

TALISLANTA

GEOGRAPHICA

MAP KEY

-  Capital City
-  City/Settlement
-  Ruins
-  Border
-  Bridge
-  Oasis
-  Road/Trail
-  Wasteland
-  Desert
-  Woodland
-  Jungle
-  Swamp
-  Plains
-  Open Terrain
-  Frost Plains
-  Mountains
-  River
-  Water

WOC2201

Scale: 1"=75 miles

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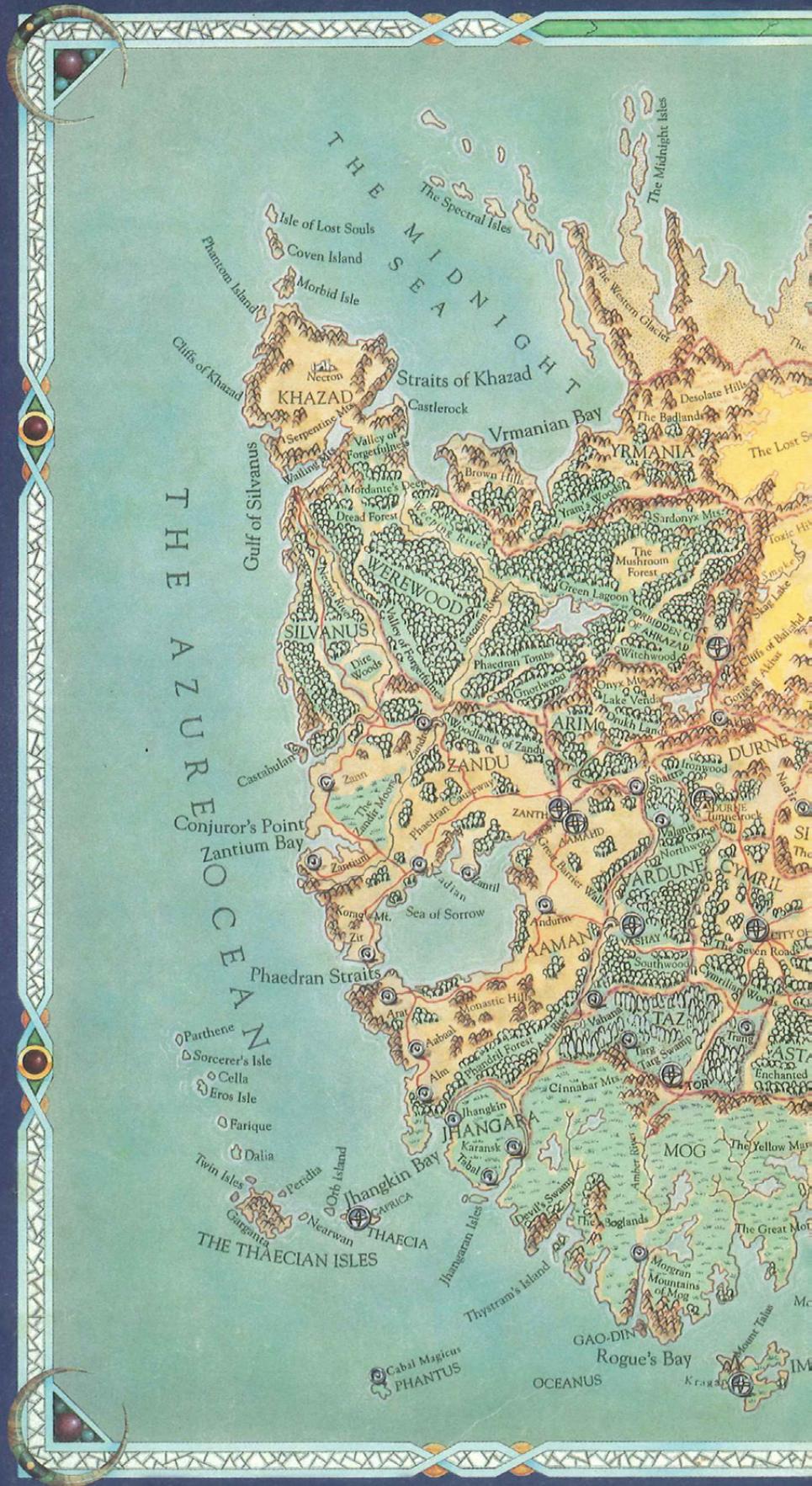
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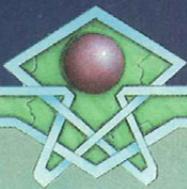
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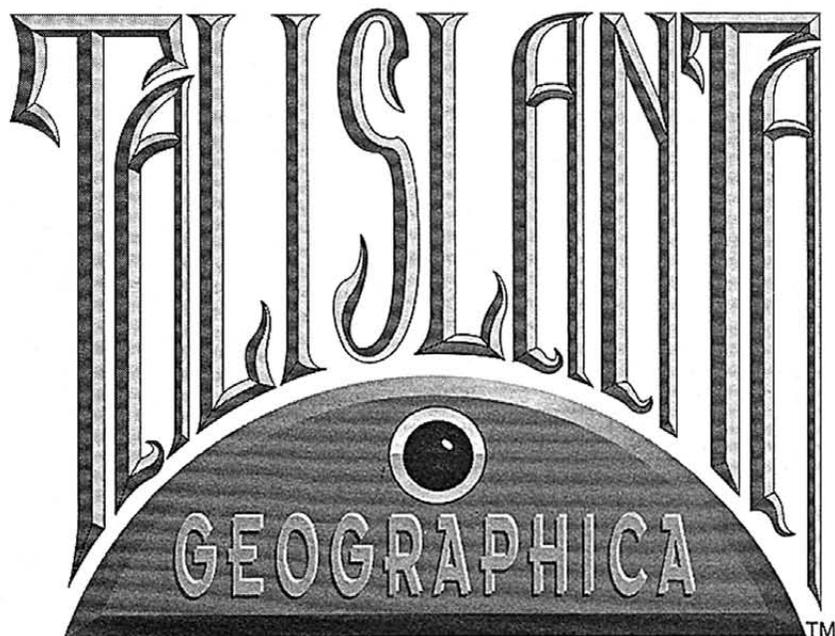
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FALLS SLANTA



GEOGRAPHICA



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Eric Hotz Biography

Eric Hotz was born in Vancouver, Canada, where he now lives and works as a full-time freelance illustrator. His work was first published in 1979 in *Space Gamer Magazine*, and since this time his artwork has appeared in many science fiction, fantasy, and medieval-related publications in Canada and the U.S. He is best known for the work he did while employed by Columbia Games Inc., the creators of *Härn*™, as their in-house artist/cartographer and later as their art director. He has also worked as an archaeological field artist/excavator, and has just completed a three-year college program in graphic design and illustration.



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Ocean and Wind Currents

Wind Currents

In the wake of The Great Disaster, an enormous, spiraling storm of aberrant magical energy formed in the Talislantan atmosphere. Now, hundreds of years later, this storm continues to profoundly affect Talislantan weather, though most of the Talislantan population is completely oblivious to the atmospheric drama taking place above their heads.

This colossal magical hurricane, called the Nexa by those aeromancers who have theorized of its existence, is the dominant influence on the wind currents around the Talislantan continent. As it spirals overhead it causes the air to spiral with it, which affects wind currents down near the continent to some degree. This is particularly evident in the west-to-east winds along the southern edge of the continent, and the east-to-west winds along the northern edge.

Perhaps also as a result of the Nexa, it is not uncommon for a strange wind to appear out of nowhere, blowing in a direction that is not typical for that area. Sometimes these winds create strange magical effects; other times they simply bring rain to an area that used to be great for parades.

The extreme heat in the Wilderlands area also asserts a minor influence on Talislantan winds. As the air from this area warms and rises, air flows in from the south to take its place, causing inward wind patterns at low elevations. As the air rises over the center of the continent it pushes the air that was already there laterally, thereby causing wind currents that blow outward from the continental center at higher elevations.

At extremely high elevations there are occasional jet streams that do not appear to have any discernable pattern. These incredibly fast winds will rip a windship to shreds so fast that most captains will not take their ships more than about 20,000 feet into the air for fear of encountering one of these fierce gales. Some say that these jet streams are actually the manifestations of some strange wind demon about whom little is known.

Many of the major wind currents on Talislanta are named after ancient aeromancers of generations long gone, while others are named after the windship captains who charted them. In addition there are numerous secondary wind currents.

Naturally wind can exist anywhere, but near a prevailing or secondary wind current the wind is more predictable. To discover current wind condi-

tions, first roll for wind speed and then, if there is a wind at all, roll for direction.

To check for wind speed in a specific location, roll a d20 on the Wind Speed Chart. If at or near a secondary wind add 2 to your roll, or if at or near a prevailing wind add 4 to your roll. A hurricane result should only apply if the roll was a 20 before modifications, or if the location and season would indicate a tendency toward hurricane weather; otherwise treat a 20 result as a 19.

Wind Speed Chart*

Roll (1d20)	Wind type	Miles per hour	Kilometers per hour
1-5	Calm	less than 1	less than 1
6-7	Light Air	1-3	1-5
8-9	Light Breeze	4-7	6-11
10-11	Gentle Breeze	8-12	12-19
12	Moderate Breeze	13-18	20-28
13	Fresh Breeze	19-24	29-38
14	Strong Breeze	25-31	39-49
15	Moderate Gale	32-38	50-61
16	Fresh Gale	39-46	62-74
17	Strong Gale	47-54	75-88
18	Whole Gale	55-63	89-102
19	Storm	64-73	103-117
20	Hurricane	74 & above	74 & above

*adapted from the Beaufort Wind Scale

Wind Direction Chart

Roll (1d20)	Prevailing Wind	Secondary Wind	Other
1	Straight	Straight	North
2	Straight	Straight	North
3	Straight	Straight	North
4	Straight	Straight	60° East of North
5	Straight	Straight	60° East of North
6	Straight	Straight	60° East of North
7	Straight	60° Left	60° West of North
8	Straight	60° Left	60° West of North
9	Straight	60° Left	60° West of North
10	60° Left	60° Left	120° East of North
11	60° Left	60° Right	120° East of North
12	60° Left	60° Right	120° East of North
13	60° Right	60° Right	120° West of North
14	60° Right	60° Right	120° West of North
15	60° Right	120° Left	120° West of North
16	120° Left	120° Left	South
17	120° Left	120° Right	South
18	120° Right	120° Right	South
19	120° Right	Opposite	(roll again)
20	Opposite	Opposite	(roll again)

To check for wind direction roll a d20 on the Wind Direction Chart. For areas at or near prevailing or secondary winds, the results of the table indicate



that the wind is blowing a certain number of degrees to the left or right of what that prevailing or secondary wind would normally indicate; "Straight" indicates that the wind is blowing in the direction indicated on the map. For other areas, use the "Other" column, in which the results indicate standard directions.

Note that windships can only operate in certain types of wind. Wind that is too violent will rip a ship apart. With a good crew a windrigger can survive in a moderate gale, a windskiff or a windship can survive in a fresh gale, and a windship of war can survive in a strong gale. But none of these ships will survive more than a few minutes in anything stronger than those winds indicated. A windship's sailing speed cannot exceed either the printed speeds listed in the *Talislanta Guidebook*™ or the wind speed rolled on the Wind Speed Chart.

Note also that fierce sand and dust storms are common throughout the Wilderlands, and the black iron deposits on the ground near Harak make it extremely hard on windships as well. The survival speeds listed above are reduced by one category in these areas. For example, a windskiff can normally survive in a fresh gale, but in the Wilderlands or in Harak it could only survive in a moderate gale. The continual ash clouds in the air around the Volcanic Hills make the sailing of windships there extremely hazardous due to poor visibility. Reputable windship captains will refuse to take their ships into this area.

Even without a wind machine, windships can maneuver quite well. A windship can sail with the wind at the full allowable speed, or can sail in a direction that is up to 60 degrees left or right of the wind's direction with a loss of speed equal to 1% per degree. For example, sailing 60 degrees left of the wind's direction would result in a 60% loss of speed.

Wind machines can alter both the effective wind velocity and the direction of the actual wind. Their ability to do so, however, depends on their quality. To determine the quality of a given ship's wind machine, take the standard gold lumen value of the wind machine, which represents its overall quality, and divide this number by one thousand, rounding down; this is the wind machine's quality rating. For every point of quality rating, the wind machine can alter the effective wind speed up or down by 1 mph. If the wind machine is used in a very light wind to reduce the wind speed below zero, then the wind machine has effectively created a wind in the opposite direction. If the quality rating of the wind machine is at least 5, then the wind machine can alter the effective wind direction by up to 60 degrees in either direction.

For example, if a wind machine is valued at 7,000 gold lumens then its quality rating is 7. If the wind is blowing in an easterly direction at 17 mph,

this wind machine could be used to make the effective wind speed anything from 10 mph to 24 mph, and could also cause the direction of the wind to blow anywhere from 30 degrees east of north to 30 degrees east of south.

Ocean Currents

In Talislanta, ocean currents are not usually as strongly affected by tides as they are on earth. This is because the tides themselves are not usually very powerful. While the moons do have some effect on the tides, the effect of any one moon is not as intense as you might expect. Talislantan moons typically orbit in a pattern that causes their gravitational pulls to cancel each other out. There are occasions, however, when things get unbalanced enough that tidal action becomes quite crazy and totally unpredictable. Perhaps this explains why most Talislantans prefer to stay on land.

The Talislantan continent is the convergence point for two very powerful ocean currents. One of these currents comes at Talislanta from the southwest, while the other comes from the northeast. These ocean currents are caused primarily by the wind as it blows over the surface of the water. This movement can cause water to "pile up," thus creating differences in pressure that can cause an undercurrent in the opposite direction as far down as one kilometer.

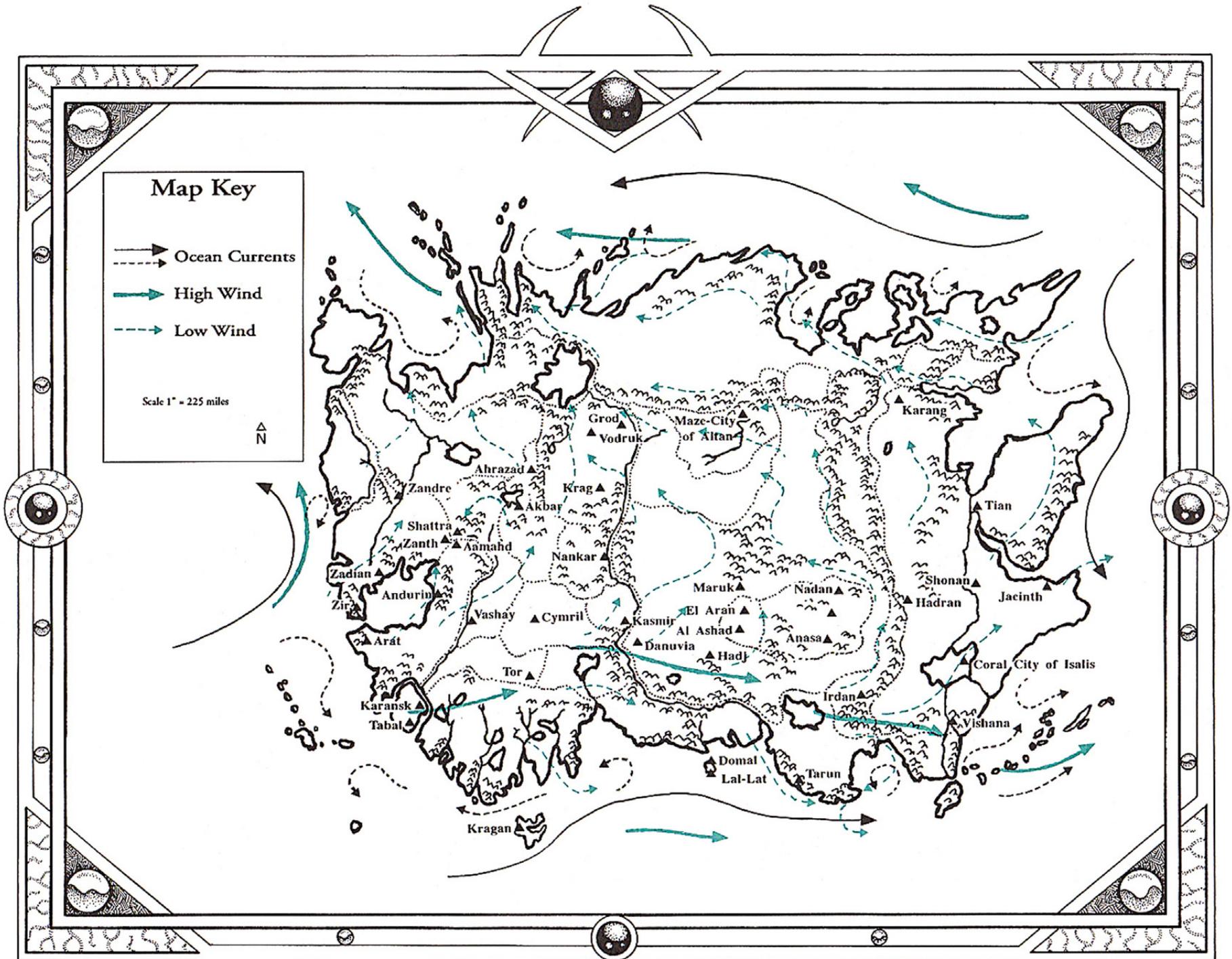
The speed of an ocean current at a particular location can be determined by rolling on the Wind Speed Chart and subtracting 3 from the die roll. If near an ocean current, roll without any modification. Ocean current direction can be determined by rolling on the Wind Direction Chart, adding 5 to the roll if at or near an ocean current.

General Note

An important thing to remember when rolling for wind and ocean currents is that as wind or water travels in some direction it pushes the wind or water that was there out of its way. This can result in other minor currents that flow in different directions; these currents might flow sideways, down and under, or up and over. These can create spirals of current that can help form whirlpools, tornadoes, or hurricanes.



Ocean and Wind Currents





Languages

Modern Talislantan languages stem from three original tongues: Archaen, the language of the Sub-Men tribe that originally learned of magic; Elder Tongue, the language of the Ariane, a race of beings not native to Archaen; and Drakken, the language of the reptilian species of the same name. Prior to the formalization of these verbal forms of communication, the original races of Talislanta could communicate with other cultures only through the nonverbal language of Sign.

Archaen, the language most Talislantans associate with magic, was the precursor to the Phaedran, Sea Nomadic, and Xambrian languages. These languages are degenerated forms of the Archaen used by the ancient inhabitants of Phaedra and the survivors from the floating city of Xambria after The Great Disaster. Languages used by neomorphs such as the Thralls are thought to be based upon the precepts of ancient Archaen since these races were created by the Archaens. Also, various Sub-Men tribes that interacted with the early Archaens managed to pick up some of the vocabulary and structure of the language, so many other racial tongues can trace their roots to early corruptions of the original Archaen.

After the formation of various principalities in the Wilderlands of Zaran, Xambrian degenerated further into the Nomadic tongue, which survives now in the Red Desert kingdoms of Carantheum and Djaffa. The Phaedran tongue degenerated further into what are now High and Common Talislan, Sarisa, and Thaeccian. Similarities in sentence structure, word roots, and punctuation lead many to believe that contact was maintained in some fashion throughout the millennia, keeping the linguistic changes caused by the separation of the societies to a minimum.

The Elder Tongue has been credited, in theory, with generating the language of the ancient Mazdak civilization, which in turn spawned the languages of the modern-day Quan, the Rajan, and possibly the Chana Witchfolk, though no clear link to the latter is presently known.

Drakken, the sibilant language of the ancient reptilian race that once ruled the continent, has survived as Sauran and the reptilian tongues of sentient and semi-intelligent reptiloid races.

Sign, the precursor to the spoken languages of Talislantan culture, survives today in many diverse forms, although enough commonalities remain to allow different races to communicate using this tool. Some scholars believe that Sign is the most versatile and widely used language in Talislanta, though others claim Common Talislan merits that distinction.

The following is a list of the primary forms of Talislantan oral and nonverbal communication. The numbers at the beginning of each entry correspond to those in the Language Map key.

1) **Common Talislan**—This language is spoken by inhabitants of almost every land. Though it is broken into aberrations and dialects in some sections of Talislanta—notably Harak, the Plains of Golarin, the Northern Lands, and the Kharakhan Wastes—most

races that use this language can make themselves understood with one another.

2) **High Talislan**—High Talislan is a flowery, convoluted form of Talislan used at times by the Quan, Ispastans, Thaeccians, and Cymrilians. Since the use of this tongue identifies those of higher social status and breeding, the Hadjin and their kin the Hajann will speak nothing else.

3) **Northron**—Heard mainly in Urag and Narandu, this tongue is rarely used by inhabitants of other lands. Its main speakers are the Stryx, Ur, Darklings, and Ice Giants.

4) **Quan**—This language was the official state language of the Quan Empire for hundreds of years. There are various dialects used within the empire; the Kang, Ispastans, Sunra, and Mandalans each have their own dialects, which were created when these peoples attempted to adapt the Quan language to tongues used to their own native languages. Since the Silent Insurrection, the Kang dialect of Quan has been gaining status as the official language of the empire.

5) **Rajanin**—This harsh tongue is spoken by the inhabitants of Rajan, and is a derivative of the ancient Mazdak tongue. Few outsiders are taught to speak Rajanin.

6) **Sea Nomadic**—Spoken by the Sea Nomads of Oceanus, the Mangar corsairs, and the inhabitants of Gao-Din, this tongue is also known in coastal areas where the Sea Nomads and Gao rogues ply their trade.

7) **Chanan**—Spoken by the Chana, Sawla, Batreans, Mondre Khan, Nagra, and Manra, this tongue is not taught to outsiders by the Chana or Sawla, although the Batreans and Manra are willing to teach others to speak it.

8) **Nomadic**—This tongue is spoken by the inhabitants of the Red Desert: the Djaffir, the Dracartans of Carantheum, and the Yassan.

9) **Elder Tongue**—This language, which is thought to have been developed by the Ariane of Tamaranth, is spoken by the inhabitants of Mirin and Tamaranth, and also by the witchfolk of Dhuna.

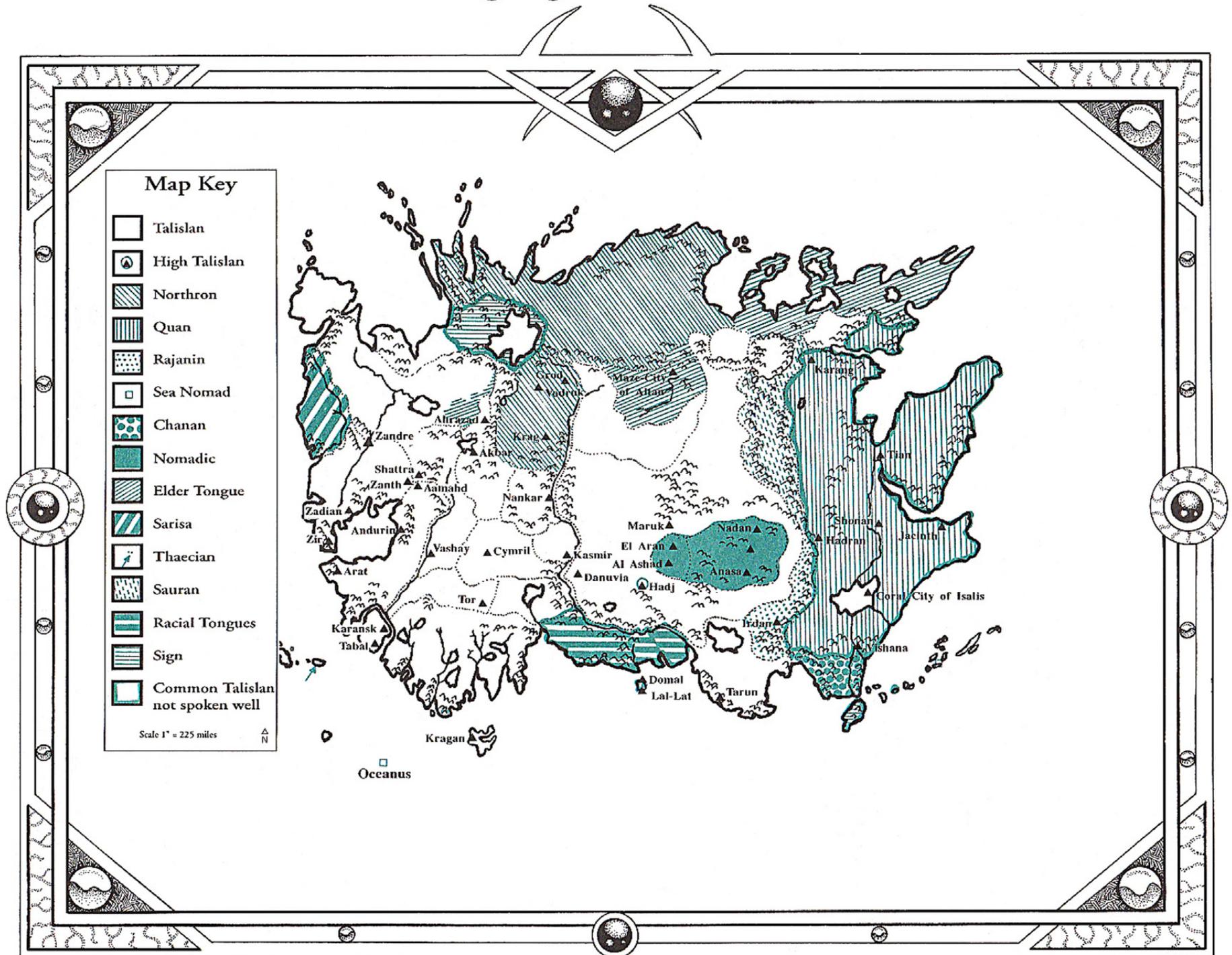
10) **Thaeccian**—This romantic, flowing language is favored by poets and musicians throughout areas where High Talislan is spoken. As its name implies, it developed on the Isle of Thaeccia.

11) **Sauran**—Sauran is a sibilant tongue used by the Saurans, Araq, and most other reptilian races in Talislanta that are capable of speech.

12) **Racial Tongues**—Several Talislantan races have their own languages. These languages have no real circulation beyond their own peoples due to difficulties in concept translation, religious considerations, physical requirements needed to speak them, or the unwillingness of native speakers to teach them to outsiders.

13) **Sign**—This language is probably the second most widely used in Talislanta, after Common Talislan. The Harakin, Mondre Khan, Yitek, Beastmen, Ahazu, Mud People, Danelek, Monads, Orgovians, Za, Druk, Nagra, Sunra dragon hunters, Jaka, Yrmanians, Green Men, Jhangarans, Mangar, and Sawla use some form of this language as either a primary or secondary language.

Languages of Talislanta





Talisantan Socio-Political Conflicts

Since the dawn of recorded history and likely before it, Talislanta has been steeped in violence. Modern Talislantan political conflicts range from internecline squabbles between Sub-Men tribes to more sophisticated disagreements between the various nations that make up the continent. While some of the issues over which these opponents do battle may seem trivial, the conflicts themselves play an important part in the lives of most Talislantans, as gains and losses in both age-old wars and more recent disputes bring constant changes in geographical and cultural boundaries.

The following is a list of ongoing conflicts in Talislanta, along with some insight into their participants, origins, and durations. These conflicts are listed in the same order as those in the key of the Socio-Political Conflicts map.

The Aamanian Orthodoxist/Zandir Paradoxist Cult Conflict:

This conflict has been an ongoing concern of the descendants of the ancient Phaadrans since the beginning of the New Age of Talislantan history. Orthodoxist and Paradoxist factions vied for control of the government of the city-state of Phaadra, and after disposing of moderate faction rulership in the year 112 N.A., the Orthodoxist cult usurped control of the government, initiating a period of intense persecution and conversion by force. Fleeing this persecution, the Paradoxist cult established strongholds in the eastern regions of the Phaadrans lands. Armed conflict raged for 400 years, until the exhausted cults agreed on the terms of a cease-fire in the year 512 N.A. Since then, the conflict has been limited to ritualized, annual, individual combats between representatives of the two cults, now formally known as the Orthodox nation of Aaman and the Paradoxist nation of Zandu, with the winner to receive the tariffs and taxes levied on commercial traffic through the Great Barrier Wall between the two countries.

With the ascension of the new Hierophant in Aaman, the current posture of the Orthodoxists of Aaman has become more aggressive. Aamanian witch hunters, warrior-priests, and other agents have increased activities designed to strengthen Aaman's ability to force its will on the non-Orthodox Phaadrans peoples of Zandu, Cymril, and other nations.

The Imrian Slave Raids:

The Imrian people have long earned the animosity of most other races with their frequent attempts to subjugate others. For example, in 267 N.A. the Imrians attempted to assimilate the rogue city of Gao, but were unsuccessful. This action led to an ongoing conflict between the two nations, and the bitter hatred with which these two groups regard each other is now deeply rooted in their cultures.

In the year 570 N.A., Imrian slave raiders attempted the annexation of Thaecla and were handily repulsed; the same year, another force of Imrians was decimated by the Thrall military when it tried to advance into Astar to access the potentially valuable Muese population. These defeats led the Imrians to concentrate their efforts in less well defended areas such as the Dark Coast, where they have been successfully enslaving large numbers of Mud People, Ahazu, Green Men, and other exotic creatures since the year 97 N.A.

Another recent Imrian success was the annexation of the Isle of Batre in the year 602 N.A. This gave the slavers unrestricted access to Batrean females, the most alluring and marketable pleasure slaves known in Talislanta.

The Ur Clan Wars:

The clans of the Ur have been involved in internecline conflict for most of their history. Aside from a war against the Wildmen of Yrmanita in the early years of the New Age, the subjugation of the Darkling hordes in 119 N.A., and advances against the Arimites in 553 N.A., the Ur have been unable to unite due to these interclan conflicts. Three major tribes of Ur vie for supremacy against one another, aided by Stryx and Darkling allies. To this date, no single tribe has gained the upper hand.

The Za Tribal Wars:

From the time when Zaran ceased to be a recognizable nation, the wandering Za tribes have been at war with one another or with outside factions. Since most of these wars have been intertribal battles, the Za have not been a major threat to others despite their common strength. Recently, however, the Za have claimed that the Trshata, a legendary leader of the Za people, has returned to them.

With one leader to guide them, they have begun concerted efforts to weld their tribes, and they are offering to unite with other Sub-Men groups as well. Many people in the Seven Kingdoms and other lands believe that such a cohesive fighting force will be capable of challenging inhabitants of the Wilderlands of Zaran for their right to hold lands in that area. Increased Za activity has also been noted throughout borders adjoining the Wilderlands.

The Beastmen Wars:

The Beastmen of Golarin have long been in conflict with many of the races bordering their territories. Their cunning, ferocity, and fecundity have assured their survival in the hostile Talislantan environment despite frequent wars with the Za, Saurans, Ur, and other more civilized nations. Those watching the growing Sub-Men alliance believe that the Za have been attempting to recruit the Beastmen as part of a massive Sub-Men army, but no solid evidence of an agreement has yet been reported.

The Ahazu/Mud People Conflict:

Although records of the territorial conflict between the Ahazu and Mud People of the Dark Coast have not been kept, these two factions have been at odds since their population demands necessitated expansion into each others' territories. Fierce combats have been witnessed, and information gleaned from both Ahazu and Mud People slaves has confirmed that this conflict is still as strong as ever.

The Carantheum/Rajan Wars:

For many years, Carantheum and Rajan have fought occasional wars over control of the Red Desert, one of the continent's best sources of the minerals required to forge red iron. Carantheum's thaumaturges control the secret of creating this superior substance, and the Rajanin have coveted this knowledge and the wealth it would bring them ever since the second century of the New Age.

The most notable of the battles between these two nations were two assaults on Dracarta by the Rajan tribes, one led by Urmann in 445 N.A., and the other a subsequent attack led by the Khadun, who was defeated and plied with red iron by his captors.

The Ice Giant Wars:

The Ice Giants of Narandu have been following a slow but steady course of expansion against various factions in the Northlands for hundreds of years. In the year 176 N.A., Ice Giant forces moved against the Mirin of L'Haan but were repulsed with heavy losses to both sides. Only their development of the process needed to forge adamant enabled the Mirin to create weapons of superior quality and defeat their attackers. The Ice Giants also met with resounding defeat at the hands of the High Masters of the Ariane; though pacifist by nature, the Ariane were able to use their magics to remove this threat to their existence. Recently, the Ice Giants have taken to staging smaller-scale attacks against groups of Mirin in an attempt to weaken L'Haan by slowly decreasing its population; so far, these assaults have been largely successful.

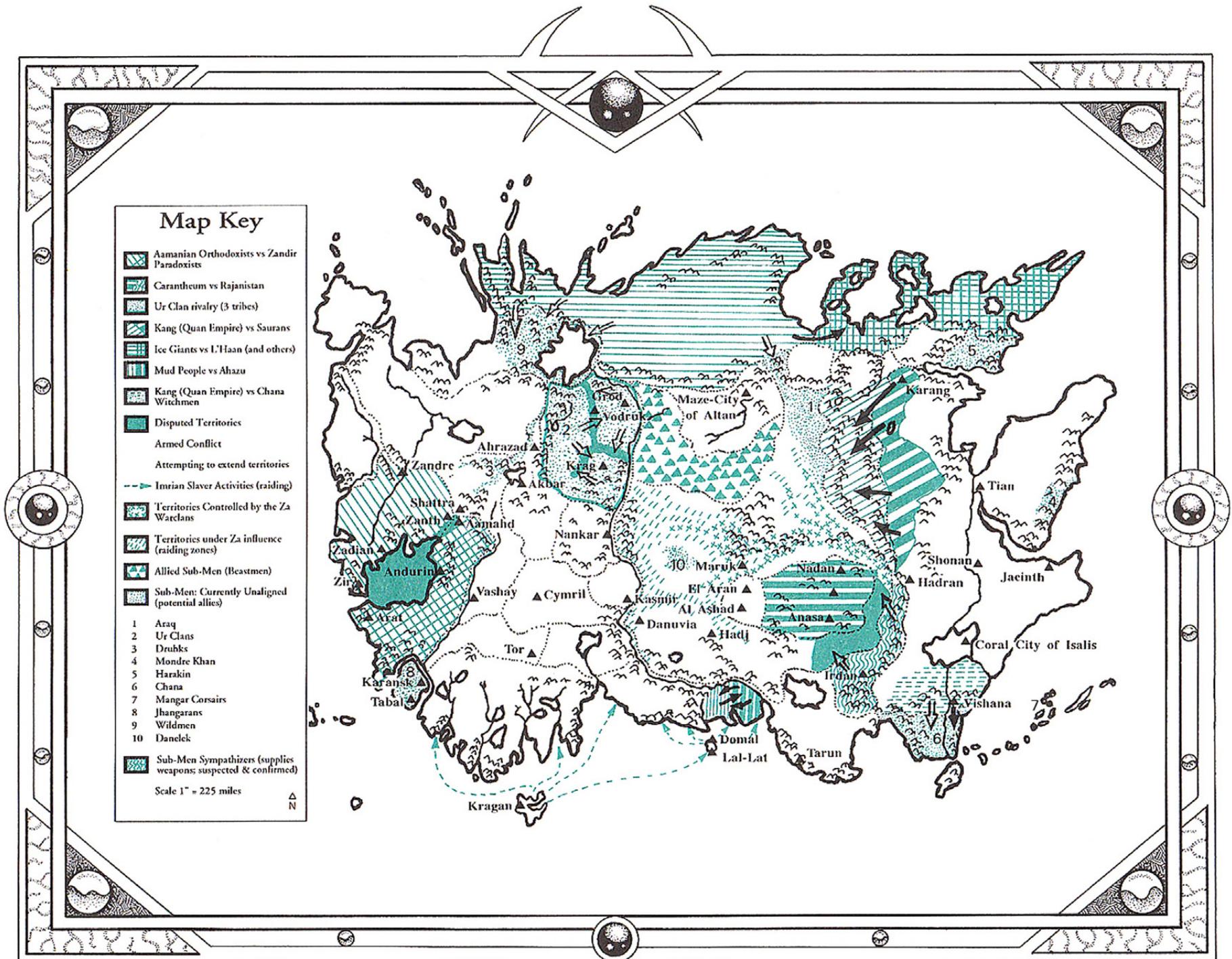
The Kang/Sauran Conflict:

For many centuries the Kang and Sauran forces in and around the Volcanic Hills region of the Quan Empire have been at odds. The conflict began when the Saurans besieged the Quan capital city of Tian and were stopped only by an early winter, which forced these cold-blooded warriors back to their warmer homelands. While the Kang wanted to stage an immediate counterassault against the Saurans, their masters the Quan forced them to settle for strengthening the fortifications along the Sauran/Quan border, which did indeed prevent the Saurans from repeating their earlier invasion. Recent political changes in the Quan Empire have given the Kang freedom to pursue their goal of removing the Sauran menace, and Kang forces are now preparing for their own incursions into Sauran territory.

The Kang/Chana Conflict:

In the year 422 N.A., the armies of the Chana Witchfolk attacked the Quan Empire, starting the Kang/Chana border wars. Since that time, the Kang have waged a fierce campaign against the Witchfolk in an attempt to rid themselves of this enemy. Due to the deadly environment of the jungles of Chana, the magic of the Witchfolk, and related logistical difficulties, the Kang have not been able to make much headway toward this goal.

Conflicts on Talislanta





A Matter of Lineage

This adventure is meant for a party of four to six adventurers of level 3-7. The story begins when the characters are summoned by Rothala na-Rahnir, a member of the Hajann servant class of Hadjistan. The Hajann have much the same bloodlines as their higher-class kindred, the aristocratic Hadjin; they lack only the documentation to prove their noble ancestry, and many spend their lifetimes searching through old records in an attempt to find the proof they need to increase their status. Rothala is one of the luckier ones; while going through her deceased father's effects, she recently found an obscure document that hints that her family is descended from the founders of the city-state of Hadj, now known as Hadjistan. In order to prove her ancestry, Rothala wishes to hire the PCs to investigate the ruins where the document indicates positive proof may be obtained.

As a fairly well-placed servant in her master's organization, Rothala can surreptitiously borrow from her master's vaults all the funds necessary for the adventurers' licensed investigation of the ruins, and she says she will also reward the party richly if the characters are successful.

The document gives rough directions to a specific tomb, and warns of various traps and devices used to defend the tomb against looters and treasure-hunters. There are three or four tombs in the area that fit the document's description, but subtle differences may be noted by a PER roll with a degree of difficulty modifier of -5. As an added danger to the adventuring party, one of the defenses of the particular tomb the characters are to search is an extra-dimensional warp that summons a shadow wizard to defend the tomb. The shadow wizard is amenable to communication with the party but will not allow any money, gems, jewelry, or other items of high monetary value to be removed. The genealogy documentation does not fall under this category. The documentation is, however, under a large, ornate coffer containing seven perfect 25-carat black diamonds worth 2,500 g.l. each.

There is also an additional complication to the party's task, one that Rothala did not reveal. Rothala's deceased father did not follow up on the hints in the document he had because he knew the original papers proving the family's ancestry were stolen and destroyed many years ago by a Hadjin of great wealth and power, Ajreel ul-Vihan. Ajreel, who is still living, has held a deep and abiding hatred of the na-Rahnir family ever since Rothala's grandfather caused his family great financial losses.

Suspicious that other proof might exist, Ajreel has spies watching Rothala and the PCs. The individuals assigned to keep an eye on the party are fairly accomplished—two female Ferran thieves of 4th level, Viph and Lacqa, who specialize in tracking and stalking people for their Hadjin employer. They have been transported to the area of the tombs via a windskiff concealed through the use of a magic sandstorm, and they land within one-half mile of the characters. They attempt to follow the party as closely as possible while avoiding detection. Their primary mission is not to stop the adventurers, but to report on any finds the party makes while in the tombs. Therefore, if the party detects and approaches them, they run into other ruins and hide instead of fighting, unless they are cornered and overwhelmed.

If captured, the Ferrans deny any affiliation with their employer unless the PCs threaten them with torture, in which case they tell everything they know in return for safe passage out of Hadjistan. They also offer to assist the party in recovering the documents if promised an equal cut in the

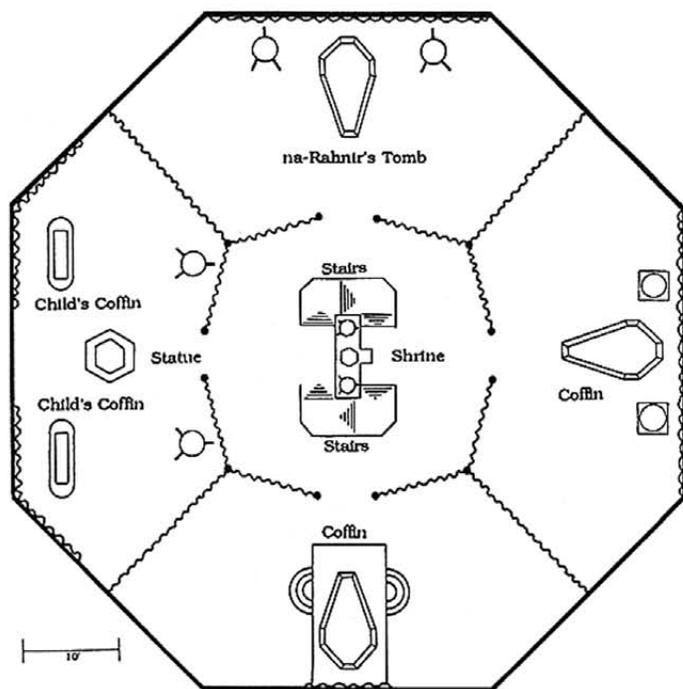
expected rewards. While they seem to cooperate willingly if their aid is accepted, they will use their Assassinate skills to slay the PCs and escape if given any reasonable opportunity. Essentially, the Ferrans are clever and self-interested; they believe Ajreel is more powerful than the PCs and so will stay as close as they can to their original mission, but if it looks like they can get a better reward and escape Ajreel's wrath by going along with the party, they'll be flexible.

If the party manages to detect and deal with the Ferrans by force or guile, the rest of the adventure still occurs as outlined below. Ajreel has a competent network of informers both in and out of the city, and if the Ferrans fail to report or report information that conflicts with the testimony of other spies, he will only be further motivated to bring the party's adventuring career to an untimely close.

As soon as he learns the party has reached the ruins, Ajreel responds with force. Within six hours of the PCs' arrival at the tombs, a band of 5-8 (d4+4) male and female Jhangaran mercenaries ranging from 3rd-5th level sets out to attack the party and destroy any documentation they have. This band is led by a 6th-level Yitek tomb-robber named Gutaph Kheb, who has been trained to recognize the correct documentation on sight and ordered to ensure that the attack will be performed in an area as devoid of witnesses as possible.

Gutaph tries, if he can, to incite the characters into striking the first blow, thus absolving himself of blame for initiating the conflict. While the battle rages, he rifles the bodies of any downed PCs in search of the documentation. If he finds it, he steals it and slips away to report to Ajreel, leaving the Jhangarans to finish off the PCs or retreat, as they choose. Otherwise, he and the Jhangarans all fight to the death, preferring a battlefield grave to the idea of reporting failure to Ajreel.

If any passersby should try to interfere with the combat, Gutaph claims the PCs are a band of thieves and vandals who have taken up arms against warriors legitimately employed by a Hadjin aristocrat. As evidence for his assertion, he points out any valuables the PCs may have removed from the tombs and any damage they may have caused while fighting the shadow wizard or the Ferrans.





If Gutaph's band fails to intercept the PCs before they return to the city, he will not be able to attack the PCs directly for fear of exposing Ajreel's machinations and causing a loss of face for his employer. Instead, he attempts to distract or divert the characters until he or another of Ajreel's agents, such as the Ferrans, can steal the documentation.

Even if the PCs make it past all of Ajreel's agents and return to Rothala with the documentation, one other possible surprise awaits them when Rothala asks them to accompany her to the Registrar to present their discovery. Unbeknownst to the party, Rothala has already embezzled several thousand gold lumens to have a master forger create the documentation they are to find. She then arranged to have it hidden in the tomb, paying even more money to obtain the services of a thief good enough to elude Ajreel's spies and discreet enough to keep the job a secret.

The forgery is of excellent quality, and the Registrar will not be able to tell the difference between it and an original authentic document unless he makes a roll versus a PER of +2 at -7. If the forgery is detected, Rothala claims that the PCs forged the document when they were unable to find the actual papers; the party will immediately be imprisoned. If they ever want to see the twin sons of Talislanta again, they must escape or attempt to clear their names; perhaps they could convince Ajreel to hire them a good litigator, if they know of his existence and can contact him.

If the forgery is not detected, Rothala na-Rahnir will become a verified Hadjin. In gratitude, she administers a reward of 1,000 g.l. per party member, along with an offer of employment in her personal guard or some other position in her household.

STATS

Rothala na-Rahnir, Hajann Servitor, 7th Level

INT: +1 PER: 0 WIL: 0 CHA: +1

STR: -1 DEX: -1 CON: 0 SPD: 0

Hit Points: 24

Description: Woman, 34 years old, 6'1" tall, 150 lbs. Light green skin and hair, plain features, narrow build. Elaborately coiffured hair and accompanying headgear featuring strings of fine silver and gold chains supporting a number of strategically placed semi-precious stones.

Rothala will do everything within her means to prove her Hadjin lineage. She is heartless and cunning, and such a firm believer in expedience that she will sacrifice lives in order to fulfill her ambition. She is a servant in the house of a minor Hadjin aristocrat whose mental capacities are falling due to the abuse of k'tallah.

Ajreel ul-Vihan, Hadjin Aristocrat, 18th Level

INT: +3 PER: +1 WIL: +1 CHA: -1

STR: -4 DEX: -2 CON: -3 SPD: -3

Hit Points: 46

Description: Man, 94 years old, 6'4" tall, 165 lbs. Light green wrinkled skin, dull light green hair, plain, severe features, narrow build.

Ajreel has only a few years left to him, and his greatest wish is to crush Rothala's family so thoroughly that they will not be able to improve their status even after he is gone. Due to limitations of Hadjin law, he has to be very careful about what he does, but as his age advances his maneuvering becomes more and more blatant.

Viph, Ferran Thief, 4th Level

INT: +2 PER: +8* WIL: -2 CHA: -6

STR: -3 DEX: +8 CON: +2 SPD: +6

*As regards sense of smell only; +3 otherwise.

Hit Points: 12

Description: Female, 17 years old (middle-aged), 4'1" tall, 51 lbs. See Ferran thief archetype.

Skills: As Ferran thief archetype plus: Waylay +3, Assassinate +2, Ride +1.

Equipment: As Ferran thief archetype plus: eccentric, mock-Hadjin clothing, 2 vials raknid venom, 1 vial draconid venom, sling, 20 sling stones in pouch.

Lacqa, Ferran Thief, 4th Level

INT: +2 PER: +8* WIL: -2 CHA: -5

STR: -3 DEX: +9 CON: +2 SPD: +5

*As regards sense of smell only; +3 otherwise.

Hit Points: 12

Description: Female, 21 years old (middle-aged), 4' tall, 48 lbs. See Ferran thief archetype.

Skills: As Ferran thief archetype plus: Waylay +3, Assassinate +2, Ride +1.

Equipment: As per Ferran thief archetype plus: sling, 20 sling stones in pouch.

Gutaph Kheb, Yitek Tomb-Robber, 6th Level

INT: +2 PER: +2 WIL: 0 CHA: -4*

STR: +1 DEX: +2 CON: +1 SPD: +1

*Due to nature of profession.

Hit Points: 24

Description: Male, 37 years old, 5'8" tall, 155 lbs.

Gutaph is a cold-seeming, flint-eyed professional who attempts to control his master, Ajreel, with the information and services he provides. In order to do this he has insinuated himself into what he believes is Ajreel's inner council. Ajreel, however, is too cautious and sly to be taken in by the tomb-robber, and plans to dispose of Gutaph soon.

Shadow Wizard, 5th Level

INT: +6 PER: +4 WIL: +2 CHA: 0

STR: +4 DEX: 0 CON: 0 SPD: 0

Hit Points: 40

Fields of Magical Study: Wizardry and pyromancy.

Spells per Day: 12

Description: 7' tall shadowy being resembling a humanoid magician with eerily glowing eyes.

The shadow wizard is the spirit of a dead magician, and can be either corporeal or noncorporeal at will, though it takes 1 round to make the transition. While it is in corporeal form, its touch does d10 damage as a substance drain; characters who lose all of their hit points to this attack become powerless shadow beings. While in noncorporeal form, it is immune to all physical attacks. In either form it can detect invisible, astral, and ethereal creatures by sight, and it has the same powers as a normal 5th-level spellcaster. It has a strong dislike of light and will shy away from it, though only magical light can damage it; spells such as Radiance will do d4 damage per level to the shadow wizard.



Against Chalgus of Ur

This adventure is for a party of five to seven characters of 5th–9th level, and has its origins in Durne. In the midst of a journey to Tunnelrock, the party comes upon the wreckage of a large land barge. Surrounding the land barge are the mutilated remains of the guards and crew of the barge, along with the bodies of one Ur and two Stryx. The barge has been severely damaged, and strange burn marks are present along one section of the deck. No goods of any appreciable value are to be found.

While examining the wreckage, the PCs hear a faint, gasping sound. Following it to its source, they find a Gnomekin crystalomancer lying in a shadowed area near the burned section of the deck. The entire left side of her body is covered with serious burns, the skin charred and blistered, and she has a deep blade wound on her right shoulder. If the PCs approach and try to touch her or cast healing spells, she shakes her head at them and whispers through cracked lips:

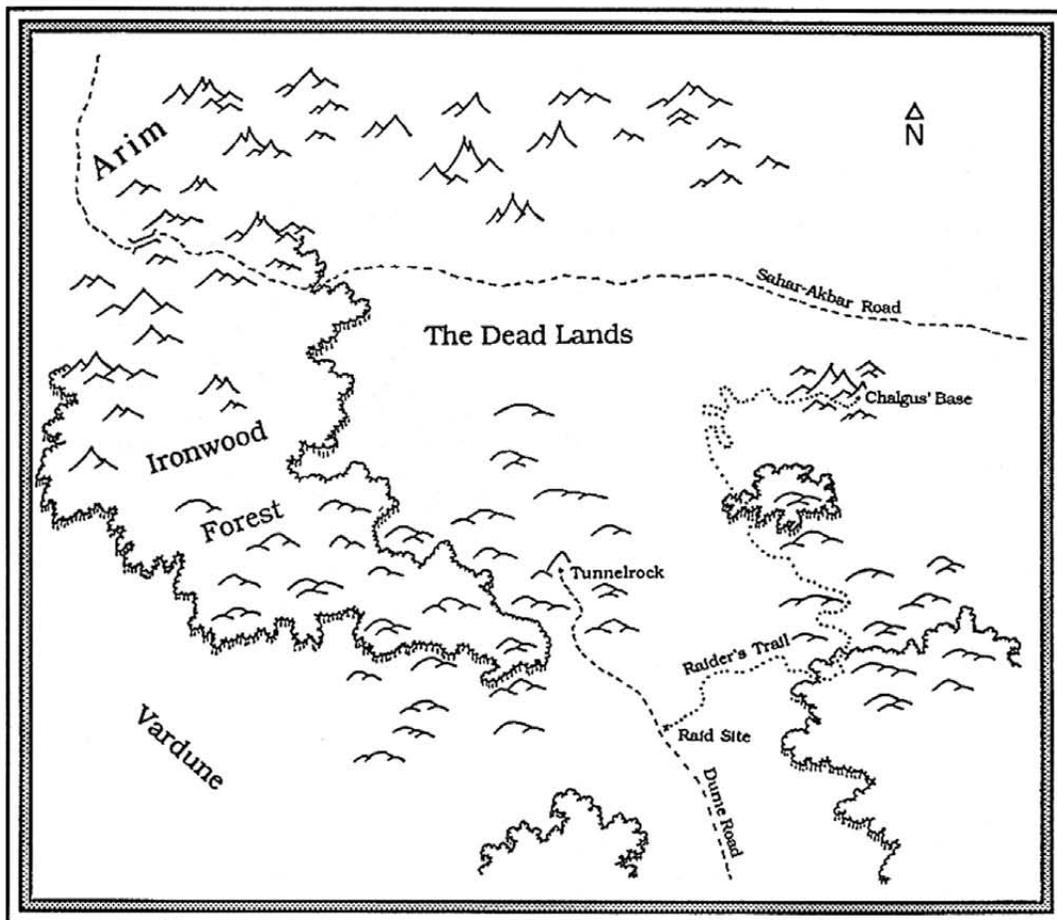
"No, no—it has been too long. You cannot save. To help, you must stop Chalgus, Ur rogue chieftain. He has stolen the crystals—very dangerous crystals, burning crystals. He will cause great damage with them if no one stops him! Go north, toward the mountains, and be wary lest he use the crystals against you!"

The crystalomancer mumbles a few more words about Darklings in the Underground Highway and Ur and Stryx on the surface and then seems to subside into delirium. She waves off any efforts to help her, insisting that the characters save their energy and start off immediately to pursue Chalgus. As the party turns away, she breathes her final words:

"There is a family in Durne; tell them they are loved, if you should be so kind as to pass that way."

If the PCs continue to search the wreckage and make a successful PER roll, they find an intact inventory list of the crystals being shipped on the land barge. The inventory includes a number of crystals listed as "unknown type," with a notation indicating that while the crystalomancer did not know their exact properties, she believed they could be very volatile. They had been destined for the Lyceum Arcanum in Cymril; the scholars there wanted to analyze them for potential military applications.

Further documentation on the crystalomancer's body reveals that she believed that the crystals are volatile enough to be set off if exposed either to direct impact with physical weapons or to magical detonations occurring within 5 feet. The PCs can also find copies of a series of letters between the board of the Lyceum and the Borderlands Legion logistics department. Those from the Lyceum describe the potential danger of letting the crystals fall into the wrong





hands and plead for protection for the land barge, while those from the Borderlands Legion reply that all available patrols are needed to maintain the defense against the Sub-Men and suggest that the land barge's cargo list and itinerary be told only to those who must know.

When the PCs set out to track Chalgus and his band, they will be able to follow the trail easily for the first few miles; as the crystalomancer told them, it leads toward the mountains to the north. The raiders are apparently mounted on heavily loaded ogriphants, and are traveling at a slow but steady pace. A successful Tracking roll (or $d10+PER$) indicates that the band includes six mounted riders, and that if the PCs are mounted they will be able to overtake the raiders within three days if they travel at maximum speed. A critical success also reveals a slight mark where a Stryx landed and then resumed flight, letting the characters know that some of Chalgus's band is airborne. If the raiders make it to the mountains before they are caught, their trail becomes much more difficult to follow; the characters must make another successful Tracking roll (or $d10+PER$) to maintain contact with the trail.

At this point, you can open up the adventure to include any or all of several different encounters. The goal of the adventurers is to bring back the crystals if possible, and could also be to stop the depredations of Chalgus, if they so choose. While on the trail of the raiders, the party is subject to attack from a variety of predators. In these border and woodland areas, Ur, Stryx, and malathropes are common, and giant land kra are not unheard of.

Carrying the booty from their most recent foray into Durne, the raiders are intent upon reaching the safety of their hideaway. They have their lair in the mountains on the border between Urag and Durne and have been making deep raids into the Gnomekin territories in order to gain enough resources to afford Chalgus the opportunity to form his own clan. If and when the party successfully corners the raiders, they are almost certain to give battle, and the raiders will for the most part fight until slain. Chalgus will not fight, however, unless he is cornered. If the battle appears to be going against his forces, he will seek to escape the field of conflict in the most expeditious manner.

Stats and Descriptions

Crystals

The crystals are all flawed prismaticites that were imbued with their current characteristics by the use of contaminated alchemicals during their growth. If exposed to a physical blow causing 2 or more points of damage or to any magical energy, such as spellcasting, within 5 feet, the crystals will detonate in bursts of raw magical energy. Such a blast inflicts $12d4$ points of fire damage to all within a 10-foot radius; if the characters save versus DEX, they take

only half damage. Those 20 feet away may save versus DEX or receive $3d4$ in fire damage; if the save is made no damage is taken.

Chalgus, Ur Warlord, 10th Level

INT: -2 PER: -1* WIL: -1 CHA: 0

STR: +6 DEX: 0 CON: +6 SPD: 0

*+5 when reading emotions.

Hit Points: 44

Description: Male, 25 years old, 8' tall, 610 lbs. Yellow-gray hide, black eyes with white pupils, bestial features, bald.

Equipment: As for Ur warlord archetype, plus blue iron axe enchanted to +2. This axe, enchanted for Chalgus by an embittered Tanasian wizard, can only be wielded by characters with a +6 or greater strength since it weighs 180 lbs. It is awkwardly balanced, but has serrated edges that do $d12+2$ damage (plus STR bonus) and heal at half normal rate.

Chalgus is an Ur warlord outcast, and has been a festering thorn in the side not only of the Ur, but also of the Borderlands Legion. He has, in the past few years, conducted only minor raids, but there have been many of them. He continues to recruit additions to his small band, and has unceasingly raided the caravans of as many traders as his resources allowed. He uses his ability to read the emotions of others to dominate, manipulate, and intimidate, and he is ruthless in his pursuit of his personal goals. Chalgus never hesitates to act in his own best interest.

Chalgus's Band

Chalgus has a group of five Ur and seven Stryx warriors under him. The Ur range from 4th-7th level, including a 4th-level Ur shaman named Gramur. Gramur is slavishly devoted to Chalgus, and has revered him ever since Chalgus saved him from his former chieftain's hunting parties.

The Stryx are all 3rd level, and serve as aerial scouts for Chalgus. This group includes a Stryx necromancer called Yrixs. Yrixs has dreams of usurping control of the band, but fears that Chalgus is too strong to confront in open challenge. He awaits a time when Chalgus is vulnerable, when he will use his necromantic abilities to bring the haughty Ur as sacrifice to Taryx, god of the Stryx.

Yrixs has been able to learn the skill Assassinate from a former associate. He hones this ability in scouting forays, and his skill rating is +2. If the opportunity arises, he will cheerfully use his talents to deprive Chalgus of life.



Abrim's Dilemma

This adventure is designed for a party of four to eight characters of levels 2-5. It can be used for higher-level parties by increasing the level of the given encounters or adding to the number of creatures encountered.

The adventure begins in the city of Cymril, where agents of Kadul Abrim, a Kashmiran merchant, approach the PCs and ask if they are available for hire. The agents will tell them nothing about the potential employment; they insist that the characters follow them to their master's abode, where he will provide the details himself. Abrim, as economical in his communications as he is in his business, gets right to the point:

Abrim is currently involved in a business venture with the Mud People or Moorg-Wan of the Wild Coast region. He purchases amber and precious gems from them, as well as green and scarlet lotus, and resells these wares in Cymril and other markets. This arrangement has been going on for several years and has been a very lucrative business until recently.

In the past several months Imrian slave raids on the Green Men and Mud People have seriously disrupted this trade and made it even more dangerous for Abrim's small caravans to travel there. After examining the data available to him and gaining the advice of astromancers and cartomancers in his employ, he is convinced that the raids are far too regular and coordinated to be typical of the Imrians. He believes someone is deliberately attempting to disrupt his trade and force him out of the area. He plans to send the PCs to investigate the situation, and wishes them to take whatever steps are necessary to protect his business operations in the area.

As recompense for their labors, Abrim will offer each member of the party a 350 g.l. base fee for the venture, with 25% payable in advance and the remainder paid upon successful completion of the task. He will also arrange for transportation to the area. If the characters complain about this level of pay, Abrim will point out that there is ample opportunity for the characters to gain valuable experience, as well as the opportunity to expand their horizons as mercantlists or mercenaries through their service with him. Left unspoken is the possible continued relationship with Kadul Abrim, which could be quite lucrative in the long run. Abrim will make sure the characters do not harbor thoughts of absconding with the down payment by alluding to the services of his Ahazu bodyguards and certain Nagra spirit-trackers who owe him favors.

Shortly after the PCs arrive in Mud People territory, they find a Moorg-Wan village that has been raided in the past few days. A clear trail leads to the banks of the Boru river, where the shore mud contains numerous slide marks; the Imrians have apparently used small river craft to move their captives. This means they must have a staging area somewhere downriver. If the PCs don't figure this out for themselves, have them find an escapee from the raid who can tell the party that the other villagers were taken downstream in boats and that the slavers had said they must all remain tied together until they reached camp.

While they are traveling down the banks of the river in search of the slavers' camp, the characters could find themselves the recipients of unwanted attention from a variety of creatures, including any or all of the following:

- Imrian slavers (10)

Imrians are by nature very self-oriented, and regard outsiders primarily as potential merchandise. Most are 1st-level characters, but there may be a leader who is 3rd level.

- Mud People warriors (3-10)

Not all of the local Mud People are working with Kadul Abrim, and even those who are won't necessarily recognize the characters as his agents. A group of 3-10 Mud People warriors of levels 1-5 may confront the characters and demand to know their business here, or they may decide to cut to the battle if they're feeling irritable.

- Ahazu warriors (4-6)

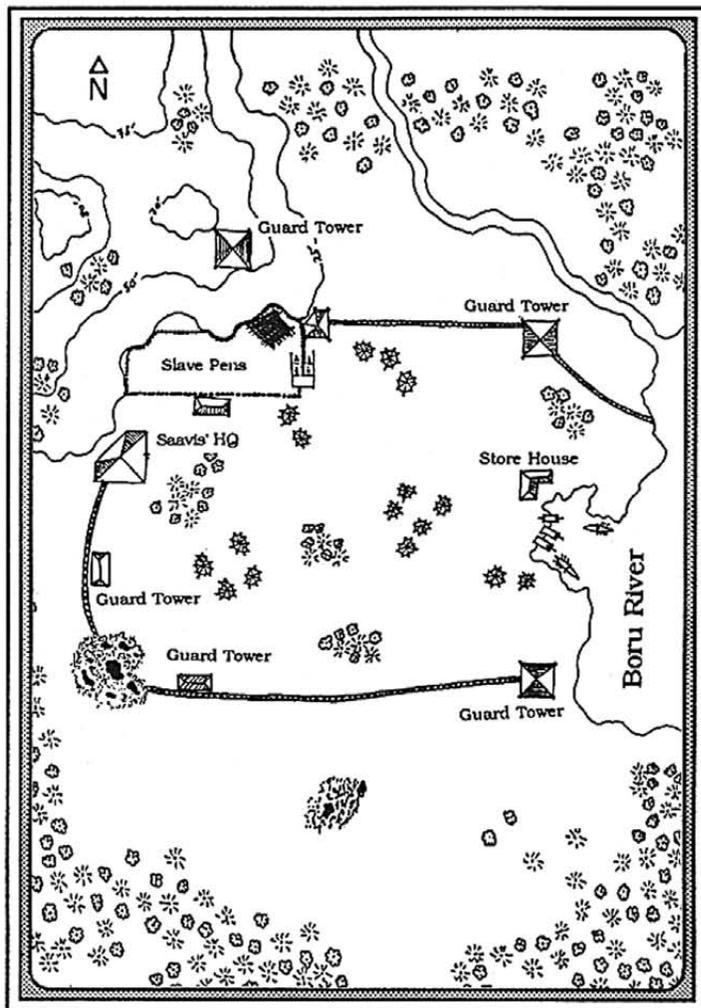
The Wild Coast region is home to many Ahazu, including those from the slavers' camp (see below). The party could easily run into an Ahazu patrol and find themselves faced with several warriors of 1st-4th level. The Ahazu will take no quarter, and will expect none.

- Winged apes (3)

These beasts are bloodthirsty denizens of the Wild Coast, but are likely to flee if they are overmatched in any way. Their stats are found at the end of the adventure.

- Amber wasps (Varies)

Amber wasps are denizens of the swamps of Mog, and may be encountered in numbers ranging from d4 to d10. They are very territorial, and will attack seemingly without provocation if the party wanders into their range. Their sting may only do 1 point of damage, but it is incredibly painful and produces d10 rounds of thrashing and howling





in its victims, which could be detrimental to the party's attempts to sneak up on the slavers' camp.

Eventually, the PCs finally reach the slavers' camp, which is located on the west bank of the Boru river near its mouth. One good look will show them that the camp is well defended by Ahazu warriors and Imrian slavers. Roll 1d6+4 to find out how many of each group are at the camp at a given time during the day. All members of the camp, 10 each of Ahazu and Imrians plus others described below, will be present during nighttime encounters, unless the party met and killed some of the Ahazu or Imrians on the way to the camp.

If the PCs make a few successful Espionage (or d10+PER) rolls, they may be able to discover some or all of the following information:

Nahmad, a Farad monopolist, has hired an Imrian captain with two ships to raid the region, just as Kadul Abrim suspects. He has decided to remove all competitors from the field by making operating costs prohibitive. To ensure that he gets his money's worth from the slavers, he has sent an agent to the region to oversee the Imrians' operations and report to him on their progress.

This agent is Saavis Fatama, a Farad wizard who set up this camp and now runs its operations personally since she does not trust the Imrians' ability to manage. The Ahazu warriors at the camp are her personal guard; the Imrians are on loan from their captain to act as guards for the slaves, who are staged here until enough have been collected to fill a slave ship. Fatama also has an administrative assistant, a Farad apprentice wizard named Suraban Kavar.

A ten-foot wooden palisade protects the camp on three sides, and the east side has river access. The northern palisade has two observation towers, both 20 feet tall and 7 feet on a side. The southeastern palisade has similar towers on either end, and is also braced in the middle of its length by a tall mound of rock and earth. One Imrian guard is on duty at all times in each of these towers. Another watchtower outside the northwest corner of the compound is manned by two Ahazu warriors at all times; this tower gives an excellent view of traffic both up- and downstream.

Inside the walls, the slave pens are found in the northwest corner of the camp, the quarters of Fatama and her apprentice are located just south of the slave pens, and there are quarters for the guards along the west wall and at the boat landing area. Various trees and bushes are scattered around the interior of the camp. A response team of three Ahazu warriors is usually on roving circuit patrol inside the walls.

Where the adventure goes from here is up to the players; their goal is to eliminate the slavers' attacks on the Mud People with whom Abrim does business, and they can accomplish this in a number of ways. One obvious way to stop this particular group is to attack the camp, kill or capture Saavis Fatama, and thereby sabotage the slavers' operations. A more long-term strategy might be to persuade the Imrians that they could get a better deal from Abrim and should revolt against Fatama next time their comrades show up with the slave ship. While this strategy might more effectively end the slavers' attacks, the players should be careful; Abrim is a Kasmiran, after all, and may not appreciate the need to buy out Nahmad's contract with the Imrians.

Stats and Descriptions

Saavis Fatama, Farad Wizard, 5th Level

INT: +2 PER: +1 WIL: +1 CHA: +1

STR: -1 DEX: 0 CON: 0 SPD: 0

Hit Points: 20

Fields of Magical Study: Wizardry and astromancy.

Spells per Day: 8

Description: Woman, 41 years old, 5'11" tall, 140 lbs. Flint-gray skin, chiseled features, dark, narrow eyes, long, dark hair bound and hidden by elaborate headdress.

Saavis Fatama is a rather cold and detached woman of questionable lineage who worked her way into Nahmad's service through blackmail of his former chief assistant. She is engrossed with the project at hand, wishing to show Nahmad her worth by turning in a substantial profit and demonstrating her leadership abilities.

Suraban Kavar, Farad Wizard, 2nd Level

INT: +2 PER: +1 WIL: +1 CHA: +1

STR: -1 DEX: 0 CON: 0 SPD: 0

Hit Points: 14

Field of Magical Study: Wizardry.

Spells per Day: 5

Description: Woman, 21 years old, 6' tall, 153 lbs. Flint-gray skin, dark, narrow eyes.

As Fatama's apprentice, Kavar is expected to apply herself to assisting in the administrative aspects of operating the camp. She has been in Fatama's service for the past three years, and has learned much in the way of subtle negotiation skills from her mentor. She is devious, underhanded, and has a taste for the finer corruptions. She has recently become rather attached to skoryx and euphoric, but eschews k'tallah due to its unsavory withdrawal symptoms.

Fatama's Ahazu Bodyguards

Fatama has a bodyguard of 10 Ahazu warriors. The leader is 3rd level and has 21 hit points; the rest are 1st level and have 17 hit points. See the Ahazu warrior archetype for further stats.

Imrian Slavers

The Imrians working with Fatama are self-serving, and will not be inclined to give their lives in her defense. They are much more likely to retreat and see if they can capture any survivors, including their former allies. If presented with a lucrative deal, they might even switch sides in the conflict, if the terms are obviously better for them than those in Nahmad's contract. There are 10 Imrian slavers, one 3rd-level leader and the rest at 1st level. See the Imrian slaver archetype for stats.

Winged Apes, 1st-6th Level

INT: -2 PER: 0 WIL: +4 CHA: 0

STR: +6 DEX: -2 CON: +4 SPD: +1

Hit Points: 20-30+

Armor: Leathery skin, 1 point.

Attacks: Claw, d10+STR; Strangle, d8+STR/round.

Abilities: Can glide and fly.

Description: 6'-7' tall, 400-600 lbs. White fur, batlike wings, bright blue eyes, short horn in middle of forehead, sharp fangs and claws.



Nightmare's Gate

This adventure is designed for five to eight players of levels 5–7. Some of the party members should have magical skills or some form of silver or magical weaponry in order to deal with the creatures they will encounter. If there are no PCs with such skills or items, you might want to add an appropriate NPC to the party or modify the adventure.

Late one night in the city of Zanth, the party encounters a ragged, wretched-looking Sarista woman wandering in a dark alley. She is obviously wounded, and quite unlike most Sarista she does not seem to be in complete control of her faculties. She stumbles right into the nearest PC, grabs the character by the arms, and hisses:

"Terrors, I tell you! Loose in the world, double-damn his soul and his mother's too!"

The Sarista then pushes the character away and continues down the alley. If the PCs follow and ask questions or appear to be listening, she stops dead still wherever she may be and tries to tell them her story. She can only babble, but if the characters are patient they should be able to piece together what she has experienced.

Her name is Chavila, and she was employed as a maid by a talented but reckless young Zandir magician who was apparently a bit too ambitious. It seems the mage attempted to make contact with another realm of reality, but lost control of his magics and released a number of extraplanar entities into his laboratory. Terrified, Chavila fled, enduring

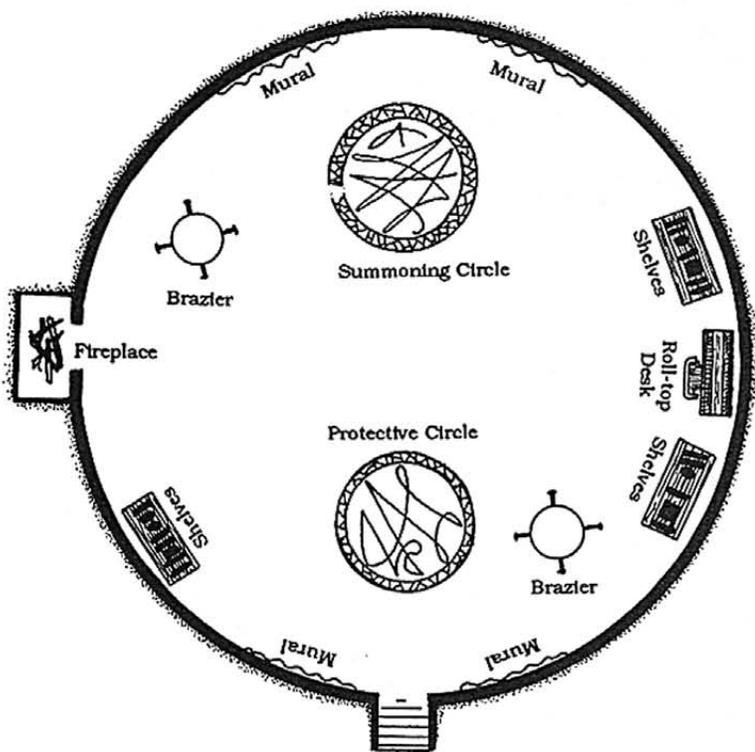
extreme physical and mental torment at the hands of several beings she cannot adequately describe. If the PCs try to heal her, they will be able to heal her physical wounds, but she cannot give a more coherent account without complex, intimate treatment for her mental damage, which is probably beyond the PCs' capabilities. After telling her disjointed tale, Chavila collapses and cannot be aroused for any length of time.

If the party takes the time to find city guards to assist Chavila, the guards will ask the party to investigate her story and take any reasonable steps necessary to control whatever entities have been loosed. They also request that the party try to save the young mage if possible, and they promise to send for assistance to follow later. If the party leaves her and heads off to check out her story, she will be found within a few minutes by a patrol of city guard, who will take her to a local constabulary and in short order learn the same information. They will then act upon it, sending a contingent of guards who can reinforce the PCs if they are losing or clean up after them if they are successful. If the party decides to take Chavila with them, she resists all attempts to return to the horrible scene, and will only accompany the party back to the mage's residence if forced or promised that no harm will come to her. No matter what the PCs do to protect her, she will die of sheer terror upon her arrival at the residence, for she will be under mental assault almost immediately.

The first step toward containing the entities and saving the mage is to find the mage's abode. The city of Zanth is a teeming metropolis filled with colorful attractions until late in the evening. The area is filled with noise and motion—a normal circumstance in this part of town—and Chavila is the party's only clue. In her condition she cannot have traveled far, so her master's house is likely fairly close by in the direction from which she came. After determining this, the characters might look for evidence of the situation in nearby residences. They are actually two blocks away from the house of the mage, whose name is Balanimos, and the spot where they encountered Chavila is slightly to the south and east.

Once the characters get within one-half block of the correct house, any characters familiar with magical operations will sense disturbances in the area and be able to further define where the problem is. If none of the characters possess sensitivity in this area, an occasional cry from the mage can be heard faintly if the characters are within 100 feet of the residence, or characters who make a successful roll versus PER at -4 could note the occasional appearance of a fantasm doing aerial reconnaissance slightly above the residence.

Balanimos's home is the residence of a family that has a long history of producing talented magicians and swordsmages who have been frequently but not extensively involved in Zandir politics. The house is filled with items of magic such as spell books, scrolls, potions, and large stores of magical





and alchemical adjuncts, and portraits of distinguished ancestors and framed commendations from various political figures decorate the walls. The house is a large, three-story building capable of supporting ten individuals in great comfort. It is surrounded by a plush garden with a nine-foot tall stone wall and an attached two-story brick gatehouse. There is also a large basement level below the grounds of the estate.

Within the main house, a trail of overturned furnishings and occasional bloodstains indicates the path Chavila took as she fled the laboratory. If the characters follow these clues, they will be led to a cellar where Balanimos's ancestors held their arcane rituals and training sessions. The room is locked, and a 4th-level Arcane Barrier has been activated to prevent unauthorized entry.

If the characters get past these obstacles and open the door, they will see a moderately large room currently lit by one dimly glowing brazier, and the light will reveal the wizard lying outside of the containment enchantments, apparently asleep or dead. Balanimos is currently being partially controlled by the fiend he released, and is held in a magical slumber. His magic has summoned the fantasms, so they will be forced to leave if he is awakened or slain. The fiend knows this, and will move to protect him if the party attacks Balanimos in any way.

Close examination of the area will reveal the dim form of the fiend and 4-6 fantasms. If all of the fantasms are not present when the party arrives, the controlled Balanimos will summon them to protect the fiend. They will arrive in 1-4 rounds, and immediately move to interpose themselves between Balanimos, the fiend, and the party.

In order to complete their task, the PCs need to capture or destroy the fantasms and complete the magical circle and spells that will control the fiend and release the mage. If the party is unable to complete the magics, they might be able to help Balanimos break free of the fiend's control long enough to complete the magics himself. If they choose this option, the characters will probably need to heal Balanimos somewhat before he can be useful, since he has been severely mauled and may be partially deranged as a result of the fiend's control.

Should the party succeed in saving the young mage, he will reward them with gold and some magic. If Balanimos dies before the PCs can control the fiend, the characters may grab what valuables they can before government forces arrive and place the residence under their control, about 30 minutes after the party arrives.

Stats and Descriptions

Balanimos, Zandir Charlatan, 1st Level

INT: +2 PER: 0 WIL: -4 CHA: +4
STR: 0 DEX: +2 CON: 0 SPD: +1
Hit Points: 12

Description: Man, 19 years old, 5'10" tall, 164 lbs. Topaz skin with green and gold enhancements, short, curly black hair, green eyes.

Balanimos is a very good-looking but weak-willed young charlatan who is very low on self-esteem. He inherited the house and the family reputation at a very young age due to the untimely death of his swordmage mother. In his endeavors to prove himself worthy of his inheritance, he has spent much time and money on research of questionable value, and has proceeded into areas his mother had left unexplored due to the profound risks involved. This unfortunate episode is the result of his activities.

Fiend, 10th Level

INT: +3 PER: +5 WIL: -5 CHA: -5
STR: +5 DEX: +3 CON: +5 SPD: +5
Hit Points: 20

Skills: Secondary Combat +5, Secondary Magic +5, Waylay +13.

Fields of Magical Study: Invocation and witchcraft.

Spells per Day: 9

Armor: None.

Attacks/Damage: Claws, d8+10.

Description: This 7-foot tall being is a member of a race of lesser entities from the Nightmare Dimension, and is a primary servitor of Noman. It is roughly humanoid in form, with a horned brow and batlike wings. Black as night, this creature is extremely difficult to detect in darkness; all PER rolls to do so must be made at -5. The fiend has the uncanny ability to use shadows as gateways to and from the Nightmare Dimension and can assume either corporeal or noncorporeal form, though corporeal form is possible for a limited duration only.

The fiend is prevented from leaving the mage's residence by the partially successful magical summonings and by protections placed around the room by the mage's ancestors over the years. It has the ability to summon beings and cast spells that can pass the magical containments set up by the experimenting mage, but it cannot physically pass the boundaries of the summoning circle.

Fantasms (6), 3rd-5th Level

These beings are controlled by the fiend through its possession of Balanimos. Initially, the fiend hoped it could force Balanimos to release the last of his magical containments, but since the mage's defenses have proven too strong it is now using the fantasms to scout out the surrounding area and prevent intrusion.

MASTER LIST OF ARCHETYPES

The Seven Kingdoms

Aerlad (blue) scout
Aerlad (green) botanomancer
Cymrillian magician
Cymrillian rogue magician
Cymrillian warrior-mage
Gnomekin crystalomancer
Gnomekin warrior
Kasmiran moneylender
Kasmiran weaponsmith
Kasmiran trapmage
Muse telempath
Pharesian peddler
Sindaran collector
Tanasian wizard
Thrall warrior

The Wilderlands of Zaran

Araq warrior
Bodor musician
Callidian cryptomancer
Danelek hunter
Danuvian swordswoman
Ferran thief
Hadjin aristocrat
Kharakhan warrior
Marukan talismaner
Monad servitor
Orgovian trader
Rahastran cartomancer
Xambrian wizard hunter
Za raider

The Western Lands

Aamanian inquisitor
Aamanian warrior-priest/
warrior-priestess
Aamanian witch hunter
Arimite knife-fighter
Arimite Revenant
Dhuna witchwoman/warlock
Drukh hillman/hillwoman
Drukh shaman
Gnorl rhabdomancer
Sarista gypsy
Zandir charlatan
Zandir swordmage
Zandir swordsman/
swordswoman

The Eastern Lands

Chana warrior
Chana witchman/witchwoman
Harakin warrior
Ispasian mercantillist
Kang tracker
Kang warrior
Kang warrior-priest
Mandalan Mystic Warrior
Mandalan savant
Manra shapechanger
Mondre Khan warrior
Nagra shaman
Nagra spirit tracker
Quan noble
Sunra aquamancer
Sunra dragon hunter
Sunra mariner

Vajra engineer
Xanadasian chronicler

The Desert Kingdoms

Djaffir merchant/bandit
Djaffir wizard
Dracartan desert scout
Dracartan thaumaturge
Rajan assassin
Rajan assassin-mage
Rajan desert warrior
Rajan necromancer-priest
Shadinn executioner
Vird infantry
Yassan technomancer
Yitek tomb-robber

The Northlands

Jaka beastmaster/
beastmistress
Jaka manhunter
Mirin alchemist
Mirin priest/priestess
Mirin tundra scout
Rasmirin anarchist
Yrmanian wildman/wildwoman

The Central Regions

Ariane mystic
Ariane Seeker
Beastman/Beastwoman
hunter
Darkling warrior
Gryph warrior
Sauran dragon priestess
Sauran dragon rider

Stryx necromancer
Stryx warrior
Ur clan shaman
Ur warlord

The Wild Coasts

Ahazu warrior
Batrean concubine
Batrean warrior
Farad merchant
Farad wizard
Green Man/Green Woman symbiont
Jhangaran marsh-hunter
Jhangaran mercenary
Jhangaran mud-miner
Jhangaran Outcast
Mogroth amber trader
Mud People shaman
Mud People swamp-warrior

The Far Isles

Gao Sea Rogue
Imrian s'aver
Mangar corsair
Na-Ku cannibal
Na-Ku witchdoctor
Oceanian Sea Nomad
Parthenian sea trader
Phantasian astromancer
Phantasian dream merchant
Phantasian guardian
Sawila spellweaver
Thaectian enchanter/enchantress
Thiasian performer

ACTION TABLE

Modified Die Total	Result
0 or less	Mishap
1-5	Failure
6-10	Partial success
11-19	Success
20+	Critical success

How to Use the Action Table

- **Step 1.** The character states the nature of his or her intended action and whether he or she is using attributes, skills, combat, or magic.
- **Step 2.** The gamemaster decides what modifiers will apply to the actions.
- **Step 3.** The player rolls d20 and applies the modifiers to the result.
- **Step 4.** The gamemaster consults the Action Table to determine the basic result of the attempted action.
- **Step 5.** The gamemaster embellishes the action.

Skill or Attribute Results

- **Mishap:** The attempted action fails miserably, resulting in an unforeseen problem of some sort: injury, accident, embarrassment, damage to equipment or property, or something similar. The gamemaster decides what is most appropriate based on the nature of the attempted action. As a general rule, the lower the score, the more serious the mishap.
- **Failure:** The character's skill or attribute fails to achieve the desired result.
- **Partial success:** The attempted action is only partly effective. The partial success may have some beneficial result, or may not, at the gamemaster's option.
- **Success:** The skill or attribute achieves the desired result. Good work!
- **Critical success:** The attempted action is successful, and achieves the most desirable result. Examples include performing a skill to perfection, avoiding all damage from a spell or other attack, emerging unscathed from an accident, and so forth.

Combat Results

- **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, or something similar.

- **Failure:** The character's attack fails to achieve the desired result.
- **Partial success:** A glancing blow is struck; roll for damage as usual, but divide the total by two, rounding up.
- **Success:** The attacker strikes the intended target. Roll for damage as usual.
- **Critical success:** The attacker lands a very good blow. Generally, this means doubling the damage normally scored, but if the attacker was trying something fancy such as disarming the opponent, another effect is possible (see Rules for Combat).

Magic Results

- **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, or something similar. If an enchanted item was employed, the wielder may have dropped it, or the item itself may have malfunctioned. Magical mishaps tend to be very nasty indeed.
- **Failure:** The spell is improperly cast, and has no effect whatever. If an enchanted item was employed, the wielder failed to use the device effectively due to bad aim, momentary loss of concentration, or some other type of error.
- **Partial success:** While the spell or item functions, it is not as effective as hoped, resulting in half the normal damage, duration, or range or a partial effect of some sort.
- **Success:** The spell or magic item functions as intended and achieves the desired result according to the type of spell being cast. Even with a successful spell roll, the intended target may be allowed a chance to resist the magic, as detailed for the spell in question.
- **Critical Success:** The spell or item yields a better than normal result, usually double damage or double duration.

TACK AND HARNESS

Type	Cost
Barding	•
Battle rig (land lizard)	20 g.l.
Battle tower (land dragon)	1,000 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.

*Price for barding for ahtra, equs, and strider mounts equals 5 times the cost for comparable armor for humanoid; for land lizard, mangonel lizard, and ogriphant, price is 10 times humanoid armor; and for land dragons the price is 50 times as high. Weight is proportional to price.

TRAVEL

Overland Travel

Travel Mode	Road	Open	Rugged
Ahtra*	35	35	25
Cartage(fancy)	50	35	15
Cart (small)	25	20	10
Dray/cargo wagon	25	25	15
Duneship	50	100	20
Equs**	40	40	20
Foot	20	20	10
Land-ark/barge	80	50	25
Land/mangonel lizard	25	25	20
Land dragon	30	30	30
Loper	30	30	25
Ogriphant	25	25	20
Palanquin/litter	15	10	5
Siege-engine (light)	20	15	10
Siege-engine (heavy)	15	10	5
Strider	30	30	25
War chariot (Kang)	30	25	15
War dragon (Kang)	25	25	25
War wagon (Kharakhan)	50	40	15

*+5 miles for ontra, -5 miles for tatra

**+5 miles for silvermanes, except in very rugged terrain (-5 miles)
Notes: A road is defined as any artificial thoroughfare that is reasonable and free of obstruction. Open terrain includes plains, flatlands, and so on. Rugged terrain signifies hills, light woodlands, broken terrain and the like. Very rugged terrain signifies mountains, swamps, jungles, and the like. Inclement weather conditions may reduce rates by 50% or more.

MELEE WEAPONS

Type	Dam	WT	STR	Cost
Battle maul*, Kharakhan	d20	90+	+6	50 g.l.
Blade-staff*, Kasmiran	d10	6	-2	25 g.l.
Broadsword	d10	10	+1	10 g.l.
Broadsword, Za	d10	10	+1	20 g.l.
Bwan*, Mud People	d10	15	+2	2 c.p.
Caltrop	d3	1/2	—	1 s.p.
Capture-pole*, Imrian	+1	6	+1	10 g.l.
Clawed gauntlets, Rajan (da-khar)	d4	1/2	—	20 g.l.
Club*	d8	6	-1	1 s.p.
Club*, Ice Giant	d20	100+	+6	—
Club*, Ur (yaksha-paw)	d12	40	+3	200 g.l.
Crescent knife*, Aertad	d4	1/2	—	2 g.l.
Crystalblade, Gnomekin	d8**	3	-2	60 g.l.
Cutlass	d10	3	0	35 g.l.
Dagger	d6	1	—	1 g.l.
Falchion, Kang	d10	16	+3	50 g.l.
Four-bladed axe*, Haraktn (tarak)	d12	30	+2	10 g.l.
Garde	d6	10	+1	10 g.l.
Garde, full	d6	40	+3	40 g.l.
Garrote*	d8	1/2	—	1 c.p.
Halberd*, Danuvian	d12	10	+1	15 g.l.
Hand axe*	d8	5	0	5 s.p.
Lance	d10††	5	+1	5 g.l.
Mace	d10	10	0	4 g.l.
Mace, Ariane	d10†	10	0	4 g.l.
Pole-hook*, Stryx	d10	8	-1	10 g.l.
Prod-hook, Orgovian	d6	2	-1	6 s.p.
Rasp, Mondre Khan	d6	2	—	15 g.l.
Rod of alchemy	special	3	—	75 g.l.
Scimitar	d10	6	+1	15 g.l.
Singing axe*, Yrmanian (r'ruh)	d8	3	0	6 g.l.
Slaver's Flail*	d8	6	0	2 g.l.
Staff	d8	3	-3	5 s.p.
Staff, iron-shod*	d10	6	-2	2 g.l.
Sword, dueling	d8	2	-2	25 g.l.
Sword, giant-sized	d20	40	+7	75 g.l.
Sword, long	d10	6	0	12 g.l.
Sword, short	d8	3	-1	5 g.l.
Sword, two-handed* (greatsword)	d12	15	+2	25 g.l.
Trident*	d10	6	-1	5 g.l.
Two-bladed knife, Haraktn (khu)	d8	2	-1	8 g.l.
War axe*	d20	20	+3	10 g.l.
War axe, bone, Araq/Drukth	d8	7	0	5 s.p.
War axe, Sauran	d12	30	+4	5 g.l.
War club*, Ahazu (matsu)	d12	25	+3	4 s.p.
War flail, Danelek	d12	12	+1	12 g.l.
War hammer*	d12	30	+2	5 g.l.
War whip*, Sauran	d12	10	+3	2 g.l.
Whip	d3	1	—	1 g.l.
Whipsash, Za	d6	2	—	3 g.l.
Wristblade, Za	d4	1	—	3 g.l.

See the Missile Weapons table for a key to the symbols on this table.

RANGED WEAPON CHART

RANGED WEAPON	ROUNDS TO RELOAD	EFFECTIVE RANGE
All hand-thrown	0	50 ft. (+10 ft. per +1 STR)
Blowgun	0	50 ft.
Crossbow, heavy	2	200 ft.
Crossbow, light	1	150 ft.
Dart-thrower (Aertad)	0	75 ft.
Flange-bow (Oceanian)	2	100 ft. (20 ft. underwater)
Hurlant (Dracartan)	1	100 ft.
Iron crossbow or krin (Haraktn)	2	100 ft.
Rod of alchemy	0	15 ft.
Short bow	0	150 ft.
Sling	0	100 ft.
Spring-knife (Kasmiran)	1	10 ft.
Tri-bow (Aertad)	2	150 ft.

ARMOR

Type	STR	Prot	WT	Cost
Battle armor*, Kang	+3	5	50	1,000 g.l.
Battle harness, Za	+2	2	35	100 g.l.
Chain mail*	+3	3	40	250 g.l.
Dragon scale armor, Sunra	+1	2	30	200 g.l.
Full garde*††, Thrall	+3	3	25	40 g.l.
Garde*††, Thrall	+1	1	10	10 g.l.
Leather	—	1	10	3 g.l.
Leather and plate†	+2	3	40	250 g.l.
Light body plate**, Aertad	-1	2	15	1,000 g.l.
Partial chain and hide†	+1	2	30	200 g.l.
Plate and mail (partial plate)*	+3	4	50	500 g.l.
Scale armor, Gnomekin	+2	3	35	300 g.l.
Spangalor*, Cymrilian	0	2	25	400 g.l.

* Black iron armor. For red iron, reduce STR by 1, divide weight by 2, and double the price. For blue iron, reduce STR by 2, divide weight by 4, and multiply the price by 5. For adamant, double points of protection provided, and multiply cost by 20. Note that spangalor cannot be made of adamant.

** Red iron armor. For blue iron, STR is -2, weight is 8, and cost is 2,500 g.l. For adamant, STR is 0, weight is 30, protection is 4, and cost is 10,000 g.l.

† Partly black iron and partly leather or hide. This relatively primitive armor is never made of superior metals.

†† Garde and full garde are almost useless to those without Tazian Combat.

SHIELDS

Type	WT	Cost
Garde*	10	10 g.l.
Shield (hide, wood)	5	5 s.p.
Shield (iron)	20	20 g.l.

*Tazian parry/attack arm guard

Airborne Travel

Travel Mode	Favorable Conditions	Unfavorable Conditions
Windrigger	220	30
Avian (small)*	100	20
Avian (humanoid)*	120	50
Avian (large)*	60	40
Aerial palanquin	40	10
Windship	200	75

*Based on a speed rating of +4; adjust by plus or minus 5 miles per point of SPD.

Notes: Favorable conditions indicate clear weather and mild winds or tailwinds.

Unfavorable conditions indicate high winds, heavy precipitation, and/or restricted visibility.

Waterborne Travel

Travel Mode	Favorable Conditions	Unfavorable Conditions
Barge fort (Aertad)	60*	25
Cargo barge	20	5
Coracle (Imrian)	90	45
Dragon barque (Sunra)	160	90
Galley	80	50
Ice schooner, large (Mirin)	120	110
Ice schooner, small (Mirin)	160	125
Merchant ship (Zandir, etc.)	125	30
Pleasure barge (Quan)	25	5
Raft	10	0
Reed boat (Imrian)	25	0
Skiff/punt	60	20
Carrack (Mangar)	200	90
Trireme (Parthenian)	120	45
Warship	100	50

* This is total distance covered; if the river is tortuous, the distance "as the batranc flies" may be considerably less.

Notes: Favorable conditions indicate calm seas and favorable winds. Halve listed figures for unfavorable winds or currents, navigational hazards, and so forth. Sail-powered craft have the advantage of being able to travel 24 hours per day, while galleys can only achieve the same thing by carrying at least twice as many galley slaves as are used at any one time. On the other hand, sailing ships are at the mercy of the winds. Sail-powered craft have a movement factor of zero when becalmed.

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. 1,000 coins)	5 g.l.
Coin purse (max. 50 coins)	1 s.p.
Fan	1-5 s.p.
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 (max. 500 coins)	1 g.l.
Rope (per foot)	1 c.p.
Rope ladder (per foot)	2 c.p.
Sack (cloth; max. 1,000 coins)	1 c.p.
Sack (hide; max. 1,500 coins)	1 s.p.
Strongbox (max. 10,000 coins)	25 g.l.
Strongbox (max. 1,000 coins)	10 g.l.
Tallow (burns one hour)	1 c.p.
Tent	1 g.l.
Tinderbox	5 s.p.
Torch (burns four hours)	1 c.p.
Walking stick	1 s.p.
Waterskin (lg.; 2 gal.)	5 s.p.
Waterskin (sm.; 2 qts.)	2 s.p.
Wineskin (2 pints)	1 s.p.



MISSILE WEAPONS

Type	Dam	WT	STR	Cost
Barbed bolas*, Imrian (oc)	tangle+1d3	2	0	5 g.l.
Blade bracer*, Kasmiran [1]	d4	2	—	15 g.l.
Blade-star*, Mondre Khan	d4	14	0	2 s.p.
Bow, Ariane	d8†	5	0	5 g.l.
Bow, giant-sized*	d12	10	+5	15 g.l.
Bow, short*	d8	5	0	5 g.l.
Capture-bow*, satada [2]	d8	7	+1	25 g.l.
Crossbow*, heavy* [2]	d10	5	-1	20 g.l.
Crossbow*, light* [1]	d8	2	-3	10 g.l.
Dart-thrower*, Aeriald	d4	1	—	5 g.l.
Double-pronged spear*, Gryph (duar)	d10	5	0	2 g.l.
Dragon hunter's harpoon*, Sunra	d10	8	+2	15 g.l.
Flange-bow*, Sea Nomad [2]	d12	2	0	20 g.l.
Hurlant*, Dracartan [1]	d12	12	+1	500 g.l.
Iron boomerang*, Harakin (jang)	d8	3	+2	40 c.p.
Iron crossbow*, Harakin (krin) [4]	d12	10	+1	12 g.l.
Iron spear*, Vajra	d12	20	+2	15 g.l.
Javcln*	d8	2	-1	1 g.l.
Sling*	d6	1/10	—	2 c.p.
Spear*	d10	4	-2	1 g.l.
Spring-knife*, Kasmiran [1]	d4	12	—	5 g.l.
Star-thrower*, Orgovian [1]	d8	3	-1	25 g.l.
Tri-bow*, Aeriald [2]	d8	5	-1	75 g.l.
Throwing blade, Ahazu (gwanga)	d10	4	+1	20 g.l.
Throwing knife*	d4	1	—	1 g.l.
Throwing stick*, Chana	d6	3	—	1 s.p.
Whipsash*, Manra	tangle+1d3	1	—	2 g.l.

- * This weapon can be thrown or used as a missile weapon.
- ** Armor stops only half its normal amount against this weapon.
- This weapon requires two hands to use.
- † Half of this damage is temporary subdual damage.
- ‡ Only effective for a mounted charge. Add mount's STR + SPD to damage instead of the wielder's STR.
- [x] The number in brackets is the number of rounds it takes to reload these missile weapons

AMMUNITION/ACCESSORIES FOR MISSILE WEAPONS

Type	WT	Cost
Case (flange-bow)/60 quills	5	1 g.l./1 g.l.
Clip (tri-bow)/3 bolts or quarrels	1	1 g.l./5 s.p.
Harpoon bolt (for capture-bow)	0.5	2 s.p.
Harpoon bolt (for correg)	2	1 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	0.5	2 g.l./1 g.l.
Quiver (heavy crossbow)/20 quarrels	6	5 s.p./2 g.l.
Quiver (iron crossbow)/10 bolts	12	5 g.l./5 g.l.
Quiver (light crossbow)/20 quarrels	4	5 s.p./1 s.p.
Quiver (short bow)/20 arrows	4	5 s.p./5 s.p.
Shooting stars (star-thrower)	0.5	5 s.p.
Shoulder pack/10 hurlant bolts	10	2 g.l./250 g.l.
Spring-blade (for blade bracer or spring-knife)	0.5	2 s.p.

For adamant-tipped missiles, multiply the price by 20. Armor provides only half normal protection (round down) against adamant.



SIEGE WEAPON AMMUNITION

Missile	WT	Cost
Ballista bolt, heavy	20	1 g.l.
Ballista bolt, light	10	1g.l.
Fire-bomb (fire-thrower missile)	20	10 g.l.
Ship's hurlant missile	10	750 g.l.
Siege hurlant missile	20	1,250 g.l.
Stones (catapult)	25-50	—

DAMAGE RATINGS

Object	Armor	HP
Amberglass (vial, sphere)	0	3
Astrolabe	2	6
Barrel	2	8
Chain (per 1/4" thickness)	3	10
Chest (wood)	2	4-20
Chest (wood w/iron)	3	10-30
Cloth goods	0	1-6
Glassware	0	1-4
Leather goods	1-2	4-12
Metal implement (soft)	2-3	5-20
Metal 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" thick)	1	2
Sack (cloth)	0	2
Sack (hide)	1	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	HP
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	HP
Aerial palanquin	2	40
Windrigger	3	50

SIEGE WEAPONS

Type	Dam	Crew	Range	Reload	Cost
Ballista, heavy	3d12	4+	500	8	250 g.l.
Ballista, light	3d6	2	200	4	120 g.l.
Catapult, heavy	3d10	6+	1,000	10	300 g.l.
Catapult, light	3d8	4+	100	5	175 g.l.
Fire-thrower	3d10	8+	500	8	1,000 g.l.
Hurlant, ship's (Dracartan)	3d8*	6	500	6	2,000 g.l.
Hurlant, siege (Dracartan)	4d10*	4	1,000	9	5,000 g.l.
Scourge (Ur)	4d6	40+	—	—	500 g.l.
Springal (Rajan)	3d8	3	100	5	185 g.l.
Demi-springal (Rajan)	3d4	3	50	3	75 g.l.

*For Red Menace or Blue Havoc. Damage from Yellow Danger is special; see description under "Thaumaturgic Creations."

Windship	4	80-100
Windship of war	5	150

Waterborne Conveyances	Armor	HP
Barge fort (Aeriald)	5	200
Canoe/reed boat	2	20
Cargo barge	5	120
Coracle (Imrian)	2	125
Carrack (Mangar)	4	150
Dragon barque (Sunra)	5	220
Fishing boat/skiff	3	30
Ice schooner (Mirin)	5	200
Ice skiff (Mirin)	3	40
Galley (Parad, etc.)	5	200
Merchant ship	4-5	175
Pleasure barge	4	100
Raft	2	15
Tritreme (Parthenian)	7	280
Warship	6	240

Structures	Armor	HP
Bridge (rope)	1	15
Bridge (wood, per 10 ft.)	4	50
Bridge (stone, per 10 ft.)	8	100
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 w/iron)	5-6	25
Door (iron)	6-8	50
Fortress wall (stakes, vines)	5	75*
Fortress wall (stone)	8	150
Fortress wall (stone, plated)	10	200*
Gate (wooden barricade)	5	75
Gate (wood 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; Mud People)	5	50-60
Hut (salt block; Danclek)	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.



MASTER LIST OF ARCHETYPES

The Seven Kingdoms	The Western Lands	Vajra engineer Xanadasiian chronicler	Stryx necromancer Stryx warrior
Aerlad (blue) scout Aerlad (green) botanomancer Cymrilian magician Cymrilian rogue magician Cymrilian warrior-mage Gnomekin crystalomancer Gnomekin warrior Kasmiran moneylender Kasmiran weaponsmith Kasmiran trapmage Muse telempath Pharestan peddler Sindaran collector Tanastan wizard Thrall warrior	Aamanian inquisitor Aamanian warrior-priest/ warrior-priestess Aamanian witch hunter Armitte knife-fighter Armitte reneventant Dhuna witchwoman/warlock Drukh hillman/hillwoman Drukh shaman Gnorl rhabdancer Sarista gypsy Zandir charlatan Zandir swordmage Zandir swordsman/ swordswoman	The Desert Kingdoms Djaffir merchant/bandit Djaffir wizard Dracartan desert scout Dracartan thaumaturge Rajan assassin Rajan assassin-mage Rajan desert warrior Rajan necromancer-priest Shadian executioner Vird infantry Yassan technomancer Yitek tomb-robber	Ur clan shaman Ur warlord The Wild Coasts Ahazu warrior Batrean concubine Batrean warrior Farad merchant Farad wizard Green Man/Green Woman symbiont Jhangaran marsh-hunter Jhangaran mercenary Jhangaran mud-miner Jhangaran Outcast Mogroth amber trader Mud People shaman Mud People swamp-warrior
The Wilderlands of Zaran	The Eastern Lands	The Northlands	The Far Isles
Araq warrior Bodor musician Callidian cryptomancer Danelek hunter Danuvian swordswoman Ferran thief Hadjin aristocrat Kharakhan warrior Marukan talismancer Monad servitor Orgovian trader Rahastran cartomancer Xambrian wizard hunter Za raider	Chana warrior Chana witchman/witchwoman Harakdn warrior Ispastian mercantlist Kang tracker Kang warrior Kang warrior-priest Mandalan Mystic Warrior Mandalan savant Manra shapechanger Mondre Khan warrior Nagra shaman Nagra spirit tracker Quan noble Sunra aquamancer Sunra dragon hunter Sunra mariner	Jaka beastmaster/ beastmistress Jaka manhunter Mirtin alchemist Mirtin priest/priestess Mirtin tundra scout Rasmirin anarhist Yrmanian wildman/wildwoman	Gao Sea Rogue Imrian slaver Mangar corsair Na-Ku cannibal Na-Ku witchdoctor Oceanian Sea Nomad Parthenian sea trader Phantasiian astronomer Phantasiian dream merchant Phantasiian guardian Sawila spellweaver Thaaciian enchanter/enchantress Thasiian performer
The Central Regions			

ACTION TABLE

Modified Die Total	Result
0 or less	Mishap
1-5	Failure
6-10	Partial success
11-19	Success
20+	Critical success

How to Use the Action Table
 * Step 1. The character states the nature of his or her intended action and whether he or she is using attributes, skills, combat, or magic.
 * Step 2. The gamemaster decides what modifiers will apply to the action.
 * Step 3. The player rolls d20 and applies the modifiers to the result.
 * Step 4. The gamemaster consults the Action Table to determine the basic result of the attempted action.
 * Step 5. The gamemaster embellishes the action.

Skill or Attribute Results
 • **Mishap:** The attempted action fails miserably, resulting in an unforeseen problem of some sort: injury, accident, embarrassment, damage to equipment or property, or something similar. The gamemaster decides what is most appropriate based on the nature of the attempted action. As a general rule, the lower the score, the more serious the mishap.
 • **Failure:** The character's skill or attribute fails to achieve the desired result.
 • **Partial success:** The attempted action is only partly effective. The partial success may have some beneficial result, or may not, at the gamemaster's option.
 • **Success:** The skill or attribute achieves the desired result. Good work!
 • **Critical success:** The attempted action is successful, and achieves the most desirable result. Examples include performing a skill to perfection, avoiding all damage from a spell or other attack, emerging unscathed from an accident, and so forth.

Combat Results
 • **Mishap:** The attack fails due to a mishap of some sort; the attacker slips and falls, a bowstring snaps,

TACK AND HARNESS

Type	Cost
Barding	20 g.l.
Battle rig (land lizard)	1,000 g.l.
Battle tower (land dragon)	1 g.l.
Harness (any steed)	1 g.l.
Saddle bag	40 g.l.
Sedan chair (ogriphant)	1 s.p.
Yoke (per burden beast)	1 s.p.

• **Failure:** The character's attack fails to achieve the desired result.
 • **Partial success:** A glancing blow is struck; roll for damage as usual, but divide the total by two, rounding up.
 • **Success:** The attacker strikes the intended target. Roll for damage as usual.
 • **Critical success:** The attacker lands a very good blow. Generally, this means doubling the damage normally scored, but if the attacker was trying something fancy such as disarming the opponent, another effect is possible (see Rules for Combat).

Magic Results

• **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, or something similar. If an enchanted item was employed, the wielder may have dropped it, or the item itself may have malfunctioned. Magical mishaps tend to be very nasty indeed.
 • **Failure:** The spell is improperly cast, and has no effect whatever. If an enchanted item was employed, the wielder failed to use the device effectively due to bad aim, momentary loss of concentration, or some other type of error.
 • **Partial success:** While the spell or item functions, it is not as effective as hoped, resulting in half the normal damage, duration, or range or a partial effect of some sort.
 • **Success:** The spell or magic item functions as intended and achieves the desired result according to the type of spell being cast. Even with a successful spell roll, the intended target may be allowed a chance to resist the magic, as detailed for the spell in question.
 • **Critical Success:** The spell or item yields a better than normal result, usually double damage or double duration.

TRAVEL

Travel Mode	Road	Open	Rugged	Very Rugged
Ahtra*	35	35	25	20
Carriage(fancy)	50	35	15	—
Cart (small)	25	20	10	—
Dray/cargo wagon	25	25	15	5
Duneship	50	100	20	—
Equus**	40	40	20	15
Foot	20	20	10	5
Land-ark/barge	80	50	25	—
Land/mangonel lizard	25	25	20	15
Land dragon	30	30	30	25
Loper	30	30	25	20
Ogriphant	25	25	20	10
Palanquin/litter	15	10	5	2
Steg-engine (light)	20	15	10	—
Steg-engine (heavy)	15	10	5	—
Strider	30	30	25	15
War chariot (Kang)	30	25	15	10
War dragon (Kang)	25	25	25	15
War wagon (Kharakhan)	50	40	15	5

*+5 miles for ontra, -5 miles for tatra
 **+5 miles for silvermanes, except in very rugged terrain (-5 miles)
 Notes: A road is defined as any artificial thoroughfare that is reasonably well maintained and free of obstruction. Open terrain includes plains, flatlands, and so forth. Rugged terrain signifies hills, light woodlands, broken terrain and the like. Very rugged terrain signifies mountains, swamps, jungles, and the like. Inclement weather conditions may reduce rates by 50% or more.

MELEE WEAPONS

Type	Dam	WT	STR	Cost
Battle maul; Kharakhan	d20	90+	+6	50 g.l.
Blade-staff*; Kasmiran	d10	6	-2	25 g.l.
Broadsword	d10	10	+1	10 g.l.
Broadsword, Za	d10	10	+1	20 g.l.
Bwan*, Mud People	d10	15	+2	2 c.p.
Caltrop	d3	12	—	1 s.p.
Capture-pole*, Imrian	+1	6	+1	10 g.l.
Clawed gauntlets, Rajan (da-khar)	d4	12	—	20 g.l.
Club*	d8	6	-1	1 s.p.
Club*, Ice Giant	d20	100+	+6	—
Club*, Ur (yaksaha-paw)	d12	40	+3	200 g.l.
Crescent knife*, Aerlad	d4	12	—	2 g.l.
Crystalblade, Gnomekin	d8**	3	-2	60 g.l.
Cutlass	d10	3	0	35 g.l.
Dagger	d6	1	—	1 g.l.
Falchion, Kang	d10	16	+3	50 g.l.
Four-bladed axe*, Harakin (tarak)	d12	30	+2	10 g.l.
Garde	d6	10	+1	10 g.l.
Garde, full	d6	40	+3	40 g.l.
Garrote*	d8	12	—	1 c.p.
Halberd*, Danuvian	d12	10	+1	15 g.l.
Hand axe*	d8	5	0	5 s.p.
Lance	d10††	5	+1	5 g.l.
Mace	d10	10	0	4 g.l.
Mace, Ariane	d10†	10	0	4 g.l.
Pole-hook*, Stryx	d10	8	-1	10 g.l.
Prod-hook, Orgovian	d6	2	-1	6 s.p.
Rasp, Mondre Khan	d8	2	—	15 g.l.
Rod of alchemy	special	3	—	75 g.l.
Sclimitar	d10	6	+1	15 g.l.
Stinging axe*, Yrmanian (r'ruh)	d8	3	0	6 g.l.
Slaver's Flail*	d8	6	0	2 g.l.
Staff	d8	3	-3	5 s.p.
Staff, iron-shod*	d10	6	-2	2 g.l.
Sword, dueling	d8	2	-2	25 g.l.
Sword, giant-sized	d20	40	+7	75 g.l.
Sword, long	d10	6	0	12 g.l.
Sword, short	d8	3	-1	5 g.l.
Sword, two-handed* (greatsword)	d12	15	+2	25 g.l.
Trident*	d10	6	-1	5 g.l.
Two-bladed knife, Harakin (khu)	d8	2	-1	8 g.l.
War axe*	d20	20	+3	10 g.l.
War axe, bone, Araq/Drukh	d8	7	0	5 s.p.
War axe, Sauran	d12	30	+4	5 g.l.
War club*, Ahazu (matsu)	d12	25	+3	4 s.p.
War flail, Danelek	d12	12	+1	12 g.l.
War hammer*	d12	30	+2	5 g.l.
War whip*, Sauran	d12	10	+3	2 g.l.
Whip	d3	1	—	1 g.l.
Whipsash, Za	d6	2	—	3 g.l.
Wristblade, Za	d4	1	—	3 g.l.

See the Missile Weapons table for a key to the symbols on this table.

Airborne Travel

Travel Mode	Favorable Conditions	Unfavorable Conditions
Windrigger	220	30
Avian (small)*	100	20
Avian (humanoid)*	120	50
Avian (large)*	60	40
Aerial palanquin	40	10
Windship	200	75

*Based on a speed rating of +4; adjust by plus or minus 5 miles per point of SPD.
 Notes: Favorable conditions indicate clear weather and mild winds or tailwinds. Unfavorable conditions indicate high winds, heavy precipitation, and/or restricted visibility.

Waterborne Travel

Travel Mode	Favorable Conditions	Unfavorable Conditions
Barge fort (Aerlad)	60*	25
Cargo barge	20	5
Coracle (Imrian)	90	45
Dragon barque (Sunra)	160	90
Galley	80	50
Ice schooner, large (Mirtin)	120	110
Ice schooner, small (Mirtin)	160	125
Merchant ship (Zandir, etc.)	125	30
Pleasure barge (Quan)	25	5
Raft	10	0
Reed boat (Imrian)	25	0
Skiff/punt	60	20
Carrack (Mangar)	200	90
Tritreme (Parthenian)	120	45
Warship	100	50

*This is total distance covered; if the river is tortuous, the distance "as the batranc flies" may be considerably less.
 Notes: Favorable conditions indicate calm seas and favorable winds. Halve listed figures for unfavorable winds or currents, navigational hazards, and so forth. Sail-powered craft have the advantage of being able to travel 24 hours per day, while galleys can only achieve the same thing by carrying at least twice as many galley slaves as are used at any one time. On the other hand, sailing ships are at the mercy of the winds. Sail-powered craft have a movement factor of zero when becalmed.

RANGED WEAPON CHART

RANGED WEAPON	ROUNDS TO RELOAD	EFFECTIVE RANGE
All hand-thrown	0	50 ft. (+10 ft. per +1 STR)
Blowgun	0	50 ft.
Crossbow, heavy	2	200 ft.
Crossbow, light	1	150 ft.
Dart-thrower (Aerlad)	0	75 ft.
Flange-bow (Oceanian)	2	100 ft. (20 ft. underwater)
Hurlant (Dracartan)	1	100 ft.
Iron crossbow or krin (Harakin)	2	100 ft.
Rod of alchemy	0	15 ft.
Short bow	0	150 ft.
Sling	0	100 ft.
Spring-knife (Kasmiran)	1	10 ft.
Tri-bow (Aerlad)	2	150 ft.

ARMOR

Type	STR	Prot	WT	Cost
Battle armor*, Kang	+3	5	50	1,000 g.l.
Battle harness, Za	+2	2	35	100 g.l.
Chain mail*	+3	3	40	250 g.l.
Dragon scale armor, Sunra	+1	2	30	200 g.l.
Full garde*††, Thrall	+3	3	25	40 g.l.
Garde*††, Thrall	+1	1	10	10 g.l.
Leather	—	1	10	3 g.l.
Leather and plate†	+2	3	40	250 g.l.
Light body plate***, Aerlad	-1	2	15	1,000 g.l.
Partial chain and hide†	+1	2	30	200 g.l.
Plate and mail (partial plate)*	+3	4	50	500 g.l.
Scale armor, Gnomekin	+2	3	35	300 g.l.
Spangalar*, Cymrilian	0	2	25	400 g.l.

* Black iron armor. For red iron, reduce STR by 1, divide weight by 2, and double the price. For blue iron, reduce STR by 2, divide weight by 4, and multiply the price by 5. For adamant, double points of protection provided, and multiply cost by 20. Note that spangalar cannot be made of adamant.
 ** Red iron armor. For blue iron, STR is -2, weight is 8, and cost is 2,500 g.l.
 For adamant, STR is 0, weight is 30, protection is 4, and cost is 10,000 g.l.
 † Partly black iron and partly leather or hide. This relatively primitive armor is never made of superior metals.
 †† Garde and full garde are almost useless to those without Tazian Combat.

SHIELDS

Type	WT	Cost
Garde*	10	10 g.l.
Shield (hide, wood)	5	5 s.p.
Shield (iron)	20	20 g.l.

*Tazian party/attack arm guard

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. 1,000 coins)	5 g.l.
Coin purse (max. 50 coins)	1 s.p.
Fan	1-5 s.p.
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 (max. 500 coins)	1 g.l.
Rope (per foot)	1 c.p.
Rope ladder (per foot)	2 c.p.
Sack (cloth; max. 1,000 coins)	1 c.p.
Sack (hide; max. 1,500 coins)	1 s.p.
Strongbox (max. 10,000 coins)	25 g.l.
Strongbox (max. 1,000 coins)	10 g.l.
Tallow (burns one hour)	1 c.p.
Tent	1 g.l.
Tinderbox	5 s.p.
Torch (burns four hours)	1 c.p.
Walking stick	1 s.p.
Waterskin (lg.; 2 gal.)	5 s.p.
Waterskin (sm.; 2 qts.)	2 s.p.
Wineskin (2 pints)	1 s.p.

MISSILE WEAPONS

Type	Dam	WT	STR	Cost
Barbed bolas*, Imrian (oc)	tangle+1d3	2	0	5 g.l.
Blade bracer*, Kasmiran [1]	d4	2	—	15 g.l.
Blade-star*, Mondre Khan	d4	14	0	2 s.p.
Bow, Ariane	d8†	5	0	5 g.l.
Bow, giant-sized**	d12	10	+5	15 g.l.
Bow, short**	d8	5	0	5 g.l.
Capture-bow*, satada [2]	d8	7	+1	25 g.l.
Crossbow, heavy* [2]	d10	5	-1	20 g.l.
Crossbow, light* [1]	d8	2	-3	10 g.l.
Dart-thrower*, Aerlad	d4	1	—	5 g.l.
Double-pronged spear**, Gryph (duar)	d10	5	0	2 g.l.
Dragon hunter's harpoon*, Sunra	d10	8	+2	15 g.l.
Flange-bow**, Sea Nomad [2]	d12	2	0	20 g.l.
Hurlant*, Dracartan [1]	d12	12	+1	500 g.l.
Iron boomerang*, Harakin (jang)	d8	3	+2	40 c.p.
Iron crossbow**, Harakin (krin) [4]	d12	10	+1	12 g.l.
Iron spear*, Vajra	d12	20	+2	15 g.l.
Javelin*	d8	2	-1	1 g.l.
Sling*	d6	1/10	—	2 c.p.
Spear*	d10	4	-2	1 g.l.
Spring-knife*, Kasmiran [1]	d4	1/2	—	5 g.l.
Star-thrower**, Orgovian [1]	d8	3	-1	25 g.l.
Tri-bow*, Aerlad [2]	d8	5	-1	75 g.l.
Throwing blade, Ahazu (gwanga)	d10	4	+1	20 g.l.
Throwing knife*	d4	1	—	1 g.l.
Throwing stick*, Chana	d6	3	—	1 s.p.
Whipsash*, Manra	tangle+1d3	1	—	2 g.l.

* This weapon can be thrown or used as a missile weapon.
 ** Armor stops only half its normal amount against this weapon.
 † This weapon requires two hands to use.
 ‡ Half of this damage is temporary subdual damage.
 †† Only effective for a mounted charge. Add mount's STR + SPD to damage instead of the wielder's STR.
 [x] The number in brackets is the number of rounds it takes to reload these missile weapons.

DAMAGE RATINGS

Object	Armor	HP
Amberglass (vial, sphere)	0	3
Astrolabe	2	6
Barrel	2	