proficiencies
Parthenian	Sea trader, shipwright, warrior, administrator, artificer.	Warrior-Priest	Secondary magic, secondary combat, oratory, metaphysical doctrines
Rajan	Any profession not excluded by religious beliefs.	Witch/Warlock	Secondary magic, cult rituals, inscribe spells, any three "concoct" Skills, any three wilderness Skills
Raknid	Warrior, worker, drone, queen only.		
Rasmirin	Witch/warlock, scout, tracker, warrior, thief, assassin.		
Sauran	Warrior, warrior-priestess, scout, artificer, trader.		
Saurud	Warrior, bodyguard, sentinel/gaoler.		
Sindaran	Any profession except spell caster.		
Stryx	Warrior, necromancer, scout, hunter/gatherer, artificer, spy.		
Sunra	Aquamancer, mariner, warrior, hunter, scholar.		
Thrall	Only professions related to combat/warfare.		
Ur	Warrior, shaman, torturer, artificer, engineer, thief.		
Vajra	Engineer, warrior, artificer, administrator, historian, laborer, healer.		
Xambrian	Wizard hunter, bounty hunter, scout, tracker, assassin.		
Yrmanian	Warrior, shaman, artificer.		

2) To determine the new character type's *Attributes*, use the corresponding race/nationality stats listed in this book; if there is more than one entry for a given race, Attribute Ratings may be averaged. Make adjustments as desired, according to the guidelines provided in Chapter One.

3) Refer to the corresponding race/nationality statistics to determine the new character type's *Size, Physical and mental characteristics, and Hit Points*.

4) To determine *Skills* for the new character type, refer to the following guidelines:

BASIC TYPE	Skills
Alchemist	All "concoct" Skills, alchemical training, any two scholarly talents.

5) The Gamemaster should determine the new character type's *Equipment, Possessions* and *Wealth*, based on comparative figures listed in this category for characters of similar race, nationality, and/or profession.

Comments

Gamemasters should feel free to modify the listings of Skills for basic character types as required, in order to conform with the new character type's race, nationality, culture, etc. Members of more common professions (such as administrators, artificers, engineers, etc.) will usually have one primary skill (their chosen profession) and up to four secondary skills, interests, hobbies, etc.

Notes on Generating New Character Types

The concept of "generic" character classes ("thief," "fighter," "magic-user," etc.) has never been a feature of the TALISLAN-TA game, which was designed to provide experienced players and Gamemasters with an original and unique setting for their FRP campaigns. We respectfully ask Gamemasters and players to keep this in mind if they wish to create new character types for the game, and to consider the following suggestions:



1) Try to avoid "super-hero" character types; i.e., characters who possess an unfair advantage due to a combination of racial Attributes, Special Abilities, and Skills. The purpose of presenting optional rules for generating new character types was to add more variety to the game, *not* to disrupt or unbalance the campaign.

2) When creating new character types, always keep in mind the peculiarities of each character's race, nationality, background, and culture. These factors are as important (some would say more important) to good role playing than the character's profession. Gamemasters can encourage this by awarding bonus x.p. *only* for creative role playing.

Followers and Hirelings

Followers are loyal companions; *hirelings* are individuals who work for pay. Almost any type of player character may attract followers, whether he or she wants them or not. Most individuals of this sort gravitate towards characters with high *Charisma Ratings*. Gamemasters may allow characters to have one follower per each +1 Charisma Rating which the player character possesses. Followers are always loyal as long as they are treated with a reasonable degree of courtesy and consideration (roll vs the player character's Charisma Rating to determine if an underling deserts or betrays a character under difficult or dangerous circumstances.)

Salaries for Hirelings

The following is a list of the average salaries earned by members of various trades and professions. It should be noted that, like merchandise, the price of services may vary considerably according to the laws of supply and demand. Gamemasters should feel free to adjust pay rates by as much as -50% in areas where members of a given profession are common (in plentiful supply), or up to +200% in areas where the reverse is true.

Administrator: Individuals of this profession include foremen, castellans, seneschals, officials, agents, bureaucrats, and all others hired to oversee the operational details of a business, estate, government agency, etc. Salaries range from 10-50 gold lumens per week (per level of the administrator).

Alchemist: Alchemists can be hired to concoct potions, elixirs, or other mixtures. Cost is as per the specific mixture required, give or take 10-200%, according to the availability of the ingredients required (about half of the cost is the alchemist's fee). If an employer can provide a fully-stocked laboratory facility, he or she may be able to obtain the services of an alchemist on a long-term basis. Salaries average about 50 gold lumens per week, per level (Sindaran alchemists invariably demand double pay).

Artificer/Artisan: Included in this category are all builders and craftsmen, such as metalsmiths, gemsmiths, glassmiths, tanners, clothiers, woodworkers, carvers, carpenters, masons, limners, wainwrights, cobblers, tinkers, armorers, weaponers, fletchers, and so forth. Skilled workers of this sort may earn from 2-20 gold lumens per week, per level of ability.

Astrologer: A qualified astrologer will generally charge about 25 gold lumens for a detailed reading of an individual's future aspects. Sarista fortune-tellers, professional mystics, Zandir charlatans, and persons of similar repute may charge considerably less—or a good deal more.

Assassin: See *Revenant*.

Beast Handler: These individuals may be hired to tame and train wild beasts, either full-time or on an individual basis. In either case, a beast handler will generally charge from 5-20 gold lumens per week, per level of ability; double or triple this amount if the beast in question is particularly dangerous. Jaka are considered the most-skilled at this profession.

Boatsman: Private boat or barge owners may agree to transport individuals, their mounts, and/or cargo by river (or lake) for 1-10 gold lumens per passenger, mount, and hundred pounds of cargo. Large passenger carriers may offer reduced rates; conversely, fishermen and small-craft owners may demand unreasonable sums for their services. Boatsmen asked to venture into dangerous waters may demand two, three or even four times the usual rates. The Zann, of Zandu, are notorious for the exorbitant fees which they charge, and their refusal to negotiate terms.

Bounty Hunters: Individuals of this profession include Jaka manhunters, Jhangaran bounty hunters, Nagra spirit-trackers, and others. Most charge anywhere from fifty to five hundred gold lumens per job (based on the relative renown and reputed capabilities of the individual who is to be hunted), plus expenses; this fee increases substantially if the individual being sought is known to be dangerous. Most bounty hunters are not assassins, though some make little distinction between the two professions. Aamanian witch hunters are unique in that they work strictly for mana points.

Caravan Master: Caravan masters will transport large sums of goods overland for fairly reasonable rates (generally, 10-20% of the value of the goods). Those who own or operate carriages, land barges, and/or land schooners may agree to take on passengers for a fee of 10-20 gold lumens (per hundred miles; food and water may or may not be included). Orgovian caravan masters will only accept barter.

Crewman: Crewmen may be hired to help operate any type of land, sea or airborne conveyance for 1-10 gold lumens per week, per level of ability. Included in this category are draymen, sailors, windship sailors, and so forth. The sailors of Zandu are considered to be a cut above the average.

Engineer: Engineers may be hired to design plans for any type of roadway, fortification, excavation, structure, or conveyance; typically, for a fee of about 10% of the estimated cost of the construction. Vajra engineers are well-regarded, as are their Arimite counterparts.

Guide: Most wilderlands guides will work for 1-10 gold lumens per day, per level of ability; double or triple this, if the guide must venture into hazardous regions. Half-men are among the few who generally will not refuse such work.



Healer: A healer's services may be obtained for as little as a few copper pieces, or as much as a small fortune. Much depends upon the healer's reputation, past accomplishments, and the demand for his or her talents. Faith healers commonly work for "free," but request that the recipients make a generous "donation" to their cause. Gnorls, Ariane, and the Dhuna are considered skillful healers, among others.

Laborer: Individuals in this category include bearers, farm workers, herders, mud-miners, glass-miners, iron-miners, sand-miners, kitchen help, stable hands, and so forth. Most are grossly underpaid, averaging just 2-20 silver pieces per week (per level of ability, if their employer recognizes such distinctions). Monad servitors are tireless workers, known for their obedience to commands.

Litigator: The services of a qualified litigator range widely in cost, according to the litigator's reputation and field of expertise. "Public defenders" may earn no more than the average artisan (*q.v.*); litigants who regularly accept only wealthy or influential clients may command fees up to ten or twenty times this. The Sindarans are skilled in this regard, as are the Cymrilians and Kasmir.

Magician: A magician may be hired to cast a single spell or counterspell for up to twenty gold lumens per level; more, if the spell or counterspell desired is of a very dangerous sort. Those who seek full-time work may charge up to a hundred gold lumens per week, per level of ability. In places where individuals of this profession are either very common (such as Cymril) or poorly-regarded (most other places), magicians may work for a good deal less than this.

Mercenary Warrior: Individuals of this profession include common infantry, sell-swords, conscripts, horsemen, caravan or harem guards, and sentinels, as well as such "specialists" as Arimate knife-fighters, Danuvian swordswomen, Jaka scouts, and Zandir swordsmen/swordswomen. Few mercenaries are paid more than fifty silver pieces (5 gold lumens) per week, regardless of level, with non-commissioned officers earning three (sergeant), four (lieutenant) and five (captain) times this figure. Individuals who work for private concerns—such as personal bodyguards—may command fees of fifty gold lumens per week (per level), or possibly more.

Merchant: Merchants generally receive a commission of 10-60% (of the retail price) on all goods that they sell. All Talislantan merchants mark-up the prices of their wares by at least 100%, in order to cover their expenses and to earn a profit. The Ispasians and Farad are among the most crafty mercantillists, as are the Djaffir.

Navigator/Pilot: Individuals of this profession include Phantasian and Cymrilian astrogationists (pilot-technicians), Dracartan duneship captains, Arduan barge-fort pilots, land ark navigators, etc. Qualified pilots and navigators may earn as much as 10 gold lumens per week, per level of ability.

Revenant: Members of the Arimate secret society known as the Revenants specialize in "revenge-for-hire." Rates for their services vary widely according to type, as follows:

Deliver insult to a rival	10 S.P.
Deliver a threat to a rival	5 G.L.
Vandalize a rival's property	20+ G.L.
Physical coercion	50+ G.L.
Removal of rival's body part	100+ G.L.
Abduction of rival's next-of-kin	500+ G.L.
Removal of rival	1000+ G.L.

All fees are subject to increase according to the relative status of the intended victim (for example, the removal of a magician of even average repute could cost as much as 100,000 gold lumens).

Scholar: Individuals of this profession include Aamanian theosophists, Sindaran antiquarians, Callidian cryptomancers, Cymrilian archivists, naturalists, historians, and so forth. Understudies, such as scribes and apprentice linguists, will generally charge only a token fee (1-20 silver pieces) for a consultation, or for each day required to research a particular subject. Master-level scholars can command as much as alchemists (*q.v.*), or even more.

Spy: Spies specialize in information-gathering, ranging from the common informer to the most artful saboteur. The fees charged by these individuals also vary widely, from as little as a few silver pieces to thousands of gold lumens.

Yassan Technomancer: The Yassan are experts in the repair and maintenance of almost anything, from septic systems to windship levitationals. Their rates vary according to a complex set of specifications, taking into account the time, materials, and precise degree of difficulty entailed in the completion of the job. The minimum fee for any work is ten gold lumens per hour, which includes a free estimate.



Climate and Weather

Talislanta's climate and weather vary according to region and seasonal conditions, as follows:

- Temperate:** Generally mild, with moderate precipitation.
Tropical: Generally hot and humid, with heavy seasonal rains.
Sub-Tropical: As per Tropical, though less extreme.
Arctic: Frigid temperatures, heavy snowfall.
Sub-Arctic: Cool to very cold, with seasonal rains, snow/hail.
Arid: Warm to very hot, little precipitation.
Aberrant: Regions affected by the Great Disaster (see Aberrant Weather Conditions).

Talislantan Seasons

The seven-month Talislantan year is divided into three seasons:

Spring: The first two months of the year (Arday and Drome) constitute the Spring season. Heavy rainfall is common throughout temperate regions, with tropical storms and monsoons occurring more frequently in warmer climes.

Median: The middle three months of the year (Jhang, Laeolis, and Phandir) constitute the Median season. Warmer temperatures are typical throughout the continent during this period.

Fall: The last two months of the year (Talislande and Zar) constitute the Fall season. Temperatures are generally lower throughout the continent, with increased chance of precipitation.

Weather Table

To determine the weather conditions in a given region, roll a twenty-sided die (d20) and consult the appropriate Climatic Zone, taking into account any modifiers listed for seasonal variations (all temperatures listed are based on the Fahrenheit scale).

TEMPERATE (average temperature 50 + d20 degrees)

- 1-5 = Clear, little or no wind.
 6-12 = Clear, variable winds.
 13-15 = Clear, high winds, -5 degrees.
 16-18 = Overcast, variable winds, -10 degrees.
 19-20 = Rain, variable winds, -10 degrees.

Modifiers:

- Spring:** +5, double duration of rainfall.
Median: +10 degrees.
Fall: +2, -10 degrees, 50% chance of snow instead of rain.

TROPICAL (average temperature 80 + 2d20 degrees)

- 1-8 = Clear, no wind
 9-12 = Clear, variable winds, -d10 degrees
 13-17 = Heavy rain (duration: 104 hrs.), high winds
 18-20 = Tropical storm

Modifiers:

- Spring:** +7, roll of 13-17 = monsoon
Median: +15 degrees
Fall: +3, -10 degrees

SUB-TROPICAL (average temperature 70 + 2d20 degrees)

- 1-10 = Clear, no wind.
 11-15 = Clear and breezy, -d10 degrees.
 16-17 = Rain (duration: 1-4 hrs.), variable winds.
 18-19 = Heavy rain (duration: 1-3 hrs.), high winds.
 20 = Tropical storm.

Modifiers:

- Spring:** +5.
Median: +10 degrees.
Fall: -1, -10 degrees.

ARID (average temperature 60 + 2d20 degrees)

- 1-10 = Clear, little or no wind, +d10 degrees.
 11-15 = Clear, variable winds.
 16-17 = Sandstorm, high winds.
 18 = Heat lightning (duration: d20 rounds), high winds.
 19 = Rain (duration: 1-20 rounds), variable winds, -10 degrees.
 20 = Special; roll d6: 1-3 = Acid Rain, 4-6 = Black Wind.

Modifiers:

- Spring:** +2.
Median: +10 degrees.
Fall: +1, -10 degrees.

ARCTIC (average temperature 40 - 2d20 degrees)

- 1-5 = Clear, little or no wind.
 6-12 = Clear, variable winds.
 13-14 = Clear, high winds, -10 degrees.
 15-18 = Snow (duration: 1-10 hrs., 1 inch of snow per hour).
 19 = Blizzard (duration: 1-20 hrs., 3 inches of snow per hour), d20 degrees.
 20 = Icicle Rain (duration: 1-20 min.).

Modifiers:

- Spring:** +3, +10 degrees.
Median: None.
Fall: +6, -20 degrees, double snowfall totals.

SUB-ARCTIC (average temperature 50 - d20 degrees)

- 1-8 = Clear, little or no wind.
 9-12 = Clear, variable winds.
 13-16 = Overcast, variable winds, -10 degrees.
 17-19 = Special; roll d6: 1-3 = Snow (1-6 inches), 4-6 = Rain (duration: 1-4 hrs.).
 20 = Special; roll d6: 1-3 = Icicle Rain (duration: 1-20 rounds), 4-6 = Blizzard (duration: 1-10 hrs., 2 inches of snow per hour), -d20 degrees.

Modifiers:

- Spring:** +5 (precipitation is always rain), +10 degrees.
Median: None.
Fall: +3 (snow instead of rain), -20 degrees.

ABERRANT (temperature varies according to region)

- 1-14 = Conditions as per specific region.
 15 = Acid Rain (duration: 1-20 rounds).
 16 = Black Lightning (duration: 1-10 rounds).



- 17 = Black Wind.
- 18 = Icicle Rain (duration: 1-10 rounds), temperature drops for duration.
- 19 = Ghost Wind.
- 20 = Witch Wind.

Modifiers: None

Comments

Variable Winds: Wind velocity = 1-20 mph (+5 mph in Temperate regions, +10 mph in Tropics and Sub-Tropics). Conditions are usually favorable for sail-driven vessels.

High Winds: Roll d8 for direction. In game terms, high winds may be favorable for sail-driven vessels or not (50/50 chance or Gamemaster's ruling). Minor damage to sail-driven craft may occur under unfavorable conditions.

Monsoon: A drenching rain usually accompanied by high winds. Visibility is nil, sea vessels may suffer damage or be cap-sized, speed for beasts and land conveyances is halved.

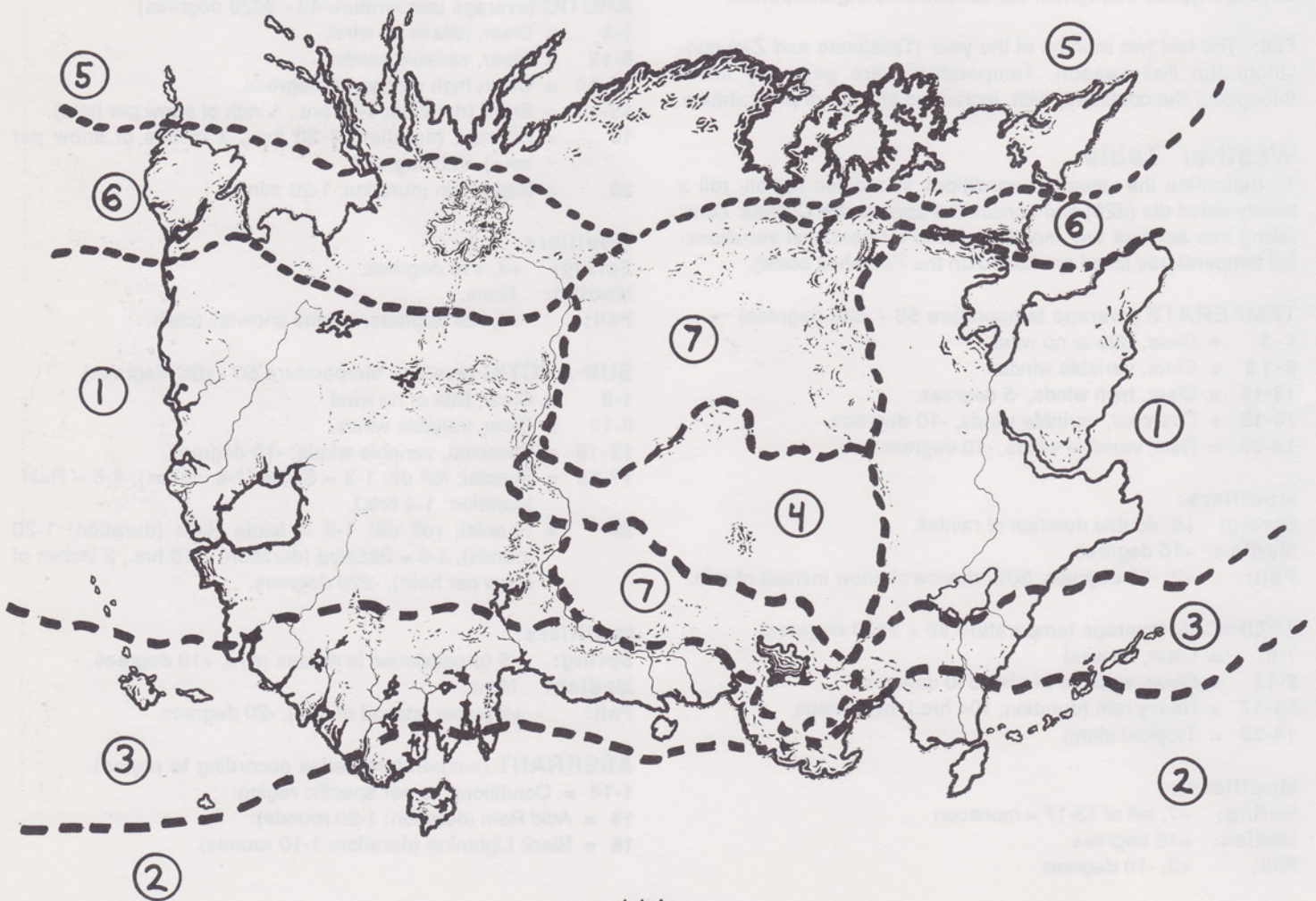
Tropical Storm: Hurricane-force winds, heavy rain. Conditions are as per a monsoon, only worse: damage to all but the sturdiest structures is probable. Individuals who fail to take shelter can suffer up to d4 damage per round from flying debris, high winds, etc. Lightning often precedes a tropical storm.

Sandstorm: Visibility is nil. High winds and wind-driven sand can cause 1 point of damage per round to unprotected creatures and beings. Damage to light structures, sails/rigging is possible.

Blizzard: Visibility is greatly limited, or nil. Driving winds and heavy snow make travel difficult (-3/4 speed for beasts, conveyances) or (more likely) impossible.

Wind Direction (roll d8)

- | | |
|---------------|----------------|
| 1 = North | 5 = South |
| 2 = Northeast | 6 = Southwest |
| 3 = East | 7 = West |
| 4 = Southeast | 8 = Northwest. |





Aberrant Weather Conditions

The Great Disaster of ancient times wreaked havoc with the Talislantan environment, causing drastic changes in the climate and ecology of such regions as the Sinking Land, the Wilderlands of Zaran, the Wastelands of Kharakhan, and other areas. Clouds of toxic smoke, alchemically active fumes, and magically irradiated dust particles dispersed into the upper atmosphere as a result of this cataclysmic event continue to affect weather conditions throughout many parts of the continent. The most common of these meteorological anomalies include:

1) Acid Rain: A yellowish rain with caustic properties, believed to be caused by clouds of corrosive gasses commingling with ordinary rain clouds in the upper atmosphere. Acid Rain withers plants, discolors stone, causes non-magical metals to become pitted, and does 1 point of damage per round to organic substances (wood, cloth, hide, etc.) and unprotected living creatures. Duration of an Acid Rainfall is generally 1-20 (d20) rounds.

2) Black Lightning: Black Lightning is comprised not of electrical energy, but of arcane energy. Its cause remains unknown; certain Talislantan aeromancers have theorized that this uncommon effect occurs in regions where a Black Wind (q.v.) has dispersed, investing the surrounding area with unstable magical energies. A dark, swift-moving thundercloud is often the only warning that such a storm is about to occur.

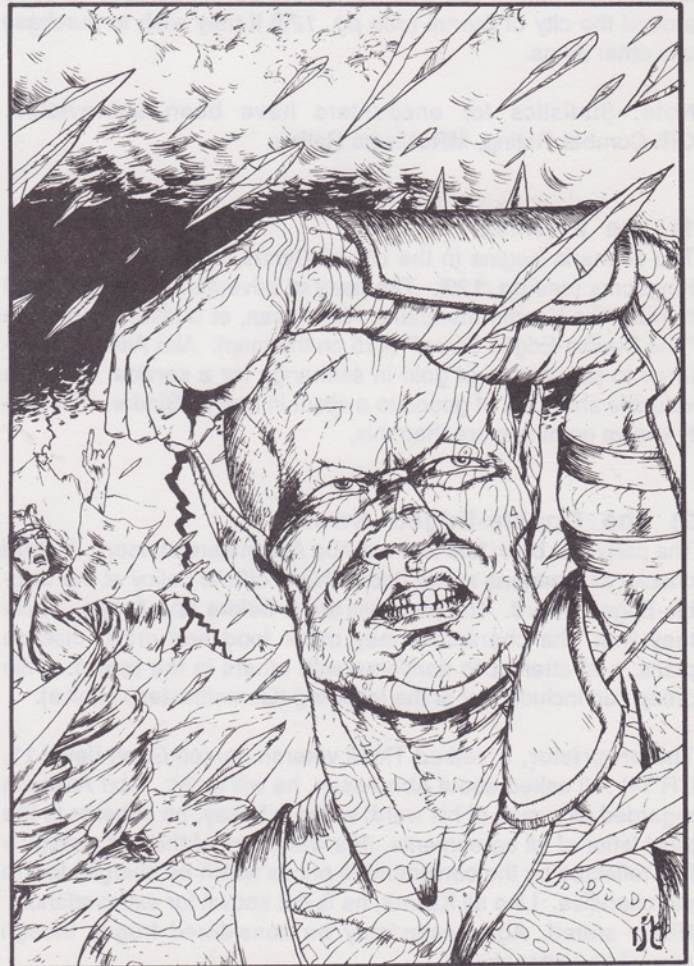
A "rain" of Black Lightning may last up to ten (d10) rounds, producing bolts of varying power (d10 x 6 points of damage). There is a 50% chance per round that a creature or object in the affected area will be struck; objects/creatures standing at higher elevations are most likely to be struck, as are individuals carrying magic items and/or enchanted weapons and armor (Black Lightning is attracted to magic items as ordinary lightning is to metal).

3) The Black Wind: A dark, swift-moving cloud of unnatural vapors, charged with accumulated magical energies. The effects of a Black Wind are unpredictable: instances of random metamorphosis, transmutation, changes in skin tone or bodily height, toxic contamination, and various cursed maledictions have all been reported. Similarly, the duration of a Black Wind's effects is often impossible to predict. Black Winds seem to originate in areas where vast amounts of magical energy have been unleashed, either all at once or over the course of time. As Black Winds are magical in nature, the effects of these strange phenomena can usually be neutralized by the use of counter-magics. The Wind passes of itself in moments.

4) Icicle Rain: A dangerous type of frozen precipitation resembling a hail of dagger-sharp shards of ice, ranging up to a foot in length. Icicle Rain does 1-4 (d4) points of damage per round to living creatures, vegetation, and all but the most durable sorts of objects, equipment and structures. The duration of an Icicle Rainfall rarely exceeds ten (d10) rounds. The Ariane attribute such occurrences to the exhalations of the Ice Giant population of Narandu, an explanation sufficing primarily for lack of any other.

5) Ghost Wind: A chilling wind which is believed to blow forth from the spirit realms, emanating from the countless ruined cities, graveyards and battlegrounds which litter the Plains of Golarin and the Wilderlands of Zaran. The swirling winds, while seldom of an intensity sufficient to cause any great difficulty to travelers, have an ominous effect on most types of living creatures. Wild beasts become agitated, and domesticated animals may panic or desert their masters. Intelligent beings are often instilled with a vague sensation of fear; in extreme cases, individuals may experience temporary attacks of insanity, or claim to be possessed by vile spiritforms. Less frequently, a Ghost Wind may carry in its wake one or more shadow wights, phantasms, or other noncorporeal entities. A Ghost Wind passes swiftly, though its effects can last for several hours.

6) Witch Wind: In common usage, a colloquialism for any strong, howling wind. In legend, it is believed that strange sounds are borne on a Witch Wind: moaning voices, curses, ancient chants and incantations, terrible secrets and mystifying prophecies. A Witch Wind occurring in open or flat terrain may develop into a tempest; a raging storm capable of capsizing ships at sea, or causing great damage to all but the sturdiest structures. Such storms may last for hours, or pass after just a few moments.





Introductory Scenario: Adventure in Sindar (for the Gamemaster only)

The following is a short adventure scenario which may be used as an introduction to role playing in **TALISLANTA**, or as the starting point for a Talislantan campaign. This scenario is presented in outline form, and includes options for a number of different encounters and possible resolutions. The Gamemaster (GM) determines how the adventure will be run, and is encouraged to add his or her own ideas to the information provided here.

The GM should read through the scenario before the start of the game in order to gain familiarity with the basic elements of the plot, characters, and encounters. This particular adventure has been designed for a group of 4-7 low-intermediate level characters (level 1-5) and/or NPC followers. A good mix of different character types (warriors, magicians, etc.) is suggested.

The characters may be assumed to have mounts (greymanes), starting equipment, and a few gold lumens (1-4 per level is suggested; the characters in this adventure need money, and are looking for work). One should be provided with an enchanted (+1) silver weapon of some sort, while another may be given a low-level magic item. The players should be encouraged to shop around the city of Cymril (*see pg. 129*) if they wish to purchase any other items.

Note: Statistics for encounters have been abbreviated. **CR**=Combat Rating, **MR**=Magic Rating.

1) The Premise

The scenario begins in the city of Cymril, capitol of the Seven Kingdoms (*see pg. 129*). The party of adventurers has arranged to meet the Kasmir merchant, Abn Assan, at a tavern known as "The Double-Edged Sword" (#15 on the map). Abn Assan has offered to pay a sum of gold in exchange for a service: deliver a valuable shipment of goods to a client in nearby Sindar. The party knows nothing more than this.

2) The Double-Edged Sword

The party has been told to meet Abn Assan here at noon. A Thrall checks all weapons at the door; this is official policy at the Double-Edged Sword. The party will arrive before Abn Assan. While they wait, the characters may order food and drink, discuss plans, and attempt to converse with others in the tavern. This group can include any of the following (Gamemaster's choice).

The proprietor, a retired Thrall veteran named Gann (level 11, CR 14). If asked about Abn Assan, he will reply: "Abn Assan is regarded as a man of his word: which is to say, he adheres to the strict letter of all agreements. His wares are of the first quality, a fact reflected by the considerable prices which he charges for his merchandise. Like all Kasmir, he is not known for extravagance. Nicely stated, Abn Assan may be considered frugal, though stingy is a better word."

A trio of **Danuvian mercenaries** (level 1, CR 3), dressed in iron corselet and bracers, is sitting in a table in one corner. The group's spokeswoman, Shiranne, will inform any who ask that the three are presently employed as caravan guards. They're in Cymril awaiting the arrival of a shipment of goods from Vardune, which is to be conveyed east to the city of Kasmir. Shiranne has worked for Abn Assan, and considers him "honest but cheap." The Danuvians eye any handsome male characters in the group. They are available for hire at standard rates, if NPCs are needed.

A pair of massively built **Thralls** (level 2, CR 5) dressed in full garde of spiked plate mail leg-and-arm guards are leaning against the bar. Their armor is covered with dust and shows signs of considerable use. Both have just returned from the Borderlands outpost of Ikarthis, where they have spent the last six years battling packs of Beastmen and hostile bandit clans. Neither knows of Abn Assan. One will propose a challenge: a one-fall wrestling match, with a flagon of Tazian fire-ale going to the winner. Procedure is as per regular combat; the first to score a "strategic hit" throws the opponent. (This is a good opportunity to familiarize players with combat before attempting to run an actual melee.)

A **Rahastran wizard** named Ronan (level 4, MR 5) is sitting alone at a corner table. Ronan has travelled across the Wilderlands of Zaran, and knows much about these territories. He knows nothing of Abn Assan, but will offer to play a game of chance or read a character's fortune, using his Zodar deck (*see Chapter Six, Glossary of Talislantan Terms*, for details on the Zodar deck).

A troupe of four **Bodor musicians** (Level 3), preparing to play. Their spokesman, Traen, is friendly and outgoing. He has just come from the Sindaran settlement of Nankar, and can report on the condition of the roadways: "They are unsafe at night, due to the presence of a highwayman named Ariosto, and his band of thieves; the thief-takers are out looking for him." Like all Bodor, Traen has the ability of sound-sight: he sees sound in colors, and can read lies, emotions, etc.

Gamemaster's choice: create an NPC encounter for this setting.

3) The Arrival of Abn Assan

After the group has had a chance to mingle, Abn Assan will arrive, accompanied by a quartet of Thrall body guards (level 3, CR 5) dressed in full garde. He will take a seat at an unoccupied table; his guards will sit at a table nearby.

Abn Assan (Kasmir Merchant)

Level 7, CR 3, MR 2

Attributes: INT +2, WILL +5, DEX +1

Hit Points: 26

Skills: Secondary combat, merchant/trader, administrator, lock-picking, traps.

Equipment/Possessions: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass keyring (affixed to belt via chain), Kasmir spring-knife (with pouch of six blades), Kasmir blade-staff.



When approached, Abn Assan will stand and bow at the waist. "Please forgive the delay in my arrival," he will say, his manner cordial, though somewhat aloof. "I was detained by a previous appointment. Following the requisite period of introductions, Abn Assan will make his proposal:

"In essence, I seek to retain the services of a group of trustworthy individuals, for the purpose of delivering a shipment of valuable goods to a client in Sindar. I will supply a cargo dray (wagon) and drivers, along with all necessary materials and provisions. The pay is ten gold lumens for each of you, with a bonus of 20 gold lumensto be split among you if the shipment is delivered within three days."

If asked, Abn Assan will reveal the following information:

a) **The Cargo:** "The client insists upon total discretion in this regard. I can say nothing more."

b) **The Client:** "He is a wealthy Sindaran, known as Sadaan the Collector. He lives alone in an isolated retreat situated along the south western border of Sindar. The exact nature of his collection is not generally known. No doubt this is a precaution against competitors."

c) **The Fee:** If pressed, Abn Assan will agree to raise the fee to twelve gold lumens, but will insist upon a guarantee of delivery in three days. If a character has the Hagglng or Merchant/Trader skill, he can try to negotiate a higher rate (roll on the Skill/Attribute column of the **ACTION TABLE** to determine if this is successful). If the result indicates success, Abn Assan agrees to a fee of fifteen GL., with the three-day guarantee and no bonus; a result of Success Plus indicates that Abn Assan has reluctantly agreed to the above terms plus the bonus of 20 G.L. In any event, payment is to be made by Sadaan upon receipt of the merchandise in good condition.

4) Abn Assan will supply the following:

- One heavy cargo dray, 10' long and about 8' wide. The wagon is large and cumbersome, and can be handled only by a skilled drayman (Pilot/Navigator skill; specifically, for cargo dray).

- A Pair of land lizards. These two squat, bullish creatures are used to pull the cargo dray. They are hitched to the dray with a heavy yoke and chain harness. Stats for the land lizards are as follows:

LAND LIZARD

Size: 8'

Exceptional Attributes: INT -6, WILL +4, PER -2, STR +7, DEX -4, CON +6, SPD -1.

Level: 2

Attacks/Damage: Bite d6, Kick d8, Tail d8.

Armor: As per leather armor.

Hit Points: 20.

Comments: Land Lizards can detect the scent of salt at distances of up to one half mile. Aside from this, their powers of perception (particularly sight and hearing,) are poor.

- Two Maruk draymen, Ohb and Shimtar. Both are skilled in the use of the long prod-hook, a device used to guide and control the land lizards by hooking the rings affixed to the beasts' nostrils, and tugging in the appropriate direction; this method requires a certain degree of precision. The two are pleasant and affable; compared to their former job as dung merchants, working for Abn Assan is a pleasure. Both Ohb and Shimtar are partial to a "nip at the wine bottle" when available, and will become the fast friends of any who indulge them in this manner. They know the roads between Cymril, Kasmir, Sindar, and the City State of Maruk. They'll fight in a pinch, using their long prod-hooks (d6 damage). Stats for Ohb and Shimtar are as follows:

Level 1, CR 1, MR 0

Attributes: CHA -2 (all other Attributes are average, or "0").

Hit Points: 10.

Skills: Secondary combat, merchant/trader, caravan driver, pilot/navigator (cargo dray).

Possessions: Sackcloth garments, a piece of cord that serves for a belt, a pouch with a few silver pieces inside.

- A set of directions, which simply states: "Follow the Road to Sindar. A few miles past the border, you will come to a seven-headed gate. Beyond this point lies the manse of Sadaan the Collector." Abn Assan was provided with these directions through an intermediary, and has no further details to relate.

- Four lanterns, twenty pints of lamp oil. Two lanterns are hung from the wagon at night, or when traveling in poor light.

- Tinder box & flint.

- 100 feet of rope.

- Four 2' iron stakes to tie-down the land lizards at night.

- Enough four-man tents to house the party and the two drivers.

- 10 sacks of tubers. The land lizards eat a sack a day each. The rest are Abn Assan promised "provisions" (see next entry.)

- Two 20 gallon casks of water: for drinking, cooking tubers, etc. Also part of the "provisions." Characters who complain to Abn Assan must use the Haggle or Merchant/Trader skill to get any results. If successful, Abn Assan throws in a couple of pounds of dried salt meat (durge,) and a gallon of cheap wine (about sixteen cups.) A result of *Success Plus* gets the party two gallons of cheap wine. That's as good as it gets.

- **The Cargo:** a large wooden crate, over seven feet long, 2 feet deep, and 3 feet wide. The crate has been nailed shut, sealed with paraffin, and secured in place in the cargo dray with heavy ropes. Abn Assan will indicate that "the client has specified that this cargo be delivered with the seals intact. Sadaan will not pay for damaged goods."

This crate looks quite heavy (it weighs about 500 lbs., though the characters cannot determine this without actually lifting it).



• **The Contract:** Abn Assan presents a document for all to place their mark upon. Characters who do not possess the *Literacy* skill will have no idea what this paper says. Those who know High Talisman will recognize it as a typical Kasmir contract: complex, exhaustively detailed, and filled with "fine print." (The penalties for breach of contract are especially severe: Abn Assan has taken out an insurance policy with the Revenants of Arim, a secret society of assassins which specializes in "revenge for hire;" should any member of the party renege on the terms of the contract, they could be in *big* trouble...)

The contract stipulates that the shipment must be delivered intact, and signed for by Sadaan himself. Abn Assan has written up a bill of lading for this purpose, which he will present to the party. The party will be held liable for the safety of the cargo, which Abn Assan has insured for "a large sum" (he will provide no specifics).

5) Enroute: Day One

The trip to Sadaan's manse will take three days, provided the group is not delayed for some reason. The Gamemaster provides a narrative view of the journey, which may be interspersed with any of the following encounters and observations.

The party departs Cymril, the cargo dray rumbling noisily down a roadway paved with stones the color of old saffron, across a landscape of softly rolling hills, fields of bright-colored blossoms, and orchards tended by Green Ardua horticulturists. The Ardua, engrossed in their tasks, seem to take no heed of the party (indeed, they pay no attention to travelers on road.) Flocks of winged Avir circle in the sky.

Further along, the fields merge into copses of whitewood and fernwood. Whoever is riding at the head of the party spots a group of wagons approaching from the opposite direction. Closer inspection will reveal that this is a Kasmir merchant caravan, returning from Nankar. If asked, they say that the road ahead is clear, and that they had no trouble at all on their journey. They know Abn Assan and think highly of him. One, named Alil el Aza (Level 3), has heard of Sadaan. Alil will remark: "He is said to be a Sindra; one of the demented ones. Folk in Nankar believe that he is dangerous, and consider themselves fortunate that he is by nature something of a recluse."

Alil knows no more than this.

At mid-day, the two Maruk drivers will point out a stream by the side of the roadway, and suggest that the group stop briefly to allow the animals to drink (this is necessary for the welfare of the animals, and should not be viewed as an unnecessary delay.) While the animals are drinking, the GM should roll us the character's Perception Rating. A successful roll indicates that one or more of the characters notices movement at the edge of the woods. Nothing more can be seen at this point, although it appears as if something is in the bushes. The characters' greymane mounts will suddenly prick-up their ears and begin to act skittish, another clue that something is amiss.

Taking a closer look: if any character approaches within ten feet of the woods, roll a second time vs Perception Rating, at a penal

ty of -3. Anyone who makes this roll will be able to discern the shimmering image of a large quadruped poised to lunge from the bushes, matching in coloration its surroundings. This is a chameleon-like predator known as an exomorph. If undetected, it attacks by surprise (one free attack before the characters can respond).

EXOMORPH

Size: 7' in length, 450 lbs.

Exceptional Attributes: PER +4, STR +5, DEX +3, SPD +4.

Level: 3.

Attacks/Damage: Bite d8, Claws d12.

Special Abilities: Alter color of its hide at will, stealth, tracking by scent.

Armor: As per leather armor.

Hit Points: 10-40 (*adjust according to the party's capabilities*).

Comments: The ability of exomorphs to blend into their surroundings is such that the creature can assume nearly any color or combination of colors imaginable, with variations in hue taking a second or two to achieve at most, giving a moving exomorph a shimmering appearance. The bladders of pigment that every exomorph has are difficult to remove intact, but can be worth up to five-hundred gold lumens a piece.

The remainder of the day passes without event. As the twin suns set below the trees, the drivers will suggest that they pull off the road and make camp for the night. The land lizard must be tethered to iron stakes driven into the ground, and the equus tethered to bushes. Tents must be raised, a fire kindled, and food prepared. The party may wish to determine who will stand watch.





The evening: the woods are alive with weird sounds: chirping, squawking, plaintive howling, rustling, stirrings, and the sound of the night wind blowing through the trees.

If the character on watch specifically mentions investigating the "rustling" or "stirring" noises, he finds a group of 12-16 **mandragores**: animate plant-creatures, who are generally hostile towards man. They are carrying-off a member of the party (GM's choice, or determine by random die roll). The mandragores' captive has been bound and gagged with lengths of vine, but is otherwise unharmed.

If not, he will hear a shout for help, then a muffled noise. When the characters awaken, they will notice that one of the party is missing. (The one chosen by the GM, as mentioned above. The GM should hand the "missing" player character a note: "You are in a cold, dark place, bound securely, being buried alive. Frantically, you cry out for help. What next?")

Note: the unlucky member of the party has been captured by mandragores (see illustration and stats,) bound with vines, and carried about 200 feet into the woods. The mandragores intend to bury their prey for use as fertilizer; such is their method of ensuring the survival of their young.

Although they outnumber the party, the mandragores are physically weak, and should not pose a great threat to the characters. They are afraid of fire, and will flee into the woods if things are going badly for them. Their captive, once rescued, will be found to have suffered nothing more than a few minor scratches and bruises (and perhaps a good scare).



MANDRAGORES

Size: 2'-3' tall, 2-8 lbs.

Exceptional Attributes: INT +1, PER +2, STR -4, DEX +3.

Level: 1.

Attacks/Damage: See *Comments*.

Special Abilities: Magical ability to warp, animate, and alter non-living woodproducts (about 1 cubic foot per level, range: 10 ft.) speak languages of plants and trees, and night vision.

Armor: Unarmored.

Hit Points: 2-4.

Comments: Mandragores are physically weak, and possess no natural weaponry, though they sometimes wield sharpened sticks when pressed, causing 1 or 2 points of damage per hit. Otherwise they rely on snares, pitfalls, surprise and their Special Abilities when attempting to capture prey. They fear fire.

6) Enroute: Day Two

A striking twin sunrise marks the beginning of the second day. The party may rise, refresh themselves, and make preparations to depart. The land lizards are sluggish until they have been warmed by the sunlight, which streams through the sparse Cymrilian forest. When all is in order, the party can move on.

High overhead, kite-winged creatures called batranc sail across the sky in graceful arcs. They are beautiful to behold, but deadly. Members of the party who attempt to fly or levitate at any time during the next two days will be attacked by one or two batranc. When batranc are present, no avir will be seen.

BATRANC

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

Exceptional Attributes: INT -6, PER +6, STR +2, DEX +6, SPD +8.

Level: 4.

Attacks/Damage: Fangs: d10, tail used for grasping only.

Special Abilities: Can remain airborne indefinitely.

Armor: Unarmored.

Hit Points: 16 .

Comments: Batranc will never attack creatures on the ground, but will sometimes snatch individuals from high places (towers, mountaintops, etc.). They pose a great threat to windships and winged humanoids, such as gryphs.

Ahead, the roadway narrows, the shoulders sloping steeply downward. Drainage ditches, half-filled with stagnant water and rotting vegetation line the road to either side. This area is swampy, and the road has been built up along a length of about two-hundred yards.

Blocking the roadway is a work crew comprised of four huge monad servitors, a Yassan Technomancer, four Blue Ardua guards, and a crew of seven Gnomekin. The workers are rebuilding a section of roadway which appears to have collapsed. The work crew's heavy cargo dray, loaded with cut stone and drawn by a pair of large ogront, is parked on the right hand side of the road.



Orvas (YASSAN TECHNOMANCER)

Level 5, CR 3, MR 6

Attributes: INT +2, PER +2, DEX +10 (see *Character Types*).

Hit Points: 14.

Skills: Technomancy (see *Skills*), engineer, artificer, artisan, combat training.

Equipment/Possessions: Hooded yellow tunic (with utility pouches) and breeches, heavy leather boots, gloves, pouches; iron strongbox for technomancer's tools and elemental actuator).

MONAD SERVITORS

Level 1, CR 0, MR 0

Size: 7-7 1/2, 700+ lbs.

Physical Characteristics: Striated black and white skin, tiny cranium, immense torso and limbs.

Attributes: WILL -6, STR +8, DEX -6, CON +9, SPD -3.

Hit Points: 22.

Skills: None (see *Comments*).

Equipment/Possessions: Negligible (loincloth and sandals).
Wealth: Minimal (1-10 gold lumens, unless a slave; see *Comments*).

Comments: Monads are a race of sorcerous hybrids created in ancient times by the magicians of Phandril. Bred strictly for size and strength, these huge creatures possess no Skills *per se*. They follow instructions well, however, and are tireless and loyal workers. Despite appearances, the race does not lack for intelligence. They are mute, but communicate both in common sign language and a complex variation of sign which they devised.

GNOMEKIN ARTISAN

Level 1, CR 1, MR 0

Attributes: STR +2, DEX +4, CON +8.

Hit Points: 16

Special Abilities: Natural climbing ability, extreme durability, night vision.

Skills: Secondary combat, Artisan (stone worker).

Equipment/Possessions: Loincloth, necklace of crystals, sling with pouch of twenty stones, 1-4 pottery vials of stenchroot sap and/or brown mold, amber cusps (to protect eyes above ground)

BLUE ARDUA SCOUT

Level 2, CR 4, MR 0

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: Secondary combat, tracking, scout, snares, artificer (crescent knife).

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

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. Characteristics common to the species include enhanced alertness, impatience, and a loathing of inactivity.

If approached, the Yassan, Orvas, (who is in charge of the operation) will explain that "there will be a delay of indeterminate length before the work is completed." There seems to be enough room to squeeze the wagon past the construction site. The Yassan does not recommend that such an action be taken: He will say, "the roadway may have been undermined to some extent; we will not know for sure until further excavation has been done."

The party has a choice: wait or try to get by. They cannot turn the wagon around, because there is no other route.

If the party decides to wait, the GM should stall for time. Describe the excavation process: the huge monads lift up heavy paving stones with ease, the Gnomekin cut and shape the new stone, the Yassan take measurements, checking gradation, etc.

Time passes: one hour...then another...(If anyone asks, the workers are still not finished). From behind the party will come a group of twenty Aamanian acolytes, on foot, heading east on a pilgrimage to the Watchstone. They will ask what the delay is, and nod sagely when told of the problem. "It is the will of almighty Aa that we are delayed."

The Aamanians will take this opportunity to try to convert the members of the party to Orthodoxy. The Maruk drivers may seem interested. If there is a Zandir in the group, he or she should take offense to this, and argue the benefits of Paradoxy. Tempers will flare, and a shoving match may start: someone could end up in the ditch. Announce that the work is done whenever things begin to get dull.

AAMANIAN CULTIST

Attributes: WILL-1.

Hit Points: 12.

Skills: Cult rituals, metaphysical doctrines (Orthodoxy).

Equipment/Possessions: Cult vestments, cloak.

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.

If the party tries to get by, the drivers instruct the mounts to go first. This goes without a hitch. They will then ask two members of the party to lead the land lizards by their nose-rings, telling them not to let go no matter what happens.

The process of moving the wagon goes slowly; there is barely enough room for the heavy dray to squeeze by. The Gnomekin will poke their heads above ground to watch. Even the dull-seeming Monads will be interested, and well they might be, for half way through, the causeway will partially collapse, under the frantically kicking feet of the land lizards.

If the players holding the land lizards' rings do not let go, the beasts will keep their heads up, and stay on their feet, though all will end up standing in the mud and murky water. In this case, there is no damage to the wagon or yoke. If the players let go,



the beasts will panic and roll over, tipping the wagon and spilling its cargo, except the crate which is tied in, into the ditch. The beasts will break free, and scramble off into the swamp.

In either case, all is not lost. The four hulking Monads can pull the beasts and/or wagon from the ditch and get them back on the road beyond the construction. It will take some time to clean everything and get things back in order. The road crew will finish first, and depart for Cymril. If the land lizards get loose, the characters will have to go get them, and this will take some time.

The swamp: If the characters go into the swamp for any reason, the GM should describe the surroundings: low-lying marshlands, interspersed with heavy thickets of gnarled gall oak. Long streamers of moss hang from the trees, and the grassy soil is wet and soggy. There will be no problem tracking the land lizards.

Either the characters or one of the escaped land lizards may run into the only dangerous thing in this swamp: a large quickmire, which will drag the first person or creature entering it slowly below the surface. The process will take ten rounds before a victim will be completely submerged; death will follow 1-3 rounds later. Double this if the victim is an amphibian, such as an Imrian or Sunra.

To escape the quickmire, the rescuers will need rope. It will take a combined Strength Rating of +7 to extricate a man-sized victim, +15 to extricate a graymane, and +20 to extricate a land lizard. The GM should not allow both land lizards to be lost in the quagmire unless it is his or her intention to strand the party in this area (a single land lizard can still pull the cargo drag).

The Gamemaster is encouraged to create an encounter.

Nightfall: the party may wish to make camp. Optionally, they might want to hang the lanterns on the wagon and press on for awhile, to make up for lost time. At some point, the drivers will remind the characters that the beasts need rest, and they'll have to stop for the evening.

Late at night, there is a disturbance of some sort. The beasts, wide-eyed with fear, tug at their restraints. If the characters look around the camp, they will see nothing. If they roll successfully vs Perception, however, in the back of the wagon they will find a gaunt and repellent humanoid scratching at the wooden crate. The creature reeks of the charnel pit, and has glowing eyes.

NECROPHAGE

Size: 6'8" tall, 175 lbs.

Exceptional Attributes: INT -2, WILL +3, PER +2, STR +4, DEX -2, SPD -1.

Level: 3.

Attacks/Damage: Claws d8, Bite d6, (roll vs CON at a penalty of -2 or contract the disease known as "corpse-rot").

Special Abilities: Harmed only by silver and magic; night vision; ability to "smell death" (See *Comments*.)



Armor: Unarmored.

Hit Points: 14.

Comments: Necrophages can detect the scent of corpses and the like at a distance of two miles. They are always hungry.

The necrophage is a dangerous creature. Unless slain by silver or magic, it cannot be stopped; even if hacked to bits, the necrophage's bodily parts will continue to move. In the party's favor is the fact that the necrophage seems more interested in the contents of the crate than in the characters themselves.

The incident with the necrophage may cause the members of the party to begin to wonder what is inside the crate (if they haven't already been wondering). If necessary, the GM can have Orb or Shimtar remind the characters of the terms of their agreement; particularly, the "fine print" on the contract that they signed with Abn Assan. If the characters insist upon opening the crate, go to the end of this adventure to see what they find inside.

7) Enroute: Day Three

Morning arrives, and the group may continue on its way. After traveling for a couple of hours, (more if delayed), they will notice that the surrounding woodlands have begun to give way to more open and arid terrain. In place of trees, they will see patches of stunted withergall, thorny shrubs, and coarse sedgegrass. The terrain then becomes more rugged, until at last the party will arrive at a high bluff overlooking a land of wind worn mesas and winding ravines. This is Sindar. Sadaan's manse is not far from here (according to the directions, which the party may notice are becoming increasingly vague.)



Continuing along, the party follows the ancient Sindar Road, its stone flags pitted and worn with age. The road leads into a deep ravine, fifty feet wide and surmounted on either side by hundred-foot cliffs. A metal-scaled chasm viper can be seen climbing up the sheer rock surface. It is no threat to the party. A drac peers from inside a deep crevice, then withdraws, finding no easy prey.

As the party mounts a ridge overlooking an expanse of flat tableland, they will hear scattered chattering and chirping noises from the east; softly at first, then increasing in volume. The source of the sound will soon be discerned: it is a flock of hundreds of avir, winging westward across the sky.

Off in the distance, the rumble of thunder can be heard. Black clouds will appear on the horizon, moving in a swift and ominous fashion towards the group. Bolts of arcane force etch jagged black lines across the sky.

The Maruk fear this phenomenon, which is known as Black Lightning. They will advise all to take cover at once, and suggest a hasty retreat from the ridge. The group should recognize that there is great danger in an electrical storm for those who are on high ground. Leaving the ridge is a good idea, as is the thought of dismounting. There is little time before the storm arrives.

The storm will strike with savage fury: winds howl and whip up clouds of dust and dirt. The dark clouds roil and swirl like a vat of boiling pitch, raining bolts of black lightning down upon the surrounding area.

If the party has stayed on the ridge, one of the characters' mounts will be struck and killed by a bolt of Black Lightning. If its rider was on it, he or she will be flung 20 feet in the air and knocked unconscious, taking 2d4 damage. If the party has any magic items, one will be struck and incinerated (Black Lightning is attracted to magic items.) The owner, if holding it, will take 2d4 damage and be knocked flat.

If the party flees to lower ground, they will be safe. The ridge will be battered by the storm, which will pass in a matter of moments. The group may continue along its way.

While the party is looking for some sign of Sadaan's manse, from the opposite direction will appear a lone figure on foot. He wears a colorful patchwork outfit, and carries a wand which emits puffs of bright-colored smoke.

This is the Pharisian peddler, Savrille. He has chosen to linger in this desolate region in the hope of encountering Aamanian pilgrims on their way to the Watchstone. So far, he has seen none; hence, his eagerness to deal with the party.

Savrille (PHARESIA PEDDLER)

Level 7, CR 0, MR 4.

Physical Characteristics: Skin and hair dyed with bright iridescent colors, slender build.

Attributes: INT +5, PER +2.

Hit Points: 12.

Skills: Secondary Magic, merchant/trader, appraise treasure, concoct elixirs, enchant items, concoct medicinal mixtures, concoct powders.

Equipment/Possessions: Patchwork cloak and robes of bright colors, wand or staff, satchel (filled with salves, medicants, charms, curiosities, etc.).

Savrille is a peddler, who travels throughout the Seven Kingdoms. He offers the following wares: "efficacious talismans, amulets and lockets; hats to shield the head from unfavorable solar emanations; discs which—when affixed to the soles—offer relief to the footweary traveller; and a variety of unguents, salves, and medicants."

Savrille's wares are priced at 1-10 gold lumens, and tend to be of limited use. Anything purchased from him will usually work for a short time, then become useless. At the GM's option, the peddler may offer something which the characters actually need, or this encounter can be used to provide an odd bit of comic relief.

Savrille knows of Sadaan (or so he says,) but will supply information only if the group will buy something from him. In return, Savrille will give directions. He says: "look for the seven-headed gate; there you will find Sadaan's manse." Ironically, the place is just up the road, and the party would easily locate it without Savrille's aid.

8) Sadaan's Manse

Beyond the next hill lies Sadaan's "manse," an obelisk of stone, built after the style of a Hadjin tower-mausoleum. A wrought-iron fence surrounds the property, with the aforementioned gate: a stone archway, with seven demon-heads carved in bas relief.

When the party approaches, the heads appear to come to life. They speak as one, in a deep, guttural voice: "Who dares approach the sanctum of the great Sadaan?" The demon-heads will growl and snap at the characters, but cannot harm them. They are there strictly to frighten away unwanted visitors.

Beyond the gate, a path paved with pitted stones leads to the entrance of Sadaan's manse. There is a great, black wooden door with an iron knocker, carved to resemble a leering skull. The door opens when the knocker is struck. A disembodied voice will bid the party "Enter." No one will be in sight.

The party will enter into a dark chamber draped in black curtains. A rack of flickering tallows illuminates the room, in which a variety of necromantic paraphernalia is on display: an assortment of skulls, mummified body parts arranged in glass showcases, old grave markers, copper funerary masks, stone sarcophagi, and so forth. This is Sadaan's collection.



Notes on the Sadaan character:

Sadaan is one of the "Sindra;" a Sindaran who has attempted to learn magic, and as a result, has become insane. He can be dangerous, and is prone to displays of unpredictable (and sometimes violent) behavior. Sadaan is not a threat to the characters unless provoked. If attacked, he'll call forth the Wind Demon which is held captive in his medallion and command it to carry the characters to a distant land. The characters will be whisked away and deposited in some far away locale (GM's choice).

Sadaan stands before the characters, waiting for a reply to his question. After hearing the party's explanation, he will nod thoughtfully. "Yes, yes, of course. Just as I had surmised. You may bring the merchandise in at once."

While the crate is being brought in, Sadaan waves a hand, and conjures forth trays of food, and drink. "Refresh yourselves," he says. "You have traveled far!" His manner is cordial, as if he is pleased to receive the delivery.

Before the characters so much as touch Sadaan's offerings, the collector will abruptly say: "Hold! What is this baneful object which you carry before you?" (He refers to the crate, as if he has already forgotten what the characters have told him). His manner is once again threatening.

After the characters reply, he will answer. "Naturally so. You must open it, so that I can behold what lies within!"

If the characters refuse to do so, Sadaan will point to the grisly glass display cases which line the walls of his sanctum. "Others have disappointed me in the past. As such, I now prefer to examine all merchandise prior to paying any monies!" Sadaan's words have an ominous tone. The message is clear: the characters must open the crate, or incur the wrath of Sadaan.

9) What's in the Box?

That's up to the Gamemaster to decide. Some suggestions:

A) A juju (zombie) from Chana; when the crate is opened, this cadaverous monster comes to life. A raffia doll, used to control the juju, can be found in a pouch at the bottom of the crate.

B) Thirteen brass funerary vases, smuggled in from Khazad and packed in wood shavings. Each contains a hostile spiritform known as a Shadow Wizard (see *NATURALIST'S GUIDE*), which will escape if any of the sealed vases are broken or opened.

C) A quantity of embalming materials, imported from Dracarta. Included are rare herbs, crystal containers of alchemical fluids, all packed in sand from the Red Desert.

D) A mummified corpse which resembles a Black Savant. Is it alive, or dead?

E) Or any item of the Gamemaster's choice: feel free to be creative!



From behind a curtain will step a Sindaran, dressed in black robes, an eyepatch, and a number of rings and amulets. His demeanor is grim and foreboding, and he acts somewhat strangely, as if he is disoriented, or intoxicated. Gesturing with hands upraised, he speaks: "I am Sadaan. Who are you, and why have you come here?"

Sadaan (SINDARAN COLLECTOR)

Level 13, CR 6, MR4

Size: 7'-2", 210 lbs.

Attributes: INT +8, WILL +3, STR +1, PER +1

Hit Points: 10

Special Abilities: Dual-encephalon

Skills: Alchemical training, all "concoct" Skills, antiquarian lore, arcane lore, linguistics, cryptography (one side of brain), secondary combat, alchemical training (second side of brain)

Equipment/Possessions: In addition to his collection of necromantic paraphernalia, Sadaan owns the following magic items: a Ring of Conjunction (level 6), an amulet of Protection vs Elemental Power (level 5), a Ring of Eldritch Power (level 7), and a medallion which he can use to summon a terrible Wind Demon (level 9). Beneath his eyepatch is a false eye made of polished obsidian. This is an enchanted device which allows him to see invisible, astral, and ethereal presences.



10) Resolution

Regardless of what is in the crate, Sadaan's will say: "Yes, of course. All is in order, as can be plainly seen. Give me the paper to sign, and you may be on your way." He will pay in gold any price that the characters ask, within reason (1000 G.L. maximum).

If the seals have been tampered with, Sadaan will not notice. In fact, no matter what is inside, Sadaan will accept the shipment. He has forgotten what he ordered from Abn Assan, and in any event, is quite insane.

The characters may leave, and go where they choose. The Maruk will deliver the signed bill of lading and the remaining gold to Abn Assan if the party does not want to return to Cymril.

Ideas for Interrelated Adventures

A good campaign is based around a series of adventures which—directly or indirectly—are interrelated, like episodes in a continuing series. By using a little imagination, Gamemasters can find numerous ways to introduce interrelated scenarios: an item found in one adventure turns out to have been stolen from an individual whom the players encounter in their next adventure; characters (friends, foes, non-descript encounters) met in one scenario turn up in the next game, or several games thereafter; a seemingly trivial incident observed or overheard in one game later turns out to have great significance to the player-characters; and so on.

Possible interrelated adventures for this introductory scenario could include the following:

- 1) Abn Assan is pleased with the characters' performance, and wishes to hire them again.
- 2) Sadaan may send a veiled assistant to bring a message to the characters. What does he want from them?
- 3) The characters may meet up with the highwayman, Ariosto (mentioned earlier by the Bodor magicians).
- 4) The characters encounter the Rahastran wizard, Ronan, once again. He has come to warn them about an ominous event, revealed when reading the Zodar deck.
- 5) The party meets up with the troupe of Bodor musicians that they first saw in *The Double-Edged Sword*. What news do they bring?
- 6) The characters return to the city of Cymril (see the annotated map at the end of this chapter. They have now made a few contacts, and earned some money. Ask them what they plan to do next, then come up with an adventure based on the players' intentions.
- 7) Gamemaster's choice.

More Talislantan Adventures

The following is a sampling of ideas which can be used to help Gamemasters create scenarios for a Talislantan campaign. The list is by no means complete, for the possibilities of adventure in Talislanta are limited only to the Gamemaster's and players' imaginations.

- 1) Accompany a group of Aamanian Orthodoxists on a pilgrimage to one of the cult's officially sanctioned holy places, or on a witch hunt through the dire forests of Werewood.
- 2) Protect an individual of status from Arimite Revenants, the deadly secret society of assassins who operate out of Arim. Be forewarned, however: the Revenant cult is widespread, and has many devotees.
- 3) Patrol the territories adjacent to the Citadel of Akbar with a band of Arimite knife-fighters: a perilous endeavor, particularly during the Yaksha mating season, when the Drukh tribes are on edge. Avian Stryx, Darkling hordes, and the warlike Ur clans also pose a threat to intruders into these regions.
- 4) Sail to the isle of Batre to obtain Batrean concubines - by legal or illicit means. Be sure to take precautions against the multi-headed Kaliya and the brutish Batrean males, to say nothing of the subtle charms of the lovely concubines themselves.
- 5) Join the Dracartan desert scouts of Carantheum in their forays against the forces of the Black Mystics of Rajanistan, or unearth an ancient sarcophagus in the Red Desert.
- 6) Sail the Far Seas in search of adventure, braving dangers posed by fierce Mangar Corsairs, Na-Ku cannibals, and the ominous black-hulled vessels of the Nefaratans.
- 7) Search the jungles of the Dark Coast for the buried treasure of the Baratus, an ancient race of sea-roving pirates. Keep a keen eye out for the four-armed Ahazu and Mud People tribes, both of whom are decidedly unfriendly with regard to strangers.
- 8) Accompany a caravan of nomadic Djaffir as they traverse the far reaches of the continent.
- 9) Visit the Farad city of Tarun, where contraband goods are sold openly in the streets and marketplaces. Hunt winged apes for their valuable horns amid the coastal junglelands, or scale the Emerald Mountain to seek the favor of the diabolical Shaitan. If stricken by a shortage of funds, one may opt to seek work mining green crystal on the shores of the Sea of Glass.
- 10) Join the Sea-Rogues of Gao-Din and visit the Rogue city of Gao, a safe haven for thieves and scoundrels from across the continent.
- 11) Explore the Opal Mountains in search of precious blue diamonds. Keep in mind that Frostweres, Frost Demons, and the grim Harakin tribes are also known to frequent these regions.



12) Hunt for scintilla along the marshlands of Jhangara, avoiding irate water raknids, the coracles of the amphibious Imrian Slavers, and the dreaded Jhangaran Outcasts, who reputedly bear upon their persons the "stigma of doom."

13) Prowl the Jungles of Chana for rare magical herbs and black diamonds, or rescue a captive of the Witchmen, who keep the shrunken heads of their victims as grisly trophies.

14) Visit the ice castles of L'Haan, and fight side by side with the Mirin against their age-old foes, the Ice Giants.

15) Dredge the swamps of Mog for precious amber, or hunt for the elusive Gold Beetle, an insect whose body is comprised of pure gold.

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 mesa lands 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 Aaman 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.)



Statistics for Talislantan Encounters

The following is a list of basic statistics for the Gamemaster, to use as a quick-reference, and as a guideline for the creation of your own life forms. More detailed information can be found in **THE NATURALISTS GUIDE TO TALISLANTA**. Gamemasters should feel free to modify the information provided in this section as desired.

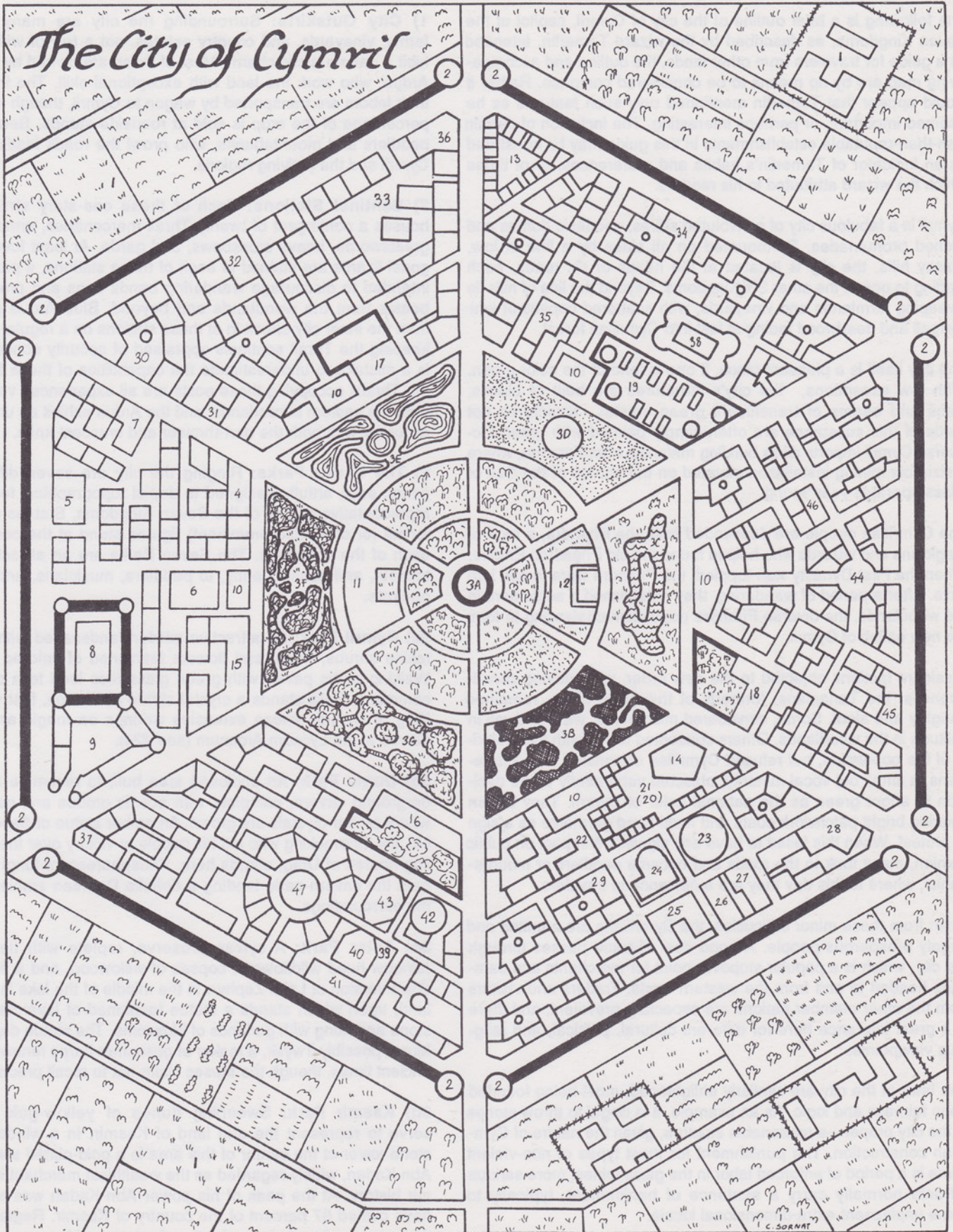
TYPE	LEVEL	H. P.	ATTACKS/DAMAGE
Abomination	1+	16+	Variable, according to type
Ahazu	1+	16+	As per weapons (double attacks)
Aht-Ra	1-4	30-46	Bite: d4, Kick: d10
Alatus	2-5	12-24	Bite/Tail: d4 per round (blood drain, constriction)
Amber Wasp	1	1	Sting: excruciating pain (1-4 rds.)
Aramatus	6-12	24-36	Bite: d8 (+d6 per rd., blood drain), constriction: d6 per rd. spines: 1
Araq	1+	12+	As per weapon
Archon	24+	80+	Touch: 20 points (energy damage) or by spell
Ardua (Blue)	1+	12+	As per weapon
Ardua (Green)	1+	10+	As per weapon
Ariane	1+	12+	As per weapon or spell
Avatar	2-16	40+	Touch: d10 (energy damage) or by spell/weapon
Azoryl	2-5	10-20	Beak: d10, Talons: d8
Bane	1-10	12+	Bite: d4 (blood drain), Claws: d8+STR
BaiManta	4-82	4-44	Electrical discharge: d12, Tail/Wings: d10
Batranc	4-8+	16-24+	Fangs: d10, tail used for grasping only
Beastman	1-12	15+	Bite/Claws: d4, or as per weapon
Behemoth	2-8	20-60+	Ram: 3d12 (+1 per level), trample: 2d10, or gore: d12
Black Savant	1+	14+	As per spell/weapon
Bog Devil	1-12+	14 (+2 per level)	Bite/Claws: d4, or as per weapon
Crag Spider	2-8	20-40	Bite: d8 (+paralysis, 2-20rds.)
Crested Dragon	10-20+	40-80+	Bite: d20, Claws: d12, Breath (d6 per level)
Darkling	1-5	6-24	As per weapon employed
Death's Head Viper	1-4	1-4	Bite: 1pt. (+d10 poison per rd., d10rds.)
Draconid	1-2	2-8	Bite: 1-2 (+searing pain)
Dractyl	3-6	20-24	Bite: d8, Claws: d6
Duadir	2-8+	16-36	Bite: d8 each, Claws: d8, or Tail: d6
Durge	1	20	Head-butt: d10, only if harassed
Earth Demon	2-16+	40-80	Fist: d12+8 (up to three attacks)
Echinomorph	3-6+	16-24+	Crushing grasp: 2d8 per round (+d4 from spiny carapace)
Enim	6-10+	36+	Fist: d8+8 each, or as per weapon
Equs	1-4	10-26	Kick: d12, Bite: d4 (Darkmane only)
Exomorph	2-8+	10-40	Bite: d8, Claws: d12
Fantasm	1-10	2-20	Claws: d8 (psychic damage)
Ferran	1-4	4-16	Bite: 1pt., or as per weapon
Filt	1	1	Bite: 1pt. (blood drain per hr.)
Frost Demon	2-16+	30-80	Bite: d8, Claws: d8+STR, or Breath: d20
Ghast	8-16	25-45	Slashing claws: d8+6
Gnomekin	1+1	6+	As per weapon
Green Man	1+	4+	None
Gryph	1+	16+	Talons: d4, or as per weapon
Half-Men	1+	12 (+2 per level)	As per weapon (those having claws/fangs: d6 damage for either)



Horned Devil-Men	1-10+	16-36+	Claws: d6, bite: d4, or as per weapon
Ice Dragon	4-16+	30-60	Breath: d4 cold damage per level, bite: d12, claws: 2d8
Ice Giant	1-20	20-50+	Fist: d10+10 or as per weapon
Ikshada	1	1-4	Bite: d4, Sting: 1pt. (+parasites)
Imrlan	1-16+	16-46+	Claws: 1-4, or as per weapon
Jaka	1+	12+	Claws/Bite: 1-4 or as per weapon
Kallya	6-16+	30-50	Bite: d10each, or Breath: d12each
Kharakhan Giant	10-16+	45-60+	Fist: d8+STR, or as per weapon
Kra	2-12	14-34+	Bite: d8(+1per level), Tail:d8
Land Dragon	6-12	40-50	Bite: d12, Trample: d20, Tail: 2d12
Land Lizard	2-5	20-32	Bite: d6, Kick: d8orTail: d8
Loper	3-5	18-24	Bite: d4, hind claws: d8, whip-like tail: d6
Malathrope	8-16	30-50+	Bite: d6 (plus poison), claws: d8
Mandragore	1-2	2-4	As per special abilities or weapon
Mang	10-20+	60-100	Limb: d6(+1 per level)
Mangonel Lizard	1-4	25-30	Tail:2d8, Bite:d6
Manrak	4-12	20-36	Fangs: d6, claws: d12, both are poisonous
Megalodont	2-5	40-50	Tail/Kick: d20, Trample: 2d20
Mirin	1+	12+	As per weapon
Mogroth	1-12+	20-40+	Fist: d6+STR, or as per weapon
Monolith	20+	200-800+	Seismic/volcanic disturbances
MudPeople	1-8	18+	Claws/Tail:d8, or as per weapon
Muse	1+	10+	As per spell
Nag-Bird	1	1-3	None
Na-Ku	1-8+	10-20+	Bite:1-3, or as per weapon
Necrophage	1-6	10-20	Bite: d6, Claws: d8
Needleleaf	1	1-2	1-2 (+painful itch, 1-10 rds.)
Neurovore	1-2	1-2	Feelers: drain 1 pt .INT per hour
NightDemon	2-16+	20-80	Claws: d4+STR, or as per weapon/spell
Nighthawk	1-3	4-12	Beak/Claws:1-3
Nightstalker	2-12	20-30	Claws: d8+2, Bite: d8
NocturnalStrangler	6+	30-40	Strangle: d12 per rd.
Ogriphant	3-6	30-40	Tusks: d12, Trample: 2d12
Ogront	1	200+	Tusks: d20, Trample: 2d20
Omnivrax	4-10+	20-60	Bite: d10, claws: 2d8
Opteryx	8-14	30-50+	Bite: d8 (three heads), claws: (d10), Knobbed tail: d12
Oruk	50-10	100+	Crush underfoot: 10d20
Plant Grue	1-16	12-40+	Touch: d12 (2x damage vs. plant life), + age1 year per Grue's level
Pseudomorph	1-10	10-40	Smother: d8 per round
Pyro-Demon	2-16+	30-80	Claws: d8+6, Tail: d6, Breath: d12
Raknid Drone	2-10	10-20	Claws: d6
Raknid Queen	20+	20-30	Psychic Assault: d20 (+1 per level)
Raknid Warrior	1-12	14+	Claws: d6, Tail: d8 (+ paralysis, d10 rds.)
Raknid Worker	1-3	20-40	Bite: d12
Ravenger	1-10	12-22	Bite: d6, Claws: d8
Sand Demon	2-16+	30-80	Claws: d8+6, Bite: d6 (+d4 blood drain)



Sardonicus	2-20+	4-12	Sting: 1pt. (+d8 venom)
Satada	2-12	16-36+	Bite/Claws: d4, tail: d6; or as per weapon
Sauran	1+	16+	Claws: d6+STR, Tail: d8 or as per weapon
Saurud	1-20	20+	Claws: d8, Tail: d12 or as per weapon
Scarlet Sporozoid	1	1-2	Spores: d6 per rd.
Scavenger Slime	1-4	10-20	Acid(internal fluids): d6 per round, whip-like flagella: d4+1 per level
Sea Demon	2-16+	30-80	Claws: d8+7, or as per weapon/spell
Sea Dragon	8-16+	30-50	Bite: d20, Constrict: d12+9 per rd.
Sea Scorpion	10-16+	40-60+	Pincers: 2d12, mandibles: d12, sting d20
Serpentvine	1	1-2	Bite: 1pt. per tendril
Shadow Wight	1+	10+	Touch: d8 (drains substance)
Shaitan	12+	50+	Fist: d10+10, or as per weapon/spell
Shathane	10-18	40-60+	Grasp: d10+STR per round, hand: d6+STR, tusks: d8
Shape Changer	1+	12+	As per weapon or bodily form
Shrieker	1-3	6-12	Beak: d12 (diving, d6 otherwise)
Sindaran	1+	12+	As per weapon
Skalanx	6-12	20-36	Pincers: 2d8, sting: d10, mandibles: d6
Smokk	1	2-6	None
Snipe	2-8	10-20	None
Storm Demon	2-16+	30-70	Thunderbolt: d4 per level, touch: 2 points per level or Fist: d6
Stranglevine	1-3	2+	Constriction: d6 per rd. (per tendril)
Strider	1-4	10-25	Bite: d4, Talons: d8, Tail: d4
Stryx	1-10	10-40	Claws: d4, Bite: d4 or as per weapon
Swamp Demon	2-16+	30-80	Tentacles: d6+6 each
Tanglewood	3-4	30-40	Entangle only
Tarkus	1-5	15-25	Bite: d8, Claws: d8
Thrall	1+	16+	As per weapon
Tundra Beast	2-4	6-18	Bite: d8 each (two heads)
Ur	1-12+	20-50+	Fist: 1-6+6, or as per weapon
Urthrax	1	6	Bite: d6 (plus 2in20 chance of contracting disease), claws: d4
Vasp	8-16	30-50	Pincers: 2d6, mandibles: d8, sting: d6(+d12 venom damage)
Violet Creeper	1-3	2-8	Blood drain: d4 per rd.
Void Monster	4-16+	20-40	Touch: d8 negative energy (per tentacle)
Vorl	1-8	10-20	Touch: d8 (+1 per level; moisture drain)
Wanderer of Ashann	10+	40+	As per spell or staff
Weirdling	1-6	10-20	Bite: 1 pt., or as per weapon
Werebeast	2-12	20-40	Bite: d8, Claws: d12+6
Whisp	1	1-4	1-2 with diminutive weapon, or as per spell
Wildman	1+	12+	As per weapon employed
Wind Demon	2-16+	30-80	Bite: d8, Claws: d12+8, Tail: 2d8
Winged Ape	1-6+	20-30+	Claws: d10+6
Yaksha	6-16	25-55	Claws: d10+7, Bite: d6
Zaratan	2-12	30-70	Bite: d10, Claws: d12, or Ram: 2d12





The following is a brief outline of the city of Cymril, capitol of the Seven Kingdoms, as described by the wizard Tamerlin. Intended as a guide for travelers from other lands, the outline and accompanying map are by no means to be considered complete. Rather it would appear that Tamerlin mentioned only such features as he deemed important, or perhaps interesting. The inclusion of certain less-than-reputable establishments in this guide may be construed as an indicator of Tamerlin's habits and preferences, or of those which the wizard attributed to his readers.

Cymril is a fabulous city of convoluted spires, geodesic domes and arched promenades. Surmounted on all sides by a line of low, grassy hills, the city is located at the nexus of six roads, each leading to one of the other Six Kingdoms. Beyond the line of hills lie sweeping farmlands and vineyards, with scattered copses of withergall and deadwood fading at last into Cymrilian forest.

The city itself is a pleasant place, if one is fond of the color green. With few exceptions, the city's structures are built of blocks, slabs and beams of translucent green crystal. Structures not made of this substance are often simply painted with green lacquers. Cymril imports all its building materials from Faradun, where a sizeable mining installation situated on the shores of the Sea of Glass operates year 'round.

The Cymrilian people are descended from the Phandre, a race of magicians and wizards who helped found the old Phaedran Empire. When the First Dynasty was toppled, the Phandre were forced into exile. After a period of wandering, they established a settlement in the woodlands, the diverse Phandre population coalescing to form the new nation of Cymril.

Dissident factions objected to the new order, with varying consequences: the Tanasians, formerly of the ruling class, remained haughty and aloof. Some, considered miscreants, went to dwell in solitude in the woodlands. Others consented to live with the majority of the population, but refused Cymrilian citizenship. The Pharesians, a small but vocal minority, objected vehemently to the decision to adopt green as the national color of Cymril. They began wearing bright patchwork coats and multi-hued garments as a sign of protest. When this failed to have any significant impact on public opinion, many took to the roads and became peddlers or mountebanks, where to this day they are a nuisance to travelers.

Apart from these minor difficulties, the Cymrilians are a united and largely prosperous people. A good deal of trade passes through the city, which is a popular stopover point for merchants and caravans headed to and from the western lands. Traders and visitors from the other member nations are especially prevalent, and there is a great tolerance here for different cultural, political, and religious viewpoints.

The laws of the city are similarly enlightened, most being founded upon fairness and logic. As an example, it is illegal to throw stones in the city proper—a reasonable stricture, given the nature of Cymrilian construction. The punishment for most types of non-violent crime is a period of enforced labor in the glass mines; more serious affronts normally carry a sentence of banishment, typically to some unpleasant extra-dimensional locale.

1) City Outskirts: Surrounding the city are many small farms, vineyards, and country estates, not a few of which exhibit a certain rustic charm. Most of these are owned by Green Ardua, who work the land with exceptional skill. The fruits of their labors are transported by wagon to Cymril, though a small percentage of the crop is sold at roadside stands. Beware of peddlers and mountebanks, who prowl the roads leading into Cymril and the outlying regions.

2) Sentinel Stations: Each of these one-story structures houses a contingent of twenty Thrall mercenaries, armed with greatswords, heavy crossbows, and garde. At least four mangonel lizards are stabled at each of these stations, a provision intended to discourage wandering bandit cans and predatory beasts from the woodlands and beyond. Blue Ardua patrols from the inner city check in at these stations on a regular basis, keeping the Thrall sentinels apprised of security concerns. It is a mistake to underestimate the capabilities of these forces: the Thralls occupying these posts are all experienced veterans from the eastern borderlands, and the Ardua exhibit an uncanny accuracy with both the dart-thrower and crescent knife.

3) The Seven Parks: Ringing the city are seven different parks, each artfully designed to depict topographical features representative of one of the Seven Kingdoms. Statues of historical (or otherwise prominent) figures stand at the center of each of the commons. The Seven Parks are an attraction to tourists, and consequently, to peddlers, musicians, and pickpockets.

3a) Cymril Park: An attractive garden landscaped with crystalline shrubs, trees, and flowers fashioned of colored glass. Walking paths paved with green glass tiles lead to a central commons. Here stands a crystal statue of Pharos, first wizard King of Cymril, whose extensive writings on magic are preserved at the Lyceum Arcanum (*see #24*).

3b) Durne Park: An enclosed area built to resemble an underground cavern, complete with scenic grottos and gardens where amber crystals are grown. An amber statue of Sabo Orabio, the Gnomeking who led his people to victory over the Darkling hordes of Urag, stands here. Phosphorescent fungi illuminate the cavern-park, lending a definite Durnean ambience to the surroundings.

3c) Astar Park: A sylvan preserve, replete with fields of rainbow-hued wildflowers, copses of willowood, and a scaled-down version of Lake Zephyr. In the middle of the lake is an island, upon which stands a statue fashioned of lavender blue stone and hung with garlands of blossoms. The statue depicts a Muse; possibly Twysk, a maker of gossamer harps renowned in ancient times, though the Muses claim not to recall precisely.

3d) Kasmir Park: Sweeping dunes of yellow-gold sand serve to represent the arid land of Kasmir. In a windowless stone tower at the center of this area is a gold-plated statue of Abn-Kadan, widely regarded as the wealthiest merchant in Kasmir history. At the peak of his power Abn-Kadan was said to have owned 87 percent of the country of Kasmir. Regrettably, the tower is almost always kept under lock and key; a proscript-



tion stipulated by the Kasmirian ambassador and intended to keep thieves from stripping the statue of its gold plating.

3e) Sindar Park: An unusual setting built to resemble the wind-worn mesas and rock spires of Sindar. Here stands a fourteen-foot basalt statue of Nadir Saluu, esteemed collector and inventor of the complex game known as trivarian, favored pastime of the Sindarans. Nadir Saluu's fabulous collection of ancient artifacts is considered a national treasure in Sindar and is periodically on display at the nearby Museum of Antiquities.

3f) Taz Park: Overgrown with tangled vines, fronds and dendrons, this park was made to resemble the wild junglelands of Taz. The landscape is quite authentic, if perhaps a trifle overdone; the inclusion of poisonous serpents, man-eating plants and other hazards indigenous to Taz, while popular with visiting Thralls, may give less-adventurous tourists cause to consider avoiding this particular attraction. Somewhere in the interior is a lacquered iron statue of Zar, greatest of all Thrall military heroes.

3g) Vardune Park: This splendid park is decorated with terraced gardens, elevated walkways fashioned of woven vines, and myriad forms of plant life. In the central garden stands a towering statue made from a single, living viridia plant, grown and tended by Green Ardua horticulturists for over one hundred years. Appropriately, the statue is a depiction of Viridian; the great magician who, ages ago, created the viridia hybrid, national plant of Vardune.

4) Consulate: A large, two-story structure with quarters and offices for ambassadors and diplomats from each of the Seven Kingdoms. Separate facilities for visiting dignitaries and their entourages are also available. Thralls and Blue Ardua patrol the grounds on a regular basis.

5) Hall of Records: The offices of Cymril's tax collectors, assessors, and related functionaries are found here, as are all records pertaining to tariffs, trade duties, real estate holdings, and so on.

6) Court of the Seven Kingdoms: Seven judges (one from each of the Seven Kingdoms) preside over this court, which handles disputes arising between the member nations. Criminal and civil cases of importance are referred from one of the lower courts (numbering forty-nine in all; seven for each kingdom).

7) College of Law: A university and guildhouse for arbitrators and legislators. Legal representatives from across the Seven Kingdoms and beyond are available for hire at costs of one hundred gold lumens per day, and up. Sindaran litigators, due to their unique mental faculties, usually command fees of up to twice this figure.

8) City Gaol: One of the city's few stone structures, the gaol serves as a place of incarceration for felons, miscreants, and other undesireables. Heavily-armed Thralls serve as guards, with Kasmir locksmiths being employed exclusively as gaolers (all locks used here are of Kasmir make, each device having

two to eight separate locking mechanisms). Maximum security facilities are available to house spell casters and members of those races requiring special attention. By Talislantan standards, these facilities are deemed quite tolerable. Still, conditions in the subterranean levels leave something to be desired, or so it is said.

9) Citadel: A fortified installation with facilities for over two hundred Thralls, four hundred Blue Ardua, eighty Greymanes and half as many mangonel lizards. City sentinels utilize the citadel as a barracks, armory, and training camp. Overseeing the entire operation is the commander of the Cymrilian militia, who is usually a Thrall.

10) Sentinel Stations: Each of these two-story outposts is manned by a mixed contingent of Thralls and Blue Ardua, typically twenty in number. Platoons of five sentinels patrol their designated areas in four-hour shifts. If a platoon fails to report on time, alarm gongs are sounded, and additional units will respond. The sentinels are efficient, but tend to be rather humorless, a condition perhaps worthy of note.

11) Palace of the Wizard-King: This is the dwelling place of the wizard-king of Cymril, his family, his retinue of advisors, and his personal guard (forty elite Thrall warriors attired in ceremonial battle armor). The palace is splendid rather than ostentatious, and features a large banquet hall, canopied terraces, balconies, solarium, library, and private chambers of varying size and utility.

12) Council of Kings: A great hall and meeting place of the seven kings, who gather here once every month (seven weeks, in Talislantan chronology) to rule on issues pertaining to the Seven Kingdoms confederation. Facilities for each of the kings, their advisors, and entourage are contained in an adjoining structure.

13) Cymril Bazaar: An open-air market where merchants from across the continent come to offer their wares. Numerous types of goods are available in the shops and stalls, including: seeds, plants and viridian linen from Vardune; weapons and armor from Taz; gossamer and intricate musical instruments from Astar; amber crystals and precious stones from Durne; locks, fetters, and trap mechanisms from Kasmir; alchemical adjuncts and skoryx from Sindar; magical paraphernalia and aquavit from Cymril; and much more. Travelers are advised to keep an eye out for unscrupulous charlatans, who attempt at every given opportunity to foist inefficacious remedies and tonics upon gullible wayfarers. Djaffir merchants, selling beasts of various sorts, usually occupy the southern sector of the bazaar.

14) The Emerald Pentacle: An unusual five-sided structure built of translucent green crystal and furnished with tables and chairs of polished, lemon-yellow glass. The proprietor, one Atherian, was once a magician of some note; an ill-advised wager with a powerful Shaitan is purported to have impelled Atherian to change professions. The Emerald Pentacle is an inn and tavern catering primarily to travelers and magicians. Curtained booths are available for those seeking privacy, a spacious



common room and outdoor terrace suiting the needs of individuals inclined to more sociable behavior. The accommodations are first-rate in all respects, and the prices reasonable. House specialties include steamed rock urchin in a sauce of leeks and truffles, Zandir wine, and aquavit of the first order.

15) The Double Edged Sword: An inn and tavern catering to Thrall warriors, mercenaries, and men-at-arms. The proprietor a Thrall by the name of Gann, is a veteran who served thirty years in the eastern borderlands and Wilderlands of Zaran. Hearty food and strong drink (Tazian fire-ale, served in red iron mugs), sparsely furnished rooms, and ample stable facilities are available at standard rates. Wrestling (Tazian combat style, with garde) and other contests of a martial nature are held here on a nightly basis. All weapons except garde must be checked at the door, a stipulation suggestive of the nature of the Double-Edged Sword's typical clientele.

16) The River Inn: An inn catering exclusively to Blue and Green Ardua, furnished with tables, lounges, hammocks, and elevated walkways, all fashioned of woven vines. The proprietor, Chachish, is a Green Ardua horticulturist with an extensive knowledge of Talislantan flora. The fare (fermented vinesap, seeds and pods, and giant waterbugs broiled in a savory swamp-sauce) and accommodations (tiered tree-dwellings, situated behind the tavern) are likely to hold little appeal to non-Ardua. A stream flowing through the common room helps sustain the viridia plant decor and adds a touch of authentic Vardune atmosphere. Prices are about 25 percent above standard rates.

17) Sindar Pavilion: An inn and tavern catering mainly to Sindarans, though also frequented by scholars, antiquarians, and curio dealers. The proprietor is Toran, a Sindaran notable for his collection of rare artifacts, many of which date back to the Forgotten Age. The decor is in the Sindaran style: open-walled, with diaphanous curtains dyed in oranges and deep browns and furnishings of smoothly polished hardwood or stone. In the central common room, Sindarans play trivarian, a game incomprehensible to single-brained creatures. Wagering is often brisk, the players stimulated by rainbow-hued skoryx, served here in spheres of frosted crystal. A collection of one sort or another is usually on display (the demented Sadaan's compilation of skulls and necromantic regalia always draws a sizeable crowd). Aspiring thieves would do well to consider other prey; the Sindarans ward their money satchels with clever devices (many utilizing caustic or toxic alchemical mixtures), and are exceptionally vigilant with regard to their treasured collections. A further concern is Sadaan, who is always in the market for skulls, bones, and other morbid collectibles. Prices are average.

18) Astar Gardens: A nympharium and pleasuredrome made to resemble the sylvan glades and scenic woodland vistas of Astar. An admittance fee of one hundred gold lumens is charged at the entrance; following this, the customer is allowed to partake of succulent fruits and vials of blossom nectar engage in dalliances or romantic confluxes, and experience the myriad raptures of Astarian culture, as desired. Entertainment is provided by male and female Muses, who project mental pan-

oramas of color and sound for the benefit of the clientele, according to their whims. The proprietor's identity is unknown. Security here is very discreet, and highly effective; six Muse magicians of superior skill guard the premises, their presence unseen until the need arises.

19) The Caravansary: A sprawling tent-complex serving as an inn and tavern, the Caravansary caters to travelers from the Desert Kingdoms of Djaffa, Carantheum, and Kashmir. The atmosphere is casual: customers recline on silken cushions, and are attended to by veiled serving girls bearing trays of honeyed dates, skewers of roasted meat, palm wine, and silver cucurbits of steaming-hot mochan (a dark, stimulating beverage popular throughout the Desert Kingdoms). The proprietor is a retired Dracartan caravan-driver named Nabu-Al Abas. Inside are three large common rooms, numerous small suites, and a half dozen baths. Outside are extensive facilities for the stabling of beasts, with additional areas for wagons and drays. Farad merchants enter the Caravansary at their own risk. Prices are slightly above average.

20) Subterranean Market: An underground market place run by Gnomekin from the kingdom of Durne. Here, Gnomekin merchants sell various types of mushrooms and fungi, fresh rock urchins, precious stones, amber crystal, and other commodities. Wagons headed to and from the subterranean city of Durne by underground roadway are used to convey a variety of trade goods from the Seven Kingdoms and other lands. Gnomekin fare (roots, tubers, and pungent mushroom ale) is available in the grotto tavern, moss-lined nooks serving as the only available style of accommodation. Prices are below average in most cases.

21) Site of the Magical Fair: Situated directly above the subterranean market, this area serves as a public park during all but two weeks out of the year when Cymril's famous magical fair is held here. The fair offers an incredible variety of attractions: pageants, exhibitions of magical virtuosity, windship races, challenges ("duels" for wagers between rival magicians), oddities, and amusements. Most popular are the numerous small booths and stalls, which offer for sale all manner of magical and alchemical appurtenances: potions, powders, phylacteries, philtres, medicants, tonics, dusts, fragrances, and so forth. The fair is attended by folk from all across the continent, and is an event of paramount importance to the merchants of Cymril.

22) Museum of Antiquities: A monolithic structure over two hundred years old, the Museum of Antiquities contains rare artifacts, many of which date back to the Forgotten Age. Included are exhibits on, the ancient civilizations of Elande, Pompados, Sharna, Sursia, Acimera, Phandril, and Xambria. Of special interest to many scholars and antiquarians is an exhibit featuring relics of unknown origin and/or useage. The museum's Sindaran and Cymrilian curators are often available to appraise newly-unearthed artifacts, and may be convinced to finance archaeological expeditions organized by qualified individuals.



23) The Arcanum Society: This is a private club restricted to public use. Members include many of the instructors at the Lyceum Arcanum, scholars of the arcane arts, and a number of prominent wizards and arch-mages of various races and nationalities. The society is said to maintain an excellent library of magical and alchemical writings, plus a collection of rare and potent magical artifacts. The structure is warded against thieves and intruders to such an extent that mere proximity to the building can be dangerous. Admission to the society (as a member or guest) is by invitation only. The society sponsors an annual awards ceremony that is the talk of the Seven Kingdoms.

24) The Lyceum Arcanum: This labyrinthine structure houses what is perhaps Talislanta's foremost institute for the study of magic and alchemy (the Academy of Thaumaturgy in Carantheum is almost as highly rated, despite its less-varied curriculum). Courses are available at Apprentice, Initiate, Adept, and Master levels, with classes offered in such esoteric fields as primary spell casting, magical scripts, alchemical procedures (basic and advanced), summoning rituals, metaphysical doctrines, interdimensional travel, concocting magical mixtures, creation of homonculi, and many more. Tuition is one thousand gold lumens per septemester (seven weeks), or one hundred gold lumens for Cymrilian citizens. Application and placement exams are required prior to acceptance to the Lyceum. Failure to meet accepted standards is considered cause for denial of promotion to the next level, and may, at the instructor's option, result in expulsion.

25) The Library at Cymril: This venerable institution is an adjunct of the Lyceum Arcanum. The library contains over 20,000 tablets, scrolls, and volumes, many quite rare or even unique. The sections on magic, alchemy, ancient history, geography, and languages are especially well-regarded. It is not permissible to borrow research materials except by special arrangement with the Lyceum Arcanum.

26) Cymril Magical Supply: Like the library, this establishment is owned by the Lyceum Arcanum. All sorts of magical and alchemical supplies and paraphernalia are available here, including alchemical apparatus, powdered plant/animal/mineral ingredients, amber crystal containers (various shapes and sizes), magical inks and pigments, parchment, and a host of related materials. The more common types of magical and alchemical mixtures, many concocted by students at the Lyceum, are available here. Raw ingredients and used apparatus are bought from licensed dealers only. Prices vary, but tend to be rather high due to local demand.

27) Alchemist's Shop: This is a small establishment run by three Sindarans. Powders, potions, and mixtures of various sorts are available at close to standard rates. The Sindarans will purchase raw material components from independent sellers, provided the quality of such wares is up to their standards. Unknown mixtures are analyzed here at a cost of ten gold pieces. This is a very reputable establishment, known for fair prices, honest dealing, and quality merchandise.

28) The Magic Sigil: One of the most colorful shops in the city, the Magic Sigil is owned by a Rahastran wizard named Merdan. Among Merdan's claims: that he is no less than four hundred and eleven years old, the seventh son of the seventh son of the mad wizard Rodinn, and a master magician of the twenty-seventh level. His cadaverous appearance and archaic style of dress would seem to lend credence to the first claim, at the very least.

The shelves lining the walls of this shop are laden with all manner of strange objects: books, phials, curios, scrolls, statuary, sarcophagi, urns, old clothing, jars filled with various anatomical parts preserved in amber-colored fluids, crystals, maps, chests, and a thousand other oddities. Merdan makes no effort to catalogue his wares, nor does he care to spend time discussing matters with customers. Pay the asking price, and the object is yours: no guarantees or refunds. Merdan is equally renowned as a buyer; no questions asked, take his offer or leave it.

29) The Sanctum: Ostensibly a shop dealing in rare books and magical writings, The Sanctum bears a shadowy reputation as an establishment owned, operated, and frequented by black magicians. It is widely believed that contraband substances and stolen goods are bought and sold here, though the author claims no certain knowledge regarding the policies of this establishment or its owners.

30) The Four Winds Travel and Supply Co.: This is a rundown complex of buildings owned by two partners, a Cymrilian magician and a Phantasian dream merchant. One structure houses facilities for the construction and maintenance of windships; another is a warehouse for storing various ship's components. There is a loading dock for glass miners (see #31), an old lookout tower, and a small, dingy office. In the latter, individuals may make arrangements to buy, lease (10000 gold lumens per month), or book passage on a windship. Ships depart monthly for such exotic locales as the Sea of Glass (2000 gold lumens, no first class accommodations), Thaecia (3500 gold lumens), Zanth (2500 gold lumens), Dracarta (6250 gold lumens), and Hadj (4000 gold lumens). Passage to other points must be arranged privately; the standard rate is five gold lumens per mile plus a departure fee and retainer of at least five hundred gold lumens. Levitationals are installed here at a reasonable cost, and docking and storage facilities are available at fifty gold lumens per week.

31) Cymril Glass Co.: Situated adjacent to the Four Winds Travel and Supply Co. (see #30), this is a facility for storing, cutting, polishing, and shipping green crystal mined from the Sea of Glass. The glass workers' guild is located on the premises. Ships arrive and depart monthly, off-loading and taking on cargo at the Four Winds' docks.

32) The Four Winds Tavern: This is a tavern and inn catering primarily to windship astrogationists (pilots) and crew members, though windship crafters and glassworkers sometimes come here as well. Not surprisingly, the talk here is largely of windships, atmospheric conditions, and goings-on in foreign lands. The establishment offers good food and drink at



nominal prices, overnight accommodations of adequate quality, and private lounges where individuals with a surfeit of money can enjoy a phial of Phantasian dream essence in repose. It is sometimes possible to obtain the services of a qualified astro-gationist or levitational engineer by inquiring on the premises. The tavern is owned by the operators of the Four Winds Travel and Supply Co. (*see #30*).

33) Artisans' District: Here are found numerous small shops, including gemsmiths, ambersmiths, metalsmiths, weaponers, tanners, glass blowers, makers of green dyes, jewelers, furniture builders, potters, weavers, and so forth. Most are reasonably priced, and offer merchandise of good quality.

34) Seraglio's: Seraglio's is an establishment dealing in exotic costumes of all types and cultural origins, owned by a Zandir clothier of the same name. Custom-made apparel is available by arrangement. Prices are high, but the quality of Seraglio's work is unmatched in the Seven Kingdoms.

35) Kasmir Locksmith: Enu Al Muhar owns this establishment, which offers the finest assortment of locking mechanisms in Cymril. Also available are keys made to order (10 gold lumens), custom locks (20 gold lumens and up), a lock-opening service (25 gold lumens on site, 100 + if travel is required), and unusual items such as shackles, cages, booby-trap mechanisms, and so on. Muhar's prices are exorbitant, even for goods of such high quality.

36) Wilderlands Outfitter: This is an immense warehouse and stable complex offering almost anything which an aspiring traveler or caravan master could desire: trained beasts of many types, wagons, drays, rope, tents, weaponry, armor clothing, and even small punts and skiffs. Prices are within reason, quality is good to excellent. The establishment is owned by a tribe of Djaffir merchant-traders.

37) Talislantan Imports: This is a subsidiary of the Wilderlands Outfitter (*see #36*), dealing in a wide variety of goods imported from across the continent. Types of commodities available at any given time are subject to supply and demand, and include furnishings, fabrics, exotic hardwoods, spices, scintilla, amber quaga, delicacies, liquors, and curios of various sorts. Occasionally, Yitek nomads come here to sell items unearthed from the numerous ruins which litter the Wilderlands of Zaran. Prices are high (at least twice the standard rates), and quality is variable.

38) Kasmir Money-Changer: A windowless stone structure resembling a small fortress serves as the office of the Kasmir money-lender Abn Qua. Here one can exchange foreign currencies (10% surcharge on all transactions of this sort), deposit money or valuables for safekeeping (5% lockbox fee per month), or apply for a loan (25% minimum interest). Contrary to popular opinion, Abn Qua is fair in his dealings, and requires neither the payment of an arm nor a leg for his services.

39) Temple District: In this part of the city are located temples of various cults and denominations. The author's comments regarding this sector are limited to the following:

40) Temple of Aa: A temple dedicated to Aa the Omniscient," stern patron deity of Aaman. It is frequented mainly by members of the Orthodoxist cult on pilgrimages to the east, Aa having few followers in the Seven Kingdoms.

41) Temple of the Ten Thousand: Located (appropriately enough) opposite the Temple of Aa, this is not an actual temple, but a lively tavern and brothel frequented by traveling Zandir Paradoxists. Zandir wine and spicy Zandir dishes are available at fair prices, and the entertainment (Bodor musical troupes, Zandir dancers and Sawilu courtesans, among others) is first rate. The number of individuals who come here seeking enlightenment is sometimes quite astounding; the author for one, has had to wait on line for up to an hour just to get into the temple.

42) Temple of the Creator: This beneficent deity has a wide and varied following, including many Cymrilians, Ardua, and Sindarans. Services are on high days only.

43) Temple of Terra: This is an underground temple dedicated to the Gnomekin's patron earth deity, the goddess Terra.

44) Eastern Quarter: This is the least attractive sector of the city, being somewhat rundown and poorly maintained. The residents are mainly foreign expatriots and transients; the shops, inexpensive and often of less-than-exemplary quality. The eastern sector is not devoid of interest, as may be attested to by the following entries:

45) Tattoo Parlor: An aged, one-eyed Thrall runs this small shop. Tattoos of the most intricate and colorful sort may be obtained here at a reasonable price (approximately five gold lumens per square inch).

46) Mercenary Contractor: This establishment is owned and operated by a pair of disreputable Farad procurers. The Farad contract the services of mercenaries and other hirelings, and offer these for sale or lease. Their portfolios include Arimate knife-fighters (100 gold lumens per week), Za mercenaries (75 per week), Jhangaran scouts (50 per week), Saurud or Ahazu bodyguards (1000 per month; six month minimum), Vajra engineers (300 per week), Sunra mariners (200 per week), and such unusual hirelings as Green Men symbiotes (250 per month), Mandalan savants (500 per month), and Batrean concubines (1200 per week, 200 per night). Privately, there are those who claim that the Farad also sell slave contracts, a practise forbidden throughout the Seven Kingdoms.

47) Cymril Mausoleum: A gigantic edifice of dark green crystal, the mausoleum is the final resting place of many Cymrilians. As was the fashion among their Phandre ancestors, the Cymrilians inter their dead in glass: green crystal is the cheapest and most popular (2000 gold lumens, the lighter and more translucent shades costing quite a bit more), while amberglass is favored only by the very wealthy (cost is 20,000 gold lumens). The departed, encased in solid crystal, are perfectly preserved, and may be viewed by their friends and by untold generations of relatives and descendants.

CHAPTER EIGHT: MASS COMBAT

MASS COMBAT SYSTEM

Overview of the Mass Combat System

The system for Mass Combat is similar to that employed for standard combat. The relative strengths of the opposing forces are determined, and modifiers applied for such factors as combat odds, command skill, etc. Battles are resolved by rolling on the Combat column of the **MASS COMBAT ACTION TABLE**. Unlike standard combat, however, a single die roll determines the result for both sides. Additional die rolls are used to determine a Unit's *Morale*, and a character's *Fate* in battle (see corresponding sections for details).

Special Combat Modifiers

Superior force:	+2 per +1 odds differential
Morale:	+1-5 (according to unit type)
Defensive Position:	+1-20 (GM's ruling)
Magic:	+1-4
Command:	+1-4
Tactical Advantages	+1-4
Special Advantages:	+1 per advantage
Hardship:	-1 per day
Missile Weapons:	Result of 10 or less = no effect

MASS COMBAT ACTION TABLE			
Die Roll	Combat	Morale	Character Fate
0 or less=	Defeat	Broken	Captured/disabled
1-5=	-1/2 MCR (Attacker)	Routed	Captured/wounded
6-10=	Stalemate	Shaken	Wounded
11-15 =	-1/2 MCR (Defender)	Hold	Unharmed
16-19 =	-3/4 MCR (Defender)	Hold	Unharmed

MASS COMBAT TABLE KEY

COMBAT

Defeat = Attacker loses 3/4 MCR. Defensive Position secure. Attackers must make a Morale check at -5 to determine the status of the survivors. Attacking Characters roll on the FATE column at -5; defenders roll at +4.

-1/2 MCR (Attacker) = Attacker loses 1/2 *Mass Combat Rating (MCR)*, and must check Morale at a penalty of -2. Position secure. Attacking Characters roll on the FATE column at -2; defenders roll at +2.

Stalemate = Deadlocked. Defensive Position jeopardized, but still secure. Both sides take minor casualties, and must make Morale Checks. All Characters roll on the FATE column at +4.

-1/2 MCR (Defender) = Defender loses 1/2 MCR, and must check Morale at a penalty of -2. Defensive Position Breached. Attacking Characters roll on the FATE column at +2; defenders roll at -2.

-3/4 MCR = Defender loses 3/4 MCR, and must check Morale at a penalty of -5. Defensive Position overrun. Attacking Characters roll on the FATE column at +3; defenders roll at -3.

Victory = Defender annihilated/Defensive Position occupied by the enemy. Attackers roll on the FATE column at +5; defenders roll at -4. The victors check Morale at +3. A result of *Routed* or *Shaken* indicates that the troops engage in looting, ransacking, celebration, etc. (GM's ruling); -3 Morale to re-group.

MORALE

Broken = Troops dispirited. All survivors lay down their arms and surrender. Characters may attempt to escape by rolling on the Character Fate Column.

Routed = Troops flee in disarray, and cannot be rallied.

Shaken = Troops' confidence is shaken. Morale at -1 next turn.

Hold = Troops hold fast.

Rally = Troops rally around their Commander. Attack/defend at +1 next turn, make next Morale check at +2.

CHARACTER FATE

Captured/disabled = The character is seriously wounded and/or disabled (GM's choice), and is taken prisoner by enemy, left for dead on the battlefield, lost, etc. (GM's ruling).

Captured/wounded = The character takes 4d4 damage, and has been taken by the enemy.

Wounded = The character takes 4d4 damage.

Unharmed = The character is still alive and well.

Special = The character is alive and unharmed, and gains something of value: a prisoner, plunder, an artifact/enchanted weapon, information about the enemy, the return of a captured comrade, glory in battle, a promotion in rank, etc. (GM's ruling).



Warfare in Talislanta

War is a fact of life in Talislanta. The raids of the Imrian slavers, the continual conflict between L'Haan and the Ice Giants of Naran-du, the expansion of Rajanistan and the Quan Empire—all of these situations may involve adventurers in large scale combat, requiring a means of quickly determining an outcome.

The following is a basic Mass Combat System which can be used to resolve conflicts of any size, from a small skirmish to massive engagements involving tens of thousands of troops. Topics which appear in italics are described in greater detail further on in the text.

Staging Mass Combat Scenarios

Mass Combat scenarios can be played on a table top or other flat surface, using a map made of hex or graph paper. Terrain features and/or fortifications can be drawn directly on the map, while Units may be represented by paper "counters", with important information (such as *Unit type*, *Mass Combat Rating*, *Movement Rate*, and troop strength) printed on one side.

Unlike individual combat, Mass Combat engagements take place on a large scale. Battles may last for hours, or even an entire day (GM's ruling, based on the type of battle being fought).

The Gamemaster sets the stage for all Mass Combat scenarios, providing any information required preliminary to the actual battle (such as troops arriving on the scene, weather conditions, etc.). When all is in order, the battle may commence.

Procedure for Mass Combat

- 1) List all *Units* which will be taking part in the battle.
- 2) Determine the *Mass Combat Rating (MCR)* for all attacking and defending Units.
- 3) Compare the MCRs of the two opposing forces. The difference is applied as a modifier (positive, negative, or "zero"), as per standard combat.
- 4) Apply *Special Combat Modifiers* according to the circumstances of battle.
- 5) To simulate the assault, roll a d20 on the COMBAT column of the **MASS COMBAT ACTION TABLE**. Note that a single roll represents the actions of both the attacker and the defender.

The GM determines the results of the attack, then additional rolls are made to determine *Morale*, and *Character Fate*. Surviving units may withdraw from the field or muster their forces for another assault (see *Example of Mass Combat*).

Units

Whereas standard combat is fought on an individual level, Mass Combat takes place between large groups of combatants, referred to as *units*. A unit is defined as any group of creatures or individuals which functions as a single entity, for purposes of at-

tack, defense, movement, etc. While a unit may be comprised of a variety of different character or creature types, it is best to separate units according to race/nationality, basic level of ability, and type (mounted, light infantry, etc.).

Determining a Unit's Mass Combat Rating (MCR)

A unit's basic fighting strength is represented by its Mass Combat Rating (MCR). The procedure for determining a unit's MCR is as follows:

- 1) Find the average Combat Rating for members of the unit.
- 2) Find the average Magic Rating for members of the unit.
- 3) Add modifiers for *Weapons*, *Armor*, and *Mounts*, as applicable (explained further on in the text)
- 4) Total 1, 2, and 3 to arrive at the unit's Mass Combat Rating.

Weapon Factor

Weapon Factor is determined by the general type of weaponry (natural or otherwise) employed by a unit, and its basic damage capability. For example, a unit armed with spears (1-8 damage) receives a bonus of +3 to its MCR. Optionally, Units which employ more than one type of weapon (such as an archer unit which also carries short swords) may be given more than one Weapon Factor. For mixed units employing several different weapon types, the Gamemaster may simply estimate one average Weapon Factor for the entire group.

Weapon Damage

Weapon Damage	Modifier
1-4	+1
1-6	+2
1-8	+3
1-10	+4
1-12	+5
1-20	+6
Light-Medium Siege Weapons	+7-8
Heavy Siege Weapons	+9-10
<i>Enchanted Weapons</i>	add +1 (per +1 rating)

Armor Factor

Armored Units receive a bonus to their MCR, according to the protective value of their equipment, as follows:

Type	Modifier
None	0
Hide/padded cloth/fur	1
Land Lizard hide	2
Chain Mesh/Dragon hide	3
Full garde	+3
Plate mail	+4
Battle armor (full suit)	+5
<i>Enchanted armor</i>	add +1 (per +1 rating)



Mounts

Mounted units receive bonuses to their MCR as follows:

- 1) Determine the mount's MCR as you would for a unit; i.e., add Combat Rating + Weaponry (natural or otherwise) + Armor.
- 2) Add the steed's MCR to the Unit's MCR to arrive at a single figure for the Mounted Unit.

Pre-Generated Ratings for Mounts

The following is a list of various species of creatures which are employed as mounts in Talislantan warfare, including pre-generated stats for each mount's average MCR (unbarbed) and Movement Rate (Move).

Type	MCR	Move
Aht-Ra	4	7-8
Behemoth	13	6
Dractyl	8	6
Duadir	11	8
Equs (Greymane)	5	8-9
Land Dragon	18	4
Land Lizard	7	5
Loper	7	7
Mangonel Lizard	9	6
Ogriphant	10	4
Strider	5	8
Tarkus*	10	8
Zaratan	17	6

* Tarkus are not mounts. However, they are trained to fight side-by-side with members of Kang Tracker Units, and so add to the effectiveness of these Units.

Example: Determining a Unit's MCR

The following is an example of how to determine a Unit's Mass Combat Rating. The unit chosen for this example is a contingent of 3rd level Thralls: armed with greatswords, wearing full garde, and mounted on Mangonel Lizards. The MCR of this unit is determined as follows:

Unit's average Combat Rating:	+5
Weapon Factor:	+5 (greatsword)
Armor Factor:	+3 (full garde)
Mounts' Combat Rating:	+3
Mounts' Weapon Factor:	+5 (natural weaponry)
Mounts' Armor Factor:	+2 (natural armor)
TOTAL MCR:	+22

Note : See the *Listing of Unit Types* for a list of pre-generated Mass Combat Units.

Mixed Units

While it is easier to separate Units according to one type, it is necessary on occasion to create Units which are comprised of many different types of creatures and/or beings. To do so requires the following procedure:

- 1) Determine the MCR of each different type of creature in the Mixed Unit.
- 2) Add all the MCR totals and divide by the number of different types included in the Mixed Unit. This figure represents the Mixed Unit's MCR.

Note: For a Mixed Unit to qualify for any additional Combat or Special Modifiers, at least 50% of their total number must qualify. For example, for a mixed unit to receive a +1 bonus for "Avian vs non-avian", at least 50% of the total force must be fliers.

Movement Rate

Movement in Mass Combat is determined by a Unit's average *Speed Rating*, adjusted to suit the expanded scale of Mass Combat scenarios. While Movement Rates have been provided for mounts and the Listing of Unit types, the Gamemaster will need to know how to determine this information when creating *Mixed Units* or other types of Units not covered in this book. The formula for determining Movement Rate is:

Movement Rate = 5 hexes per turn, plus or minus 1 hex per 2 points of SPD.

Example: An infantry Unit comprised of Mud People warriors has a Speed Rating of +2 in water or swamp, and -2 on dry land. Its Movement Rate is 6 in watery environs (5+1) or 4 on dry land (5-1=4).

Note: Movement is *halved* over rough terrain.

Special Combat Modifiers

The following is a list of special modifiers which may applied to **MASS COMBAT ACTION TABLE** die rolls (*Note: these modifiers are not added to MCR totals*). The Gamemaster determines the appropriate modifiers according to his or her appraisal of the conditions for battle (see *Notes on Combat Modifiers* for details). All modifiers are cumulative.

Superior force:	+2 per +1 odds differential
Morale:	1-5 (according to unit type)
Defender in Defensive position:	+1-20 (GM's ruling)
Siege engines:	+ 1-20 (GM's ruling)
Command:	+1-4
Tactical Advantage:	+1-4
Special Advantages:	+1 per advantage

Notes on Combat Modifiers

Superior Force

Units which outnumber their opponents by at least two- to- one



receive a bonus on Mass Combat die rolls. This bonus is based on the odds differential, as follows:

- 1:1 odds = no bonus (even odds)
- 2:1 odds = +2 bonus
- 3:1 odds = +3 bonus
- 4:1 odds = +4 bonus
- 5:1 odds = +5 bonus
- etc.

Morale

A combination of psychology and training, morale is a factor which may turn the tide of battle or allow an inferior force to defeat a superior one. Bonuses for Morale are determined according to Combat Rating and general type, as follows:

Untrained	(CR:0):	-1
Green	(CR:1):	0
Regular	(CR:2-4):	+1
Veteran	(CR:5-10):	+2
Elite	(CR:11+):	+3

Additional Morale Modifiers (optional)

Disgruntled/unmotivated:	-2
Erratic/undisciplined:	-1
Fanatic/savage:	+1
Loyal to leader/cause:	+2
Mercenary:	+1/-1*
Ordinary:	0

* According to pay/circumstances.

Defensive Positions

A Defensive Position is defined as any place, natural or man-made, which could provide cover of some sort for a force of defenders. Units receive a bonus on Mass Combat die rolls when protected by cover. This bonus can range from +1-20, according to the type and extent of the cover provided by the position.

Modifiers for Defensive Positions

Open terrain:	0
Tall grasses, light vegetation:	+1-2
Light forest:	+3-4
Heavy forest:	+5-10
Wood/thatch structures:	+3-6
Stone/earthen structures:	+5-12
Castle/fortress:	+ 10-20
Small ship/conveyance:	+2-3
Large ship/conveyance:	+4-5
Armored ship/conveyance:	+6-7

Siege Engines

Siege engines include catapults, ballistae, fire-throwers, siege towers, etc. The Vajra of Quan, the Arimites, and the Ur Clansmen are experts in the use of siege machines, and utilize them in

large numbers. Also included in this category are all conveyances which can be used in battle, such as Cymrillian and Phantasian windships, Dracartan duneships, Ardua barge-forts, and Kharakhan war wagons.

Units equipped with siege engines receives a bonus of +1-20 on Mass Combat rolls according to the type and number of engines that they have at their disposal.

Magic

The effect of magic on Mass Combat is simulated by awarding the following modifiers for Units which include spell casters of any sort:

Unit comprised entirely of spell casters:	+4
3/4 of Unit are spell casters:	+3
1/2 of Unit are spell casters:	+2
1/4 or less are spell casters:	+1

Command Modifier

A charismatic and forceful Commander is capable of leading an army to victory, perhaps even when faced with overwhelming odds. It is not the Commander's Combat Rating which matters, so much as his/her *Command* skill (see *Chapter Three, Combat Skills*). Bonuses for a Commander's skill are as follows:

Skill Level/Modifier

1-5	= +1
6-10	= +2
11-14	= +3
15+	= +4

Note: If the commander of the defending force also has the Command Skill, an identical subtraction is made from the attacker's die roll.

Tactical Advantage

Units can gain advantages according to the types of tactics which they employ, as follows:

Attack/defend from above:	+1
Rear assault vs an engaged opponent:	+2
Surprise attack:	+2

Special Advantages

The Gamemaster may assign additional +1 modifiers according to the Special Advantages which some units may have over their opponents. Some examples include:

- Avian vs non-avian (except in enclosed spaces)
- Aquatic vs non-aquatic (in seas, swamps, rivers, etc. only)
- Unit is faster than opponent
- Units stationed in homeland or on friendly soil

- Unit with Night Vision fighting in darkness
- Weather/climate favors one Unit over another
- Unit bolstered by the presence of a renowned hero/leader



Hardship

Units which are subject to exposure, thirst, starvation, or similar hardships suffer a minimum penalty of -1 MCR per day (Game-master's ruling). Forces stationed in a Defensive Position are protected to some extent, and may take precautions against long sieges by stockpiling provisions (based on the availability of supplies).

Missile Weapons

Troops armed with spears, bows, or other missile weapons gain a "free" attack on the initial phase of combat against non-missile troops. For this type of attack, consider any die result of 10 or less to be a miss (no effect). If both the attacker and the defender have missile-armed units, standard Mass Combat procedure may be used. Note that Units comprised entirely of spell casters may launch missile-type spell attacks in this manner.

Example of the Talislanta Mass Combat System

The example chosen is the Battle of Ikarthis; an incident which occurred during the Beast Wars of the early New Age. In this engagement, an army of Beastmen regulars (average level: 2) laid siege to the Seven Kingdoms' outpost of Ikarthis. The defenders consisted of a Mixed Unit of veteran Borderlands Troops (average level: 3), led by a Thrall Commander named Rakk (Command ability: level 9). A Windship manned by Cymrilian Warrior Mages (level 3) arrived after the battle had commenced.

ATTACKERS:

The attacking force was comprised of a single Unit of 600 Beastmen (average level 2: +2), armed with spears and short bows (Weapon Factor: +3), wearing leather armor (Armor Factor: +1), and mounted on unarmored Darkmanes (Mounts: +5). They outnumber the defenders of Ikarthis by 6:1 (modifier of +6), and receive an advantage of +1 for attacking at night (the Beastmen have Night Vision). They have no siege engines, but carry makeshift ladders with which to scale the walls (additional +1 advantage).

Total MCR: 18

DEFENDERS:

The defenders of Ikarthis consist of a mixed Unit of approximately 100 Thrall, Arimite, Danuvian, Blue Ardua, and other veterans (average level 3: +3). They are armed with a variety of weapons, including heavy crossbows, short bows, light catapults, Arduan dart-throwers, etc. For purposes of simplicity, the GM figures the average damage rating of the Unit's weaponry, and gives them a Weapon Factor of +4. The Borderlands troops wear various types of armor, mostly of medium weight, so the GM gives them an Armor Rating of +2 (equal to chain mail). They are defending in a Defensive Position (+10), and are led by a Thrall commander with a Command Skill rating of level 9 (+2).

Total MCR : 21

If the defenders of Ikarthis can hold out until daybreak, they will be re-enforced by a contingent of 100 Cymrilians (average level 3: +3), wearing chain mail (Armor Factor: +2). Half of their number are Warrior Mages (Magic modifier of +2), and they will be ar-

riving in a windship armed with light ballistae (Weapon Factor: +6). The windship receives an additional advantage for attacking from above (+1).

Total MCR: 13

The Battle Begins

The First Assault: The Beastmen advance towards the fortress under cover of darkness. They make no attempt at stealth, but hope to surprise their opponents with a lightning-swift strike. The GM rolls a d20 vs the Perception Rating of the outpost's sentinels. Fortunately for the defenders, a keen-eyed Gryph takes note of the approaching horde and sounds the alarm. The defenders man the battlements in time to meet the first wave of Beastmen. At a distance of about 100 feet, the Beastmen launch a missile weapon attack.

GM's Notes: *Despite their superior numbers, the Beastmen attack at a penalty of -3 (MCR 18 - Defender's MCR 21 = -3). The GM first rolls a d20 for the missile weapon attacks: the Beastmen roll a 5 (minus 3 = 2), indicating that the attack has no effect. In the next instant, the first wave of Beastmen has reached the walls of Ikarthis.*

*Next, the GM rolls for the Beastmen's assault, and gets a 13. The modified die result = 10; a **Stalemate**. Both sides take minor casualties, and must make Morale checks. In this instance, both the Beastmen and their opponents make successful Morale checks, and are able to Hold. If there were any player characters involved in the battle, they would roll on the Character Fate column at +4, as indicated on the Mass Combat Table Key.*

The Beastmen withdraw, to re-group for a second attack.

The Second Assault: Once again, the Beastmen host rides forth, attempting to scale the walls and overwhelm the defenders by sheer force of numbers. This time they do not attempt a preliminary missile attack, but surround the outpost and attack from all sides.

GM's Notes: *On the second turn, the GM rolls an 18 for the Beastmen; a result of -1/2 MCR (Defender). The Beastmen have breached the outpost's defenses, and are battling the defenders from atop the walls. The defenders suffer losses of 50%, and their MCR is reduced by half (to 10). Even so, the Thrall commander, Rakk, rallies his troops (i.e., his troops pass the required Morale check at -4), and the defenders still Hold.*

Cymrilians to the rescue: Just as dawn breaks, a Cymrilian windship arrives on the scene. It attacks the Beastmen army from the rear (+2), taking them by surprise (+2). With these additional modifiers, the Cymrilians now have a MCR of 17: even odds, against their bestial foes.

GM's Notes: *The GM rolls a 12, and the Beastmen suffer a loss of 50% casualties. Their Morale roll is a woeful 3; broken and dispirited, the remaining Beastmen throw down their arms and surrender. The battle is over.*



Listing of Unit Types

The following is a list of pre-generated first-level Unit types which can be used for Mass Combat scenarios. The Gamemaster can use this list as a quick reference source, or as a guide for designing new types of Units; for higher-level Units, increase MCR accordingly. The format used to describe each Unit is as follows:

Unit Type: Basic make-up of the Unit.

Wpn: Type of weaponry carried by members of this Unit.

Armor: Type of armor (natural or otherwise) worn.

Movement: Average Movement rate, or type of mount ridden.

MCR1: Mass Combat Rating at first level (MCR1). Includes average bonuses for Attribute Ratings and Skill Rating.

Comments: Additional modifiers or other factors.

Unit Type	Wpn.	Armor	Move	MCR1	Special
Aamanian Crossbowmen	H. Crossbow	chain mail	5	8	Fanatic
Aamanian Heavy Infantry	Spear/mace	chain mail	5	6	Fanatic
Aamanian Heavy Cavalry	spear/mace	plate mail	equus	12	Fanatic, barded mount
Aamanian Inquisitor	flail	chain mail	5	6	Fanatic, Spell caster
Aamanian Warrior-Priest	broadsword/mace	plate mail	5	10	Fanatic, Spell caster/warrior
Ahazu Warrior	gwanga	none	5	6	+2 for double attacks, never surrender
Aramut Lancer	spear	leather	aht-ra	5	Fanatic
Araq Mounted	spear/axe	hide	duadir	16	No loyalties, -11 w/out duadir
Arduan Botanomancers	staff	none	5	3	Spell caster
Arduan Scouts	dart-thrower	leather	6	5	Avian (gliding), advance scouts
Ariane Mounted Archer	Ariane bow/mace	none	equus	9	Spell caster
Ariane Scouts	Ariane bow/mace	none	5	5	Spell caster
Arimite Archer	short bow/mace	leather	5	5	Mercenary
Arimite Artillerist	siege wpn/mace	leather	0	9-11	Mercenary
Arimite Knife-Fighter	throwing knives	leather	5	5	Mercenary
Beastmen Plainsriders	spear/sword	hide	equus	9	+1 vs wounded foe
Batrean Warriors	club	none	4	6	Undisciplined
Chana Warriors	spear	none	5	4	Undisciplined
Chana Witchmen/women	staff/dagger	none	5	4	Spell caster, wrist viper (+1)
Cymrilian Magician	staff	none	5	4	Spell caster
Cymrilian Warrior Mage	longsword	chain mail	5	7	Spell caster/warrior
Darkling Light Infantry	spear/sling	none	5	4	Undisciplined, erratic
Danuvian Cavalry	spear/sword	plate mail	equus	14	Mercenary
Danuvian Swordswomen	longsword	plate mail	6	9	Mercenary
Demon, Night	broadsword	hide	6	10	Avian, +2 for double attacks
Demon, Sea	spear/trident	hide	7	11	Aquatic (-2 on land)
Dhuna Witch-folk	bow/dagger	leather	5	5	Spell caster
Djaffir Cavalry	bow/scimitar	leather	Aht-ra	8	Mounted archer
Djaffir Wizard	staff/dagger	leather	5	5	Spell caster
Dracartan Artillerist	siege hurlant	scail mail	0	9-11	Loyal to King
Dracartan Desert Scout	hurlant	scail mail	Aht-Ra	12	Loyal to King
Dracartan Thaumaturge	caduceus/knife	chain mail	5	5	Spell caster, Loyal to King
Drukh Hillmen	spear/knife	leather	5	5	Erratic, savage
Drukh Shamans	knife	leather	5	4	Erratic, Spell caster, savage
Enim	giant club	hide	4	12	Can cast spells
Farad Slave Mongers	Flail	chain	5	5	Mercenary
Farad Wizards	staff	chain	5	6	Mercenary, Spell caster
Ferran Bandits	sling/spear	leather	7	4	Undisciplined
Gao Sea Rogues	dueling sword	none	ship	5	Undisciplined
Ghasts	fang/claw	hide	5	8	Erratic, savage



Unit Type	Wpn.	Armor	Move	MCR1	Special
Giant, Kharakan	maul/axe	plate mail	2	12	Usually w/War wagon
Gnomekin Artillerist	lt. catapult	leather	2	12	Loyal to homeland/family
Gnomekin Warriors	sling/sword	scail mail	5	6	Loyal to Homeland/family
Green Men	none	none	5	1	Passive
Gryph Airborne	crossbow/duar	leather	8	8	Avian
Harakin Warclansmen	krin/tarak/jang	leather	dractyl	14	Savage
Half-Men	spear/sword	hide	5	5	Undisciplined, savage
Ice Giant Warriors	club	as chain	2	10	Loyal to ruler
Imrian Slavers	cap.pole/flail	hide	4	6	Amphibious (+2 in water)
Jaka Beastmaster	bow/longsword	hide	6	5	With beast (+1-4)
Jaka Manhunter	bow/longsword	hide	equus	9	Scout, tracker
Jhangaran Marsh Hunter	bow/spear	none	strider	9	Undisciplined
Jhangaran Mercenary	javelin/knife	leather	strider	10	Mercenary, undisciplined
Jhangaran Outcast	rock/stick	none	5	2	Erratic
Kang Elite Cavalry (Dragons)	greatsword	battle armor	strider	17	Elite, +1-3 wpn/armor
Kang Regular Cavalry	spear/mace	plate mail	strider	14	Regulars
Kang Tracker	crossbow/sword	leather	5	6	+10 w/Tarkus
Mandalan Mystic Warrior	parry/capture	chain	6	5	Warrior-Spell caster
Mangar Corsair	cutlass	leather	ship	6	Undisciplined
Mirin Artillerist	siege wpns.	chain mail	0	9-11	Immune to cold, serve aboard ice ships
Mirin Tundra Scout	sword/bow	chain mail	5	6	Immune to cold
Mirin Witch/Warlock	staff/bow	chain mail	5	5	Immune to cold
Mogroth	club	hide	3	7	Undisciplined
Mondre Khan Warrior	bow/rasp	hide	5	5	Stealth (+1 sneak attack)
Mud People Swamp Warrior	bwan	hide	4	7	Semi-aquatic (+1 in water)
Muse	none	none	5	1	Natural Telempath
Nagra Spirit Trackers	blowgun/spear	furs	5	5	Stealth, tracker (+1)
Na Ku Warrior	spear	hide	5	5	Undisciplined, savage
Oceanean Militia	flange-bow	leather	5	5	Regulars
Oceanean Sea Cavalry	spear, fl. bow	as per chain	Zaratan	23	Loyal to Homeland
Orgovian Trader	star-thrower	leather	Loper	11	Undisciplined
Parthenian Artillerist	cat./ballista	leather	ship	9-11	Seaman
Parthenian Trader	3-pointed spear	leather	ship	6	Seaman
Phantasian Astromancer	staff	chain	5	4	Spell caster
Phantasian Guardian	longsword	plate mail	5	8	Warrior-Spell caster
Rajan Assassin	da-khar, garrotte	chain mail	6	5	Assassin (+2 sneak attack/infiltrate)
Rajan Heavy Cavalry	spear/sword	plate mail	equus	13	Fanatic
Rajan Necromancer	staff/dagger	chain mail	5	6	Spell caster
Raknid Warrior	claws/stinger	plate	5	9	Fanatic (instinctive)
Raknid Worker	claws	plate	1	10	Fanatic (instinctive)
Rasmirin Warlock	staff/sword	chain mail	5	6	Warrior-Spell caster
Sarista Rogue	knife/sling	none	5	3	Sometimes used as scouts
Satada Warrior	cap. bow/sword	hide	6	7	Skilled climbers (+1 siege/mountains)
Sauran Dragon Rider	war axe	plate mail	dragon	28	Mounted on armored Land Dragon
Sauran Priestess	axe	none	4	6	No spell casting ability
Saurud Heavy Artillerist	h. siege wpns.	plate & hide	0	14-17	Primarily for defense of settlements
Saurud Heavy Infantry	war whip	plate & hide	3	10	Used as shock troops
Sawila Witch/Warlock	none	none	5	1	Spell weaver



Unit Type	Wpn.	Armor	Move	MCR1	Special
Shadinn Executioners	axe	chain mail	5	8	Veteran, Fanatic
Shadinn Heavy Cavalry	war axe/spear	plate mail	l. lizard	16	Fanatic, on armored land lizards
Sindaran	alchemicals	leather	5	6	High intellect (+1 for strategy)
Stryx Warrior	polehook	leather	5	5	Avian, undisciplined
Sunra Mariner	spear	leather	5	5	Semi-aquatic (+2 in water)
Tanasian Wizard	longsword	chain mail	5	6	Warrior-Spell caster
Thaecian Enchanter/ess	staff	none	5	4	Spell caster
Thrall Heavy Cavalry	greatsword	full garde	m. lizard	20	-9 w/out mangonel lizard
Thrall Hunter	bow/sword	garde	strider	13	Stealth, scout (+1)
Thrall Light Infantry	spear/sword	full garde	5	9	Regulars or better
Thrall Light Cavalry	bow/sword	full garde	strider	14	Regulars or better
Ur Warlord	club	plate mail	4	11	Siege commanders
Vajra Engineer	iron spear	plate & hide	4	10	Siege +2 (undermine)
Vird Infantrymen	javelin/scimitar	leather	5	5	Fanatic, Undisciplined
Yassan Technomancer	elemental act.	leather	5	6	Siege (+1)
Yitek Nomads	scimitar/bow	leather	aht-ra	9	Sometimes serve as scouts
Yrmanian Wildmen	r'ruh	none	5	3	Extremely Erratic (-2), savage
Za Bandit Cavalry	sword/bow	none	equus	9	Undisciplined
Zagir Archers	bow/scimitar	leather	5	5	Fanatic
Zandir Archers	bow/sword	chain mail	5	6	Regulars or better
Zandir Light Cavalry	bow/sword	chain mail	equus	11	Regulars or better
Zandir Swordsmage	sword/dagger	chain mail	5	6	Warrior-Spell caster
Zandir Swordsman/woman	dueling sword	chain mail	5	6	Regulars or better



Index

Key to Index

CT = *Chronicles of Talislanta*

HB = *Talisanta Handbook (2nd Edition)*

NG = *Naturalist's Guide*

SG = *Sorcerer's Guide*

CY = *Cyclopedia Talislanta (Vol. 1)*

Word	Reference	Anasa	CY 11	Basic Spells	HB 71
Aa the Omnipotent	CT 5, NG 113	Ancient Ones, The	NG 113	Bat Manta	NG 13
Aabaa	CY 11	Andirin	CY 11	Batre	CT 11, CY 12
Aaman	CT 5	Angorn	CY 63	Batrean Concubine	HB 23
Aamanian Archmage	HB 21	Animal Handler	HB 66	Batrean Warrior	HB 23
Aamanian Inquisitor	CY 77	Antiquarian Lore	HB 64	Bay of Cicz	CY 12
Aamanian Inquisitor	HB 21	Aphrodesiac Exilir	HB 56	Beast Lore	HB 68
Aamanian Warrior Priest	HB 21	Appraise Slaves	HB 65	Beast Wars	CT 105
Abas the Grey	CT 106	Appraise Treasure	HB 65	Beastman	CT 46, NG 14
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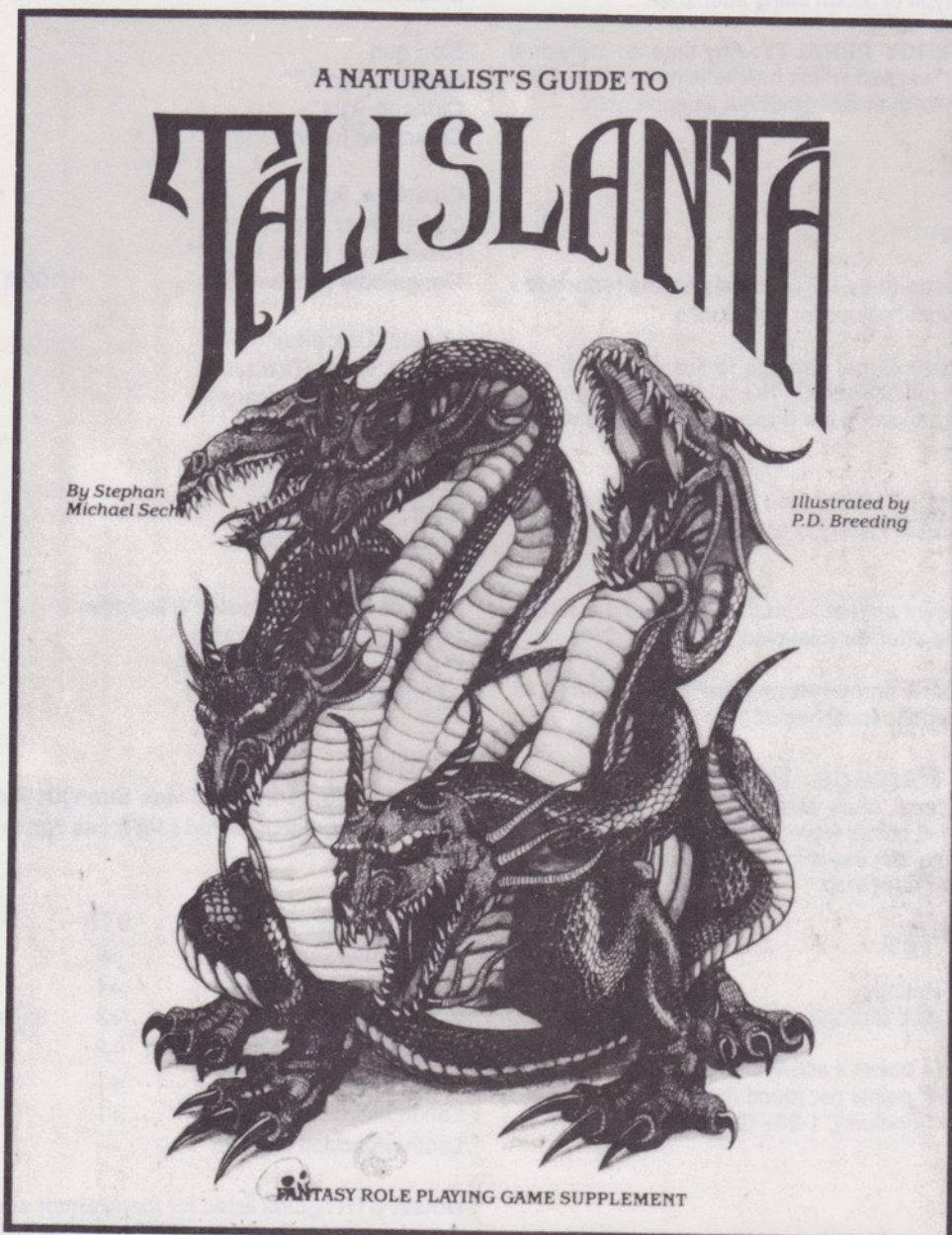
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GAMEMASTERS TABLES

ACTION TABLE			
Die Roll	Combat	Magic	Skill/Attrib.
0 or less =	Com. Mishap	Mag. Mishap	Mishap
1-5 =	Miss	Spell Failure	Failure
6-10 =	Hit (1/2 dam.)	Success	Success
11-19 =	Hit	Success	Success
20+ =	Strategic Hit	Max. Effect	Success Plus

Action Table Modifiers

- 1) Ability ratings for COMBAT, MAGIC, SKILLS and ATTRIBUTES
- 2) Plus or minus modifiers may be awarded based on the "degree of difficulty" inherent in the type of action being attempted.

3) **THE NON-PROFICIENCY PENALTY:** Any time an individual attempts to use a skill or weapon which he/she is not proficient in, *divide the die result by two*, then add modifiers as applicable.

Strategic Hits

- **Kill:** 2x normal damage.
- **Stun/subdue:** 2x damage (only 1/2 is actual; victims reduced to zero H.P. are rendered unconscious for 1-4 rounds.
- **Disarm:** the attack does normal damage to the opponent, and knocks the weapon from his/her hand. The opponent can only retrieve the lost weapon by allowing the attacker a free *undefended attack* on the next round.
- **Capture:** On a die roll of 19 or less, the victim is allowed a chance to roll vs STR or DEX Rating to escape: on a Strategic Hit, capture is automatic.
- **Force Back:** the opponent suffers normal damage, and is forced backwards away from the attacker (distance: d10 feet).
- **Disable:** damage as per a normal attack, *plus* victim suffers a -5 penalty on all Combat die rolls (until healed).

Miscellaneous Damage Ratings

- Caustic substance (lye, acid, pitch, etc.): 1-8 points
- Drowning/suffocating: 1-8 points (cumulative) per round
- Exposure: up to 20 points per day minus Constitution Rating
- Falling: 1-8 points per ten-foot drop
- Fist: 1-4 plus Strength Rating
- Hunger: 1 point per day
- Kick: 1-6 plus Strength Rating
- Shield bash: 1-4 points plus Strength Rating
- Thirst: 2 points per day (4 points if active or in desert)
- Torch: 1-4 points plus 1-4 points per round (burning)
- Traps: 1-4 (small), 1-10 (medium), 1-20+ (large)

Additional Combat Modifiers (optional)

- Charge: +2
- Taking cover: - 1 per 10% cover (GM's ruling)
- Attack/defend from above: +1
- Attack/defend from below: -1
- Mounted opponent vs unmounted opponent: +2

Ranges for Missile Weapons

Note that any attempt to hit a target that is out of a missile weapon's effective range is subject to a -5 penalty on the **ACTION TABLE** die roll unless the attacker is using a bow and possesses the skill, *Archery*. Maximum range may be computed by *doubling* the ranges shown.

WEAPON TYPE	RANGE
Any hand-thrown weapon	50 ft. (+10 ft. per +1 STR)
Ballista, heavy**	500 ft.
Ballista, light*	200 ft.
Bladestaff*	20 ft.
Blow gun	50 ft.
Catapult, heavy**	1000 ft.
Catapult, light*	100 ft.
Crossbow, heavy**	200 ft.
Crossbow, light*	150 ft.
Dart-thrower (Vardune)	75 ft.
Fire-thrower (Arim, Urag)**	500 ft.
Flange-bow (Oceanus)**	100 ft. (20 ft. underwater)
Hurlant (Dracarta)*	100 ft.
Hurlant, ship's (Dracarta)*	500 ft.
Hurlant, siege (Dracarta)**	1000 ft.
Krin (Harak)**	100 ft.
Short bow	150 ft.
Sling	100 ft.
Spring-knife (Kasmir)*	10 ft.

Rate of Fire for Missile Weapons

- * = once every other round
- ** = once every three rounds
- All others = once per round

Armor

Information on armor includes Strength Rating required to wear without being encumbered (STR; see *Notes*), protection afforded, and cost.

TYPE	STR	PROT.	COST
Battle armor (full suit)	+5	5	2000+ G.L.
Plate mail (partial plate)	+4	4	500+ G.L.
Full Garde	+3	3 (limbs only)	50 G.L.
Dragon hide/Scale mail	+2	3	300+ G.L.
Chain mail	+1	2	200+ G.L.
Land/mangonel lizard hide	+1	2	100+ G.L.
Leather/padded cloth/fur	—	1	1-4 G.L.

Notes: STR figures listed for metal armor are as per *black iron*; reduce by one for *red iron* (1/2 as heavy as black iron), or by two for *blue iron* (1/4 as heavy as black iron).

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