

TALISLANTA



The Archaen Codex

TALISLANTA



THE ARCHAEN CODEX

Lost Secrets of the Forgotten Age

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by Stephan Michael Sechl

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INTRODUCTION

The Archaen Codex is a sourcebook of advanced magic, legend, and lore for the **Talislanta** game. It contains information about the Forgotten Age—the golden age of magic in Talislanta, of which precious little is known by Talislantans of the New Age. It also clarifies certain of the misconceptions and inaccuracies that may be found in earlier works, providing the reader with a glimpse into Talislanta's dark and mysterious past.

For the gamemaster, *The Archaen Codex* provides a comprehensive overview of Talislantan magical history that can be used to establish a solid foundation for the Talislantan milieu. A wealth of ancient tomes, spells, and enchanted items have also been included, offering a diverse selection of artifacts that may be found in the many ancient ruins that dot the Talislantan landscape. Other useful materials include a description of the most common extradimensional entities and a section on lost secrets of the past.

For players, *The Archaen Codex* provides a tantalizing hint of the ancient treasures that may lie hidden among the ruined cities, crypts, and wastelands of the Talislantan continent. Do the fabulous artifacts described within the Lyceum Arcanum's recently unearthed *Archaen Codex* truly exist, or are they merely the products of legend and hearsay? How many of these artifacts still remain to be discovered, and how many are lost forever? The answers to these and other questions lie buried in the ancient ruins of Talislanta.

How to Use This Book

Gamemasters take heed: The contents of *The Archaen Codex* should not be readily available to player characters. Rather, PCs must search for this information in the crumbling ruins of ancient cities; in moldering crypts, dusty archives, and sealed vaults; in the rotting hulks of sunken vessels; in archaic tombs buried beneath the desert sands or cities frozen in ice; in the arid expanses of the Lost Sea, the towering mausoleums of Hadjistan, the gilded tombs of Phaedran wizards, and the City of the Dead in Khazad.

This book provides clues to the location of these lost secrets. But it is up to you as the gamemaster to determine where or even if these clues might be found. Until the characters succeed in locating the information for themselves, this material should be considered no more than rumor, its existence awaiting proof by those who are willing to undertake the challenge of exploring the farthest and most desolate regions of the Talislantan continent.

To the player characters, we say: good luck and good hunting!

Author Biography: **Stephan Michael Sechi**

Stephan Michael Sechi is the creator of **Talislanta**. Formerly president and creative director of Bard Games, he now works as a freelance designer, writer, and editor.

Stephan has written thirteen fantasy roleplaying titles for the **Compleat Fantasy**, **Atlantis**, and **Talislanta** series. His interests include the works of William S. Burroughs, football (he's a diehard New York Giants fan), the music of Steely Dan, the Police, and Tom Scott, the art of Phillipe Druillet, Moeblus, and Rodney Matthews, and lots of other stuff. Despite supposedly knowing better, he continues to be involved in the music business as a saxophone player and sometime studio musician.



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CHAPTER 1

History of the Forgotten Age

"Archaeus is a world older than reckoning, steeped in magic and littered with the ruins of a succession of past ages. Its history is as ancient as time, its origins lost in antiquity."

—Hotan's History of the World

The Forgotten Age spanned a period of many thousands of years, beginning even before the discovery of the orb that brought magic to the Men of Talislanta, continuing through The Great Disaster, and lasting until the founding of the Phaedran Empire. During this time, a single tribe rose from humble, primitive origins to become the greatest magicians in all the world: the Archaeans.

Modern Talislantan scholars have divided the history of the Forgotten Age into seven major periods: the Time Before Time, the First through Fourth Millennia, The Great Disaster, and the Age of Confusion. Records of this long-past time are practically nonexistent, thanks in large part to the effects of The Great Disaster, the burning of the Library of Badijan, and a handful of similar catastrophes. So, for aspiring Talislantan historians, the fragmented accounts of ancient chroniclers and savants must suffice as the only primary source materials on this period. As a result, all dates mentioned in the following text are estimates based upon the ancient Archaen calendar.

The Time Before Time

Despite the best attempts of Talislantan historians, little is known of this ancient epoch, which stretches back across countless millennia to the beginning of the world. The only evidence of civilization during this period can be found in the desolate land of Khazad. Here, rows of ancient grave markers bear mute testimony to the presence of the Thane, a race of seven-foot tall humanoids who once dwelled far to the north in the unknown land of Thanatus.

The Thane were occultists who possessed more than a passing interest in the lore of the lower planes. They plied the oceans in black-hulled vessels of mysterious aspect, though to what ends no one knows for certain. Historians believe the Thane constructed a port city along the western coast of Khazad, from which they conveyed their dead for burial in the territories to the south. Morbid and reclusive by nature, they avoided contact with the other inhabitants of Talislanta, a practice continued throughout the Forgotten Age.



The First Millennium

Sometime prior to the beginning of this period, a vessel of unknown origin fell from the sky to land in the wilds of western Talislanta. For untold ages it lay there, until a tribe of savages stumbled upon this mysterious craft while foraging for food. Inside the ship they discovered an unusual artifact, a crystalline orb that contained the secrets of a mysterious alien lore—magic.

The tribesfolk believed that this artifact fell from the heavens and revered its makers as deities. They practiced primitive magical rituals and erected stone monuments to these deities, who are now known only as the Forgotten Gods. This was the beginning of religion in Talislanta.

After a time, the tribe traveled to what is now southwestern Aaman, settling along the banks of the Axis River. They erected a walled fortification to protect themselves from wild beasts and savage tribes who might wish to steal their wondrous orb. In time, this place would come to be known as Arcanopolis, the City of Secrets, and its inhabitants would be known as the Archaens, keepers of the secret lore.

These early Archaens were animists whose worship of the Forgotten Gods probably took the form of witchcraft intermingled with some aspects of elemental magic and even black magic. They regarded the entire pantheon of Forgotten Gods as equals, and ascribed to each such virtues and weaknesses as they saw in themselves and in their surroundings.

Over the course of the next few centuries the Archaens extended their influence throughout the surrounding territories, battling the primitive tribes that had previously occupied these regions, peoples whom the Archaens condescendingly referred to as Sub-Men. By the end of the millennium they had ventured as far east as the Wilderlands, where they established a second settlement, the walled city of Phandril, in what is now Hadjistan. Here, the Archaens' plans for further expansion met an imposing obstacle: the giant race of reptilians known as the Drakken, rulers of the central regions of Talislanta.

The Second Millennium

During the first two hundred years of this period, the Archaens waged a long and costly campaign against the Drakken, generally with little success. This conflict came to a climax when the Archaens attempted to launch a massive attack against the Drakken citadel of Golarin. Drakken sentinels, stationed atop the Watchstone, spotted the Archaen host as it marched across the plains. Dragon riders were sent to the eastern fortress of Kharakhan, and reinforcements were dispatched to Golarin without delay.



The combined armies of the Drakken defeated the Archaens and drove them back to their own territories. Pressing the advantage, the Drakken continued on to Arcanopolis, razed the city, and returned to Golarin and Kharakhan in triumph. The great orb was lost or destroyed in the assault; no one knows for certain which. The surviving Archaens fled to the city of Phandril, carrying with them the secret lore of the orb transcribed in a great book of knowledge called the *Archaen Codex*.

Safe within the walls of Phandril, the Archaens plotted to avenge their defeat at the hands of the Drakken. They built new weapons of war, and proposed an alliance with the Sub-Men tribes based on their common hatred of the Drakken. Following a period of protracted negotiation, the Sub-Men agreed to join forces with the Archaens. In return, they were promised land rights to the fertile plains and the undying friendship of the Archaens.

Some time later a combined army of Archaens and Sub-Men set forth to assault the citadel of Golarin. This time the Archaens were prepared; their magicians summoned storm clouds to engulf the Watchstone, thereby concealing the arrival of their forces. With the advantage of surprise, the attackers scaled the citadel walls under cover of darkness and put the inhabitants to the sword. A handful of Drakken fled east in the direction of Kharakhan but were hunted down and killed by Sub-Men beastriders. The victorious armies then turned eastward and laid siege to the citadel of Kharakhan with similar results. The few surviving Drakken fled to the south, passing from Talislanta to a southern continent by means of a now submerged land bridge. The Second War with the Drakken was over, and the humanoid races ruled Talislanta.

A period of peace between the Archaens and Sub-Men ensued. During this time, the magicians of Phandril developed the new arts of wizardry, enchantment, and alchemy. A second wave of Archaen expansion followed as colonists spread across the continent, founding the cities of the Four Nations, Quaran, Jalaad, Ashann, Numenia, Osmar, Kasraan, and Xambria. This was the beginning of the Archaen Age, a time of great prosperity and rapid advances in the arcane arts. New forms of magic, such as alchemical hybridization, were pioneered; magical and alchemical wares were produced in abundance and sold throughout the Archaen Empire. The study of magic, once the exclusive domain of male Archaens, was opened to females as well, though prejudice against women magicians remained strong for many centuries.

By the eighth century of the Second Millennium the practice of invocation was gaining in popularity, and cults centered around a single divine entity began to flourish. The most powerful of these new cults were the Numenians and the Quaranians, whose followers would come to rule the rival religious states of Numenia and Quaran. The Numenians were symbolators who revered the god Ikon. The Quaranians were black magicians who employed ritual invocation to consort with extradimensional entities, summoning "visitors" to provide them with magical knowledge and power.

Near the close of the eighth century, one of the noblewomen of Quaran gave birth to a frightful, horned creature, the scion of a rebel shaitan named Zahur. The "baby" was named Drax. At age ten, Drax murdered his mother, took control of her estate, and with ruthless ambition subsequently became the first Necromancer King of Quaran. Drax was a dark and brooding creature whose goal was to attain power by any means. From his

father Zahur, he learned certain forbidden secrets of black magic. Soon, the Quaranians were creating armies of magical hybrids by crossbreeding Sub-Men, wild beasts, and lesser demonic entities; they then sent these armies forth to raid the territories of their neighbors.

Elsewhere, other ominous events were unfolding. Following a dispute over territorial boundaries, the rulers of the Four Nations declared war on each other. In a few short weeks, the War of the Four Nations was over, and the four city-states lay in ruins. Soon thereafter, raiders from neighboring Quaran rode in and carted off everything of value. During this time the magicians of Phandril developed the secret of windship arcanology, but selfishly refused to share this information with the other city-states.

Following the fall of the Four Nations, Quaran broke the ancient treaty the early Archaens had made with the Sub-Men and claimed the rich plainslands for itself. Angered at this betrayal, the Sub-Men tribes declared war on all descendants of the Archaens. So began the Second War with the Sub-Men.

Sometime during the early part of the ninth century, the brilliant theoretician Koraq began work on a new form of magic called sorcery. Though it would be almost a hundred years before any of his peers would comprehend the implications of his works, Koraq's discovery was destined to have profound effects on the history of the Archaens.

During the mid-ninth century, changes of some significance were occurring in Quaran. Drax departed the city under strange circumstances; some say Zahur spirited him to another dimension after he aroused the anger of the hierarchy of shaitan. He was succeeded by his understudy Narishna, a black magician regarded by many as Drax's pawn. Acting on the orders of his predecessor, Narishna ordered a systematic campaign of genocide against all non-Quaranians, whom he described as "inferior species." Over the next ten years untold thousands of the pacifistic Xambrians were slaughtered in the fire pits of Malnangar along with many thousands of Sub-Men.

The Numenians, under the Archmage Solimorrion I, condemned the actions of the Quaranians. In response, Quaranian necromancers cast a murrain upon the city-state of Numenia, causing its crops to wither and die. War between the two quasi-religious states of Quaran and Numenia ensued, climaxing in an epic magical conflict between Solimorrion I and Narishna. Narishna was vanquished, but Solimorrion I disappeared, never to be seen again.

With the death of Narishna and the disappearance of Solimorrion, Quaran and Numenia ceased to be powers on the continent. The black magicians of Quaran dispersed, to be hounded thereafter by Xambrian wizard hunters. Quaran's own armies of hybrid warriors sacked the capital, then joined forces with the Sub-Men tribes. Numenia fell to the Sub-Men, whose ever-expanding hordes soon ranged throughout much of the continent, posing a severe impediment to Archaen trade and travel.

On the eve of the Third Millennium, the rulers of the Archaen city-states convened to discuss the future of the empire. Acknowledging their inability to maintain order, the rulers resigned, and a group of seven master magicians was elected to serve as a new governing body. This group became known as the Archaen Cabal, and consisted of the sorcerer Koraq, the wizard Rodinn, the sorceress Sylan, the magician Arkon, an individual known only as the Enchantress, the illusionist Cascad, and the savant Xanadas.

After considering various alternatives, the Archaen Cabal made its first proclama-

tion: the old city-states would be abandoned and the land ceded to the Sub-Men, as per the ancient treaties. From then on Archaens would no longer dwell on the land, but in the skies.

The Third Millennium

The Third Millennium began with a conclave of the Archaen Cabal, which was convened in the old city of Phandril. From this meeting came several important edicts, including the First Law, which prohibited direct conflict between magicians. The Spell of Summoning was banned, and strict penalties were established to deal with individuals who dared to defy the law.

Construction of the first sky-city, to be called Aeon, was begun soon thereafter. By the end of the first century of the Third Millennium, the old cities were deserted. Only a handful of dissident magicians and outcasts remained behind to struggle for survival on the war-ravaged continent of Talislanta.



So began the Golden Age, an era of peace and intellectualism marked by fabulous achievements in the arcane arts. This halcyon epoch saw the establishment of other sky-cities: Locus, meeting place of the Archaen Cabal; Pompados, where the art of thaumaturgy was first perfected; Elande, a scholarly sanctuary devoted to the pursuit of knowledge and populated by one hundred of the best and brightest magicians of Aeon; Farnir, the city of alchemists; Erythria, citadel of warrior-mages; Shalihan, city of illusions; and other less memorable places.

A great age of discovery had begun. The savant Hotan pondered the nature of the Omniverse, while the illusionist Cascal explored the boundaries of perception and reality. Archaen explorers such as Nauticus sailed forth in their windships to visit the uncharted lands that lay beyond the continent of Talislanta. They returned bearing cargos of precious stones, exotic beasts, and magical herbs as well as news of other intelligent lifeforms.

Chief among these were the Neurians, alien castaways from a distant dimension whose ship had crashed on the continent of Simbar. These dual-encephalons knew nothing of magic, but were masters of a strange metaphysical discipline called technomancy that was unknown to the Archaens. They dwelled in Aurantium, a fabulous city plated with gold, and were skilled in the making of complex mechanisms such as automatons. Fascinated by these discoveries, the Archaens forged an alliance with the Neurians and became their trading partners. Over the next two hundred years, the two races would work together to explore the possibilities of interdimensional travel.

By the latter part of the Third Millennium the Archaens had established colonies on the continents of Celadon and Altarus. The floating sanctum of Imperion was created for the purpose of studying the many unique lifeforms that were indigenous to Celadon, while Randun and Kharistan were land-based citadels built by the Erythrians. The latter two outposts were not staffed by Archaens, but by neomorphs, artificial lifeforms created by the thaumaturges of Pompados.

The Fourth Millennium

The Fourth Millennium began in an inauspicious fashion. A group of over one hundred minor magicians and representatives from the sky-cities arrived at Locus and informed the Archaen Cabal that the rulers of the sky-cities had voted to limit the group's authority, reducing the Cabal to the status of an advisory board. The seven original members resigned in disgust and left Locus for distant locales. Unfazed, the representatives elected themselves to replace the Cabal. To many, this would be remembered as the beginning of the Age of Decline.

Preoccupied with their own petty interests, the new members of the Archaen Cabal failed to impose any meaningful restraint upon the populace of the empire. Allowed to do as they pleased, the rulers of the sky-cities became corrupted by greed and the desire for power. With much idle time on their hands, some began to acquire an appetite for exotic intoxicants and hallucinogens. Others sought to circumvent the ancient proscriptions against summoning spells by opening random gates into other dimensions. The wizard Rodinn, formerly of the Archaen Cabal, warned against creating these holes in the dimensional fabric but was branded a reactionary by his fellow magicians. Following a scandal involving the wife and seven daughters of the King of Pompados, Rodinn was forced to leave Pompados in disgrace.

In about the third century of the Fourth Millennium, an Archaen windship was caught in a tempest and forced to land on the southern coast of Talislanta. A tribe of seafaring Sub-Men known as the Baratus captured the vessel and forced its crew to teach them the secrets of windship navigation. Within ten years, the Baratus had acquired a fleet of stolen windships and become the bane of the skyways.

Over the next three hundred years, matters only worsened. In Shalihan, Archaens paid exorbitant fees to experience their wildest fantasies in the form of virtual illusions. The alchemists of Farnir abandoned serious experimentation and began instead to produce various preparations designed to enhance the physical beauty, skin and hair colors, and bodily forms of their wealthy Archaen clients. The One Hundred, the most renowned Archaen magicians, declared their sky sanctum of Elande off limits to all but the chosen elite. On the continent of Altarus, armies of neomorph warriors were sent forth into battle for the entertainment of Erythrian warrior-mages, who directed their respective forces from the comfort and safety of flying battle dragons.

At the close of the ninth century, a contingent of Neurians appeared before the Archaen Cabal, warning that excessive use of magic had weakened the dimensional fabric that separated the Archaen reality from other, alternate realities. The Neurians suggested a moratorium on the use of interdimensional spells and recommended that the Cabal allocate funds to study the problem in detail. More concerned with repairing Locus's nympharium, the Cabal members voted to ignore the Neurians' recommendation. Unbeknownst to its membership, the Archaen Cabal had convened for the final time.



The Great Disaster

The Great Disaster took much of the Archaen world by surprise, though some of the more prescient inhabitants had made such preparations as they were able. The Thane of Thanatus had interred their entire populace in the underground city of Necron, there to remain until the effects of the cataclysm had dispersed. The Ariane of Tamaranth remained secure in the maze city of Altan, protected by their natural magics. Archimandius, the legendary hero of those neomorphs and hybrids left behind when the Archaens took to their sky-cities, led a band of refugees to the safe haven of Alcedon. The Neurians sought to escape in a pair of dimension-spanning arks, though one ship failed to survive the catastrophe and crashed on the continent of Talislanta.



The cataclysm's effects were far-reaching and profound. The old crimson sun was sundered in two; planets shattered into fragments, and seven new moons appeared in the night sky above Archaeus. The continent of Simbar sank beneath the waves, while the land of Alcedon was uprooted and thrown into orbit around the world of Archaeus. The North Sea drained away, leaving an arid crater that would later become known as the Lost Sea. Firestorms swept across the plains, and mountains were riven into dust. Clouds of aberrant magical energy were unleashed into the atmosphere, wreaking havoc with the environment and resulting in climatic changes, mutations, and other anomalies.

For the Archaens, it was the end of an era. The sky-cities fell from the clouds, some drifting slowly, others plunging like stones. Locus was hurled into space, never to be seen again. Thousands perished along with the sky-cities, their cloud palaces shattered, their prized possessions strewn across the scorched terrain. The *Archaen Codex* was lost and would not be found again for hundreds of years. The inhabitants of the floating city of Elande sailed southward in their sky galleons only to be massacred by the Baratus. The survivors of The Great Disaster fled into the Wilderlands, some with their neomorphs and some without. These displaced peoples soon found themselves at the mercy of the other survivors of the disaster—the savage Sub-Men tribes.

The precise cause of The Great Disaster has remained a mystery to the present day, though most scholars of the New Age believe that this terrible cataclysm was caused by the excessive use and general misuse of magic. They speculate that this resulted in a weakening of the dimensional fabric, which in turn allowed extradimensional entities to invade the Archaen reality. Whatever the answer may be, The Great Disaster brought a sudden and final close to the Archaen Age.

The Age of Confusion

With the collapse of the Archaen Empire, the accumulated magical lore of the previous four thousand years was lost and the peoples of Talislanta reverted to an era of ignorance and superstition. The result was the Age of Confusion—a veritable “Dark Age” of magic in Talislanta, marked by violence and utter chaos. During this time, the Sub-Men tribes battled incessantly for control of the continent, waging war against each other and preying upon the many neomorphs and Archaens who had been displaced by The Great Disaster.

After much bloodshed, the tribes united under a common ruler known as the Tirshata, an individual who would become legendary as the greatest war-chief of the Sub-Men. Under his command, the Sub-Men drove the last descendants of the Archaens out of their ancestral lands and into the dark forests of Werewood. For the first time since the Forgotten Age, the Sub-Men reigned supreme over the continent of Talislanta.

The day of the Sub-Men was destined to be short-lived, however. The Tirshata disappeared under mysterious circumstances, and the tribes fell to fighting each other as they had in the past. Meanwhile, far to the west, a band of nomadic hunter-gatherers descended from the Phandre located the wreckage of a downed windship that contained the *Archaen Codex*, which had been missing since the time of The Great Disaster. With the lost secrets of magic once again in their possession, the Phandre established the new settlement of Phaedra in the region now occupied by the modern-day cities of Zanth and Aamahd.

The New Age

The founding of the city-state of Phaedra marked the beginning of a second age of civilization in Talislanta. The Phaedrans revived the study of the arcane arts, though women were once again excluded by and large from the practice of magic. The Phaedrans pondered the ancient texts, wrote laws, and formed a new government. Led by the descendants of the ancient Phandre, they rediscovered many of the lost secrets of their Archaen ancestors.

The first ruler of the new city-state of Phaedra was the archmage Solimorrion III, an individual regarded as the wisest of the Phandre. Solimorrion encouraged the study of the arcane arts and proclaimed laws that provided for such enlightened concepts as freedom of speech and religion. During his reign, the Phaedrans prospered and extended their dominion across much of what is now known as the Western Lands, forming the Phaedran Empire.



Sollmorion III succumbed to old age in the year 71 of the New Age. He was succeeded by his son Damon, a magician of modest talents and little foresight. It was during Damon's reign that religious conflict became widespread, and the new ruler proved either too weak or too shortsighted to remedy this problem. After twenty years Damon was forcibly removed from office, ending Sollmorion III's dreams of an enduring dynasty.

After Damon's ouster, forces of the rival Orthodoxist and Paradoxist cults vied for power, effectively neutralizing each other. The Phaedaran Council of Elders intervened to break the deadlock and decided to elect a moderate to serve in the new position of Wizard King. The council chose Kabros, a Phandre magician of wide abilities who had served as an apprentice under the great Mogendrake. After reviewing the situation, Kabros concluded that Phaedora was on the verge of collapse. For nine years he struggled to save the empire, though privately he advised his fellow magicians not to make any long-range plans.

In the year 100 of the New Age, when religious uprisings rocked the capital, Kabros called a meeting of his advisors. In a stirring resignation speech, he told them that the situation had gone from bad to worse, and advised them to "consider an exit, and a hasty one at that." That evening, he left Phaedora for the Thaccian Isles, and was never heard from again. For lack of a better plan, the advisors disguised one of their number as Kabros, successfully maintaining this ruse for eleven years.

When at last their trickery was uncovered in the year 111, Kabros's advisors fled for their lives. The Orthodoxists seized control of the government, rounding up all dissidents and imprisoning them in the penal colony of Gao-Din. The Paradoxists responded by declaring war on the Orthodoxists and attacking the capitol district of Badijan. In the ensuing battle the Library of Badijan was burned to the ground by Orthodoxist cultists, and most of the achievements of the Phaedaran magicians were lost forever. So began the Cult Wars, a series of bloody conflicts that would last for four hundred years and completely destroy the Phaedaran Empire.

The Phandre magicians, suddenly out of vogue, fled eastward to escape the grasp of Orthodoxist witch hunters. Unbeknownst to their former fellow citizens, they brought with them an artifact of great importance—the *Archaen Codex*, which they kept for themselves in an attempt to safeguard its existence.

For the next five hundred years Talislantan magicians practiced only the most rudimentary spells and incantations. Then, in the year 603 of the New Age, the Cymrilians opened a sealed vault in the basement of the Lyceum Arcanum and unearthed the *Archaen Codex*, which had been hidden there centuries ago by a Phandre magician who became the first Wizard King of Cymril. Thus began a new Age of Discovery, which continues to the present day.

Lore and Legend of the Forgotten Age

The following section contains information on the ancient civilizations of Talislanta's distant past, and describes the types of artifacts that explorers of the ruins of the old cities and other sites might find. It is up to you as the gamemaster to determine how much of this information is available to players, and where it might be found. Remember: until it is proven otherwise, players should consider all material in this section speculative at best.

For more information on artifacts, see Chapter 6.

Lore of the First Millennium



The Alien Vessel

The remains of the strange ship that was found by the early ancestors of the Archaens have never been found, despite numerous attempts by the Phaedrans and their successors. For thousands of years scholars believed that this vessel originated from another world outside the Archaen solar system. However, recent discoveries have indicated that this ship was probably of extradimensional origin. The Sindarans, descendants of the Neurians, believe that this vessel may have been of Neurian make, and so are especially anxious to locate any articles that may have originated from it.

Artifacts that might be found on this site include portions of the ship's hull, pieces of twisted metal, and items of unknown purpose.



Stone Dolmens

Before they established their first settlements, the early Archaens erected a number of dolmens and stone figures in the deep woodlands of what is now known as Werewood. These ancient artifacts were employed in druidical rituals devoted to their deities, who are now remembered only as the Forgotten Gods.

Dolmens, idols, and other ancient articles of witchcraft have been exhumed from parts of southern Werewood, but there has been little exploration of the interior regions. This is particularly true of Witchwood, a section of the forest where many of these stone structures still stand and continue to be used in the rites of the Dhuna witchfolk.



The City of Arcanopolis

Arcanopolis, also known as the City of Secrets, was the first Archaen settlement. It is said to have been built of green stone, though this story may be a fabrication. The inhabitants were animists who revered deities not unlike the greater elementals. When Arcanopolis was razed by Drakken armies from Golarin and

Kharakhan, they boasted that they had left not one stone standing atop the other. The ruins have never been located, and it is likely that the stones were carted off and used for other purposes. Buried somewhere in the wreckage lies the Archaen Orb, or its shattered remnants.

Artifacts that might be found here include the Archaen Orb, ancient stone tablets, idols, witchstones, dolmens, witch gates, discarded Drakken weapons and armor, and common items. If any magic items are found, they will probably be fairly primitive and will be based on the practice of witchcraft.



The City of Phandril

The city of Phandril was the second city built by the early Archaens, and stood for over two thousand years. During this time the city underwent numerous restorations and reconstructions according to the prevailing architectural styles and aesthetics of each successive era. The original city was said to have been made of sandstone blocks polished to a glossy sheen by elemental magics. Much later, Phandril was said to have been plated with precious metals, its glittering towers serving as moorage for the first windships. At its peak, Phandril was renowned for its wizards, who were famed for the fabulous enchanted items that they created. Almost every magical innovation known to the Archaens is said to have originated with the Phandre.

Abandoned during the latter part of the Third Millennium, Phandril was razed by hordes of Sub-Men, who left little behind save for a few fragments of shattered stone. The giant mausoleum towers in which the Phandre interred their dead fared far better, thanks in large part to the superstitious beliefs of the Sub-Men, who feared to disturb the dead lest they bring down a curse upon their own ancestors. The same cannot be said for the more "civilized" Talisiantans of later eras, who had no qualms about grave-robbing. During the New Age, the Hadjin purchased these ancient mausoleums from the Phaedrans in what may well have been one of the most profitable real estate deals of all time. Thousands of these structures can still be found in the present day, though some lean at odd angles or have toppled to the ground.

Artifacts that may be found here include Phandre glass sarcophagi, windship components and accoutrements, and enchanted items of many sorts.

Lore of the Second Millennium



Golarin

Golarin was the greatest of the Drakken cities, an immense, cyclopean structure constructed from giant blocks of black porphyry carried by land dragon from the Onyx Mountains. The outer walls were said to exceed one hundred feet in height; the black iron gates stood well over sixty feet tall and were wide enough to accommodate a fully armored land dragon.

The Drakken possessed no knowledge of magic, but had developed a thriving

culture. They knew how to forge iron, and used a complex written language of glyphs and symbols. Drakken symbology was three-dimensional; different meanings were indicated by the varying depths at which these symbols were carved in stone or impressed upon metal.

A short distance from the city stood the Watchstone, a towering rock spire atop which Drakken sentinels could scan the entire plains region. This structure still stands in the present day, though the city of Golarin was destroyed as an act of vengeance for the destruction of the Archaen city of Arcanopolis, and the city-states of the Four Nations were built upon the ruins.

Artifacts dating back to the time of Golarin that might be found here include fragments of black porphyry from the shattered city walls, Drakken glyphstones, Drakken silver coins, Drakken weapons and armor, and the Tomb of the Great Dragon Orrix, whose mummified remains are believed to lie buried beneath the ruins of the Four Nations.



Kharakhan

The Drakken citadel of Kharakhan was similar in most respects to the city of Golarin, but was smaller and constructed of a peculiar red stone that some modern-day geomancers believe was mined from the nearby Volcanic Hills. This material contains deposits of red iron ore and is extremely durable. As a result, perhaps as much as half of the original structures remain intact to the present day, though the outer walls of the city were either destroyed or dismantled over the course of the centuries. The subterranean levels of Kharakhan are believed to contain numerous relics and curios, though many of the underground passages and tunnels are probably unsafe.

Artifacts that might be found here include Drakken glyphstones, silver coins, weapons, and armor.



The Four Nations

The four walled city-states of the Four Nations were built upon the ruins of the immense Drakken city of Golarin, a structure of such vast proportions that its ruins provided most of the necessary materials used in the city-states' construction. The four Archaen city-states were built along the edges of the ruined city at the four cardinal points, one facing north, one south, one east, and one west.

Some of the black porphyry towers, columns, and archways of the Four Nations still stand to the present day, though most of these structures were destroyed during the War of the Four Nations. As the ruins were stripped by surrogate armies of the Quaranians soon after this debacle, much of the history and culture of the Four Nations remains a mystery. The Phaedrans explored the four ruined cities during the early part of the New Age and claimed to have discovered several dozen stone tablets that had been ignored by the Quaranians' surrogates. According to the Phaedran scholar Erastes, the tablets

indicate that the four rulers kept secret subterranean vaults in which they hid their most prized possessions. The Phaedrans never located these underground treasure troves, however, and so they may still remain intact, waiting to be discovered by explorers of the New Age.

Artifacts dating to the time of the Four Nations that may be found in this area include fragments of stone and metal, some bearing portions of ancient runes, and enchanted and mundane luxury items, weapons, and utensils. Erastes described the four vaults as containing "the gilded tomb of Irkhan, the mysterious elixirs of immortality, the *Nine Books of Knowledge*," and a fourth, unspecified treasure.



Quaran

Located to the south of the Kharakhan Wastes, the ruins of Quaran stand as grim reminders of the most sinister nation in the annals of Talislantan history. The Quaranians were black magicians who vacillated dangerously between diabolism and demonology. The original walled city was constructed of black and red basalt with rows of iron barbs lining the walls and parapets, which were designed both to keep invaders out and to prevent the city's inhabitants from escaping.

Today, little remains of the city of Quaran save a few stark stone towers, rows of blackened and defaced statues, and the rusted hulks of ancient killing machines. Generations of occultists and tomb-robbers have come to this place over the course of the centuries to sift through the ruins in search of Quaranian artifacts. Many articles have been retrieved from the ruins, often to the great regret of those who have found them. Countless others may still remain buried in tombs, vaults, and underground pits, awaiting discovery by those who covet infernal knowledge above all other considerations. The modern-day Rajans claim to be descended from the Quaranians, though it is more likely that the Quaranians created them.

Artifacts that might be found here include Quaranian weapons, bottle imps, cursed tomes, diabolical artifacts, and instruments of torture and death.



Jalaad

The crumbling ruins of the city of Jalaad, known during the Second Millennium as a center of scholarly activity, are located near the Zaran Mountains in the Wilderlands of Zaran. The outer walls and interior structures of this ancient city were constructed of white marble inlaid with blue jade. Many generations of Yitek tomb-robbers and Za bandits have stripped the ruins of most items of value, leaving a few structures of pitted, scarred stone.

The sole exception is the Library at Jalaad, a towering edifice warded by powerful enchantments, which remains relatively intact. The library is occupied by the descendants of a cabal of Callidian cryptomancers, who have endeavored to protect the facility's store of red iron tablets since the time of The Great Disaster. Individuals who wish to explore the library may do so only by permission of the Callidians, who deal sternly with looters and vandals.

Artifacts that might be found here include fragments of stone tablets, rare shards of blue jade, and the contents of the Library at Jalaad. Several large ossuaries located in the subterranean levels of the city may contain other items of interest, such as Jalaadian funerary relics. However, these areas are said to be haunted by necrophages, who come here to gnaw on the bones of the dead.



Ashann

In ancient times, Ashann was renowned for its astromancers, whose portents and divinations were greatly valued by the Archaens. The city once consisted of seven concentric rings, the outermost of which encompassed an area approximately two miles in diameter. These rings were constructed of deep blue basalt, measured nearly a hundred feet in width, and stood over forty feet in height. The pattern formed by the rings was said to have been integral to the casting of certain auguries, though the validity of this theory is difficult to ascertain since most of the rings were demolished during The Great Disaster. Portions of the rings still stand, and it may be possible to discern the outlines of the original structures in the parched terrain.

The only intelligent folk currently found in the vicinity of the old city are the mysterious beings known as the Wanderers of Ashann—tall, shrouded figures who can often be seen walking amongst the ruins. The Wanderers' motives remain unclear; some say that they search the ruins of the old city of Ashann for some lost artifact or item of occult significance. Others claim that Ashann was once their home, and that the Wanderers come here to watch over the remains of their long-departed ancestors.

Little may be found here other than fragments of faded blue basalt. The ruins have been picked over for centuries by tribes of Za bandits and other scavengers.

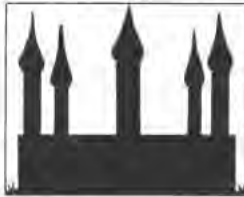


Numenia

The walled city of Numenia was built into the side of the southernmost peak of the Maruk Mountains, overlooking what was once a rich and fertile plain. In ancient times, this place was a center for the study of theology, visited by priests and savants from across the continent. The city was constructed of white and black opaline, and was renowned for its ornate temples. The high priests of the Numenians were equally famed, and were purported to be capable of performing miracles. Perhaps the greatest miracle was the giant idol known as Ikon, which stood guard over the city and was said to possess the ability to speak in tongues.

The black magicians of Quaran placed a powerful curse upon Numenia, poisoning its fertile plains and instigating a terrible war between the two rival nations. Though Quaran was defeated, Numenia was eventually overrun by Sub-Men and abandoned. During The Great Disaster the remains of the city were destroyed by an earthquake that leveled the surrounding mountains, burying the ancient tombs and temples beneath tons of rock and debris. The ruins of Numenia still lie undiscovered somewhere beneath the modern-day city-state of Maruk. The modern-day Marukans claim descent from the Numenians.

Artifacts that may be found here include the idol Ikon, Numenian temple artifacts, prayer wheels, holy items, Numenian scriptures, the tombs of Numenian priests and priestesses, and various reliquaries.



Osmar

The ruins of Osmar are located at the western edge of the Plains of Golarin, to the east of the Dead River. The original city was said to have consisted of five great towers enclosed within an outer wall built in the shape of a pentagram. In ages past, the inhabitants of this city functioned as enchanters and artificers, creating magical weapons, armor, wands, and other articles to the specifications of the Phandre wizards of Phandril. The Osmarins' magic workshops were said to operate night and day turning out enchanted goods for sale to the other Archaen cities.

Today, little remains of Osmar save its towers, which continue to stand like silent sentinels overlooking the Dead River. The ruins are now the domain of the Beastmen tribes, who continue to scour the surrounding areas for lost artifacts. Beastmen who hail from the Osmar ruins are often well armed, their pack-leaders sometimes attired in battle armor and enchanted weaponry of ancient make.

Artifacts that may be found here include Osmarin blades of blue iron, Osmarin battle armor, enchanted wands and staves, enchanted and mundane luxury items, and other magical components.



Kasraan

The ruins of Kasraan lie to the southeast of the city-state of Danuvia in the Desertlands of Zaran. In ancient times, the Kasir, as the inhabitants of Kasraan were known, were a mercantile folk who earned a living transporting goods by caravan between the other Archaen cities. By the Third Millennium, the caravans were replaced by armored conveyances that resembled fearsome metallic dragons and provided protection from hordes of Sub-Men.

The Kasir were very successful and were said to be so wealthy that the streets of Kasraan were paved with gold. While this is undoubtedly an exaggeration, many Kasir merchants and moneylenders were known to hoard vast sums of gold and precious stones, storing their riches in underground vaults of elaborate design.

Though the city of Kasraan was long ago reduced to a shambles by the ravages of wind and time, the catacombs located below the ruins remain largely intact. These subterranean haunts contain the petrified remains of the merchant kings and queens of ancient Kasraan, sealed within crypts of solid stone. Gaining entrance to the royal vaults is said to be a formidable task; the Kasir were skilled in the making of elaborate trap mechanisms and took exceptional pains to protect the bodies of their monarchs from tomb-robbers and other entrepreneurial types. The modern day Kasmirans are believed to be descended from the Kasir.

Artifacts that may be found here include devious Kasir trap mechanisms, iron dragons, Kasir ledgers, enchanted and mundane luxury items, and stores of gold and precious stones.



Xambria

Xambria was a walled city of great beauty, known for its splendid hanging gardens, quiet shrines, and tree-lined boulevards. Its inhabitants, the Xambrians, were a peaceful people whose daily lives revolved around the practice of mysticism, a field of magic that they may have learned from the reclusive Ariane.

During the latter part of the Second Millennium, Xambria was attacked by surrogate forces of the Quaranians, who took thousands of prisoners, marching them across the plains to the city of Quaran. Here, they were sacrificed in the fire pits of Malnangar as offerings to the rebel shaitan Zahur. In an attempt to eradicate the Xambrian people, the Quaranians then destroyed all traces of Xambria, smashing the Xambrians' homes into rubble, burning their crops and possessions, and poisoning their lands.

Due to the thoroughness of this destruction, no artifacts of any note are known to be found here.

Lore of the Third Millennium



Aeon

Aeon was the first of the sky-cities, a fabulous construct of translucent domes, spires, and elevated causeways that floated high above the clouds. The city was fashioned from materials derived through the art of thaumaturgy, using essence accumulators to extract raw materials from the very æther of Archaeus.

Enchanted crystals provided a virtually unlimited source of energy, keeping the sky-city afloat and serving as a power source for the Archaens' windships. Here, the Archaens lived in peace until the Golden Age waned at the beginning of the Fourth Millennium.

When The Great Disaster struck, Aeon simply dissolved, reverting to the basic elements from which it had been created. No trace of the inhabitants or their possessions has ever been discovered.

No artifacts from this sky-city are known to exist, though scholars theorize that items of nonthaumaturgical origin may have survived dissolution and fallen to earth in what is now the Wilderlands of Zaran. If this theory is true, it might be possible to locate such artifacts as enchanted crystals, spellstones, enchanted and mundane luxury items, Archaen runeswords, and enchanted items of various sorts.



Locus

Locus was a floating sanctum that was created to serve as a meeting place for the Archaen Cabal. The original structure was functional rather than decorative in design, and included living chambers for the seven founding members, a council hall, and a library, all encased within an impermeable sphere of force. By the

middle of the Fourth Millennium, after the original members had quit the Cabal in disgust, Locus had been expanded to include a pleasuredome, nymphaeum, floating gardens, and other amusements. By this time the membership included such minor

lights as the zealot Harrune the Hieromancer; the witchling Tinsel, a long-legged creature with a shock of blue frizz for hair; the conjurer Orfu, a glutton of such excessive habits that even the most artful enchantments could not conceal his corpulence; and the infamous rogue magician and trickster Zanillo.

No artifacts of any kind will likely be found below the former site of this sky-city; Locus was flung into space during The Great Disaster and has never been seen again.



Pompados

The sky-city of Pompados was created as a refuge for the Phandre, members of the former ruling class of the Archaen Empire who had dwelled in the landbound city of Phandril. The Phandre were enamored of pomp and ceremony, so much so that the magicians of Pompados regarded themselves as part of a royal magiocracy, and awarded themselves titles according to their perceived degrees of prestige. It was the duty of the Phandre to safeguard the *Archaen Codex*, the most important of all magical tomes.

The practice of thaumaturgy was most popular in Pompados, where essence accumulators functioned night and day producing essences of the most subtle and fabulous sort for sale to the other sky-cities. The proliferation of these accumulators was such that the wizard Rodinn worried that their continued use might have adverse affects upon the Archaen environment. Regrettably, his warnings were ignored.

When The Great Disaster occurred Pompados began to dissolve, as did Aeon. The inhabitants fled in their windships, taking everything of value that they could carry with them. Some are believed to have made it as far as the Thaeclan Isles, though most crashed in the territories now known as Mog and Jhangara. Harried by Sub-Men, the Phandre and their descendants dredged through the swamps and forests until the coming of the New Age.

Most of the artifacts of this sky-city disappeared following the dissolution of Pompados, though some are believed to have fallen to earth in what is now the Red Desert. The ruby tablets discovered by the Dracartans, engraved with certain thaumaturgical secrets, probably originated from Pompados. Other articles that might be found buried beneath the desert sands include essence accumulators, enchanted and mundane luxury items, the wreckage of ancient windships, spellstones, enchanted crystals, and tablets engraved with arcana. The *Archaen Codex* has already been recovered and now resides in a vault in the Lyceum Arcanum.



Elande

Also known as the City of the Four Winds, Elande was a sky-city of modest proportions originally intended to serve as a sanctum devoted to the pursuit of magical knowledge. It was populated by one hundred of the best and brightest magicians of Aeon, each a paragon of achievement in the arcane arts. It was the duty of the One Hundred, as they were called, to compile information about all aspects of the Archaen world, storing this information in crystal orbs or enchanted tablets, preserving samples of various species in stasis, and recording events of note.

Unfortunately, with the coming of the Age of Decline during the Fourth Millennium, the One Hundred began to lose interest in their duties. The quality of their work deteriorated as they began to view themselves as elite and superior beings. When The Great Disaster struck, Elande lost altitude and slowly drifted downward. In a panic, the One Hundred fled south in their windships, where they were attacked by a fleet of Baratus sky raiders. All but one of their vessels were shot from the skies to crash in the jungles of what is now the Dark Coast. The sole surviving ship reached the Isle of Phantas, where the passengers established the floating citadel of Cabal Magicus. The sky-city of Elande eventually landed on the flying island of Alcedon, where it is believed to remain to the present time.

Most artifacts predating the Age of Decline were left behind in the sky-city of Elande, where many can probably still be found. These include compendia, bestiaries, cosmologies, histories, and grimoires, all stored in enchanted orbs or engraved onto tablets; samples of ancient Archaen flora and fauna, preserved in stasis in crystal spheres or silver phials; enchanted and mundane luxury items, windship parts, spellstones, enchanted crystals, essence accumulators, and other thaumaturgical wares. Some of these items may also be found in the wreckage of the downed windships, though much was probably lost or destroyed during the battle with the Baratus. The Phantasians retained at least one essence accumulator and some of the lesser spellstones and grimoires.



Farnir

The sky-city of Farnir was established by a cabal of alchemists from the city of Aeon. Originally, the Farnirans specialized in the making of elixir vitae, a revitalizing fluid that, taken regularly, provided the Archaens with a greatly extended life expectancy. They also created and sold a variety of miraculous panaceas that could be used to cure all manner of ailments. By the Age of Decline, however, the Farnirans had become primarily interested in producing cosmetic enhancements, from which a greater profit could be derived. With the onset of The Great Disaster, Farnir plunged earthward and was trapped in a cloud of freezing vapor. The city and its inhabitants are believed to have been frozen in stasis, and may now lie buried under layers of crystalline ice in the frigid heartland of Narandu.

Artifacts that may be found here include phials of elixir vitae, cosmetic enhancements, enchanted and mundane luxury items, sophisticated alchemical apparatuses, and quantities of rare ingredients, many of which are now impossible to find elsewhere.



Erythria

Established at the onset of the Age of Decline, the sky-citadel of Erythria was the domain of a cabal of warrior-mages designated as protectors of the sky-cities. Despite the fact that the skyborne Archaens had neither true enemies nor any tangible territories to protect, the later members of the Archaen Cabal paid these militaristic magicians exorbitant fees to construct costly battle dragons and other engines of destruction.

The Erythrians also spent vast sums in the construction of two citadels on the continent of Altarus, which they populated with armies of neomorph warriors. Here, on the Plains of Armageddon, military exercises were held, ostensibly in preparation for some future war. These operations were largely pointless endeavors, with rival commanders sending their surrogates into battle in order to settle petty disputes, win favors or promotions, or simply amuse themselves. Like many of the sky-cities, Erythria suffered dissolution during The Great Disaster. Its inhabitants, unprepared to deal with such an eventuality, perished and were never heard from again.

No artifacts from this sky-citadel have yet been found; its vast store of weapons is believed to have fallen into the Far Seas when Erythria dissolved. Engines of war, weapons, and other military apparatuses created by the Erythrians may still be found on the continent of Altarus, along with the descendants of the neomorphic warriors who served there.



Shalihan

The sky-city of Shalihan was known as the City of Illusions, an apt name since almost everything and everybody in Shalihan was created through the arts of illusion and conjuration. Clients from the sky-cities flocked to Shalihan to experience their wildest fantasies brought to life in the form of "virtual illusions." Many found these imaginary vistas preferable to reality and spent the remainder of their lives in a virtual haze. No one knows for certain what became of Shalihan during The Great Disaster. Apparently, the entire city simply vanished into thin air.

No artifacts have yet been found here, primarily because so much of the sky-city was illusory. Only the writings of Cascal have survived to the present day (see Chapter 5).



Randun and Kharistan

The Erythrians established these two colonies on the continent of Altarus and populated them with armies of neomorph warriors, sub-commanders, and supporters. Each colony was a fortified citadel, armed to the teeth with weapons and engines of mass destruction. The Erythrians staged "war games" in the territory that lay between the two cities, using their surrogates to test various strategies and scenarios. Casualties were replaced by new troops bred within the walls of the citadels.

When The Great Disaster occurred, the Erythrians abandoned their creations, who continued to fight on according to their final instructions. Both citadels were eventually razed, though the ruins of Randun and Kharistan continue to stand to the present day. Historians believe the neomorphic inhabitants dispersed long ago, leaving the two sites vacant at present. The two ruined cities are said to emanate virulent magics, the lingering effects of the dangerous weapons and toxic substances that were stored here.

Artifacts that may be found here include the rusted hulks of ancient Erythrian war engines such as iron war dragons, iron scorpions, siege golems, battle golems, flying battle dragons, and bombastions; explorers may also find the discarded weapons and

armor of deceased armies of neomorphs. The ruined citadels are believed to contain volatile materials such as glassy spheres of Red Menace (liquid fire) and Blue Havoc (liquid ice), enchanted power crystals, alchemical toxins, and poisonous gases and dusts used in warfare.



Imperion

Imperion was a floating research colony built by the Phandre and located on the continent of Celadon. Its purpose was twofold: to produce an inexpensive supply of rare herbs, plant products, and exotic animals to sell to the sky-cities, and to serve as a laboratory for the creation of new types of hybrid plants and creatures through the process of biomancy. Almost from its inception, the operation proved disastrous. First, two specimens of a deadly biomantic hybrid known as the manrak escaped from the laboratory, upsetting the delicate ecological balance of the surrounding regions. To remedy the situation, the Phandre biomancers created a species called crysalids to combat the manraks. Unfortunately, both species turned out to be too prolific to control, and the biomancers were forced to abandon any hope of containing the damage from this project. Later experimentation resulted in even more disastrous consequences, necessitating the implementation of ever more drastic "remedies," with similar results.

At the time of The Great Disaster, Imperion drifted earthward, landing in close proximity to a hive-colony of manrak. The predatory insectoids finished off the biomancers in short order, though some of their creations are believed to have survived and eventually adapted to the local environs.

Artifacts that may be found here include biomantic apparatuses and texts, specimens frozen in stasis, enchanted and mundane luxury items, and Phandre enchanted items.



Aurantium

Aurantium was a fabulous city plated with pure gold and located on the continent of Simbar. It was not an Archaen colony, but rather a sanctuary constructed by the Neurians, castaways from a distant dimension who had crash-landed on the continent of Simbar long before its discovery by Archaen explorers. An advanced race of dual-encephalons, the Neurians possessed knowledge of a form of metaphysics that was unknown to the Archaens, a combination of magic and science known as technomancy. Using this knowledge, the Neurians had perfected the art of metallurgy, constructing elaborate automatons and other wondrous metallic apparatuses. They found magic incomprehensible, but had developed a mental discipline that allowed them to harness the power of their double brains.

Though unable to return to their home, the Neurians had constructed metal-hulled vessels operated by crews of humanoid automatons, which they sent forth to explore the surrounding waters for other signs of intelligent life. These unmanned ships never ventured as far as the Talislantan continent, primarily because an intelligent aquatic species known as the Hydrans frequently preyed upon them.

The Neurians shared many of their secrets with the Archaens and entered into a partnership of sorts with them, allowing Archaens to live and study with them in the city of Aurantium and purchasing magical apparatuses from the Archaens in exchange for gold. In return, the Archaens taught them about windship arcanology and agreed to help the dual-enkephalons construct vessels capable of interdimensional flight so that the Neurians could return to their home. The latter project languished for centuries, thanks in large part to Archaen procrastination; motivated by greed, the Archaens were more interested in turning a quick profit by producing precious metals.

The Neurians finally completed construction on two prototype vessels just as The Great Disaster was about to occur. Having learned of the coming cataclysm through technomantic analysis of the surrounding environs, they warned their partners that they must flee Archaeus at once. The Archaens demurred, reluctant to leave the golden city and its fabulous riches. Puzzled, the Neurians left them behind and departed the continent of Simbar just as it sank beneath the waves.

One of the Neurian vessels was said to have passed through an interdimensional nexus and disappeared into the Continuum. The other suffered a malfunction and crashed somewhere on the continent of Talislanta—most likely in the Northern Sea, now known as the Lost Sea. Most of the Archaens, left back in the city of Aurantium, went to the bottom of the ocean, though some are said to have escaped in hastily improvised rafts and boats. The ancestors of these survivors are known today as the Oceanians. Several of the Neurians' metal-hulled ships survived along with their automaton crews. In modern times they have come to be known as the Parthenians, named after the island on which they settled after Simbar sank beneath the waves.

The sunken city of Aurantium is believed to contain Neurian technomantic apparatuses, automatons, and great quantities of gold and silver ingots. The Neurian ship that crashed on Talislanta has never been found, but is thought to contain a variety of technomantic and magical artifacts, including Neurian technomantic apparatuses, enchanted crystals, and items of unknown purpose.


Lore of the Phaedran Era



Phaedra

During the first century of the New Age, the Phaedrans discovered numerous artifacts and texts of arcane significance that had been lost since the time of The Great Disaster, and they created a number of their own works as well. Unfortunately, the vast majority of this arcane lore was destroyed or confiscated by Orthodoxist zealots at the onset of the Cult Wars. Yet some of the most cogent Phaedran and old Archaen artifacts were smuggled out of Phaedra by the Phandre when they fled east in order to avoid persecution by Orthodoxist witch hunters.

A number of Phaedran artifacts, such as the works of Kabros, Solimorrion III, Damon, and others, survived the Orthodoxist Inquisition. Much of what the Phandre smuggled out of Phaedra was eventually locked away in the lower levels of the Lyceum Arcanum by Pharos, the first Wizard King of Cymril. Other artifacts were lost, stolen, or buried in the Phaedran tombs that line the shores of the Sascasm River in Werewood.



Secrets of the Past

The following section features information that is intended as a resource for the gamemaster only; the secrets contained within these pages are not meant for the players' eyes. As with much of the other information in this book, the availability and even the veracity of this information is entirely up to the gamemaster to decide.

Origins of the Ariane

The Ariane are a mystical race whose origins remain unknown to Talislantans of the New Age. Some believe that they are descended from the First Folk, a legendary race of forest dwellers that is thought to have predated the early Archaens by thousands of years. Others believe that Ariane Seekers arrived in Talislanta from the mythical land of Atlantis, perhaps on the alien vessel that crashed in western Talislanta thousands of years ago.

The Ariane politely refuse to explain their origins to outsiders, stating that the true story is too complicated to explain to those who do not understand the tenets of transcendency. The most that they will say is that all of these theories may well be true, for the Ariane have lived countless lives on countless worlds. They state that for masters of transcendency it is possible to simultaneously exist in many different times and locales.

It is said that the complete history of the Ariane race is recorded in the great obelisk that stands at the center of the maze city of Altan. Someday, perhaps, the Ariane Elders will consent to explain the origins of their people. Until that time, Talislantan scholars will continue to ponder their theories and speculate upon what may have transpired in the long-forgotten past.

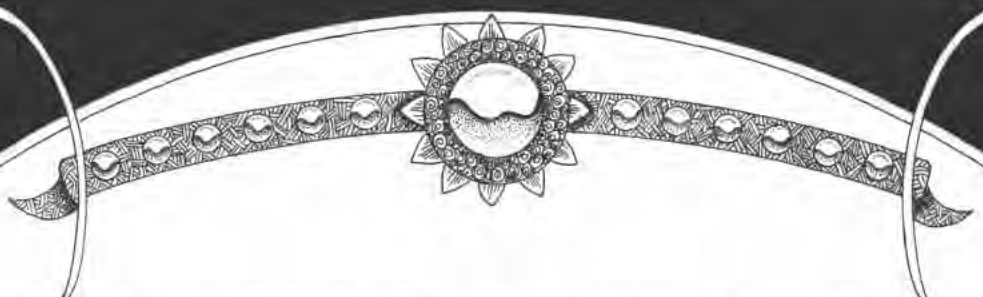
Origin of the Black Savants

Long regarded as diabolists, the Black Savants of Nefaratus remain an enigma to Talislantans of the New Age. Morbid and reclusive by nature, they have always avoided contact with the other intelligent peoples of Talislanta. For centuries, scholars have studied ancient tablets and ruins in an attempt to discover the origins of this mysterious race, but without success. However, if the player characters explore some of the ancient crypts found throughout the desolate land of Khazad, they may uncover the following information:

The Black Savants are the descendants of the Thane, a reclusive race of humanoids whose origins predate the early Archaens. They dwelled in a vast underground cavern located on the Isle of Thanatus, accessible from the sea by means of a network of underground canals. Their black-hulled vessels plied the waters of the Midnight Sea and beyond, waging war against the sinister aquatic creatures known as the Hydrans, who ruled the oceans of Talislanta during ancient times.

Thane ships are known to have traversed the Northern Sea, now known as the Lost Sea, en route to Khazad, where the Thane buried their dead. The rows of ancient stone obelisks that mark these gravesites can still be seen in Khazad to the present day, though most of the old Thane seaports are now gone. The Thane may also have followed the Dead





River southward as far as the jungles of Chana in order to obtain the rare herbs and ingredients used to embalm their dead.

The Thane were occultists whose necromages communed with certain entities from the lower planes and practiced an ancient form of magic that is unknown to Talislantans of the New Age. Thane necromages may have alerted Diabolus to the treachery of the rebel shaitan Zahur, resulting in both Zahur's expulsion from the ranks of the shaitan and the subsequent exile of Drax, ruler of the Quaranians. Aside from this, the Thane seem to have avoided all contact with the Archaens, keeping to their own affairs.

The Thane disappeared sometime during the Third Millennium and have never been seen since. While scholars of later ages assumed that the Thane perished during The Great Disaster, this was not the case. Through their sources on the lower planes, the Thane learned in advance of the coming of The Great Disaster and made preparations to ensure the survival of their race. To this end, they constructed a vast necropolis called Necron in northern Khazad. The entire population of Thanatus was interred there until such time as the effects of The Great Disaster had passed.

Several centuries ago, their guardian devils awakened the Thane necromages from their long slumber to begin the work of restoring their dead comrades to life and establishing a sanctuary on the island of Nefaratus. The reanimated corpses of these Thane necromages are today known as the Black Savants.


The Origin of the Thralls

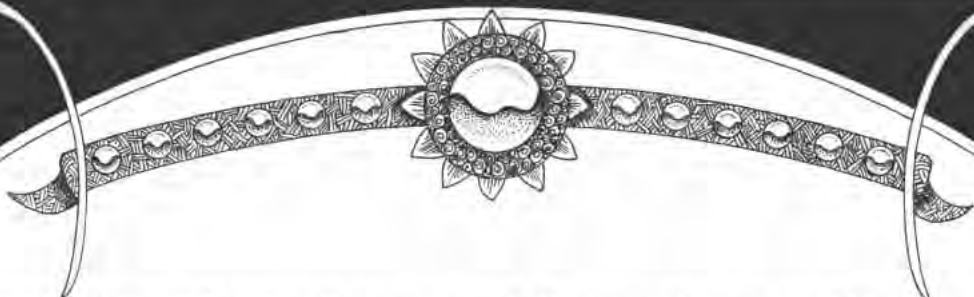
Known throughout Talislanta for their martial prowess, the Thralls are descended from a race of beings created by the process of alchemical hybridization. The Phandre created the first prototypes of the species, which they subsequently sold as slaves to the Numenians, hence the name Thralls. The Thralls helped defeat the hybrid forces of the Quaranians, hastening the end of the Quaranians' dark empire. Yet after the fall of Numenia, the surviving Thralls were left to fend for themselves as their Archaen creators abandoned the world below and took to the skies.

Left to their own devices, the Thralls banded together and spent the remainder of the Age of Confusion fighting for survival against wild beasts, magically mutated creatures, and tribes of hostile Sub-Men. They eventually settled in the jungles of Taz, where they remained until their first contact with the Phandre refugees who would later become known as the Cymrilians.

Origins of the Yassan

According to ancient records, the Yassan were a variety of neomorph servitors created by the thaumaturges of Pompados, ostensibly for sale to the Neurians of Aurantium. As members of an enlightened race, the Neurians refused to purchase living beings for use as slaves despite the Archaens' arguments that the servitors were artificial lifeforms. Instead, the Neurians hired the prototypes to work for them and taught them





as much technomantic lore as the mono-encephalic neomorphs were capable of comprehending. These neomorphic servitors became known as the Teknar—literally, “assistant technomancers.”

Under the guidance of the Neurians, the Teknar prospered and soon gained a reputation as skilled artisans of the first order. They are said to have assisted in the construction of the transdimensional arks in which the Neurians hoped to return to their home world. Contingents of Teknar were aboard the two arks that departed from Auranium as the continent of Simbar sank below the waves at the onset of The Great Disaster.

When one of the two ships went down over the Talislantan continent, the surviving Teknar became separated from the other members of the crew. This group, led by a Teknar named Yassan, spent many years looking for its lost employers without success. The Teknar eventually joined forces with a tribe of nomads who, unable to comprehend the details of their story, began to refer to them as the people of Yassan, after their leader. The name stuck, and so the Teknar became the Yassan.

The Wanderers of Ashann


The Wanderers are the last survivors of a cabal of Archaen mystics known as the Gray Order who once dwelled in the sky-city of Aeon during the Third Millennium of the Forgotten Age. When The Great Disaster struck and Aeon was destroyed, the mystics fled from the city via windship, bearing with them a sacred artifact—the Eye of Ikon, an enchanted crystalline orb that once served as the ocular organ of the giant Numenian golem, Ikon. Unfortunately, as they sailed westward their windship passed into a cloud of radiant dust. The mystics were permanently blinded and their vessel crashed in the Wilderlands. Though eleven of the most powerful members of the Gray Order survived this ordeal, the Eye of Ikon was lost during the ensuing cataclysm.

The eleven blind savants have searched the ruins of Ashann and the surrounding environs for thousands of years, hoping in vain to locate the lost artifact. So they have come to be known as the Wanderers of Ashann.

The Wanderers usually travel in pairs, though there is a single group of three that is said to include the cabal's leader. All are magicians of great power who possess more than adequate means to defend themselves from any threat.

The Nexus Theory

Some scholars theorize that the world of Archaeus may lie adjacent to an interdimensional nexus, a conflux or crossroads of several planes of existence. The Neurians believed that this was indeed the case, and hoped someday to build a transdimensional vessel in order to return to their home world. The Archaens, on the other hand, were skeptical of any theory based on the concepts of technomancy, which many regarded as a speculative form of arcanology. If the nexus theory is true, this might explain why extradimensional entities such as quasi-demons, devils, ghosts, and similar “visitors from other planes” can be found in Talislanta in such great numbers.



Forgotten Arcana

Since the time of the Archaens, many magical and alchemical skills and fields of study have been lost or forgotten. This chapter contains a list of some of the most interesting skills and fields your PCs may uncover in their research. Note that this list should by no means be considered complete; other skills and fields may well be discovered in the coming years.

All skills in this section are presented in the following format:

- Name of skill or field
- History of skill or field
- Description of skill or field
- Cost in experience points to acquire this skill or field
- Attribute used to modify this skill or field
- Modifier for degree of difficulty in attempting to learn this skill or field

Alchemical Hybridization

This minor field of study was invented during the Second Millennium when certain well-meaning alchemists attempted to create useful hybrids from existing species. Generally speaking, the earliest experiments in Alchemical Hybridization proved somewhat discouraging. The convoluted processes involved in these operations were both time consuming and costly, and generally tended to yield unpredictable results.

The most notable failures occurred in experiments with vertebrate species, when the level of alchemical arcanology proved insufficient for the task at hand. Abominations of the most hideous types emerged from the vats to wreak havoc upon their creators. The hybridization of plant species yielded greater success, and alchemists were able to develop a series of procedures that would later be adapted to the field of botanomancy with even better results.

Alchemical Hybridization was all but abandoned by the middle of the Second Millennium. The practice was later revived by the Quaranians, who applied certain improvements suggested by the dark entities with whom they consorted. The development of the essence extractor, a crude device used to drain living creatures of their vital essences, decidedly improved the earlier methodology; though the moral implications of such gruesome practices were somewhat distasteful, this was of no concern to the Quaranians. By such means, successful hybrids like the Araq and banes were created, much to the dismay of those counted among the Quaranians' enemies.

Following the fall of Quaran, all practices associated with Alchemical Hybridization were outlawed and the use of essence extractors banned. Some few of these fiendish devices are believed to have survived to the present day, however, and may be found buried among the ruins of Quaran. Though these artifacts are outlawed in most civilized lands, the Rajans have offered a reward of 200,000 gold lumens for a functioning essence extractor.

The procedure for Alchemical Hybridization is as follows:

- Step 1. The two different lifeforms that are to be crossbred, one male and one female, are secured to separate tables and connected to an essence extractor by means of a network of glass tubing.
- Step 2. The essence extractor is activated.
- Step 3. After twenty-four hours, a liquid mixture composed of the combined living essences of the two lifeforms is derived.
- Step 4. This liquid essence is placed in an amberglass-lined vat, which is sealed with paraffin.

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In two weeks' time, the vat may be opened. Roll on the Action Table to determine if the hybridization process has yielded a living organism. If so, calculate the results of the hybridization process using the following guidelines:

- Add up all attribute bonuses and penalties for each of the two lifeforms being used in the experiment. The lifeform with the highest attribute total is classified as the primary entity; the other is the secondary entity.

- To determine the hybrid creature's attribute ratings, height, weight, level, attacks, special abilities, armor, gender, and hit points, roll d20 for each on the Alchemical Hybridization Table.

Alchemical Hybridization Table

<i>Die Roll</i>	<i>Result</i>
1	Unfavorably mutated attribute/characteristic; specific effect is up to the gamemaster.
2-4	Attribute/characteristic is as per secondary entity.
5-13	Attribute/characteristic is as per average of primary and secondary entities. With regard to special abilities, there is a 50% chance that the hybrid will possess the ability in question; regarding gender, this result yields a sterile or hermaphroditic hybrid.
14-19	Attribute/characteristic is as per primary entity.
20	Favorably mutated attribute/characteristic; specific effect is up to the gamemaster.

Note that fertile hybrids may be used as subjects in second- or third-generation hybridization procedures, or can be normally bred with compatible creatures in order to produce new species of lifeforms.

The hybridization process is almost invariably fatal to the original subjects employed in the operation; each must roll versus CON at a penalty of -4 to survive such a procedure. For this reason, and due to various ethical and moral concerns, alchemical hybridization is illegal in most Talislantan countries. In any event, the intricacies of the procedure are such that few magicians or alchemists can afford to engage in such experimentation.

Cost to Acquire: 20 XPs

Attribute Modifier: INT

Difficulty: -9

Blomancy

Erroneously referred to in some ancient texts as sorcerous hybridization, blomancy is a branch of thaumaturgy that was primarily concerned with the creation of new lifeforms, and to a lesser extent with the modification of existing lifeforms. Blomancy used some of the principles of Alchemical Hybridization, but replaced such cruel devices as the essence extractor with more advanced and humane tools such as the essence accumulator, a sophisticated apparatus integral to the practice of thaumaturgy.

Practitioners of blomancy developed the means to analyze existing lifeforms and to determine their precise component parts. These vital components were then derived from the Archaen

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environment using an essence accumulator, measured to exacting specifications, and infused into a biomantic chamber. The end result was a new lifeform created according to the biomancer's designs.

Using the principles of biomancy, the Phandre created new types of plants, animals, and insects, along with neomorphs such as the Bodor, Thiaslans, Monads, and others. No longer did the Archaens have to engage in dangerous or menial labors, when neomorphs could be designed to undertake such activities. Hunger became a thing of the past, as edible plants and beasts could be created in abundance. Mishaps of the type that occurred with alarming frequency during Alchemical Hybridizations were greatly reduced.

Not all Archaens were convinced that biomancy was entirely beneficial to civilization, however. Some, such as Rodinn and Koraq, questioned the wisdom of creating new species, claiming that experimentation of this sort could have an adverse effect upon the balance of nature. The Phandre, never ones to dwell overlong upon matters of ethics, regarded such concerns as secondary to matters of profit.

Cost to Acquire: 30 XPs

Attribute Modifier: INT

Difficulty: -13

Biomantic Analysis

Biomantic Analysis is the skill by which the essential components comprising any lifeform or substance are determined. To use this skill, the biomancer must have access to a biomantic analyzer (see Chapter 6), a handheld device that operates on the principles of thaumaturgy. Once a lifeform's essential components have been determined, a replica or modified version can be created using other biomantic skills.



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The magical field of biomancy is a prerequisite for the acquisition of this skill.

Cost to Acquire: 25 XPs

Attribute Modifier: INT

Difficulty: -10

Create Neomorph

This is the ability to create artificial lifeforms through the use of thaumaturgical essences. The procedure is nearly identical to that of Alchemical Hybridization, with a few notable exceptions. First, a matrix describing the seven most important attributes of the new lifeform must be designed. Second, the essential components are derived through the use of an Archaen essence accumulator rather than an essence extractor. Finally, a biomantic chamber (see Chapter 6) is substituted for a common vat. The time required to complete the operation is fourteen days: seven to prepare the matrix and essential components, and seven to allow the new lifeform to take shape in the biomantic chamber. To determine the results, roll a d20 on the Alchemical Hybridization Table above at a degree of difficulty penalty of -10.

The magical field of biomancy is a prerequisite for the acquisition of this skill.

Cost to Acquire: 10 XPs

Attribute Modifier: INT

Difficulty: -10

Create Simulacrum

This is the ability to create an artificial lifeform that perfectly resembles a specific individual. The procedure is similar to that of the skill Create Neomorph, but is a good deal more complex since the seven major characteristics must perfectly match those of the individual upon whom the matrix is based. The time required to complete the operation is twenty-one days: fourteen to prepare the matrix and its essential components, and seven to allow the simulacrum to take shape in the biomantic chamber. To determine the results, roll a d20 on the Alchemical Hybridization Table above at a degree of difficulty penalty of -20.

The magical field of biomancy is a prerequisite for the acquisition of this skill.

Cost to Acquire: 10 XPs

Attribute Modifier: INT

Difficulty: -10

Erythrian Battle Magic

Erythrian battle magic is a branch of wizardry invented by the Erythrian warrior-mages of the Third Millennium. The various spells and skills of this field were developed specifically for use in warfare and tested on the continent of Altarus. When the sky-city of Erythria fell into the Far Seas, nearly all of this martial lore was lost, and has never been recovered to the present day.

The following is a brief list of Erythrian battle skills believed to have been used prior to the onset of The Great Disaster. A listing of the known spells of Erythrian battle magic can be found in Chapter 4.

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Construct War Machine

This is the ability to design and build any of the more common types of Erythrian war machines, such as siege golems, flying battle dragons, dreadnoughts, and so forth. The creation of such an elaborate construct requires a minimum crew of twenty Monads or other heavy laborers, a master technomancer, two assistant technomancers, and a warrior-mage. The material cost of such a project will be at least $100,000 + d20 \times 1,000$ gold lumens, or the equivalent in other currency. Assuming the availability of materials, the time required to complete one war machine is 6 months.

Cost to Acquire: 15 XPs

Attribute Modifier: INT

Difficulty: -10 for land-based machines, -15 for flying machines

Operate War Machine

This is the ability to pilot one type of Erythrian war machine. All such mechanisms require a minimum crew of ten: the operator plus four artilleryists, a forward observer, a rear observer, a technomantic engineer, and two assistants. The assistants are necessary to perform the countless minor repairs and adjustments constantly required in order to keep such mechanisms in working order.

Cost to Acquire: 15 XPs

Attribute Modifier: DEX

Difficulty: -2

Ritual Invocation

This archaic field of magic was practiced by the Numenians and Guaranians of the Second Millennium, among others. The practice of ritual invocation was the forerunner of the modern-day field of invocation, and like the modern field it enables the practitioner to derive power from extradimensional sources. Ritual invocation is much more dangerous, however, for it requires the practitioner to summon entities from other planes of existence in order to obtain their services through offerings or coercion. Since few extradimensional entities appreciate being dragged from their homes by mortal beings, such practices occasionally result in dire consequences.

The practice of ritual invocation requires the following skill:

Inscribe Circles of Protection

This is the ability to inscribe the two seven-foot diameter circles and accompanying symbols necessary to cast a Spell of Summoning (see Chapter 4). The procedure takes 20 rounds to complete, and requires one vial of magical pigment and a brush or stylus. Inscriptions of a more permanent nature can be engraved into a solid stone floor, a task that will take a skilled stonemason at least seven hours to complete. The circles and symbols must be inscribed on a flat surface, and must be flawlessly executed. So much as a single imperfection will void the protective capabilities of the inscriptions.

The only way to know for certain whether the inscriptions have been drawn correctly is to actually cast a Spell of Summoning and observe the results. If the circle meant to confine the summoned entity is flawed, the entity will be free to do as it will. Depending upon its nature, it may return to its home plane or may decide to remain on the plane to which it was summoned, to wreak such mischief as it desires. If the circle meant to protect the summoner is flawed, then he

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or she may be susceptible to influence by the summoned entity. If both circles are flawed, the protective qualities of the circles are voided, and the summoner will be at the mercy of the summoned entity.

Cost to Acquire: 10 XPs

Attribute Modifier: DEX

Difficulty: -9

Neurian Technomancy

The Neurians were the inventors of technomancy, a field of metaphysics that focused on the use of specialized skills and complex mechanisms rather than spells and magic items. Much of their alien lore was lost during The Great Disaster, when the continent of Simbar sank beneath the waters of the Crimson Sea. Few mono-encephalons possess the high degree of intelligence necessary to master Neurian technomancy.

Cost to Acquire: 20 XPs

Attribute Modifier: DEX

Difficulty: -10 for dual-encephalons, -20 for mono-encephalons

The following skills derive from the field of Neurian technomancy:

Construct Automaton

This is the Neurian technomantic ability to construct "intelligent" mechanisms, devices that can be programmed to perform specific functions. Most automatons were built with some degree of motility and designed to resemble stylized humanoid beings; the Parthenians are a prime example of this type. Influenced by the Archaens, the Neurians also created automatons patterned after other types of creatures such as dragons, spiders, steeds, and so forth.

All automatons employ enchanted crystals as a power source, the level of the crystal determining the maximum level at which the construct can be built. Enchanted crystals of the required sort are rated at 10 carats per level. Every automaton must also be equipped with a sensorium, or "mechanized brain," of great complexity. Even the most advanced automatons are not capable of emotional responses or original reasoning per se; rather, these constructs can only respond within the parameters established by their sensoria. The number of responses that can be programmed into such a device cannot exceed one per every two levels of the construct. A listing of possible programmed responses includes the following:

- **Motility:** The automaton can move as per the type of creature the automaton is designed to emulate. Generally speaking, an automaton's speed rating will be 1-4 points lower than the type of creature it has been designed to resemble. Thus an automaton patterned after a creature with a +2 SPD would end up with a SPD between +1 and -2. Nearly all automatons will have this program.
- **Observation:** The automaton is capable of sight and can recognize basic forms and patterns. An automaton with this response can categorize objects into general groups such as humanoids, beasts, conveyances, liquids, solids, and so forth.
- **Speech:** The automaton is programmed to speak a language. If multilingual capabilities are desired, several speech programs must be used.
- **Protection:** The automaton will attack or restrain any creature or object designated by its maker as a foe. The degree of force that is to be used can be moderated as desired. The

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observation program is a prerequisite for this response.

- **Seek:** The automaton will search for specific creatures, objects, or substances as indicated by its maker. The observation program is a prerequisite for this response. When combined with protection, this program yields the dual function seek and destroy, or seek and retrieve.

- **Knowledge:** The automaton is programmed to contain knowledge of a specific subject or field, such as history, geography, technomancy, alchemy, and so on. Note that knowledge does not confer comprehension or practical ability, per se. Rather, automatons with this program are similar to walking encyclopedias. The knowledge contained within such a program can be quite detailed, though again, no ability to apply this information is implied. An automaton can be provided with more than one knowledge program, and a separate program is required for each field or subject. In order to be effective, this program is generally combined with the speech or scribe response.

- **Scribe:** The automaton is programmed to record information in written form, either on parchment or by more elaborate means.

- **Skill:** The automaton is programmed with a specific skill, usually somewhat narrowly defined. Possible skills include such things as Navigate Ship, Pilot Ship, Load Cargo, Sentinel, Wield Sword, and so on. Automatons cannot learn magic, but they can be programmed to employ enchanted items. Some additional programs may be required to use the skill, such as observation for Navigate Ship, depending upon the type of skill being programmed.

Automatons are expensive and time consuming to produce. The following chart indicates the cost in time and materials, including energy crystals, to produce an automaton. To this figure add another 10,000 g.l. and one month's time in order to construct the automaton's sensorium, multiplied by the number of programmed responses desired.

<i>Type</i>	<i>Time</i>	<i>Materials (in g.l.)</i>
Humanoid	2 months	10,000
Equus*	3 months	15,000
Scorplon**	4 months	15,000 + 1,000 per foot of body length
Spyder***	4 months	15,000 + 1,000 per foot of body length
Dragon****	6 months	20,000 + 1,000 per foot of overall body length

Options:

- additional 10,000 g.l. for mechanical wings
- ** additional 5,000 g.l. for venomous bite
- *** additional 5,000 g.l. for venomous bite, plus 15,000 g.l. for web-spinning device using metal wire
- **** additional 10,000 g.l. for mechanical wings, plus 10,000 g.l. for fire-bellows

Knowledge of the field of Neurian technomancy is a prerequisite for the acquisition of this skill.

Cost to Acquire: 15 XPs

Attribute Modifier: INT

Difficulty: -10 for dual-encephalons, -20 for mono-encephalons

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Construct Neurian Quantifier

This is the ability to construct a Neurian quantifier, a complex device that can be employed to measure almost anything, including size, volume, weight, age, speed, depth or thickness, altitude, and so on. Quantifiers are powered by energy crystals, and can only be employed by skilled technomancers. These devices use a standard Neurian measure known as a *microchron*, an abstract unit of space-time, and are practically incomprehensible to mono-encephalons.

Knowledge of the field of Neurian technomancy is a prerequisite for the acquisition of this skill.

Cost to Acquire: 20 XPs

Attribute Modifier: INT

Difficulty: -10 for dual-encephalons, -20 for mono-encephalons

Neurian Metaphysics

Neurian Metaphysics is a Neurian scholarly talent that includes knowledge of this complex subject. The concepts of Neurian metaphysics are nearly incomprehensible to mono-encephalons, as they are rooted in the belief that reality is objective and can be quantified by the application of superior intellect. The Neurian concept of duality, which expresses opposing forces in quantifiable terms, is also a bit complicated.

The Neurians claimed to have applied these principles to the Omniverse, enabling them to navigate the Continuum in their dimension-spanning vessels. They created a unique four-dimensional map of the Seven Planes of Existence and the Continuum and contained it within a crystal pyramid; the Sindaran game of Trivarian is based upon this device, though it is unclear whether modern-day Sindarans are aware of its original applications. The principles of Neurian metaphysics were used to plot the exact location in space and time of nexus points, wyrmholes,



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and other phenomena, taking into account the normal fluxes and permutations inherent in the workings of the Omniverse.

The great sorcerer and theorist Koraq studied among the Neurians for a time, and found their concepts quite fascinating. In a brief monograph on the subject of Neurian metaphysics, he wrote: "In the development of my theory of quantum magic, I was influenced to a great extent by the Neurians, whose knowledge of metaphysics far exceeds our own. Conversely, they seem unable to comprehend even the basic tenets of magic, which they regard as an inexact and utterly illogical science." The Neurians likewise seemed to have been impressed with Koraq, whom they described as "quite intelligent, for a mono-encephalon."

Cost to Acquire: 15 XPs

Attribute Modifier: INT

Difficulty: -10 for dual-encephalons, -20 for mono-encephalons

Quantum Magic

Individuals who possess this scholarly talent will be able to comprehend Koraq's theory of quantum magic, regarded as the most complex and abstract of all magical concepts. In its conception, Koraq envisioned the theory of quantum magic as an attempt to construct a unified theory of metaphysics that would encompass all known forms of magic, including sorcery and Neurian technomancy.

According to Koraq, mastery of the principles of quantum magic would enable magicians to comprehend the principles that govern such concepts as the true nature of reality, the meaning of infinity, and Koraq's particular obsession, trans-temporalization, more commonly known as time travel. Note that knowledge of quantum magic bestows no intrinsic skill or talent upon the recipient, merely the ability to comprehend the principles mentioned above.

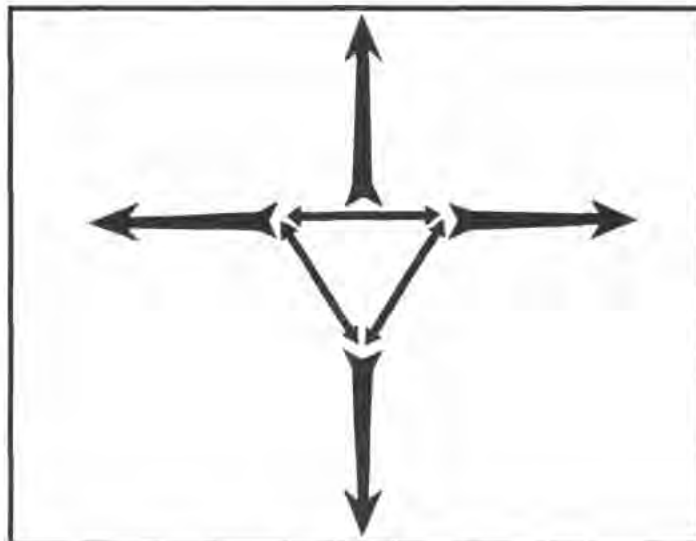
Cost to Acquire: 30 XPs

Attribute Modifier: INT

Difficulty: -22

Sorcery

This magical field of study involves the use of matrices and arcanalysis. Basic understanding of this field is a prerequisite for all spells and skills related to the practice of sorcery. Any spellcaster who wishes to acquire this skill must first make a roll versus Intelligence rating at a penalty of -12. If the caster does not get a result of success or better, he or she will be incapable of comprehending these basic concepts. Another attempt can be made only after the magician advances in



Koraq's Matrix

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level. Individuals who acquire knowledge of sorcery will also be able to learn other fields of magic at half the usual cost in experience points.

Sorcery was the invention of the renowned theoretician Koraq. This advanced field of magical study may be thought of as the "science" of magic. Through application of the principles of sorcery, Koraq sought to define the basic workings of magic and organize the arcane arts into distinct fields of study. Mastery of sorcery also enabled magicians to create original spells using specific methods, rather than by trial and error as had previously been the case. This development led to the creation of new forms of magic, such as thaumaturgy, cryptomancy, and blomancy.

According to Koraq, any spell or magical force can be depicted as a matrix, a pattern that determines the intrinsic powers of that spell or magical force. Each spell or force has its own matrix; its signature is like a fingerprint, with no two exactly alike.

Koraq stated that all matrices are comprised of seven component parts, which he described as follows:

1. Positive Axis: The positive force, which points upward.
2. Negative Axis: The negative force, which points downward.
3. Greater Temporal Axis: A temporal force that determines duration of effect and extends into the future, pointing to the right.
4. Lesser Temporal Axis: A temporal force that indicates when the spell was cast and extends into the past, pointing to the left.
- 5-7. Intersecting Axes: These three axes form a triangular central node or nucleus that determines the spell's specific effect, called its spell function.

By subjecting a spell, enchanted item, or magical force to arcanalysis, the sorcerer can determine its exact type, when it was cast, its duration, and its level of power. This information can be used to replicate, alter, or dispel the enchantment as desired. By modifying an existing matrix, it is possible to create new spells with a high degree of accuracy (see "Spell Creation" below).

Cost to Acquire: 25 XPs

Attribute Modifier: INT

Difficulty: -12

Spell Creation

Individuals who have mastered this skill can create their own spells or "customize" existing spells. Seven weeks of research and experimentation are required to calculate the precise parameters of the new spell's matrix; four weeks suffice to revise a spell. The gamemaster should be consulted regarding details of the proposed creation, after which he or she will assign a degree of difficulty penalty for the operation. At the end of the period of research and experimentation, the magician is ready to test the new spell. This can only be done by attempting to cast the new creation for the first time, a procedure that entails a degree of difficulty penalty of -10. If the spell is successfully cast, it works as per the maker's design. If not, it's back to the drawing board, and the entire seven- or four-week process must be begun anew.

Using this skill, it is possible to design advanced spells that can be made to conform to a set of intricate and precise standards, such as spells that affect only certain substances, races, or objects, have delayed or hidden effects, or function only within a narrowly defined set of param-

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eters or circumstances. Some spells of sorcery may be unique or even unnamed, and may have to be subjected to arcanalysis in order to determine their exact functions.

Note that mastery of the magical field of sorcery is a prerequisite for the acquisition of this skill.

Cost to Acquire: 15 XPs

Attribute Modifier: INT

Difficulty: -12

Arcanalysis

This ability can only be employed in conjunction with an orb of arcanalysis, a device essential to the visualizing of spell matrices. Using this skill, an individual will be able to analyze any form of enchantment and thereby learn the precise components of its matrix. The process takes ten rounds to complete, and requires the individual's complete and undivided attention. Once a spell has been subjected to arcanalysis, it can be identified, enabling the individual to determine the type, level, duration, and effects of the enchantment in question, as well as when it was first cast. The degree of accuracy for such determinations is +/- 1 level, at the gamemaster's choice. If desired, the individual can then modify or neutralize the enchantment using the spell Koraq's Arcanalytical Modulation, or can attempt to cancel it by the use of an appropriate counterspell.

Note that mastery of the magical field of sorcery is a prerequisite for the acquisition of this skill.

Cost to Acquire: 10 XPs

Attribute Modifier: INT

Difficulty: -12



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Magical And Alchemical Research

Practitioners of any of the known fields of magic may find it necessary to engage in research from time to time, either to search out some rare or ancient spell, formula, or magical tome, or when attempting to devise an original spell, enchanted item, or other magical work. The following set of guidelines describe methods gamemasters can use to adjudicate the effects of such research.

Locating Rare Magical and Alchemical Writings

Locating information on rare spells and alchemical formulae is a difficult task, mainly due to the lack of suitable research facilities on the continent. While certain of the larger and more culturally advanced cities have libraries, few of these contain any useful information on magic. Those institutions that might have such information are often disorganized, with the pertinent arcane data buried amidst reams of useless, irrelevant, or damaged books, scrolls, and tablets.

Sifting through such materials can be a frustrating and time-consuming task, with no guarantee that the library or institute even has the information that the researcher desires. The following is a list of libraries that may be of some use in magical and alchemical research, along with the level of difficulty entailed in using these facilities.

<i>Institution</i>	<i>Level of Difficulty</i>
Library at Cymril	-16
Library at Dracarta	-15
Library at Jacinth	-15
Library of L'Haan	-14
Lyceum Arcanum	-15
Maze-City of Altan	-10
Phantas' s Cabal Magicus	-16
Temple of the Seven Moons	-13
Zanth's Institute of Paradoxy	-17

Determining Results of Research

To determine whether a researcher meets with failure or success, roll a d20 on the Action Table once per each week of research. Use the researcher's Intelligence rating and the Institution's level of difficulty rating as modifiers. Results can be interpreted as follows:

Mishap: The researcher is hopelessly befuddled; add an additional penalty of -5 if research continues on the following week.

Failure: The researcher has found nothing during this week.

Partial Success: The researcher finds what may well be the desired data. Spend one more week analyzing or translating the text in question, then roll again. A result of success or better indicates that the data has been found, or that the character may discover where the desired information can be found.

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Success: The researcher has found what he or she is looking for.

Critical Success: The researcher has found the desired information, and has also discovered a clue that may lead to additional related data or other items of interest.

Note that if a particular item is not available at a given institution, then it obviously cannot be found. A local librarian, scholar, or sage may know whether or not an institution has a particular book or treatise, possibly saving a character from wasting a good deal of time. Searching through ruins, crypts, magic shops, alchemists' shops, or the private book collection of a wizard or thaumaturge are other means a character may use to locate arcane information.

Research and Development of New Magical and Alchemical Formulae

Any character who possesses training in magic or alchemy can attempt to create new magical or alchemical formulae, devices, or substances through the process of research and experimentation. The requirements for such procedures are as follows:

1) The individual must have access to a well-equipped laboratory facility of some sort, and an abundant supply of materials and ingredients related to the type of experiment being attempted. The gamemaster will inform the character what materials will be required, based on a fair appraisal of the player's stated objective.

2) The individual must spend a minimum of two weeks' time performing preliminary research in order to determine if the proposed project is feasible. The results of the preliminary research will be supplied by the gamemaster, based on his or her assessment of whether or not the proposed new spell or formula is one that would reasonably work within the game world. If desired, the player may spend one additional week of game time revising his or her proposal in the hope of obtaining more promising results. In all instances, the gamemaster should be firm but fair. If the proposed new idea is even remotely possible, the player should always be encouraged to try it.

3) If the project is at all feasible, the gamemaster must assess the level of difficulty entailed in the creation of the new idea, and rate it on a scale ranging from ten for the simplest to forty for the most complex. This figure is used later as a negative modifier when rolling on the Research and Experimentation Table below. The player should be informed of the approximate level of difficulty for the proposed new idea, so he or she may decide whether to pursue the project any further.

4) If the player decides to continue the proposed work, the actual research and experimentation may be started. This period will take a minimum of six weeks in game time, after which the gamemaster rolls a d20 on the following table to determine the results of the player's efforts:

Research and Experimentation Table

<i>Die Roll</i>	<i>Result</i>
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1 or less	Major Setback: An explosion has occurred in the work area, causing 100-1,000 gold lumens in damage. The project is ruined, and all experimentation must be restarted from scratch. Also, the researcher suffers injury determined by the GM based on the type of experimentation being done.
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<i>Die Roll</i>	<i>Result</i>
2-5	Minor Setback: Complications have caused unforeseen delays. Roll again on this table after an additional two weeks of research and experimentation.
6-9	Research Inconclusive: Roll again on this table next week.
10	Accidental Discovery: While working on the proposed new project, the researcher stumbles onto some other discovery at the GM's option. Check on the proposed project again next week, if the original work is to continue.
11-14	Qualified Success: The researcher is definitely onto something, and the experiments show great promise. Roll again on this table the following week at a bonus of +10.
15-20	Success: The new invention is a great success and works as planned.
21+	Unexpected Success: The new invention is a fabulous success and works even better than anticipated. The GM should determine the nature and degree of the unexpected improvement, which need not be major in scope.

Modifiers

- Add the researcher's magic rating or Alchemical Training rating to the die roll.
- Subtract the experiment's level of difficulty.
- +1-3 per relevant magical tome or reference work to which the researcher has access.
- -1-10 if the researcher is attempting to create a destructive or otherwise volatile new spell, substance, or other magical work.
- +1 per each qualified assistant helping on the project, up to a maximum of +10.

Note: If two or more magicians or alchemists wish to combine their abilities and work together on a single project, average their magic ratings or Alchemical Training scores to arrive at a single modifier.

Magicians of the Forgotten Age

The following section contains short biographical notes on some of the most renowned magicians of the Forgotten Age. This listing should by no means be considered complete; lost in the passage of time are the names of others who might well equal or perhaps even surpass those magicians who have been described here.

Archimandius

Archimandius was one of the few Archaens ever to leave the sky-cities and return to the land below. In legend, he was known as the savior of the Landborne, the many neomorphs and hybrid races abandoned by the Archaens when they took to the skies, who claimed that Archimandius promised to lead them to safety from The Great Disaster. He was revered by the common folk of that period, and the stories of his courage and wisdom are still extant among the Sarista gypsies and other Talislantans of the New Age.

When The Great Disaster struck, Archimandius led the Landborne on a great exodus across the land of Alcedon, which was torn free of the continent of Talislanta and flung into orbit above the world of Archaeus. The descendants of these refugee peoples are said to dwell in Castle Sanctum, on the flying island of Alcedon, to the present day.

Arkon

Arkon was originally one of the One Hundred, the chosen elite of Elande. Though his creative brilliance was second to none, he was reckless and unpredictable in the extreme. His appetite for hedonistic pursuits knew no bounds, and he was addicted to no less than six different substances, each of which he had synthesized in his own laboratory. Yet despite his faults Arkon was chosen to serve as one of the seven founders of the Archaen Cabal. He was also one of only a handful of magicians who were capable of comprehending the basic principles of Koraq's *Theory of Magic and Anti-Magic*.

A contemporary and friendly rival of the great Koraq, Arkon was a daring innovator, creating new spells, enchantments, and magical adjuncts. His wild and undisciplined experiments resulted in notable successes and even more notable failures. During the course of one especially unlucky month, Arkon succeeded in



Arkon

blowing up his laboratory, his home, and Koraq's workroom. The latter mishap also transmuted Arkon's body to shimmering crystal, and resulted in the magician being banned in perpetuity from Paz, Koraq's floating domus. Arkon himself seemed unperturbed, claiming that he preferred his new semblance to that of the old, as it gave him a distinct advantage with the womenfolk of Elande.

Arkon is credited with the creation of several dozen original spells and at least as many magical adjuncts, including some of the most potent enchanted weapons and artifacts. An avid bibliophile, the sorcerer also collected numerous folios, volumes, and notebooks on magic and thaumaturgy. Most of his works were lost or destroyed during The Great Disaster, though some few of his spells are still in popular use. Logbooks and papers bearing his sigil are to be handled with caution; Arkon cared little for his personal safety and often experimented with volatile concepts.

Cascal

One of the founding members of the Archaen Cabal, Cascal was renowned as an illusionist of unparalleled abilities and as the author of numerous useful spells and texts; his *Codex Magicus*, in fact, is still in wide use by magicians of the New Age. Cascal created Shalihan, a fabulous sky-city that was comprised solely of virtual illusions. In this he may have been assisted by Miraja, his female alter image and a great illusionist in her own right, whom Cascal claimed to have created in a fortnight.

Cascal enjoyed a prosperity and popularity uncommon among individuals of his profession. His works were lauded by the literati of Aeon and Pompados, his theories gained many adherents, and spectators swooned at the splendor of his illusions. It is likely that such acclaim had an adverse effect upon the magician, for after several years the quality of his work began to decline steadily.

Cascal's last book, which proved his undoing, was *The Earth Speaks*, a collection of prophecies attributed to deceased magicians who supposedly contacted the author from beyond the grave. Mocked as a writer of bad fiction, Cascal was abandoned by his former friends and associates. He spent his remaining days in Shalihan, surrounded by his illusory creations.

Drax

Reputedly sired by the rebel shaitan Zahur, Drax was the first of the dreaded Necromancer Kings of ancient Quaran. Arcane scholars credit him with formulating the basic principles of black magic, which Drax derived from the forbidden teachings of Zahur himself. Under his leadership, the nation of Quaran subjugated half the continent and threatened to annihilate all who opposed it. The intervention of Diabolus, true ruler of the shaitan and Zahur's sworn enemy, brought Drax's reign to an end. Rather than risk a direct confrontation with Diabolus, Zahur elected to transport his progeny to another dimension.

Drax's works include some of the most dire magics ever transposed upon a written page: mind-rending incantations, blasphemous maledictions, spells of such power that to gaze upon them is to invite insanity or death. Following Drax's exile, his understudy Narishna broke into the master's sanctum, anxious to discover his secrets. He returned seconds later, eyes wild with fear, and ordered Drax's works sealed in molten iron and cast into the sea.

Certain obscure cults are believed to revere Drax as an avatar of Zahur, or as a dark demi-god in his own right. Adherents of the latter theory claim that the former Necromancer King has

established himself as the ruler of a distant dimension, and that he will one day return to Talislanta. His influence remains such that his very name is still employed in the most foul and obscene imprecations, and his writings are considered cursed.

The Enchantress

The Enchantress was one of the seven founding members of the original Archaen Cabal, and was widely regarded as the most beautiful woman of the Third and Fourth Millennia. Refusing to be regarded simply as an object of desire, she remained aloof from the other Cabal members and spurned their advances. Her heart was closed, and her name remained a secret known to no man.

While in the service of the Cabal, the Enchantress is known to have kept a written record of the spells that she devised. Among these were certain powerful wards intended to safeguard her secrets from outsiders. Such was the potency of her magics that none of her secrets has ever been found, even to the present day.

After the breakup of the original Archaen Cabal, the Enchantress established a floating pavilion that hovered above Eros Isle in what is now the Thaecian island chain. Prospective suitors came from across the Archaen Empire, showering her with gifts and seeking to win her hand in marriage. All were found lacking in one degree or another, and were sent away. One day a mysterious figure arrived, attired in a hooded cloak. He presented the Enchantress with the gift of a magic mirror that he claimed would reveal her true love. When he had departed, the Enchantress smashed the mirror and scattered its shards in the ocean. Some say that the hooded figure was Cascal, whom the Enchantress had spurned; others believe that this was yet another prank of the infamous rogue magician Zanillo.

Etzel

Youngest of all the Archaen master magicians, Etzel was a child prodigy, skilled in several magical fields of study. Her mother was the sorceress Sytan; the identity of her father was never proven, despite much speculation. When Etzel was just fourteen, the great Koraq described her as "a genius, though at the emotional level of a three-year-old." Based on surviving accounts of the young magician's activities, Koraq's assessment cannot be faulted, and may in fact be regarded as something of an understatement. Etzel was known for her temper tantrums, which often took the form of malicious spells and misdeeds directed at her superiors. She is said to have turned her first instructor into a crystal moth, and to have kept him in a jar for several months until Sytan rescued



Enchantress

the poor fellow. On another occasion, she banished a neomorphic servitor to one of the lower planes in a fit of pique. Following several similarly distressing incidents, Sytan consigned her offspring to an enchanted palace on the astral plane, where she could cause no further difficulties. It is believed that the precocious magician resides there to the present day.

Etzel authored no texts or treatises on magic, and devised no original spells of any great significance. She is known to have kept a journal for a time, though the contents of this book remain a matter for conjecture.

Hotan

Regarded as the greatest savant of his day, Hotan traversed the continent of Talislanta in search of knowledge. He visited among the Sub-Men tribes and lived with the Ariane of Tamaranth, from whom he learned the mystical arts of transcendancy. After many years of study he claimed to have acquired the ability to reincarnate into the same bodily form at will, bestowing upon himself a practical sort of immortality.

Hotan spent the better part of his many incarnations compiling a comprehensive history of Talislantan civilization. Completion of this goal continued to elude him, no matter how long he worked at it. Indeed, he admitted, "Barring the end of the world, I see no prospect for the completion of this project." In his spare time, he devised several dozen original spells, most of which are now lost.

It is believed by some that the savant Xanadas, the wizard Absinthe, and the renowned Thystram were all incarnations of Hotan. The modern-day chroniclers of Xanadas refuse to speculate on such theories, though they claim that Hotan still lives to the present day.

Ilse

Accounts differ regarding the origins of the witchwoman Ilse. Some say she was a Quarantian, while others claim she was created by the sorceress Sytan. In any case, Ilse gained notoriety by the employment of various charms and seductions. From a powerful shaitan named Nargul she learned the Six-Fold Spell of Fascination, which she employed to learn the secrets of the many magicians whom she took as lovers. Posing as a crystal moth, she spied upon Viridian and deduced the means by which he influenced plants. From the race of whisps she stole numerous beguiling cantrips and enchantments.

Viridian eventually learned of Ilse's trespasses and turned her into a purple thornrose, a plant with blossoms of heart-rending beauty and deadly poisonous thorns, which Viridian considered symbolic of the witch's dual nature. Thieves subsequently made off with Ilse's purloined magics, only a meager portion of which have ever been recovered.

Koraq

A brilliant theoretician and sorcerer supreme, Koraq developed countless spells during his lifetime, which spanned at least sixteen hundred years; owing to the nature of his work, the sorcerer's death has never been established as fact. He is most famous for perfecting the magical field of sorcery, discovering interdimensional travel, and subsequently authoring over two hundred volumes, folios, and treatises on the myriad planes of existence. His greatest accomplishment, however, was his *Theory of Magic and Anti-Magic*, which stands to the present day as the definitive work on the principles of quantum magic. Unfortunately, the theories defined within the pages of this voluminous book were so complex they were incomprehensible to his peers.

Koraq's mental faculties were such that he could create spell matrices in his head; his improvisations were remarkable, and so prolific that he was forced to employ a Neurian automaton named Ovid just to record the many magical theorems that he would devise in a given day. His obsession with the theory of trans-temporalization led to the dissolution of his relationship with the sorceress Sylan and impelled him to live a life of seclusion in his floating domus of Paz.

Koraq claimed in all seriousness to have lived two lives, both of which were practically identical, though the first supposedly occurred in a separate reality. He often complained to his associates that since he had already accomplished everything he would ever achieve in his first life, his second life was redundant and lacked all novelty. Kabros, one of the great Wizard Kings of Phaedra, claimed direct descent from Koraq, and was occasionally known to sign Koraq's name to his own writings.

Magian

The wizard Magian was an arcanologist of keen perceptions who was credited with solving numerous mysteries and conundrums. It was Magian who determined that the rogue magician Zanillo was responsible for instigating the scandal that led to Rodinn's untimely dismissal from his post as royal advisor to the Wizard King of Pompados. Magian took copious notes on all his cases, but wrote in a cryptic, fragmented, and sometimes unintelligible style that has defied all attempts at translation. More legible accounts of the arcanologist's achievements were penned by Nastow, his assistant and understudy. Though marred to a certain extent by a tendency towards melodrama, Nastow's writings provide a unique look into the incisive mind of Magian, whose investigative techniques were admired by no less a personage than the great Koraq.

Malderon

A magician of many talents, Malderon was a practical man, humble and modest almost to a fault. So loath was he to take credit for his achievements that records of his existence are cloudy, and for many years scholars mistakenly believed that he was a magician of the New Age. The matter was clarified to a certain extent when the Cymrilians opened the sealed vaults that contained the *Archaen Codex*, revealing the fact that Malderon had corresponded with such notables as Koraq, Arkon, and Sylan.

Malderon's interests were notably eclectic; he dabbled in horticulture, wrote extensively on the subject of pseudo-psychic phenomena, and compiled a sizable collection of varying styles of headwear dating back to the Forgotten Age. The majority of his work, such as it was, is largely regarded as being next to worthless, with a few notable exceptions.



Etzel

In his spare time Malderon devised more than twenty spells, many of no little distinction, and penned several practical volumes on magic. Sadly, nearly all of these have been lost over the course of the centuries, though Malderon's collection of hats is still proudly displayed in the Museum of Antiquities in Cymril.

Miraja

Miraja was described by some as the alter image of Cascal, greatest illusionist of the sky-city of Shalihan. Cascal, never one for false modesty, concurred, calling her the most intricate and skillful illusion ever created. Certainly, Miraja's attributes were beyond compare. She possessed both great beauty and a fine intellect, her illusions were dazzling in their complexity, vision, and scope, she devised original spells by the score, and she was said to have authored a half-dozen treatises on virtual illusions, each regarded as a masterpiece. Lost since the time of The Great Disaster, certain of her works have recently come to light, lending credence to the tales of her brilliance in the field of magic.

Regarding the stories of her purportedly illusory nature, Miraja claimed that she was the real master of illusion and Cascal her alter image, created to escape the prejudice against female magicians. In her treatise *Limitations of Virtual Illusions*, Miraja wrote: "So finely wrought was Cascal that he believed himself real, and could not be persuaded otherwise."

Narishna

Known as the Black Wizard of Quaran, Narishna was the understudy of the half-shaltan wizard Drax. He served as necromantic advisor to nine generations of Quaranian Sorcerer Kings, during which time there is little doubt that he was the true ruler of that ancient empire. Untold numbers of innocents, including nearly the entire Xambrian race, died in the fire pits of Malnangar and in his dungeons, where the Black Wizard consorted with entities from the lower planes.

The sum total of Narishna's work was catalogued in *The Tormentia*, a massive, iron-bound tome containing some of the most dire incantations, maledictions, and black magical rituals ever known to mortals. Diabolists hold differing opinions regarding the Black Wizard: traditionalists hold him in contempt for his dealings with Zahur, a pariah among the race of Talislantan devils, while radicals revere him as a near-divine entity and claim that Narishna's downfall at the hands of the Archmage Solimorrion I was orchestrated by none other than Diabolus, the ruler of the shaltan. Urmaan, the infamous Necromancer King of Rajanistan, claimed to be an incarnation of Narishna.

Nauticus

The most renowned explorer of his age, Nauticus was credited with the discovery of the previously unknown lands of Celadon, Temesia, Simbar, Altarus, and Thanatus. Traveling in his windship, the *Voyager*, he circumnavigated the world of Archaeus. He was the first Archæan to meet the Neurians of Simbar, and is credited with helping to establish friendly relations between the Neurians and Archæans. Nauticus was also the first to encounter the Thane of Thanatus, though with less satisfactory results; the explorer acquired a great aversion to the Thane, whom he described as "dreadful in the extreme, and not at all hospitable."

Nauticus is reputed to have kept a meticulous log of his travels across the world of Archaeus, copies of which were later sold in the sky-cities. His adventures were lauded as the

stuff of which legends are made, though these accounts may have been sensationalized somewhat in order to increase sales. Nauticus is believed to have perished when his windship's levitationals failed, causing the vessel to crash against a large coral reef.

Rodinn

Rodinn is known in legend as the Mad Wizard; this is actually somewhat of a misnomer, as he was not a wizard but a sorcerer and thaumaturge. In his day, Rodinn was renowned as one of the seven founders of the Archaen Cabal. He later served as royal thaumaturge to the Wizard King of Pompados, where he was accorded great respect and honors. Rodinn was the first to warn of the deleterious effects related to the excessive use of magic, though his theories were generally disregarded by his peers. A minor indiscretion, reputedly involving Rodinn and the Wizard King's wife and seven daughters, forced the thaumaturge to leave Pompados in disgrace. It was subsequently proven that this scandal was orchestrated by his rival, the rogue magician Zanillo.

Abandoning the sky-cities, Rodinn took up residence in a secluded woodland, continuing his work in solitude. During this time it is believed that he discovered the secret of concocting the potent thaumaturgic substance known as quintessence. Whether by accident or by plan, Rodinn is believed to have released a great quantity of this volatile substance into the surrounding environs, with unfortunate results.

His unflattering appellation aside, Rodinn is credited with devising numerous obscure thaumaturgic formulae, odd enchantments, and peculiar theorisms. Many scholars add to this list of accomplishments the unintentional devastation of vast tracts of territory, permanent damage to the Talislantan ecology, and the resultant fall of the first great civilizations of Talislanta.

Solimorrion I

The first of a succession of archmagies by the same name, most of far lesser fame, Solimorrion I was a prophet and scholar of wide repute. As high priest of the Numenian symbolators he embodied the virtues of kindness and piety and was the recipient of great knowledge, which he claimed to have received from divine sources. Many religions of the New Age profess kinship with Solimorrion's principles, though most have interpreted the meaning and intent of his prophecies to suit their own needs.

Solimorrion's works include symbolologies, bestiaries, cosmologies, compendia, and some of the most cogent spells ever devised. He authored many books of prophecies, only a handful of which have ever been found. The ancient Phaedrans credited Solimorrion with writing the



Koraq

definitive book on self-enlightenment, *The Seven Paths to Knowledge*; others claim that no such book exists. Due to his association with entities from the higher planes of existence, Solimorrion is regarded by many priests, astrologers, and archmages as a demigod. His name, employed in conjunction with certain incantations, is still used to ward against devils, demons, and lower spiritforms. Solimorrion disappeared following an epic magical conflict with the dread Narishna.

Sylan

Sylan was renowned as one of the seven founding members of the Archaen Cabal, and as a magician of surpassing abilities. For a time she was the lover of Koraq, from whom she learned the arts of sorcery. Their affair proved short-lived, however, and their parting less than amicable. When Sylan gave birth to a daughter, Etzel, she first blamed Koraq, then a succession of others whom she had known. When none came forth to accept responsibility for her offspring, Sylan became embittered and swore never again to become attached to any man.

In later years Sylan gained recognition as an advocate for the rights of female magicians, who had previously been regarded as inferiors by their male counterparts. She experimented with the creation of a race of female neomorphs, using a convoluted process involving biomantic selection and artificial insemination. The descendants of these prototypical females may well be related to the Danuvians of the New Age. Several original spells and other written works have been attributed to the sorceress, many of which have only recently been rediscovered by modern arcanologists.

Sylan eventually reconciled with Koraq, but fostered a lifelong enmity for Arkon, whom she regarded as the worst and most offensive of all male chauvinists. Once, in a heated moment, Sylan claimed to be the equal of any man, and challenged Arkon to prove otherwise. Arkon replied that he was inclined to agree, even in the literal sense, at least until close examination of Sylan's physical attributes proved otherwise. Rather than dignify this remark with a reply, Sylan departed in silence. Laughing loudly, Arkon returned to his manse and indulged himself in intoxicants, as was his wont. He awoke to find himself transformed into a woman, a condition that took him several weeks to remedy. It is said that during this time he attracted much favorable attention among the males of Elande.

Thaumaste

Thaumaste was a biomancer and maker of neomorphs who dwelled in the sky-city of Pompados. In his prime, he was considered unparalleled in his chosen profession, and was retained to design many new forms of neomorphs for the edification and amusement of his Archaen clients. Races said to have been created by Thaumaste include the Bodor, Monads, Thiaslans, and Yassan, among many others.

Thaumaste authored a comprehensive handbook on the processes involved in the creation of neomorphs, copies of which are both exceedingly rare and valuable. Even the Lyceum Arcanum, located in the crystal city of Cymril, does not have access to a complete copy. Though justly renowned for his abilities in this area, Thaumaste was regarded as a spellcaster of mediocre talents.

Viridian

Perhaps the strangest of all spellcasters during the Forgotten Age, Viridian was not a true man, but a simulacrum created by the great sorcerer Koraq. Legend has it that Koraq con-

structed the simulacrum in his likeness, imprinting his creation with an intellectual matrix modeled upon his own extraordinary mental faculties. However, a flaw in the procedure caused Viridian to prefer the company of plants to that of Men, a peculiar trait that led him to adopt a green-skinned, grassy-haired semblance, and eventually to take up residence in a topiary palace of his own design. Yet so alike were simulacrum and master that the two were said to share a portion of the same consciousness.

Viridian fabricated many spells and incantations, and went on to create no less than 143 distinct species of plants, trees, and shrubs. Many, including the yellow stickler, contrary vine, whispbane, and the useful viridia plant, continue to flourish in the present age. Several dozen of Viridian's rarest creations were preserved in stasis by magicians from the sky-city of Elande, though most probably perished during The Great Disaster.

Viridian also wrote extensively on hybrid plants, and claimed to have bred the plantlike race of Green Men from cuttings. His works are valued by horticulturists, botanomancers, and naturalists, particularly in Vardune of the Seven Kingdoms, where Viridian is regarded as something of a national hero. The Aeriad of Vardune retain perhaps the most comprehensive collection of Viridian's works in a sealed vault located in the capital of Vashay.

Xanadas

Xanadas was renowned as a great savant and clairvoyant and as one of the seven original founders of the first Archaen Cabal. He served as the Cabal's chronicler, recording all events of note for posterity. In his spare time Xanadas perfected certain of the most prescient forms of divination, including, some claim, the use of the enchanted Zodar deck. He often performed auguries for the cabal, and is said to have foreseen the Age of Decline.

After the breakup of the first Archaen Cabal, Xanadas retired to his hidden sanctum, located high atop Mount Mandu. Here, he chronicled the events of the Fourth Millennium, assisted by a group of devoted followers. To support himself Xanadas continued to cast divinations for other Archaen magicians, for which he was paid in gold. Yet as his reputation grew, he became more and more disillusioned with the sorry state of affairs that had befallen the once-great Archaen Empire. Foreseeing the coming of The Great Disaster, he decided to leave Talislanta, telling his followers that one day he would return. The descendants of these loyal chroniclers continue to maintain their lonely vigil even to the present day, recording the history of Talislanta while they await the return of their master.



Rodinn

Zanillo

A contemporary of Rodinn, Zanillo was a magician of unusual qualities. There is no consensus of opinion regarding his capabilities; Rodinn and others considered him little more than a charlatan, yet Zanillo baffled his rivals by recording his spells in codes so abstract and convoluted that none could decipher them. Conversely, he was revered by his close associates despite the fact that he stole from them on a regular basis.

Zanillo was ambitious and unprincipled, and was seldom restrained by considerations of law or morality. It is now known that Rodinn's fall from favor was instrumented by Zanillo, who was renowned for the devious methods by which he dealt with his detractors and rivals. It was Zanillo who implicated the unsuspecting thaumaturge in a scandal involving the wife and seven daughters of the Wizard King of Pompados, which ultimately led to Rodinn's dismissal. Some time later, the arcanologist Magian determined that Zanillo was at fault and reported him to the Cabal. However, Zanillo's associates in the Cabal allowed him to get off with nothing more than a reprimand.

Zanillo authored a variety of texts, treatises, and incantations, few of which are held in any great regard. His fondness for practical jokes and sleights of hand is reflected in his book *Legerdemain* (see Chapter 5). Essentially a collection of minor cantrips, petty tricks, and related banalities, the tome is considered an invaluable handbook for aspiring mountebanks, scalawags, and kleptomaniacs. It is believed that Zanillo suffered the same fate as the other members of the later Archaen Cabal, who were hurtled into space along with the floating sanctum of Locus during The Great Disaster.

Zorion

Warlord and High Commander of the Erythrins, Zorion was a warrior-mage of certain power. It was he who lobbied the Archaen Cabal to recognize the Erythrins as the protectors of the Archaen sky-cities, thereby establishing a powerful and profitable monopoly governing all aspects of the military. Zorion was credited with the design of over thirty weapons of mass destruction, including the siege golem, flying battle dragon, armored land dragon, iron scorpion, and many others that have long since been forgotten.

In reality, it is unlikely that Zorion did more than oversee such projects; the majority of the design work and construction was probably handled by skilled artificer mages, alchemists, and thaumaturges. It is perhaps ironic that Zorion's mighty military establishment was of little or no use to the Archaens of his age, who had no territories to defend and no real enemies to fight. Nevertheless, Zorion gained widespread fame for his purported achievements, and statues of the great warrior-mage, attired in fiery red battle armor and helm while striking a noble and defiant pose, were common throughout the sky-cities. Scholars of the New Age have speculated that the patron war deity of the Kang, called Zoriah, may actually be based upon legendary accounts of the Archaen warrior-mage.

Magicians of the Early New Age

The coming of the New Age coincided with a period of resurgence in the magical arts that, while short-lived, succeeded in recapturing some of the former grandeur of ancient Talislanta. During this time, a number of archaic practices were rediscovered or revived. The Phaedrins were particularly active in this regard, expending a great deal of energy excavating the tombs and

crypts of long-forgotten sorcerers. Regrettably, the Cult Wars brought a swift end to this otherwise promising era.

Some of the more notable magicians of the early New Age include:

Astramir

As the discoverer of the lost art of thaumaturgy, Astramir is a figure held in wide regard by the Dracartans. Formerly a humble priest of Jamba, Astramir accidentally uncovered the tomb of an ancient Archaen sorcerer while meditating in the Red Desert. Within, he found the fabled Seventeen Ruby Tablets, upon which were inscribed the greatest secrets of thaumaturgy.

This chance discovery had a profound effect on Talislantan history, to say nothing of the enhancement of Astramir's career opportunities. Deciphering the contents of the tablets, Astramir learned the secrets of creating quintessence and altering the form and substance of matter. He convinced the Dracartans to abandon their nomadic traditions and settle in the Red Desert, where they established the kingdom of Carantheum. The lack of a king was likewise solved when Astramir appointed himself to this position. Employing Astramir's new-found methods, the Dracartans derived red iron from the desert sands, built the Crimson Citadel, and soon developed one of the most powerful and wealthy nations on the continent.

Astramir authored no books, spells, or treatises of note. He did catalog numerous works translated from the Seventeen Ruby Tablets, however, including several potent incantations and sets of formulae. The fact that certain of these writings have come to be credited to Astramir himself may be attributed to the thaumaturge's immense popularity in the region rather than any egotistical tendencies on his part. Following Astramir's death, each of the Seventeen Ruby Tablets was secured in its own hidden vault; Astramir suggested this proscription himself, fearing the misuse of these articles by future generations.

Cerene

Cerene was a white witch of great power who led a tribe of displaced people into the northlands during the Age of Confusion. On the shores of the Sea of Ice she established the kingdom of L'Haan and presided over a rebirth of magical and alchemical thought, reviving interest in certain of the works of the ancient Archaens. She named her people the Mirin, and devised cogent magics that enabled them to adapt to their harsh environment, granting them immunity to the effects of cold and ice. In return, they crowned her Snow Queen, ruler of the land of L'Haan.

Over the course of the centuries, the Snow Queen helped defend the Mirin against wild beasts, invading hordes of ice



Mordante

glants, and savage raiders from neighboring Harak. Her enemies reviled her as a frigid, unfeeling creature, yet she was loved by her people, who revered her as their savior and benefactor. The Snow Queen continues to preside over L'Haan to the present day, her youth and vitality preserved by the ingestion of a secret alchemical elixir attributed to the Farnirans of the Third Millennium.

Drugalia

A black magician of the savage Mazdak tribes, Drugalia was as evil a man as ever walked the continent of Talislanta. While still a youth he wandered into a mountain cave and was lost for several days. When Drugalia returned, he bore with him an iron-bound book and a strange, dark look in his eyes. Before the passing of a year he had seized control of his tribe, employing his new-found occult powers to eliminate his rivals. He then set about conquering and enslaving the neighboring tribes of the region until he had established himself as absolute ruler of the Eastern Lands. Tales of horror associated with the tyrant's rise to power and thirty-year reign nearly rival those of the ancient Quaranians.

Drugalia's magical legacy, however, is considerably less memorable. Like most of the Mazdaks he was too preoccupied with acts of wanton savagery to have accomplished much of enduring value. His sole achievement of note was quite accidental: the discovery of the iron-bound book, which scholars of the occult sciences believe was none other than *The Pandemonicus*. Those who follow this theory claim that Drugalia had no magical abilities whatsoever, and that his powers were derived through pacts with various demonic entities.

The nature of Drugalia's demise would seem to lend credence to such concepts, if only circumstantially. Thirty years to the day after Drugalia came to power, he was purportedly visited in his tent by three demons, who bore him away to one of the lower planes. Though his cabal of black magicians searched high and low, Drugalia's terrible book was supposedly never found.

Kabros

The last of the Sorcerer Kings of ancient Phaedra, Kabros remains the most highly regarded Talislantan magician of the New Age. He was one of only a handful of spellcasters ever to master the abstruse concepts of the great Koraq, whom Kabros claimed as an ancestor and inspiration. His *Guide to the Lower Planes*, a set of thirty volumes that took over seventy years to compile, is considered the authoritative work upon the subject, and his catalogs of extradimensional flora and fauna compare favorably with the works of any of his early predecessors.

Having expended the greater part of his energies upon his writings, Kabros had little time to engage in the research and development of new spells. Nevertheless, historians believe that the latter-day sorcerer produced a number of folios containing copious notes on spells, symbols, formulae, and theorems, all in varying stages of completion. Supposedly, these were projects Kabros intended to perfect as time permitted. Pages from these folios are coveted by magicians and scholars alike.

The onset of the Cult Wars convinced Kabros to flee his native land in favor of sunnier climes. He was last spotted some four hundred years ago on the Island of Thaecla, and may indeed still be alive. Among those writings attributed to the sorcerer and recovered in later times was an incomplete formula for the concoction of a reputed potion of immortality, a project that held a high degree of fascination for Kabros, particularly in his later years.

Mordante

One of the most accomplished black magicians of the New Age, Mordante fancied himself a descendant of the vile sorcerers of ancient Quaran. The concept was perhaps not so farfetched: ancient archives, only recently discovered, indicate that the last ruler of the Quaranians was named Mordante. Whether this discovery should be attributed to coincidence or something far more sinister remains a matter of conjecture among scholars of the New Age.

Whatever his origins, Mordante's reputation as a cold-blooded killer was well established, and preceded him to good effect in all his dealings. At the height of his power, his enemies were loath even to whisper his name for fear of discovery. Mordante's accomplishments were multifarious. He devised a dozen or more searing spells, cataloged entire volumes of curses and maledictions, and compiled a rare series of texts describing in lurid detail the horrid practices of the Chana Witchfolk tribes. His *Black Grimoire* is considered a classic, indispensable reference work for practitioners of the dark arts.

Though he was purported to be of mixed blood, Mordante rose to preeminence in Faradun, eventually attaining the position of advisor to the Kral himself. He disappeared following rumors that he was the target of a vendetta by Xambrian wizard hunters, and has not been heard of to the present day. Such accounts lend credence to the theory that Mordante is a reincarnator whose spiritform is capable of returning to the material plane at will, until such time as it is destroyed by a Xambrian.

Sassan

A foppish and extravagant individual, Sassan was a Phaedran magician of eccentric tastes and habits. Early on in his career he evinced a definite talent for magic, which, combined with a tendency towards pyromania, succeeded in earning him a vast reputation as a miscreant and undesirable.

Sassan, possessed of a delicate sensibility, took offense at remarks that were intended to impugn his character. He exacted a measure of retribution by engaging in duels with his detractors. Employing spells of his own design as well as enchantments of more traditional origin, he emerged victorious in each of these contests.

Public opinion of Sassan's qualities was seen to improve markedly soon thereafter, and Sassan was lauded as an individual of uncommon virtue. His works became widely read, and his spells gained recognition throughout Phaedra; prior charges of arson were reduced to misdemeanor status, then dismissed altogether.



Urmaan

In response to public demand, the Wizard King Damon elected Sassan to undertake a courageous expedition to the Volcanic Hills, where it is believed the magician met an untimely end at the hands of the warlike Sauran tribes. Years later, Sassan was declared a public menace in absentia, and his works were banned. Illicit copies of his spells are supposedly still available through certain black market outlets, and are much prized by magicians of many professions.

Shaladin

A Kasmiran wizard of unique talents, Shaladin is acknowledged the ultimate master of minor enchantments, traps, tricks, and various other methods used to safeguard against theft and intrusion. His detractors claimed that he created no such innovations, but merely copied from materials originally developed by the early Kasiran artificers, which they said he had unearthed from the depths of some ancient tomb or vault. Shaladin evinced no great concern over such individuals, attributing the bulk of their comments to professional jealousy. He created the profession of trapmage and served as royal vizier to three Kasmiran Kings, accumulating both wealth and honors.

Shaladin lived a long and prosperous life. Following his death at the age of 173, he was interred in an elaborate crypt of his own design that boasted no fewer than one hundred traps, wards, and perils, all intended to protect the secrets of his spells and machinations from thieves. Constructed in a secret location somewhere in the Red Desert, Shaladin's crypt has never been found. It is widely rumored among the Sarista that the rogue Valtiere, Shaladin's lifelong nemesis, had the last laugh at the wizard's expense. Disguised as a mortician, Valtiere claimed to have pilfered Shaladin's gold teeth, along with certain of his papers and notes, before the trapmage's body had even gone cold.

Thystram

A renowned savant of ancient Phaedra, Thystram enjoyed wide acclaim as an author of useful compendia on a variety of subjects. His *Thystram's Collectanea*, a listing of Talislantan flora and fauna, was considered a masterwork of naturalism. Scholars of the present day are less uniform in their appraisal of the collectanea, which some say is rife with errors and imaginary claims.

Through Thystram is credited with the creation of only a handful of original spells, copies of his magical compendia are greatly coveted. Many contain long-lost spells from past aeons, archaic alchemical formulae, and other useful bits of arcana.

Urmaan

The first and only Necromancer King of Rajanistan, Urmaan claimed to be a reincarnation of the terrible Narishna, and indeed exhibited many of the horrid traits of his reputed ancestor. Under his merciless rule, the primitive Rajan tribes subjected or exterminated all the diverse nomadic peoples of the southeastern desertlands and established the dark nation of Rajanistan. He also established the Torquar, an elite branch of the Rajan army specializing in terrorism, assassination, and torture.

Urmaan's major accomplishments in the field of the occult came as a collector and translator of archaic black magical writings. At his command, hundreds of ancient tombs, mausoleums and ossuaries were stripped of their contents, yielding an uncountable number of stone tablets,

scrolls, carvings, images, and artifacts. These Urmaan had delivered to a secret sanctuary hidden in the Jade Mountains. Here, a group of forty acolytes toiled for fifty years examining and cataloging each article, transcribing spells and texts, and deciphering cryptic notations of various sorts. At the end of the fifty-year period, Urmaan visited the sanctuary and appraised the acolytes' work. In the many vaults of the lower levels he found no less than one hundred and forty volumes, plus three thousand chests and cases of goods. Satisfied that he possessed the greatest collection of arcane knowledge in existence, Urmaan murdered the acolytes and sealed the doors of the sanctum forever.

Other Individuals of Note

The following is a brief listing of various practitioners of the occult sciences whose origins date back to ancient times. While detailed information on these individuals is largely unknown, their names are still remembered by modern-day Talisantan scholars and magicians.

LaMune the Water-Walker

A contemporary of Rodinn, LaMune was credited with the creation of several enchanted items of a highly eccentric sort. Wearing a pair of enchanted slippers that allowed him to walk upon water, he set out to traverse the Azure Ocean on foot. He was never seen again, and is believed to have been taken by Hydrans.

Sargan

Sargan was a Phaedran magician of minor talents who achieved a considerable degree of notoriety in Phaedra following the chance discovery of a cache of magical paraphernalia once owned by the great Cascal. He enjoyed a brief but prosperous career in the field of illusion, but suffered a strange illness and died at the age of seventy. As Sargan lay on his deathbed, he was asked to reveal where he had hidden Cascal's secrets. Smiling feebly, he pointed to his head.

Oranthus

Oranthus was a black magician who lived during the Third Millennium and was an archrival of the estimable sorcerer Koraq. Following a dispute, Koraq was impelled to place the untrustworthy Oranthus in stasis within an energy matrix, which the irate sorcerer then cast into another dimension.

Melandre

Melandre was an enchantress and the consort of Mordante, with whom she bore a son, Maelius. Little is known of either of the two, though the name Maelius appears in books subsequently authored by other black magicians. It is believed that Melandre may have been a reincarnator, as was probably the case with Mordante.

Forgotten Spells

Master List of Spells

Animate Environs	Mordante's Dark Harbinger
Arkon's Impermeable Web	Mordante's Frightful Minion
Arkon's Seeker	Mordante's Nightmare Visions
Arkon's Twister	Mordante's Nocturnal Menace
Astramir's Thaumaturgic Analysis	Mordante's Unseen Agency
Astramir's Transmutation	Mordante's Winged Servant
Aura of Spell Negation	Pact of Summoning
Battle Aura	Radiant Beam
Barrage	Re-Magick
Barricade	Retrieve
Black Mists of Malnangar	Rodinn's Spell of Instant Sobriety
Cascal's Illusory Arcana	Rodinn's Spell of Sartorial Splendor
Cascal's Numinous Veil	Rodinn's Sumptuous Repast
Cascal's Rainbow Bridge	Sassan's Fiery Motes
Cascal's Reflective Aura	Sassan's Pyromania
Cascal's Shadow Dimension	Seven Secret Symbols of Power
Cascal's Transfixation	Shaladin's Alarums and Diversions
Cascal's Virtual Illusion	Shaladin's Machinatus
Cerene's Ice Castle	Shaladin's Surprise
De-Magick	The Six-Fold Spell of Fascination
Dimension Warp	Solimorrion's Chains
Dispose	Solimorrion's Hieroglyph
Forceblade	Spell of Coercion
Forcebow	Spell of Instantaneous Transport
Forcehammer	Spell of Stasis
Forceshield	Spell of Summoning
Flight	Spell of Surveillance
Korag's Anti-Magic Aura	Spell of Unending Torment
Korag's Arcanalytical Modulation	Thystram's Glossolalia
Korag's Counterstroke	Thystram's Proximate Analysis
Korag's Darkening Veil	Undo
Korag's Interposing Shields	The Veil of Deception
Korag's Perdurable Enchantment	The Veil of Stealth
Korag's Spell of Transference	Viridian's Elemental Aura
Korag's Ultra-Sensorium	Viridian's Green World
Malderon's Magic Portal	Zanillo's Anomalies
Malderon's Mists	Zanillo's Aura of Enhancement
Malderon's Obedient Servant	Zanillo's Clever Exchange
Malderon's Rings	Zanillo's Extravagant Flourish
Mind Probe	Zanillo's Phantasmal Felon
Miraja's Illusory Veils	Zanillo's Pocket Dimension
	Zorion's Citadel

Forgotten Spells

The following section features a number of spells and incantations that were developed by—or at least credited to—the fabled sorcerers of ancient Talislanta. Unlike the lists of spells published in the *Talislanta Guidebook*, these potent magics are not commonly known to Talislantan magicians of the New Age. In fact, many are so rare and obscure that most Talislantan magicians are unaware that such enchantments even exist.

Magicians who wish to acquire specific knowledge of an ancient spell must often spend weeks or even months in research, painstakingly searching through archaic tomes, tablets, and scrolls, or delving into time-worn ruins and crypts. The discovery of even a single such spell is a significant find that, if the magician is not careful, may draw the unwanted attentions of his or her rivals. For this reason, possessors of the most ancient and rare arcana tend to zealously guard their hard-won secrets, lest they fall into the wrong hands.

Format for Forgotten Spells

All spells in this section have been categorized according to the fields of magic under which they fall, including “forgotten” fields such as sorcery and biomancy. Each is also rated according to the degree of difficulty required to learn the spell. Aside from these additions, the standard format used in the *Talislanta Guidebook* applies to these entries as well.



Animate Environs

This spell causes any and all inanimate objects in the immediate vicinity of the caster to become animated and subject to the caster's mental control. Objects can be made to fly off shelves and float in the air, swords can be magically drawn from their scabbards and made to slash at foes, ropes or cloaks can be made to entangle or distract, and so on. The caster must specify which objects will be affected and what they will be made to do before casting this spell. However, once this has been done, the objects will continue to move about as if by their own volition for the duration of the spell, even if the caster vacates the area of effect or turns his or her attention to other matters.

Victims in the area of effect must roll versus dexterity once per round in order to avoid being struck, tripped, distracted, or otherwise inconvenienced by the animated objects. While animated objects can cause no more than d4 points of damage per round, the effect of many objects constantly swirling about one's head and underfoot is sufficient to prevent the use of spells or other skills that require complete concentration. Two consecutive successful rolls versus dexterity are required in order to escape the area of effect. The number of objects that can be affected by this spell is limited to ten per level, more than enough to keep individuals in the area of effect dodging throughout the

Forgotten Spells

duration of the spell. Note that objects that weigh more than 25 pounds, enchanted items, and items that are in the grasp of other individuals or creatures cannot be affected by this spell.

Magical Field: Wizardry.

Difficulty: -5

Range: Limited to a 10-foot diameter circle surrounding the caster.

Duration: 1 round per level.

Magic Resistance: Roll versus DEX to dodge; two successive rolls are required to escape the area of effect.



Arkon's Impermeable Web

This spell allows the caster to create an impassable mesh of interconnecting lines of force that can be used to entrap enemies or as a barrier against hostile creatures, interlopers, and so on. The shape or form of the web is up to the caster to determine. The maximum area of mesh created by the spell is limited to 10 x 10 feet per level; consider a level one web sufficient to completely surround a single, Man-sized creature. The quantity of web produced and its duration may be modified as desired, within the limitations of the spell. To activate the spell, the caster must recite Arkon's words of warding while tracing in the air the general shape to which the web is intended to conform; the player should describe the specifics of the web to the gamemaster as the character is casting the spell. Note that a web, once cast, cannot be moved or altered, and can only be dispelled by means of an appropriate counterspell.

Magical Field: Sorcery.

Difficulty: -12

Range: 10 feet per level.

Duration: 10 rounds per level.

Magic Resistance: None. Escape from an Impermeable Web is possible only for individuals or entities who possess intradimensional capabilities via spells, magical adjuncts, or other means. Even incorporeal entities cannot penetrate a magical barrier of this sort.



Arkon's Seeker

The great Arkon created this spell, which allows the caster to locate any single living individual, creature, or being, provided the caster knows the specified target's name. The spell's range is unlimited, though the enchantment has no interdimensional capabilities and may be nullified by magics that are designed to counter spells of detection. To activate the spell, the caster takes a stick or other pointed object in hand, marks one end, and utters Arkon's divination. Then, speaking aloud the

Forgotten Spells

name of the intended subject, the caster tosses the object in the air. When it lands on the ground, the object will indicate the direction in which the subject can be found. It is well to note that the enchantment is not an indicator of distance, however.

Magical Field: Wizardry.

Difficulty: None.

Range: Unlimited.

Duration: Instantaneous.

Magic Resistance: None.



Arkon's Twister

This spell allows the caster to entrap a foe in a powerful vortex of magical forces. The speed at which the victim is made to spin can be controlled by the caster, as follows:

"Intensity One" is sufficient to cause extreme vertigo and relieve the victim of hand-held objects and items secured in pockets, pouches, and so on.

"Intensity Two" is sufficient to hurtle the victim ten feet per level in any direction; the victim takes corresponding damage upon impact with any solid surface.

"Intensity Three" creates a vortex of such velocity that it will propel the victim through the dimensional fabric and into another plane of existence of the caster's choice.

Magical Field: Sorcery.

Difficulty: -5

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Roll versus DEX to dodge the vortex. The caster may attempt to entrap the victim once per round, until the vortex expires or is counter-magicked; this requires the caster to concentrate on the vortex, however. A subject exceeding the spell's maximum weight allowance will not be affected by the vortex.



Astramir's Thaumaturgic Analysis

This useful spell allows the caster to identify any substance or mixture, thereby determining its true properties. The enchantment serves as an infallible detector of poisons and toxins, among its many other practical applications. To activate the spell, the caster must first isolate a quantity of the substance to be identified; a phial, tongs, spatula, or appropriate container of any sort will suffice for this purpose. This done, the caster waves a hand over the isolated sampling and recites Astramir's thaumaturgic formula, yielding a prismatic pattern that the caster may study

Forgotten Spells

and thereby deduce the desired information. The higher the level at which this spell is cast, the more detailed the information that can be derived will be. The analysis takes ten rounds to complete.

Magical Field: Thaumaturgy.

Difficulty: -10

Range: 1 foot.

Duration: 10 rounds.

Magic Resistance: None. Astramir's Thaumaturgic Analysis will reveal if a substance radiates magic, but is of no use in identifying or categorizing the possible applications of enchanted items.



Astramir's Transmutation

This spell allows the caster to transmute the nature of any nonmagical substance or material from solid to liquid, solid to gas, liquid to solid, and so on. The amount of material that can be affected by this enchantment is one cubic foot per level. The spell has no toxic or harmful qualities per se, and yields unusual effects when used upon living creatures, as follows:

A living entity transmuted to gaseous or liquid form is normally able to maintain integrity and control over its substance.

A gaseous being can hover and float above the ground.

A liquified being can seep into narrow cracks and crevices.

A solidified creature or being, transmuted to a variety of rigid carbon compounds, gains an increased resistance to damage as if wearing plate armor, but suffers a corresponding loss of mobility (-4 reduction in SPD, DEX, and combat rating).

To activate the spell, the caster touches the subject with a thaumaturgic caduceus and utters Astramir's thaumaturgic word of alteration.

Magical Field: Thaumaturgy.

Difficulty: -10

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: Roll versus DEX to avoid being touched. Note that incorporeal entities, having no substance, cannot be affected by this spell.



Aura of Spell Negation

This spell, which some scholars attribute to Koraq, envelops the caster or a designated beneficiary in an invisible aura of magical energy that will negate any single use of magic directed against the caster, regardless of the level of

Forgotten Spells

the enchantment. The aura confers protection against all types of magic, including other auras, the effects of symbols, spells, magical manifestations or anomalies, and magical weaponry. In the latter case, the magical properties of the weapon will be negated by the aura, but its nonmagical, physical capabilities will apply as normal. Note that the aura and its protective properties are dispersed immediately following the first contact with any kind of magic, or in the event that the beneficiary attempts to cast a spell while protected by this enchantment.

Magical Field: Sorcery.

Difficulty: -10

Range: By touch.

Duration: Passive duration is 10 rounds per level; once contact with magic is made, the spell ceases to function.

Magic Resistance: None.



Battle Aura

Encases the caster in a full suit of battle armor comprised of shimmering arcane energy that confers +10 protection from magical bolts, enchanted weapons, and all forms of physical attack. The aura's protective capabilities last for the duration of the spell or until counterspelled. A Battle Aura is similar to enchanted armor in function, but has no weight and does not restrict movement. The color of the armor is up to the caster to decide, though only solid or metallic colors may be used. Multiple color schemes, patterns, or "invisible armor" are not possible.

Magical Field: Erythrian battle magic.

Difficulty: -10

Range: Self.

Duration: 1 round per level of the spell.

Magic Resistance: None. Note that a Battle Aura does not confer protection against spells of influence, illusions, or psychic forms of attack.



Barrage

Allows the caster to create a number of spherical projectiles comprised of arcane force that can be hurled at distances of up to 100 feet plus 10 feet per level of the spell. The spheres explode on contact with any solid surface or object, causing d20 damage in a 10-foot diameter. One sphere can be created and hurled each round per level of the spell.

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Magical Field: Erythrian battle magic.

Difficulty: -12

Range: 100 feet +10 feet per level

Duration: 1 round per level.

Magic Resistance: Roll versus SPD to flee the blast area and take no damage; a result of partial success means the intended target takes half the total damage.



Allows the caster to erect an immovable wall of glowing magical energy. The barrier is capable of withstanding 100 points of cumulative damage before it collapses. The maximum size of a barricade cannot exceed ten feet on a side and one foot thick. It may be shaped as desired within these limitations, though it is not possible to create a fully enclosed area with this spell. Barricades are commonly used to seal breaches in fortifications, to slow the advance of war engines and other conveyances, and as cover versus heavy weapons. An array of barricades can be used to create an impromptu fortification within the limits indicated.

Magical Field: Erythrian battle magic.

Difficulty: -10

Range: 10 feet per level of the spell.

Duration: 10 rounds per level.

Magic Resistance: None.



This dread incantation, authored by the infamous Narishna of Quaran, allows the caster to create a virulent cloud of black magical vapors. The volume of mist created by the spell is limited to one cubic foot per level, and the shape of the cloud is determined according to the caster's designs; grasping hands, snaking tendrils, and anthropomorphic forms are especially popular. The caster can cause the black vapors to issue forth from any point within the spell's range. The mists are stationary unless the caster decides otherwise; by concentrating, the caster can cause the mists to change form, move up to ten feet per round in any desired direction, seep under doors or through keyholes, and so on.

The Black Mists can be made to cause any of several magical effects, including:

Paralysis: Duration is 10 rounds per level.

Blindness: Duration is 10 rounds per level.

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Strangulation: One victim per level can be targeted, within the range limitations of this spell. Damage is d8 per round.

Magical Field: Necromancy

Difficulty: -6

Range: 10 feet per level.

Duration: 10 rounds per level.

Magic Resistance: Roll versus SPD to elude the mists. Note that as long as the caster maintains concentration, he or she may direct the mists to attack victims once per round for as long as such individuals remain within range of the spell's effects. If the caster is distracted from concentrating on the spell, the mists will dissolve into nothingness.



Cascal's Illusory Arcana

This spell allows the magician to cast an illusory version of any spell he or she knows or has seen at least once before. The concept, as envisioned by Cascal, is unique in that it allows the magician to create the appearance that he or she is casting a real spell rather than an illusion. Thus, the magician can cast an illusory Spell of Elemental Fire, Arkon's Impermeable Web, Rainbow Bridge, or whatever. Should the victims fail to resist the enchantment, they will believe that the illusory spell is real. If the spell being mimicked was one which would, if real, cause damage to the victims, those who fail to resist the illusion will believe that they have suffered harm. Victims who have been "killed" by Illusory Arcana can indeed die of heart failure caused by shock. Note that a roll versus constitution is allowed to determine if the subject can survive a "fatal" attack.

The level of spell effect is determined by the level at which Cascal's Illusory Arcana is cast. To activate the spell, the caster performs the motions of the spell being mimicked, but utters the syllables of Cascal's Illusory Arcana. The illusory quality of the enchantment is such that it will appear to observers that the real spell is being cast.

Magical Field: Wizardry.

Difficulty: -7

Range: 10 feet per level.

Duration: As per a real version of the mimicked spell.

Magic Resistance: Roll versus PER as per a common spell of illusion. Note that reflective spells or mirrors can be used to turn the illusory effects of this spell back on the caster. Also note that intended victims of an illusory version of a spell of illusion receive two magic resistance rolls.

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Cascal's Numinous Veil

This spell allows the caster to render unintelligible any form of writings, inscriptions, or symbols. Only the caster will be able to decipher writings disguised by this illusory effect, the duration of which is indefinite. The spell will affect approximately one square foot or one page of writings per level. To activate the enchantment, the caster waves a hand, wand, or staff over the designated writings while reciting Cascal's cogent phrases.

Magical Field: Cryptomancy.

Difficulty: -5

Range: 1 foot.

Duration: Indefinite, or until dispelled.

Magic Resistance: Roll versus PER as per a common spell of illusion; success means that the individual will notice that the affected writings have been tampered with. The Numinous Veil must be dispelled before the affected writings can be read, however.



Cascal's Rainbow Bridge

This spell allows the caster to refract light through any enchanted prism, producing a multicolored bridge of solidified light particles. The bridge requires no means of support per se, but must span an area between two relatively solid things; a Rainbow Bridge cannot simply terminate in midair. The width of a Rainbow Bridge can range from 1—10 feet as the caster wishes. Its length is a maximum of ten feet per level, and its duration is one minute per level. To activate the spell, the caster must have an enchanted prism on hand. Placing the prism at the point from which the bridge is to extend, the caster speaks Cascal's incantation, causing the Rainbow Bridge to emanate from the prism.

Magical Field: Wizardry.

Difficulty: -10

Range: 10 feet per level.

Duration: 10 rounds per level.

Magic Resistance: None. A counterspell or a spell of darkness will disperse the bridge. A Rainbow Bridge is otherwise impervious to damage, though it can be distorted by reflective spells or mirrors.



Cascal's Reflective Aura

This spell allows the caster or a designated recipient to be enveloped in a shimmering aura of light that confers protection against spells of

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Illusion, hallucinations, visual attack forms, and radiant or prismatic light. Spells or other visual attack forms directed against the aura are reflected back upon the attacker. Note that a Reflective Aura protects only against spells or attacks directed at the beneficiary of the enchantment; the aura does not allow the beneficiary to detect illusions. Illusory creatures or objects comprised of magical light cannot penetrate a Reflective Aura, though light from normal sources can. To activate the spell, the caster executes a secret sign and speaks Cascal's Incantation.

Magical Field: Wizardry.

Difficulty: None.

Range: Cast by touch.

Duration: 1 round per level.

Magic Resistance: None. Note that Cascal's Reflective Aura cannot be used in conjunction with any other protective shield or aura. In appearance, Cascal's aura resembles other magical auras.



Cascal's Shadow Dimension

This spell enables the caster to create an extradimensional space within the confines of any area of darkness or shadow. The caster may step into this space and look out unseen upon the surrounding area, or hide one or more objects within the extradimensional space, as desired. In either case, the size of the area of shadow must be large enough to act as a doorway for the caster or designated objects; the extradimensional space itself is limitless in area. To activate the spell, the caster waves a hand over the area of shadow to be used in the enchantment and utters Cascal's Incantation. The Shadow Dimension may then be entered or employed as desired.

A Shadow Dimension may be exited or entered at will for the length of its duration. Individuals or objects that remain within the extradimensional space after the spell's duration has lapsed will be trapped until they can be retrieved, or can effect an escape by magical means. Individuals or objects left in a lapsed Shadow Dimension tend to drift towards the Void, and may not be found in the same place where they were left. If desired, the caster may designate any single creature or being as the recipient of the spell.

Magical Field: Sorcery.

Difficulty: -10

Range: 1 foot per level.

Duration: 10 rounds per level.

Magic Resistance: None. A Shadow Dimension radiates an aura of enchantment, and may be differentiated from ordinary shadow in that it is not dispersed by light. A Spell of Radiance will cause a Shadow Dimension to dissolve, revealing its contents.

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Cascal's Transfixation

This spell allows the caster to produce a burst of kaleidoscopic colors. The stabbing beams of light produced by this enchantment impinge upon the ocular nerves of the intended victim, causing confusion and disorientation. In essence, the victim is rendered dazed and unable to think or take action until the spell's effects wear off. To activate the spell, the caster holds forth any sort of crystal, prism, gemstone, or other reflective article. The caster speaks Cascal's dazzling word of power, causing a brilliant burst of colors to fly forth from the object in hand and strike the intended victim.

Magical Field: Wizardry.

Difficulty: -5

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Roll versus PER in order to resist the disorienting effects of the spell. Note that creatures or beings who are blind or do not possess optical organs cannot be affected by Cascal's Transfixation. Conversely, creatures or beings who possess night vision or are sensitive to light receive a -4 penalty to resist this spell.



Cascal's Virtual Illusion

This spell enables the caster to create a virtual illusion, an imaginary image that in all important respects appears to be real. Virtual illusions differ from common spells of illusion in that they profoundly affect the viewer's perception of reality. Virtual objects or structures feel solid to the touch; virtual illusions of creatures or persons are capable of interaction with real individuals, and can be touched, fought, or embraced. Yet while viewers may believe that they are climbing a set of virtual stairs, they are actually walking in place. When reclining on a virtual illusion of a cushioned divan, a character may actually be lying on the floor. If attacked by illusory enemies, victims experience pain, though their wounds are not real; if "killed," they lose consciousness and remain in a comatose state until the virtual illusion of death is dispelled.

A Virtual Illusion spell can be used to create up to 10 x 10 x 10 feet of illusory objects, materials, or creatures per level; for example, a first-level spell could be used to create 10-12 humanoid figures of average size, a small furnished room, a palanquin with bearers, and so forth. Player characters who intend to employ this spell must describe the particulars of the virtual illusion in detail to the gamemaster before rolling to determine the results. A result of partial success will yield a common spell of illusion, devoid of virtual properties.

The caster must have firsthand knowledge of anything that he or she wishes to

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portray as a virtual illusion, or the results will be unconvincing; in game terms, apply a +1-10 bonus to magic resistance rolls at the gamemaster's discretion. The power of this spell is otherwise limited only by the caster's imagination, and should not be underestimated. The sky-city of Shalihan and all its inhabitants are said to have been created solely of virtual illusions, the only real element of the city being the large floating disk that served as its foundation.

Magical Field: Wizardry.

Difficulty: -10

Range: 10

Duration: Indefinite, or until dispelled.

Magic resistance: Roll versus PER at a penalty of -10, but only after making physical contact with a virtual illusion. If the result is anything less than full success, the subject will be totally convinced that the virtual illusion is real, and will continue to believe this until the illusion has been dispelled.

Reverse: Used to dispel a virtual illusion.



Cerene's Ice Castle

This spell, created by the Snow Queen Cerene, enables the caster to conjure an enchanted castle of ice. The amount of construction that can be created is limited to 10 x 10 x 10 feet per level. The ice castle can be created in any architectural style desired, and may include gates, arrow slots, machioliations, or towers as desired. Enclosed areas can be created, though adequate ventilation must be provided if living beings or creatures are to occupy the structure, or asphyxiation will result within 2d20 rounds. Each 10-foot section of wall is capable of withstanding 100 points of damage before being breached.

Magical Field: Wizardry.

Difficulty: -10

Range: Limited to the area surrounding the caster; when this spell is cast, the ice castle will manifest around the caster.

Duration: 100 rounds +10 rounds per level.

Magic Resistance: None.



e-Magick

This all-purpose enchantment was devised by the sorceress Sylan, who found it of great utility when exploring certain ancient ruins and crypts. The spell can be used to temporarily suspend the effects of any type of symbol,

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aura, magical barrier, enchanted item, or ward. The suspension lasts for only one round, after which the de-magicked subject will once again regain its previous capabilities. The de-magicking properties of this enchantment work equally well upon all forms of magic, with the level at which the spell is cast determining the extent of its effectiveness.

Magical Field: Sorcery.

Difficulty: -10

Range: 1 foot.

Duration: 1 round.

Magic Resistance: Play as a resisted roll, comparing the level of the subject that is to be de-magicked as a negative modifier with the level at which the spell is cast.



Dimension Warp

This spell, which many scholars believe was authored by the trapmage Shaladin, allows the caster to create an instability in the dimensional fabric, a warp that can range upwards in size from one inch to ten feet in diameter. Individuals, creatures, or objects that make contact with such a warp will be sucked in and hurled at random across the Omniverse. Subjects drawn into a warp usually suffer spatial displacement in the form of removal to another plane of existence. On rare occasions, however, a warp may spin a subject out of time, resulting in a temporal displacement or removal to another era or period of time. In either case, the duration of the displacement is indefinite. Only by locating the warp's exit point and using a counterspell can a displaced individual effect a return to his or her usual plane or time.

A Dimension Warp may be cast anywhere: in a doorway, a room, outdoors, in a chest, upon the opening of a bottle or container, and so on. Its size is irrelevant; even a one-inch warp is capable of drawing in almost anything that makes contact with it. Dimension Warps are stationary, and are barely discernible by the faint aura of distortion they emanate. To activate the spell, the caster makes an arcane gesture and speaks nine words of power. The awesome forces generated will create a hole in the dimensional fabric, the size of which may be determined by the caster.

Magical Field: Wizardry.

Difficulty: -10

Range: 1 foot per level.

Duration: Indefinite.

Magic Resistance: Roll versus PER to notice the warp in time to avoid contacting it; warps radiate a strong aura of magic that can sometimes be "felt" at distances of up to five feet.

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Dispose This spell, created by the wizard Malderon, produces an extradimensional hole into which the caster may dump unwanted trash or other items. The hole can then be closed at the caster's command, and its contents will be dumped into extradimensional space. The diameter of the hole cannot exceed two inches per level of the spell.

Magical Field: Wizardry.

Difficulty: -10

Range: 1 foot.

Duration: 1 round per level.

Magic Resistance: None.



Forceblade This spell allows the caster to create a blade of ambient magical force that can be made to manifest in the caster's hand or in an empty sheath or scabbard, as desired. The blade can be made to take the form of any type of normal-sized sword or knife, with the size of the weapon having no relation to the amount of damage that it is capable of causing. A forceblade is solid, but has no weight and is nonencumbering. On a successful hit, a forceblade causes d12 +1 per level of the spell damage, plus STR bonus, as applicable.

Magical Field: Erythrian battle magic.

Difficulty: -5

Range: Self.

Duration: 5 rounds per level.

Magic Resistance: None, though both enchanted and nonmagical forms of armor confer protection as per their normal ratings versus a forceblade.



Forcebow Allows the caster to create a crossbow of arcane force that is capable of firing one arcane energy bolt per round. Each bolt is capable of causing d12 points of damage +1 per level of the spell. The forcebow automatically reloads each time it is fired for the duration of the spell.

Magical Field: Erythrian battle magic.

Difficulty: -5

Range: 100 feet plus 10 feet per level.

Duration: 1 round per level.

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Magic Resistance: Roll versus DEX to dodge. A result of partial success means the target takes half the total damage. Bolts from a forcebow can also be parried with a shield.



Forcehammer

Allows the caster to create a warhammer comprised of glowing arcane force. On a successful hit, a forcehammer does d12 points of battering damage +1 point per level, plus STR bonus, as applicable.

Magical Field: Erythrian battle magic.

Difficulty: -5

Range: Self.

Duration: 5 rounds per level.

Magic Resistance: None.



Forceshield

Allows the caster to create a hand-held shield of glowing arcane force that can be used to block or parry magical bolts or nonmagical attacks. A Forceshield is capable of withstanding up to 20 points, +1 point per level of damage per attack without breaking. Any attack that causes damage in excess of the Forceshield's maximum rating will cause the shield to shatter.

Magical Field: Erythrian battle magic.

Difficulty: -5

Range: Self.

Duration: 5 rounds per level.

Magic Resistance: None.



Flight

Flight is an improved version of the wizardry spell Levitation. This enchantment allows the caster or a designated beneficiary to fly at speeds of up to +5, or 23 miles per hour. Maximum allowable weight while flying is an additional 50 pounds per level in excess of the flyer's normal encumbrance limitations; exceeding this figure reduces maximum speed by -1 per additional 50 pounds or portion thereof.

Magical Field: Wizardry spell.

Difficulty: -5

Range: Self, or cast by touch.

Duration: 10 rounds per level.

Magic Resistance: None.

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Koraq's Anti-Magic Aura

This spell allows the caster to be enveloped in a shimmering aura of antimagical energy that will confer protection from hostile magics of all sorts. Spells directed against the beneficiary of this enchantment dissolve upon contact with the antimagic field and are rendered ineffective. The aura does not confer protection from spells such as Arkon's Impermeable Web, which affects the caster's surroundings, or from spells of influence or illusions.

The employment of an Anti-Magic Aura is not without certain drawbacks. While enveloped in the aura, a magician can cast no other self-affecting spell. Further, the casting of an Anti-Magic Aura cancels all previous enchantments, shields, auras, veils, and so forth that the magician may have been employing. Also of concern is that a miscast Anti-Magic Aura can result in a temporary loss of spellcasting abilities or the inadvertent "de-magicking" of one or more enchanted items on the caster's person.

Magical Field: Sorcery.

Difficulty: -15

Range: Self.

Duration: 1 round per level.

Magic Resistance: None. It is perhaps interesting to note that, in terms of outward appearance, it is impossible to tell Koraq's Anti-Magic Aura from the aura enchantments of Cascal, Viridian, and Zanillo.



Koraq's Arcanalytical Modulation

This spell enables the caster to modify or neutralize any form of enchantment by altering the parameters of its matrix. An orb of arcanalysis, used in conjunction with the skill Arcanysis, is essential to the use of this spell. Note that this spell must be cast at a level commensurate with the level of the enchantment that is to be modified, or at a greater level if the caster wishes to increase the level and effects of the enchantment being modified.

Magical Field: Sorcery.

Difficulty: -10

Range: 1 foot.

Duration: 10 rounds per level; it takes 10 rounds to modify a single aspect (level, duration, effect, etc.) of a matrix.

Magic Resistance: None.



Koraq's Counterstroke

This spell allows the caster to divert hostile magics away from an intended target or subject by means of a deflective shield of antimagical energy.

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The countering shield will unerringly deflect any single bolt, beam, or burst of magical origin, including those made of eldritch, elemental, or mystical energy. Duration is instantaneous. To activate the spell, the caster points in the direction of the hostile magic and utters Koraq's word of antimagical power.

Magical Field: Sorcery.

Difficulty: -10

Range: 10 feet per level.

Duration: Instantaneous.

Magic Resistance: None. It should be noted that hostile magics countered by means of this spell are not dispersed or dispelled, but merely deflected in a random direction. The gamemaster should roll a d20 to make this determination, as follows:

1 - 5 = deflected upward

6 - 10 = deflected downward

11 - 15 = deflected to left

16 - 20 = deflected to right



Koraq's Darkening Veil

This spell allows the caster to negate the effects of any type of crystal ball, seeing stone, or spell of surveillance. The enchantment will cause any scrying device directed against the caster and his or her associates to cloud over and darken, effectively foiling spying attempts of this nature. Range is unlimited, though a Darkening Veil has no interdimensional capability.

Magical Field: Sorcery.

Difficulty: -10

Range: Unlimited.

Duration: One hour per level.

Magic Resistance: None.



Koraq's Interposing Shields

This spell allows the caster to create a number of disk-shaped shields of magical force that encircle the caster, moving automatically to intercept and nullify attacks by missiles, weapons, hostile creatures or beings, or magical bolts, darts, and so on. The glowing shields also possess reflective qualities that are proof to radiant light and heat but do not confer protection against illusions, mists, gases, dusts, spells with a wide area of effect, or psychic energies. The spell produces one shield per level, each of which will serve to thwart a single attack; contact with any of the attack forms listed will cause a shield to burst into shards of light. To activate the enchantment, the caster recites Koraq's word of warding with the right hand upraised in a

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gesture of arcane significance. The shields appear at once and hover about the caster.

Magical Field: Sorcery.

Difficulty: -10

Range: 1-2 feet.

Duration: 1 round per level.

Magic Resistance: None.



Korag's Perdurable Enchantment

This potent spell enables the caster to extend the duration of any of the following types of enchantments:

- Magical gates, dimensional openings, etc.
- Any illusion or illusory effect not of instantaneous duration
- Magical mists or trap-type effects
- Magical bonds or restraints of any sort
- Conjured or metamorphosized creatures or beings

In order to be effective, the Perdurable Enchantment must be cast upon a spell that is already in effect; the Perdurable Enchantment is cast separately from the spell it is intended to augment. The enchantment increases the effective duration of the spell upon which it is cast by a factor of ten if cast at the first level of ability, twenty at second level, thirty at third level, and so forth. To activate the spell, the caster must recite Korag's formulae, an endeavor that takes a minimum of 10 rounds to complete. The enchantment may be cast any number of times upon a given spell.

Magical Field: Sorcery.

Difficulty: -15

Range: 1 foot.

Duration: As stated above.

Magic Resistance: None. It should be noted that a miscast spell of this nature can cause disruptions in the temporal fabric, resulting in grievous consequences for the caster, such as premature aging, loss of vitality, displacement in time, and so on.



Korag's Spell of Transference

This complex spell enables the caster to create an opening into a neutral dimensional nexus, step within, and emerge in another locale of the caster's choice. Distance is not a factor; if desired the caster may even use this spell to gain access to another dimension, though such attempts engender additional risk. It is not possible, however, for the caster to use this spell to travel to any locale he or she has not previously visited, or has not at least scrutinized by means of a crystal ball or

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seeing stone. The caster must concentrate fully while effecting the transference, for the slightest distraction may cause the caster to become disoriented while seeking to exit the dimensional nexus; roll versus intelligence if such an occurrence is likely, with failure indicating that the caster exits the nexus at a location determined at random by the gamemaster rather than at the intended destination.

Spell failures or magical mishaps are a particular annoyance when casting a Spell of Transference, and can lead to the inadvertent creation of dimensional rifts, vortexes, temporal displacements, and other inconveniences. Also, while the caster stands within the dimensional nexus, there is a 1 in 20 chance that he or she may encounter wandering creatures or beings of extradimensional origin, or even fellow travelers of one sort or another.

If desired, the caster may bring other creatures or beings along, though each additional lifeform increases the degree of difficulty inherent in this spell by an additional -5 penalty. To activate the spell, the caster must have in his or her possession an enchanted crystal that acts as a focus for Koraq's spoken incantation.

Magical Field: Sorcery.

Difficulty: Varies according to intended destination, as indicated on the following table:

<i>Destination</i>	<i>Modifier</i>
Another continent	-5
Another world	-10
Another solar system	-15
Another galaxy	-20
Another plane	-25

Range: 10 feet per level

Duration: Up to 1 round per level as desired.

Magic Resistance: None. It should be noted that Koraq considered this spell far less reliable than, and thus inferior to, the Neurian method of interdimensional travel.



Koraq's Ultra-Sensorium

This spell increases the subject's sensory capabilities to a remarkable degree, allowing the beneficiary of this enchantment to see invisible, astral, or ethereal presences or objects, detect illusions by touch, discern even the subtlest odors or scents, hear whispered conversations or other faint sounds, and detect magical emanations by sight. The recipient of the ultra-sensorial capabilities will also be invested with a type of "sixth sense" that will alert the individual if he or she is being watched by unseen agencies of any sort. To activate the spell, the caster places his or her right hand upon the forehead of the intended subject and speaks Koraq's incantation.

Magical Field: Sorcery.

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Difficulty: -7

Range: Maximum range for all but the tactile ability is 10 feet per level.

Duration: 1 round per level.

Magic Resistance: None, though an unwilling recipient can void the enchantment by evading the caster's touch. It should be noted that individuals affected by this spell are highly susceptible to damage by extreme sensory stimuli; in game terms, treat this as a -1 penalty to resist the effects of loud noises, noxious vapors, extremely bright lights, or spells that cause effects such as these.



alderon's Magic Portal

This unusual spell allows the caster to create a magical door that may range in height from 1-8 feet and in width from 1-4 feet, at the caster's discretion. The portal may appear as a common wooden or metal door, a curtain, or even a mirror. Exactly where a magical portal will lead is up to the caster to determine. The choices include:

- Nowhere. This was Malderon's rather quaint name for the Void, a dark dimension with no substance (see Chapter 8). While Malderon claimed that he often hid here to avoid the unwanted attentions of peddlers and visiting relatives, individuals who do not possess the ability to travel from one dimension to another will become trapped in the Void if they pass through the one-way door.
- Through any solid or semisolid substance, including stone, earth, wood, metal, glass, sand, mud, and so on. In this instance, the depth of the opening behind the door is limited to 1/2 foot per level.
- To any location where the caster has previously placed another Magic Portal, thus allowing the spell to serve as a magical means of traveling from one location to another.

All Magic Portals are one-way doors that can only function either as entrances or exits, as the caster determines. To activate the spell, the caster traces the outline of a door in the desired location and utters Malderon's incantation.

Magical Field: Wizardry.

Difficulty: -10

Range: 1 foot per level.

Duration: Duration is normally limited to one hour per level. Such is the utility of this spell that magicians often use Korak's Per durable Enchantment to create Magic Portals of long-lasting duration, forming a convenient means of access to various places.

Magic Resistance: Roll versus PER to detect a Magic Portal and thereby avoid entering it by accident. It should be noted that a miscast Magic Portal can lead to unpleasant consequences of various sorts, including interdimensional rifts and gates into bizarre locales.

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Malderon's Mists

This spell enables the caster to create a quantity of magical mists that can be made to cause one of the following effects:

- **Obscure Vision:** The mists created will be impenetrable by any means of detection, including scrying devices.
- **Sleep:** Individuals who fall victim to these mists cannot be awakened until the effects of the enchantment wear off or are countered by magical or alchemical means.
- **Forgetfulness:** Individuals who fall victim to these mists will become confused and disoriented, uncertain of who they are, where they are, or what they were doing prior to contacting the mists. Until the mists' effects wear off or are dispelled, such victims will be unable to remember any previously known skills, talents, or abilities requiring conscious thought. For all intents and purposes, they will have a skill rating of 0; attribute scores or natural abilities are not affected by the enchantment.

The quantity of mists created by this spell cannot exceed 10 x 10 x 10 feet. The mists are stationary, though the magical vapors can be moved or dispersed by magical or nonmagical winds. The color of the mists is variable according to the caster's designs. To activate the spell, the caster gestures with both hands while reciting Malderon's Incantation.

Magical Field: Wizardry.

Difficulty: -5

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Roll versus CON to resist magical sleep or forgetfulness.



Malderon's Obedient Servant

This spell conjures forth a magical servitor of humanoid semblance that can be instructed to perform menial household chores or pack and move possessions, equipment, or other items, as desired. The items to be moved can be loaded aboard a conveyance or steed, tucked into a closet or cabinet, and so forth. The servitor can lift up to one hundred pounds and moves with considerable alacrity, neatly packing one bag, satchel, drawer, or chest full of items per round. It is not capable of speech or independent action. The rogue magician Zanillo is said to have employed this enchantment often when rifling tombs and vaults of their contents.

Magical Field: Wizardry.

Difficulty: None.

Range: The servitor manifests at the caster's side.

Duration: 1 round per level.

Magic Resistance: None.

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Malderon's Rings

This spell enables the caster to conjure one or more unbreakable rings of magical energy that may be directed to encircle and confine any creature, being, or object. The enchantment yields up to one ring per level, the maximum diameter of which cannot exceed two feet per level. To activate the spell, the caster points at the designated targets of the spell and utters Malderon's activating incantation.

Magical Field: Wizardry

Difficulty: None.

Range: 10 feet per level

Duration: 1 round per level.

Magic Resistance: Roll versus DEX to dodge the rings and escape the effect.



Mind Probe

This spell allows the caster to psychically delve into the subconscious mind of another individual or creature in an attempt to locate secret or forgotten information that is stored in the subject's memory. The spell lasts for one round per level, during which time the caster must roll versus perception once per round as he or she searches for the desired information. The mnemonic information derived from a Mind Probe may be comprised of visual, auditory, olfactory, and other elements, and is subject to considerations of language and sensory perception; it may be difficult or impossible for the caster to understand the thoughts and memories of a subject who speaks a different language or possesses perceptive capabilities that are alien to the caster. This spell will only work if the subject remains stationary, and will function even if the subject is asleep, unconscious, comatose, or on the verge of death.

The effectiveness of the spell is determined as follows:

Critical Success: The caster locates the desired information, and may also find something else of interest at the gamemaster's option.

Success: The caster finds the information.

Partial Success: The caster intuitively feels that he or she is "getting close" and receives a +1 on the next attempt.

Failure: Nothing is found; the search can continue next round unless the spell duration expires.

Mishap: Nothing is found; the caster loses the psychic connection and the spell ceases to function.

Magical Field: Mysticism.

Difficulty: -10

Range: 1 foot; if the caster moves out of range the spell ceases to function.

Duration: 1 round per level.

Magic Resistance: Roll versus PER, as stated. If this spell is being cast without the subject's consent, apply the subject's WIL rating as a negative modifier versus the caster's PER rolls.

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traja's Illusory Vells

This spell allows the caster to adopt one "veil" of illusion per level of the enchantment, or to do the same for a designated beneficiary. Each veil is a separate illusion that must be penetrated or dispelled before the subject's true nature can be determined. The seven illusory vells include:

- **Sex:** The subject's gender can be altered or disguised.
- **Size:** The subject's height and weight can be made to appear up to 50% greater or smaller, as desired.
- **Race:** The subject's race and outward appearance, including facial features, hair color, and skin color and texture, can be magically disguised, though the subject's basic bodily somotype (biped, humanoid, quadruped, avian) cannot be altered.
- **Age:** The subject's age can be made to appear 50% younger or older.
- **Apparel:** The subject's costume can be magically disguised and altered as desired.
- **Voice:** The subject's manner of speech, including accent, inflection, pitch, and resonance, can be magically disguised, though the language the subject is speaking remains unchanged.
- **Charisma:** The subject's overall presence can be magically disguised, causing him or her to appear more or less imposing or authoritative. In game terms, the subject's charisma rating can be temporarily altered by +/- 1-5.

Magical Field: Wizardry.

Difficulty: -7

Range: Cast by touch.

Duration: 1 hour per level.

Magic Resistance: None, though an unwilling recipient can avert being disguised by rolling versus DEX to avoid the caster's touch.



ordante's Dark Harbinger

This spell allows the caster to summon a harbinger imp, a lesser entity from the plane of Oblivion commonly employed as a bearer of ill fortune and evil omens. The harbinger imp will deliver any verbal message or relatively small item weighing up to one pound given to it by the caster. Distance is not a factor, though a harbinger imp will be reluctant to venture beyond the astral plane unless it is promised a sizable reward.

To activate the spell, the caster traces a symbol in the air and recites Mordante's incantation. The harbinger imp will appear, awaiting its commands. The caster need only inform the harbinger imp of the identity and general location of the individual or creature for whom the message is intended, and it will be off. Note that this spell takes ten rounds to cast, though no special preparations are required to effect the summoning.

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Magical Field: Invocation.

Difficulty: -6

Range: Limitless.

Duration: 10 rounds, sufficient time to give the harbinger imp instructions and send it on its way.

Magic Resistance: None. If miscast, Mordante's Dark Harbinger may yield consequences similar to an improperly cast Spell of Summoning.



Mordante's Frightful Minion

This spell allows the caster to summon a barbed horror, a lesser entity normally found only in the Nightmare Dimension. The barbed horror can be commanded to visit a phobia upon a designated victim, or to conceal itself in any room, alcove, chest, hole, or other area large enough to allow it to enter; a one-foot diameter opening is required for the implike horror to gain entry. In the former case, the barbed horror will adopt an astral form and affix itself to the victim's aura. In the latter case, the horror takes material form, and will attack any unauthorized intruder, designated subject, or random victim that approaches within one foot of its hiding place.

To activate the spell, the caster traces a symbol in the air and speaks Mordante's incantation. The barbed horror will appear, awaiting its commands. As these horrid creatures are not particularly mobile, the caster should summon the minion near the spot where it is to be hidden. A barbed horror will remain in hiding indefinitely, until such time as it is impelled to attack. Note that this spell takes ten rounds to cast, though no special preparations are required to effect the summoning.

Magical Field: Invocation.

Difficulty: -6

Range: Limitless.

Duration: Indefinite.

Magic Resistance: None. If miscast, Mordante's Frightful Minion may yield results similar to an improperly cast Spell of Summoning.



Mordante's Nightmare Visions

This spell allows the caster to summon a number of fantasies, minor entities from the Nightmare Dimension known for their ability to cause fear. The fantasies may be commanded to attack and terrorize any subject or subjects designated by the caster. In order to activate the spell, the caster must burn a mixture of one dram of incense and one of black mushroom or black lotus while chanting Mordante's incantation. The fumes and spell forces together will induce a magical sleep

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that will render the caster insensible for one hour, meanwhile enabling him or her to extend a psychic summons into the Nightmare Dimension. One fantasm per level will answer the caster's summons and respond to his or her commands. The caster will be able to visualize all that transpires, and can direct the fantasms to attack any subject or group of subjects desired. Range is unlimited, though interdimensional control of the summoned fantasms is not possible. Only level one fantasms will respond to the summons. Note that this spell takes ten rounds to cast, though no special preparations are required to effect the summoning.

Magical Field: Invocation.

Difficulty: -6

Range: Limitless.

Duration: 1 round per level.

Magic Resistance: None. If miscast, this spell can lead to dire consequences, including terrifying nightmares, possession, or the direct intervention of the horrific entity known as Noman, ruler of the Nightmare Dimension (see Chapter 8).



Mordante's Nocturnal Menace

This spell allows the caster to summon a nightstalker, a frightful lesser entity from the Nightmare Realm capable of attacking living creatures on the material plane by invading their dreams in astral form. The spell is particularly useful, as there is no need to observe the strictures and procedures normally associated with summoning spells. Mordante's name alone is enough to compel the nightstalker to obey, by reason of a pact struck between these creatures and the black magician himself. In accordance with this pact, a nightstalker may only be summoned after dark.

To activate the spell, the caster traces a symbol in the air while speaking Mordante's arcane incantation. The nightstalker will appear in a cloud of acrid vapor, awaiting the caster's command. The caster need only inform the nightstalker of the chosen victim's identity and location, and it will obey. Note that this spell takes ten rounds to cast, though no special preparations are required to effect the summoning.

Magical Field: Invocation.

Difficulty: -6

Range: Limitless.

Duration: 1 round per level.

Magic Resistance: None. If miscast, Mordante's Nocturnal Menace may yield consequences similar to an improperly cast Spell of Summoning.

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Mordante's Unseen Agency

This spell allows the caster to summon a fiend, an insidious minor entity from the Nightmare Dimension notable for its ability to blend unseen into darkness or shadow. A fiend will usually serve only as a spy, observing the intended subject or subjects for up to one day per level of the spell, then reporting back to the caster. If promised a sizable reward, a fiend may additionally consent to steal an item for the caster, but only if it can do so without great risk to itself.

To activate the spell, the caster traces a symbol in the air and recites Mordante's incantation. The fiend will appear, awaiting its commands. The caster need only inform the fiend of the subject's identity and general location, and it will obey. Note that this spell takes ten rounds to cast, though no special preparations are required to effect the summoning.

Magical Field: Invocation.

Difficulty: -6

Range: Limitless

Duration: 1 day per level.

Magic Resistance: None. If miscast, Mordante's Unseen Agency may yield consequences similar to an improperly cast Spell of Summoning.



Mordante's Winged Servant

This spell allows the caster to summon a bat manta, a winged creature from the astral plane. The bat manta will consent to carry the caster and any other individuals, creatures, goods, or equipment weighing up to a total of one-half ton to any location on the plane to which it was summoned. It can travel up to one hundred miles in an hour's time, and will serve for one hour per level of the spell. If left unattended for any length of time, a bat manta may return to its home plane. A level four bat manta will always respond to this summons.

To activate the spell, the caster traces a symbol in the air and recites Mordante's incantation. The bat manta will appear, awaiting its instructions. Note that this spell takes ten rounds to cast, though no special preparations are required to effect the summoning.

Magical Field: Invocation.

Difficulty: -10

Range: Limitless.

Duration: 1 hour per level.

Magic Resistance: None. If miscast, Mordante's Winged Servant may yield results similar to an improperly cast Spell of Summoning.

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Pact of Summoning

Allows the caster to impel a summoned creature to serve as his or her familiar. The caster must first use the Spell of Summoning to bring the desired entity from its home plane. The summoned creature must be confined within a circle of protection at the time this spell is cast, or the enchantment will not function. If the spell is successful, the entity will agree to serve the caster for the duration of the spell or until it is given its release from the pact.

The Pact of Summoning receives its power from the caster's own life force, costing him or her 2 hit points per each summoned creature made to serve as a familiar. These lost hit points return if a familiar is killed or sent back to its home plane. The incantation takes ten rounds to recite and is effective only on minor, lesser, and greater entities (see Chapter 8).

Magical Field: Ritual invocation.

Difficulty: -1 per level of the summoned creature if a minor entity; additional penalty of -5 for lesser entities or -10 for greater entities.

Range: Limited to the confines of the circle of protection.

Duration: 1 year per level of the spell.

Magic Resistance: Roll versus WIL to resist.



Radiant Beam

Allows the caster to create a tightly focused, 1-inch diameter beam of radiant light energy that can be projected at distances of up to 100 feet plus 10 feet per level. A radiant beam is capable of causing up to $d20 + 1$ per level points of damage, and will ignite combustibles in the area of effect. The burst of light travels at such great speed that it cannot be dodged or evaded.

Magical Field: Erythrian battle magic.

Difficulty: -7

Range: 100 + 10 feet per level.

Duration: Instantaneous.

Magic Resistance: None, though a result of partial success indicates a miss with regard to the use of this spell. Also note that a radiant beam can be foiled by the use of reflective armor or mirrors, and can be dispersed and rendered harmless by clouds of dust, smoke, or mist.



Re-Magick

This spell, developed by the sorceress Sylan, enables the caster to restore spent charges from any enchanted item. In order to be effective, the spell must be cast at the same level as the item that is to be re-magicked. One spent charge can be restored per each casting of this spell, up to the item's maximum number of charges.

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Magical Field: Sorcery.

Difficulty: -7

Range: By touch.

Duration: Indefinite, or until the charge is spent once more.

Magic Resistance: None.



Retrieve

This spell was created by the wizard Malderon, who often found upon leaving his home that he had forgotten to bring along some small but important article. When cast, this enchantment conjures forth a magical creation resembling a servitor imp, which may be dispatched to retrieve the forgotten item at once. The conjured imp travels through extradimensional space and can move at a rate of up to ten miles per round. The maximum weight of the article to be retrieved cannot exceed twenty pounds. It is important to note that the imp will not retrieve any item that is not actually owned by the caster.

Magical Field: Wizardry.

Difficulty: -5

Range: Casting range is 1 foot; the imp's range is a circle of 20 miles in diameter per level of the spell, centered on the caster. Should the caster move beyond the spell's maximum range, the retrieved item will be lost in extradimensional space.

Duration: 1 round per level.

Magic Resistance: None.



Rodinn's Spell of Instant Sobriety

This minor enchantment allows the caster to negate the effects of intoxicants of any sort, rendering the beneficiary sober and alert. The enchantment enjoys a vast reputation among magicians as an effective treatment for hangovers. To activate the enchantment, the caster snaps his or her fingers and speaks a single word.

Magical Field: Wizardry.

Difficulty: None, though a penalty of -1 to -10 may be applied against the caster if he or she attempts to employ this spell while intoxicated.

Range: 1 foot per level.

Duration: Indefinite.

Magic Resistance: None.

Reverse: Rodinn warned against using this cantrip as a counterspell for recreational purposes, citing the unpredictable nature and duration of magically induced intoxication.

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Rodinn's Spell of Sartorial Splendor

This minor enchantment allows the caster to repair the effects of travel, the elements, and general wear and tear on the target's garments and overall appearance. Garments are magically cleaned and freshened, small rips and tears mended, footwear shined to a high polish, and so on. The enchantment will also do as much as can be done for the beneficiary's personal grooming, serving as an effective substitute for a bath, shave, haircut, and manicure, though it cannot be counted on to properly apply makeup or other enhancements. To activate the enchantment, the caster performs an arcane gesture, touches the intended beneficiary, and speaks Rodinn's effectuating cantrip.

Magical Field: Wizardry.

Difficulty: -10

Range: By touch.

Duration: Instantaneous and indefinite.

Magic Resistance: None.



Rodinn's Sumptuous Repast

Widely acclaimed as one of Rodinn's finest creations, this spell allows the caster to conjure a full meal including main course, two side dishes, and liquid libation of the caster's choice, all sufficient to feed one Man-sized creature or being per level. The enchantment's epicurian limitations are somewhat modest, though not embarrassingly so; costly delicacies and rare vintage wines are beyond the capabilities of this spell, but the quality of food and drink produced can generally not be faulted, and the portions are reasonably generous. Rodinn himself was partial to the green wine, rainbow kra with capers, spiced quince garnishes, and fresh fruit from the jungles of the Dark Coast. From a nutritional standpoint, the meal is more than adequate, though overindulgence can lead to gastric distress, intestinal disorders, and obesity; Rodinn recommended that the spell be employed for personal use no more than three times in a given week. To activate the spell, the caster spreads wide both hands over the area where the meal is to be served and recites Rodinn's incantation.

Magical Field: Wizardry.

Difficulty: -5

Range: 1 foot per level.

Duration: Instantaneous.

Magic Resistance: None. It is important to note that a miscast spell may yield tainted or spoiled food, among other unsavory effects.

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Sassan's Flery Motes

This spell enables the caster to hurl a number of white-hot darts of magical fire up to a distance of ten feet per level. The total number of creatures or beings that can be targeted by the fire-specks is limited to a maximum of two per level, exactly the quantity of motes created by the spell. If desired, less than the maximum number of motes may be created, or the total quantity of motes can be directed at a lesser number of targets. Each fire-mote will do two points of damage to any living creature or combustible material it strikes. To activate the spell, the caster first speaks Sassan's incantation, then points with the left hand at each of the designated targets, sending forth a fusillade of flery motes.

Magical Field: Pyromancy.

Difficulty: -5

Range: 10 feet per level.

Duration: Instantaneous.

Magic Resistance: Roll versus DEX to dodge the motes for no damage. A result of partial success means the intended victim takes half damage per mote.



Sassan's Pyromania

This spell causes any nonmagical item or substance to burst into flame at the caster's command. The magical flames produced will consume a one cubic foot quantity of any combustible material per round, or a like quantity of any other type of material, even water, per every five rounds. The spell will not harm living creatures. Sassan himself considered the enchantment to have numerous uses, particularly with regard to pranks and practical jokes. The flames produced by this enchantment subside the moment the spell's duration has expired, but are otherwise extinguishable only by magical means. To activate the spell, the caster points with the left hand towards the intended target and utters Sassan's special word of power.

Magical Field: Pyromancy.

Difficulty: -7

Range: 1 foot per level.

Duration: Instantaneous.

Magic Resistance: None.



The Seven Secret Symbols of Power

This spell allows the caster to employ one of Solimorrion's seven secret symbols, which are effective versus demons, devils, shadowforms, and other entities of extradimensional origin.

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The seven symbols are:

- **Banishment:** Exiles the subject forthwith to a dimension of the caster's choice.
- **Stasis:** Immobilizes the subject within a glowing matrix comprised of lines of pure force.

- **Freedom:** Releases the subject from any bonds, fetters, or any other form of restraint, including charms, spells of influence, banishment, imprisonment, or an oath, provided the caster is the one who bound the subject to the oath.

- **Oath:** Binds the subject to honor any pact or arrangement agreed to prior to the casting of the symbol. Failure to uphold the terms of the agreement will cause the subject to experience the most excruciating agonies, followed within seven days by death or dissolution.

- **Confinement:** This symbol is used to capture and confine a designated subject in a prison of magical force, which can be made to take any form desired; mazes, brass vessels, gemstones, glass cages, and subterranean cells are among the more popular choices.

- **Protection:** Creates a ten-foot radius circle of protection around the caster and up to six companions or creatures. This circle can be made impervious to one of the following: demons, devils, malign spiritforms, or magic. The circle is stationary.

- **Guardian:** This potent symbol wards any room, doorway, portal, archway, or magical gate from entrance by any save the caster or individuals specifically designated as welcome within. The guardian is a paramane, an entity comprised of magical energy (see Chapter 8) whose level is determined by the level of the symbol. It is capable of speech, and resides within the area it is consigned to protect, held there by the symbol's magic. If approached, the guardian will repulse trespassers with a burst of magical energy.

Duration for each of the Seven Secret Symbols is permanent, subject to appropriate counter-magics. To activate the spell, the caster stands, arms spread apart, and traces the symbol in the air or upon a solid surface while invoking Solimorrion's secret words of power; the process of tracing the symbol creates an atmospheric turbulence that may take the form of gusts of air, flashes of light, or other rather noticeable disturbances in the area of the caster. A symbol's area of effect projects outward in a 10-foot diameter circle.

Magical Field: Cryptomancy.

Difficulty: -7

Range: Cast by touch; effective range is a 10-foot diameter circle.

Duration: Indefinite.

Magic Resistance: It is possible to avoid the effects of a symbol by staying out of the area of effect or moving out of range of a magician who is casting a symbol; roll versus SPD in the latter case.

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shaladin's Alarums and Diversions

This minor enchantment allows the caster to place a special ward upon any door, chest, container, or item. If the protected item is touched by any unauthorized person or entity, including a phantasmal felon, the ward is activated, yielding one of the following effects:

- A sound like a great gong being struck is heard.
- An illusory spectral face of the caster's choice appears and utters an angry warning, up to seven words of the caster's choosing.
- A nearby door designated by the caster slams shut and locks.
- The sound of approaching footsteps is heard.
- The warded item appears to burst into flame, an illusory effect.
- Any single, nonharmful effect devised by the caster will occur.

One additional effect can be produced per every two levels (i.e., add one effect at level 3, 5, 7, etc.). To activate the enchantment, the caster waves a hand over the object or item to be warded and utters Shaladin's Incantation.

Magical Field: Wizardry.

Difficulty: -5

Range: Cast by touch; effective range is a 10-foot diameter circle.

Duration: 24 hours.

Magic Resistance: None. Note that items warded in this manner radiate a faint aura of magic.



shaladin's Machinatus

This minor enchantment enables the caster to place a secret ward upon any room, hall, or enclosed area. If an unauthorized individual or creature trespasses into the protected area, the ward is activated, yielding one of the following effects:

- A conjured harbinger imp appears to warn the caster or another individual that trespassers have entered the protected area.
- A door is automatically locked or unlocked.
- One trap mechanism of any sort located somewhere within 1,000 feet of the protected area is set, reset, or otherwise activated. As part of the machinatus, an automaton may be activated by this means.

One additional effect can be produced per level of the spell.

Magical Field: Wizardry.

Difficulty: -1 per effect that is to be produced.

Range: The spell's effects encompass a 1,000-foot diameter circle.

Duration: 24 hours.

Magic Resistance: None. Note that areas protected by this ward radiate a faint aura of magic.

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Shaladin's Surprise

This spell, also known as "The Rogue's Lament," allows the caster to place a minor ward upon any door, chest, container, book, or other item. If an unauthorized person or entity, including a phantasmal felon, touches or attempts to open the protected device, the intruder will suffer one point of energy damage per spell level; a one-point shock is sufficient to vaporize a phantasmal felon. The shock will also cause numbness and pain in the intruder's hand or other appendage, rendering the affected member useless for one minute per level. The ward retains its charge indefinitely until contacted by an intruder; upon discharging its energy, the ward ceases to function. To activate the enchantment, the caster passes a hand over the designated device while speaking Shaladin's cantrip.

Magical Field: Wizardry.

Difficulty: -7

Range: Cast by touch.

Duration: The spell's effects are instantaneous; its properties remain in effect for one hour per level.

Magic Resistance: None; if a protected object is touched, the spell takes effect.



The Six-Fold Spell of Fascination

This potent spell, stolen by the witch Ilse from a powerful shaitan named Nargul, enables the caster to entrance any individual using the most clever and devious magics. Individuals who have been charmed in this fashion will be utterly fascinated by the caster, and will reveal anything or perform any favor in order to gain the caster's approval. To activate the spell, the caster must have the subject's attention; the caster then performs six subtle motions of the hands, eyes, and facial features while speaking to the subject. The spell takes approximately 10 rounds to cast.

Magical Field: Witchcraft.

Difficulty: -6

Range: 1 foot per level.

Duration: 10 rounds per level.

Magic Resistance: Roll versus PER at a penalty of -1 per level of the enchantment. If this roll is successful, the subject will perceive a faint aura of magic in his or her proximity. Unless subjects suspect that they are being charmed and take precautions of some sort, such as averting their gazes, walking away, or uttering a counterspell, the entrancement will take effect whether or not the resistance roll is successful.



Olmorrion's Chains

This spell allows the caster to bind a subdued or captured foe in chains of glowing magical force. The chains render the prisoner unable to use magics or spells of any sort, and cannot be broken by physical means, though they can

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be broken by force of will. Solimorrion's Chains can only be cast upon an individual or creature who has been subdued, confined, or held fast in some manner, or who has willingly surrendered to the caster.

Magical Field: Invocation.

Difficulty: -7

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: Roll versus WIL to break the magical chains of force. The level at which the spell is cast is applied as a negative modifier for this roll, and only one attempt may be made to resist.



Solimorrion's Hieroglyph

This spell allows the caster to inscribe a symbol representing any type of beast or humanoid being upon any solid surface. Should an unauthorized person or creature approach within twenty feet of the hieroglyph, a life-sized version of the depicted creature or humanoid will appear to bar the way. The level at which the hieroglyph is cast determines the level of the conjuration and its total hit points. The hieroglyphic creature will have abilities commensurate with a real creature of similar level, but will disappear once the spell's duration has lapsed or if it is destroyed. A counterspell versus symbols can also be used to cause the dissolution of the creature. Once cast, Solimorrion's Hieroglyph will retain its powers indefinitely, until such time as someone activates the enchantment.

Magical Field: Cryptomancy.

Difficulty: -7

Range: By touch.

Duration: Spell effect lasts for 1 round per level.

Magic Resistance: None.



Spell of Coercion

This spell is commonly used to obtain the services of summoned entities, particularly those that refuse to be compliant to the summoner's commands. The spell calls into effect forces that are harmful to the summoned entity, such as radiance to a shadowwight, elemental fire to an aqua demon, and so on. These forces surround the victim with an aura of hostile magical energies capable of causing extreme agony. Unless the victim is able to resist the pain, it will have no choice but to agree to serve the caster in return for release from the spell. It is well to note that a coerced entity will bear considerable resentment toward the summoner, and may seek to gain revenge for being subjected to this effects of this spell.

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Magical Field: Ritual Invocation.

Difficulty: -10

Range: Limited to the circle in which the summoned entity has been entrapped.

Duration: 1 round per level of the spell.

Magic Resistance: Roll versus WIL once per round, at a penalty of -1 per level of the spell. On a result of partial success the subject's will rating is temporarily reduced by half with regard to subsequent attempts to resist. On a result of failure, the summoned entity yields to the summoner's demands.



pell of Instantaneous Transport

This spell, which was written jointly by Koraq and Sytan, enables the caster to travel instantly from one locale to another, or to transport another individual. The maximum distance that may be covered cannot exceed 100 miles per level. The point of arrival must be well known to the caster; if not, he or she may materialize in an inconvenient or even dangerous location. Note that only one person can be the beneficiary of this spell. The spell can only be cast by touch, and has no interdimensional capabilities. Arkon is said to have employed a version of this spell to rid his home of unwanted relatives, peddlers, and other annoyances.

Magical Field: Sorcery.

Difficulty: -10

Range: 100 miles per level.

Duration: Instantaneous.

Magic Resistance: None, unless the subject is unwilling; in this case, roll versus DEX to avoid being touched.



he Spell of Stasis

This spell is of exceedingly practical use to the aspiring naturalist, for it allows the caster to preserve in stasis any living organism, including all manner of plants, animals, and even humanoid beings. The enchantment produces an effect not unlike suspended animation, rendering the subject immobile and bringing to a halt all metabolic processes. The stasis is in no way harmful to the organism; in fact, the spell can be used to "preserve" victims of poison, disease, or other maladies until such time as a cure or remedy can be applied. Thystram also found the enchantment of use in the subdual of predatory creatures, hostile natives, and such relatively minor annoyances as peddlers and bill collectors. To activate the spell, the caster points at the intended subject and utters the arcane formula, sending a wavering beam of magical energy in the direction indicated.

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Magical Field: Biomancy.

Difficulty: -10

Range: 1 foot per level.

Duration: 1 hour per level.

Magic Resistance: Roll versus DEX to dodge the beam. Note that a miscast Spell of Stasis can yield any number of unfavorable consequences for the caster, his or her associates, or any lifeforms in the immediate area.



he Spell of Summoning

This spell enables the caster to summon an entity from another plane of existence. The incantation takes 10 rounds to recite, with the level at which the spell is cast determining the maximum level of the entity that can be summoned. The caster must stand within the confines of one of the circles of protection or be at the mercy of the summoned entity. If the caster has not inscribed the circles of protection correctly, the summoned entity will be free to attack the caster or cause some other inconvenience, according to its nature and preferences.

If the circles were inscribed correctly and the spell is successful, an entity of the desired type will appear in the second circle, where it will be confined for a period of 10 rounds, sufficient time for the caster to make one attempt to either win the entity's favor or coerce it into service. In the former case, an offering of fealty or a promise to perform a service or sacrifice in return for assistance may be made. In general, benevolent entities will agree to the former, while malign entities will demand the latter. If the offer is not satisfactory, the summoned creature will be free to depart.

Coercing a summoned entity may be attempted by means of a Spell of Coercion, threats, or the infliction of pain. An entity that has been coerced into service will obey the caster, albeit grudgingly. If provided with an opportunity to betray or inconvenience the caster, it will do so without hesitation.

The nature of the service that a summoned entity will agree to perform depends upon its moral views, its rank or position among those of its own kind, and its capabilities. For example, benevolent entities cannot be made to perform evil acts, nor will powerful entities agree to perform any service that they regard as menial or subservient. Only a single service can be performed, the duration of which is determined by the caster's level and the type of creature summoned (see Chapter 8), after which the summoned entity will be free to return to its home plane.

Magical Field: Ritual invocation.

Difficulty: -5

Range: Limited to the two circles of protection.

Duration: 10 rounds.

Magic Resistance: None, though a caster may not summon an entity of level 20+ unless he or she knows the being's true magical name.

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he Spell of Surveillance

This spell was created either by Koraq or Arkon; accounts differ as to which of the two first perfected this enchantment. It allows the caster to employ any crystal ball, mirror, or other reflective surface as a magical scrying device. When cast, the enchantment allows the magician to view any single individual, creature, or area up to 10 x 10 x 10 feet, and allows the caster to see whatever is transpiring in the area being studied. The caster must have firsthand knowledge of the intended subject in order for the spell to be effective. The range is unlimited, though the enchantment has no interdimensional capability.

Magical Field: Sorcery.

Difficulty: -10

Range: Unlimited.

Duration: 1 round per level.

Magic Resistance: None, though magics that negate the effects of scrying devices can be used to counter this spell.



pell of Unending Torment

This spell enables the caster to unleash one barbed, dartlike projectile per level at any single subject. The magical darts cause one point of damage apiece, and will penetrate any type of nonmagical armor or hide. Even a one-point wound will incapacitate the victim with excruciating agony, leaving a dismal burning and throbbing pain that lasts indefinitely or until a cure or counterspell can be obtained. The aptly named Unending Torment is both unrelenting and, to a certain degree, debilitating; victims suffer a penalty of -1 per each point of damage on all Action Table die rolls until such time as a cure can be effected.

Magical Field: Necromancy.

Difficulty: -6

Range: 10 feet per level.

Duration: As stated.

Magic Resistance: Roll versus DEX to dodge the magical darts. A shield may also be used to parry the projectiles. The spell, reputedly authored by Narishna, the dreaded Black Wizard of Quaran, is a great favorite among Rajan assassin-mages, who find this enchantment has numerous practical applications.



hystram's Glossolalia

This spell, which Thystram probably copied from an ancient codex, allows the caster or a designated beneficiary of the enchantment to converse in unfamiliar tongues or dialects of any sort. To activate the spell, the caster touches the recipient's head with his or her right hand while reciting the incantation allegedly authored by Thystram.

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Magical Field: Cryptomancy.
Difficulty: None.
Range: By touch.
Duration: 10 rounds per level.
Magic Resistance: None.



Thystram's Proximate Analysis

This spell enables the caster to identify with a reasonable degree of accuracy any living creature or organism. A flaw in the spell matrix devised by Thystram regrettably causes the enchantment to be less than entirely reliable; this perhaps explains the somewhat erratic entries in *Thystram's Collectanea*. Still, the spell will unerringly reveal three of the following four determinations:

- The organism's basic type, such as demon, devil, humanoid, plant, fungus, reptile, mammal, hybrid, and so on.
- The organism's basic nature, such as predator, parasite, herbivore, omnivore, and so on.
- The organism's primary capability or most notable feature, such as favored form of attack or defense, means of locomotion, and so on.
- One or more secondary capabilities associated with the designated organism, such as an attribute score, armor rating, or other relatively minor feature.

To activate the spell, the caster must be within sight of the organism to be analyzed while executing a series of motions with the hands and uttering Thystram's Incantation. A matrix of lines and images is produced, which the caster may study and thereby deduce such information as the enchantment will yield. The gamemaster rolls a d4 to determine which category of information is not revealed by the spell. The analysis takes ten rounds to complete.

Magical Field: Natural magic.
Difficulty: -5
Range: Sight.
Duration: 10 rounds.

Magic Resistance: None, though inaccurate or unreadable information may be yielded if the organism moves out of sight, is partially obscured, or is under an enchantment of some sort.



Undo

This spell was created by the wizard Malderon and is regarded as among the most practical cantrips ever devised. In essence, this spell will undo almost anything that has previously been done; it can dispel a spell of lesser level, mend a rip or tear, put something that was broken back together, unravel something that

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has gotten tangled, unlock a lock, untie something that was tied, erase something that was written, or undo the result of a minor error or mishap. The spell cannot turn back time or cause something that did happen to "not happen;" it can merely undo the effects of whatever happened. Malderon warned against careless use of this spell, particularly at higher levels; while using this cantrip in an attempt to repair a tear in a new pair of silk breeches, the wizard inadvertently caused the entire garment to unravel into a pile of thread.

According to Malderon, the level at which this spell is cast determines its general degree of efficacy, which the wizard rated as follows:

Level	Capabilities
1-5	Limited to very minor matters only; expectations can exceed results.
6-10	Limited to matters of below average complexity.
11-15	Limited to matters of average complexity.
16-20	Limited to matters of above average complexity.
20-29	Limited to matters of great complexity.
30+	Most everything else, though miracles should not be expected.

Note that in all cases, the gamemaster is the sole determinant of how this spell will function.

Magical Field: Wizardry.

Difficulty: -10

Range: By touch.

Duration: Indefinite.

Magic Resistance: None.



The Veil of Deception

This minor enchantment allows the caster or a designated beneficiary to adopt the precise appearance, mannerisms, voice, scent, and aura of any single individual. The power of the enchantment is limited only in that it is not possible to effect drastic changes in height, build, or bodily form, nor does the spell confer the ability to converse in a language unknown to the beneficiary of the enchantment. Otherwise, this spell creates a foolproof disguise that can only be penetrated by magical means.

Magical Field: Wizardry.

Difficulty: -7

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: None. The gamemaster should make a secret roll versus PER to determine if subjects exposed to the deception notice the presence of magic, which they can do only on a result of critical success. A counterspell versus illusions will dispel the veil.

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The Veil of Stealth

This minor enchantment enables the caster to move with great stealth—unheard, unseen, and effectively invisible to the naked eye. The veil emanates a faint aura of magic but is otherwise undetectable. Duration is ten rounds per level.

Magical Field: Wizardry.

Difficulty: -5

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: None. Individuals or creatures capable of seeing invisible objects or entities or detecting presences will be able to see through the veil. It should be noted that the sound-reducing properties of this spell are limited, and beneficiaries may betray their presence if they fail to maintain a reasonable degree of silence. If this occurs, they may be attacked, though at a penalty of -5 as long as the veil is in effect.



Viridian's Elemental Aura

This spell allows the caster to be enveloped in a shimmering aura of elemental energy that confers protection against nonmagical forces of an elemental nature, including extremes of heat or cold, fire, drowning, mists, gases, winds, plant or animal secretions or exhalations, and so forth. An Elemental Aura does not afford protection from physical attacks, mystic forces, or magical energy, nor is it proof from illusions.

Magical Field: Natural magic.

Difficulty: -5

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: None. Viridian's Elemental Aura cannot be used in conjunction with any other protective aura or shield. In appearance, Viridian's aura resembles other magical auras.



Viridian's Green World

This spell allows the caster to pass into the elemental plane and to converse with the sub-elemental entities that dwell within all manner of plantlife. By traversing the "inner space" of this dimension, the caster can cover a correspondingly great distance on the material plane; according to Viridian's computations, one mile on the elemental plane is equal to one hundred miles on the material plane. If desired, the caster may bring one additional individual along per every five levels. To activate the spell, the caster speaks Viridian's enabling incantation; a pattern of magical forces will appear, converging into an aperture leading into the Green World.

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Magical Field: Sorcery.

Difficulty: -10

Range: 1 foot per level.

Duration: The entrance remains open for 1 round per level, unless the caster opts to close it before this time elapses.

Magic Resistance: None. Individuals using this spell should be aware that the Green World is populated by numerous elemental entities, some few of which may exhibit hostile intentions towards intruders who venture into their domains without clear permission.



Zanillo's Anomalies

This spell was a favorite of the rogue magician Zanillo, who was known to possess a great fondness for pranks and practical jokes of all sorts. When cast, this spell causes a rain of anomalies to fall from the sky in a 100-foot diameter area. The type of anomalies produced by this spell is up to the caster to decide. They may be quite bizarre, but will always be relatively harmless in nature. Some of Zanillo's favorites included rains of brown sludge, pink newts, green slime, gluey droplets, purple orbs that explode and exude a rotten stench, and so forth. Anomalies may cause stains, minor damage to vegetation or lifeforms (1 point per round maximum), impediments (-1 saves versus DEX, PER, or other attribute), or any other form of minor inconvenience, according to type. All traces of the anomalies generally disappear within 24 hours unless dispelled or captured and contained in an airtight amberglass vial.

Magical Field: Wizardry.

Difficulty: -5

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: None, though leaving the area of effect is one way to avoid the spell's effects.



Zanillo's Aura of Enhancement

This minor enchantment allows the caster to magically improve the perceived value of any relatively small item or article of clothing. The illusory quality of this enchantment causes the affected article to appear of the highest quality, and consequently more valuable. One article may be enhanced per level, and the duration is one hour. To activate the enchantment, the caster must touch the designated item or items while reciting Zanillo's enhancing cantrip.

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Magical Field: Wizardry.

Difficulty: None.

Range: By touch.

Duration: One hour.

Magic Resistance: Roll versus PER to determine the true value of the enchanted items.

Reverse: The reverse of this spell, called Zanillo's Mundane Aura, causes affected items to appear to be of unexceptional or low quality, and is of some use in disguising the true worth of valuable items.



Zanillo's Clever Exchange

This minor enchantment allows the caster to conjure a replica of any small, hand-held item and substitute it for the original item. To activate the enchantment, the caster must touch or brush up against the item to be pilfered, perform a secret hand gesture, and mumble Zanillo's brief cantrip; the false item will be exchanged for the true article in the wink of an eye. If the caster also possesses the thieving skill *Swipe*, add his or her skill level as a bonus when casting this spell.

Magical Field: Wizardry.

Difficulty: None.

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: Roll versus PER, but only if the victim of the exchange is closely watching the caster. If distracted in any way, the victim does not get a chance to perceive the exchange. The conjured item radiates a faint magical aura, and can be identified as a fake if subjected to magical or alchemical analysis. It will dissolve when the spell's duration has lapsed.



Zanillo's Extravagant Flourish

This minor enchantment allows the caster to create a variety of illusory effects intended to enhance his or her personal appearance, presence, or seeming capabilities. Types of effects include:

- **Brilliance:** The caster seems to radiate a charismatic glow.
- **Eloquence:** The caster's manner of speech seems to suggest that he or she is a person of distinction, suave and sophisticated compared to common folk.
- **Sortilege:** The caster seems to emanate an aura of magic and mystery. Optionally, the first time the caster makes an entrance or appearance after casting this enchantment, his or her arrival may be accompanied by an illusory flash of fire and brimstone.

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• **Flamboyance:** The caster's overall appearance is artificially enhanced, giving him or her the look of a dashing adventurer.

In game terms, the enchantment confers a bonus of +1 CHA per level of the spell with regard to the specific effect only; a caster enhanced by the sortilege effect may be admired by those who regard magicians in a favorable light, held in awe by those who fear magicians, or despised by those who bear ill will towards magicians.

Magical Field: Wizardry.

Difficulty: None.

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: Roll versus PER to discern the true qualities of the caster.



Zanollo's Phantasmal Felon

This useful cantrip allows the caster to conjure a diminutive, implike entity that can be directed to unlock or undo locking mechanisms, fastenings, bolts, and so on. The phantasmal felon will undo one such device per level of the spell at the rate of one mechanism per round. To activate the enchantment, the caster must approach within arm's length of the item to be unlocked, execute a secret hand gesture, and utter Zanollo's activating cantrip.

Magical Field: Wizardry.

Difficulty: -5

Range: 1-3 feet.

Duration: 1 round per level.

Magic Resistance: None, though certain spells or devices can be employed to foil the phantasmal felon.



Zanollo's Pocket Dimension

This spell enables the caster to turn any pocket, purse, sack or other aperture up to one foot in diameter into a magical opening leading into an extradimensional space. The extradimensional space will be large enough to hold up to ten pounds per level of any type of goods or items that can fit through its opening; Zanollo himself is reputed to have kept a barbed horror in his satchel in order to foil would-be pickpockets. As the items stored within are actually in another dimension, the bearer of the pocket dimension is never encumbered by their weight or bulk. The duration of a pocket dimension is twenty-four hours, during which time items may be added or retrieved as desired. Articles left within the extradimensional space after the expiration of the spell will be lost.

Magical Field: Wizardry.

Difficulty: -5

Range: By touch.

Duration: 24 hours.

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Magic Resistance: None. If miscast, this spell may yield unhappy consequences. Zanello himself was once assaulted by a horrific entity that emerged from the pocket of his trousers following a slipshod application of this cantrip.



Zanello's Citadel

This spell enables the caster to create a fortress of glowing arcane force. The amount of construction that can be created is equal to 10 x 10 x 10 feet per level. The citadel can be created in any architectural style desired, and may include gates, arrow slots, machicolations, towers, or even a drawbridge. Enclosed areas can be created, though adequate ventilation must be provided if living beings or creatures are to occupy the structure or asphyxiation will result within 10 rounds per level of the spell. Each 10-foot section of wall is capable of withstanding 100 points of damage before being breached.

Magical Field: Erythrian battle magic.

Difficulty: -10

Range: Limited to the area surrounding the caster; when this spell is cast, the structure will manifest around the caster.

Duration: 100 rounds +10 rounds per level.

Magic Resistance: None.



Zanello's Last Stand

This spell was created to be used only in the most desperate situations, such as when the caster is surrounded by enemies on all sides or otherwise faced with overwhelming odds. When cast, the spell produces a barrage of ten arcane bolts that emanate outward in a 10-foot diameter circle from the caster, forming a starburst pattern. The bolts will cause d10 points of damage, +1 per level, to all within the area of effect, including individuals friendly to the caster and inanimate objects, provided they are in range. No more than ten targets can be affected by this spell. Note that this enchantment requires such a high expenditure of mental energy that the caster will be exhausted and unable to perform any action for one round per level of the spell.

Magical Field: Erythrian battle magic.

Difficulty: -10

Range: 10-foot diameter circle surrounding the caster.

Duration: Instantaneous.

Magic Resistance: Roll versus DEX at -1 per level of the spell to dodge the bolts. A result of partial success means the target takes half damage from the bolts.

Lost Books of Magic

In Talislanta, books are a rare and therefore precious commodity. Penned by hand and laboriously copied by dedicated scribes, cult acolytes, and savants, written works of any sort are coveted by scholars and collectors across the continent.

Among the most valuable books are those related to the arcane arts. Even the most mundane magical tomes and reference works can seldom be purchased for less than a hundred gold lumens. Writings attributed to one of the legendary magicians of ancient times can command prices in excess of 100,000 gold lumens.

For the aspiring spellcaster, magical tomes can have many practical applications. The spell books of accomplished magicians may contain rare or unique incantations, alchemical formulae, or secret writings, and reference works are useful in magical research and experimentation.

In game terms, magical tomes are rated according to the following format:

- **Difficulty:** The degree of difficulty entailed to master the text in question. Unless stated otherwise, it takes no less than seven weeks to master any of the lost books of magic.
- **Experience:** The experience point value gained from reading this book. This award is in addition to any bonuses to abilities that may be derived from mastery of the text.
- **Worth:** The estimated monetary value of the book if it were sold in Cymril. Factors that affect a book's worth can include its age, condition, edition, usefulness, and avowed scarcity.

Only characters who have Primary, Secondary, or Rudimentary Magic skills can gain experience points and other benefits by studying magical tomes. To do so, the player rolls a d20 on the Action Table, modifying the die result by the character's magic rating minus the degree of difficulty for the book in question.

If the roll is successful, the character is able to comprehend the text and gains the number of experience points specified under the book's description. If not, the character cannot comprehend the writings. Another attempt can be made once the character has advanced to the next level of ability, or has raised his or her magic rating by at least one point.

A result of critical success means that the character derives some additional insight from the text, gaining an additional +1 experience point; deciphers a coded or secret message; or makes a startling discovery of some sort, at the gamemaster's option.

A mishap may mean that the attempt to comprehend the book causes the reader to go insane or suffer temporary memory loss, activates an ancient spell or curse, causes the book to crumble to dust or burst into flame, or results in some other unfortunate consequence suitable to the type of book being studied.

The following is a listing of some of the more widely known texts pertaining to the arcane arts.

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The Ariane Chronicles

This unusual and exceedingly rare volume was authored by the famed historian and savant Hotan, who spent many years in the maze city of Altan, home of the Ariane mystics. During this time, he was allowed to study the great obelisk within which are stored the cumulative memories and experiences of the Ariane people. This book contains transcriptions from the obelisk imbued within pages fashioned from thin sheets of violet stone. The contents can be "read" simply by running a finger across the surface of the stone. Individuals who study this text for a minimum of fourteen days receive a bonus of +1 on the skills Talisantan History and Metaphysical Doctrines (mysticism), plus the experience points indicated.

Difficulty: -7

Experience: 3

Worth: 75,000 gold lumens.

Arkon's Logbooks

Seven of Arkon's logbooks are known to exist, each bound in pebbly gray exomorph hide and stamped with a stylized lightning bolt, Arkon's sigil. The logbooks describe in detail certain of Arkon's more unusual experiments, several of which employ extremely dangerous procedures; the most notable of these is Arkon's formula for enchanting a magic wand in just 48 hours. At least three of these books contain one or more of Arkon's spells.

Difficulty: -8-14

Experience: 1-2 each.

Worth: 1,600 gold lumens for originals, 300 for copies.

Blomantics in Theory and Practice

The sorceress Sytan authored this long-lost tome, which contains a clear and concise explanation of the forgotten field of study known as biomancy. Also featured are formulae for the design of several basic somotypes that may be used as templates for the creation of neomorphs. No instructions are provided for the creation of specific types, however, as the text was primarily intended to serve as a primer for neophytes. Even so, no less an authority than Koraq was said to have been impressed by the contents of this handbook, which he described as "eminently useful, particularly as pertains to the aspiring biomancer." Individuals who master the text gain a rudimentary knowledge of the Forgotten Age field of biomancy. First editions were bound in cobalt blue spangalor and are so rare as to be almost unknown; even the Lyceum Arcanum of Cymril does not have one in its collection. A dozen copies of the second edition, comprising the total known number of these texts in existence, were destroyed during the burning of the Library of Badljan in the year 113 of the New Age.

Difficulty: -10

Experience: 3

Worth: 8,200 gold lumens.

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The Black Grimoire

Perhaps the definitive work on black magic, Mordante's *Black Grimoire* explains all concepts associated with the dark arts, including the casting and removal of curses, the basics of summoning rituals, and communing with entities from the lower planes. The *Black Grimoire* is a superior practical guide for the aspiring black magician, and as such is an inherently dangerous work to delve into in a casual fashion. Its value as a general reference is such that magicians of many sorts employ the book as a research tool.

Difficulty: -9

Experience: 5

Worth: 1,000–6,000 gold lumens, depending on which edition is being appraised. The earliest editions were known to contain one or more of the spells Mordante used to summon pseudo-demons from the Nightmare Dimension.

The Book of Mysteries

In this famous work Hotan first put forth his concepts of the meaning of life and the cosmos, explaining his theories on reincarnation and "the vital spirit." The Ariane Elders are said to have admired this book, though the story that their people first learned the arts of transcendancy from this work has been proven false. Ariane editions of the book are traditionally imbued within polished orbs of blue stone known as tamar. Standard versions of the text are available in several different languages. Individuals who master this book gain a bonus of +1 with regard to the skill Metaphysical Doctrines.

Difficulty: -1–20; the book contains twenty chapters, each increasing in level of difficulty.

Experience: 1 per chapter, with a minimum of one week to master each.

Worth: Tamar have no monetary value among the Ariane, each of whom is given his or her own personal stone at birth. Archaen transcriptions of the text commonly sell for upwards of 20,000 gold lumens and are now very rare. Hotan's original text was lost ages ago, and is valued at over 50,000 gold lumens.

The Book of Secrets

This unique book was written by the Enchantress, one of the original founders of the Archaen Cabal. It is rumored to contain secrets pertaining to the magicians of the Third Millennium, many of whom sought to win the hand of the Enchantress by various means. Some bestowed valuable gifts upon her, while others imparted secret confidences or bragged of their previous conquests and accomplishments. Unbeknownst to the would-be suitors, the Enchantress recorded everything in her diary, which she called *The Book of Secrets*.

Upon learning that their utterances had been recorded for posterity, some of the magicians attempted to acquire this book from the Enchantress, both to protect their own reputations and in order to gain advantage over their rivals. The wizard prince Mirjan searched the astral plane for three years, but found only vengeful ghosts and phasms. The rogue magician Zanillo, believing that the text had been written in invisible ink on invisible parchment, scanned the rooms

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of the Enchantress's home with enchanted spectacles, also without notable success. The Enchantress, anticipating just such a contingency, had taken pains to conceal her diary where no one could find it. The location of her book remains a secret even to the present day, and its contents remain something of a mystery. Nevertheless, the text is considered quite valuable, if only for the scandalous information that it might contain.

Difficulty: -5

Experience: 2

Worth: 7,500 gold lumens.

Chronicles of the Second and Third Millennia

The savant and mystic Xanadas is responsible for this series of twenty massive volumes, each of which covers a hundred-year period. Xanadas himself did none of the writing, but dictated the text to his loyal followers, who performed the laborious task of inscribing and illuminating each page of the manuscript. The original copies remain in the archives of the Temple of the Seven Moons, which resides atop Mount Mandu. They are available for study to serious scholars of history, though one must travel to the temple in order to make arrangements to view the texts. Each volume requires fourteen weeks of uninterrupted study to master, and yields a bonus of +1 on the scholarly talent Talislantan History.

Difficulty: -7

Experience: 2 per volume.

Worth: Originals — 12,000 gold lumens,

Copies — 300-1,200 ea. depending on antiquity.

Codex Magicus

This is a ponderous reference of general utility, widely regarded as one of the best and most thorough volumes on magic ever produced. The text covers basic principles for apprentices, initiates, and adepts up to level twelve, with each successive chapter covering more complex materials and concepts. The usual method for studying this book is to master one chapter per level of ability; advanced students of the occult sciences may attempt to master two chapters per level. It is not possible for magicians to gain experience points by mastering chapters that are rated at a lower level than their current level of ability.

Difficulty: -1-12; each chapter increases in degree of difficulty by one.

Experience: 2 per chapter; see text for restrictions.

Worth: 100-1,000 gold lumens, depending on which edition of the book is being appraised; there are ten known editions. The long-lost original copy, if found, would not sell for less than 100,000 gold lumens.

Compendium of Dreams

This unusual set of three volumes was authored by the Phantasian astromancer Laslovian, who is credited with the development of the substance

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known as dream essence. The text features an astrogationist's guide to the Dream Dimension, which Laslovian claimed could be entered via windship if the navigator knew the correct space/time coordinates; windships, essentially magical in nature, may be used to traverse the astral realms. The *Compendium of Dreams* also features a comprehensive technique for cataloging, collecting, and distilling dreams of all sorts. Phantasians who master these books gain a +1 increase in the skill Create Dream Essence; others who study these texts may only gain experience points.

Difficulty: -5 for the first volume, -7 for the second, -9 for the third.

Experience: 2 per volume.

Worth: A Phantasian might pay as much as 1,000 gold lumens per volume. Few others would offer more than half this.

The Crimson Magister

This set of three books, bound in red iron and inscribed upon plates of hammered brass, was authored by the Erythrian warrior-mage Zorion. Written in sparse and unadorned prose, the set serves as a practical manual of magical warfare. Each volume covers a different subject area: Volume 1 contains the known spells of Erythrian battle magic, Volume 2 describes various types of land-based war machines and tactics, and Volume 3 covers aerial warships and tactics. These books were created to withstand the rigors of combat, and were standard issue for all Erythrian commanders. Most were lost when the sky citadel of Erythria fell into the sea, though a few copies may still be found scattered across the ancient ruins that litter the continents of Talislanta and Altarus.

Difficulty: -5

Experience: 5

Worth: Originals — 8,700 gold lumens,

Copies — 1,450 gold lumens.

Cryptomancy in Theory and Practice

This book is bound in reddish brown serpent hide, with fastenings of copper and brass. The text seems to be entirely written in ciphers of great complexity, which, when deciphered, yield nothing but gibberish. The real text is written in invisible ink, and is even more difficult to decipher. Only by using a lens made from enchanted crystal can the true text be read. Mastery of this volume takes ten weeks, and yields a +1 increase in the magical field of cryptomancy.

Difficulty: -7 for the false text; -14 for the true text.

Experience: 4

Worth: 3,700 gold lumens.

Dalune's Practical Guide to Alchemy

The Sindaran alchemist Dalune compiled this four-volume set, which features detailed information on most alchemical practices. Volume One is a

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basic manual on the skill of Alchemical Training; Volume Two covers elixirs and potions; Volume Three covers poisons and powders; and Volume Four covers advanced alchemical operations and the creation of homunculi. Individuals who master the texts in order gain a +1 increase in each skill area covered. As might be expected of anything produced by a Sindaran, the texts are both extremely accurate and incredibly complex.

Difficulty: -4 for the first volume, -8 for the second, -12 for the third, -16 for the fourth.

Experience: 3 per volume.

Worth: 100-200 gold lumens apiece, depending on age and condition. Complete four-volume sets are practically impossible to find outside of Sindar, and are rare even there.

Drax's Lost Works

In the long history of Talislanta no written works have ever been regarded with such trepidation as the writings of Drax, first ruler of the dark empire of ancient Quaran. Inscribed upon the flayed skin of his enemies and bound in demon hide, the nine volumes that together comprise this set were stored in a leaden vault, where they remained until the mysterious disappearance of their author. It is said that when Drax's successor Narishna entered the vault he recoiled in horror, and ordered the cursed tomes sealed in molten iron and cast into the sea. The books have not been seen since, though recent discoveries indicate that they may have been disposed of in the Northern Sea, now an arid salt plain known as the Lost Sea.

The contents of Drax's writings have long been debated, though they are believed to contain specific information on the subject of blood sacrifices, black magic rituals, and similarly grisly means of obtaining the services of extradimensional entities. It is known that Drax preferred such methods to priestly devotion, which he described as "base subservience." Drax once wrote: "The sacrifice of living beings is an efficient means of obtaining diabolical power. Souls can be obtained at no great expense, and serve as a great inducement to the denizens of the Nether Planes. For they hunger too, though not as we do, and must be fed."

Difficulty: -6

Experience: 3 points per volume; each takes 13 weeks to master.

Worth: 25,000 gold lumens.

The Elemental Codices

This four-book set is regarded as one of the most complete and authoritative works ever written on the elemental fields of magic. Volume 1 covers aeromancy, and is bound in white silk with fastenings of pale silver. Volume 2 is bound in green sea dragon hide with pearl inlay, and covers aquamancy. Volume 3 is bound in black iron inlaid with precious stones, and covers geomancy. Volume 4 is bound in red iron and inlaid with firegems, and covers pyromancy. Mastery of any single volume takes fourteen weeks and yields an increase of +1 in the magical field of study that corresponds with the title of the book.

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Difficulty: -5

Experience: 3 per volume.

Worth: Originals — 18,000 gold lumens,

Copies — 1,200–2,500 gold lumens.

The Enchanter's Omnibus

This valuable compendium was authored by the eclectic magician Malderon. It is considered the best practical reference work on the creation of enchanted items of all sorts. Individuals who master the text gain a +1 increase in the skill Enchant Items and receive the same bonus when attempting to research new magical items.

Difficulty: -10

Experience: 3

Worth: 200–1,600 gold lumens, depending upon the age of the edition; *The Enchanter's Omnibus* has seen many printings, and is a fairly common magical text.

Etzel's Journal

This slim volume was written by Etzel, child prodigy, master magician, and daughter of the great sorceress Sylan. It is believed to contain several of Sylan's most cogent spells, which the young girl may have stolen from her mother's folios. Etzel was also known to spy upon her mother, using an enchanted eye to peer through the keyhole of her boudoir. As such, her journal may also contain observations of an even more private nature. When Sylan banished her progeny to an enchanted palace on the astral plane, she searched for her daughter's diary, but without success. Some maintain that Etzel took the book with her, concealing it somewhere within the walls of her palace. If this is true, then the journal may remain there to the present day.

Difficulty: -8

Experience: 4

Worth: 35,000 gold lumens.

Experimental Thaumaturgy

This rare folio is attributed to Rodinn, royal thaumaturge to the Wizard King of Pompados who was later exiled following a scandal involving the Wizard King's wife and seven daughters. Prior to his departure from the sky-city of Pompados, Rodinn authored this text, copies of which were distributed to other thaumaturges. The contents, considered radical by his peers, must in retrospect be regarded as nothing less than prescient. Rodinn anticipated the processes used to create neomorphs, and correctly identified and isolated over a hundred different types of vital essences. His assessment of the moral implications of creating neomorphs, the nature of the soul, and the responsibilities inherent in the creation of artificial lifeforms were largely ignored, though no less instructive.

If there is a flaw in this work it may be in the formula indicated for the creation of quintessence, which some believe would yield a highly unstable substance, due to a minor mathematical error. It was this mistake, some say,

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that led to The Great Disaster. While adequate precautions should be taken in this regard, Rodinn's text is highly valued by thaumaturges of the New Age. Fewer than a half dozen copies are believed to have survived the Disaster, though others may lie undiscovered in the wreckage of the Phandre windships that crashed in the swamps of Mog while en route to the Thaecian Isles.

Difficulty: -10

Experience: 5

Worth: Original — 40,000 gold lumens,

Copies — 9,000 gold lumens.

Fasil's Antiquarian

This set of twenty volumes is an indispensable guide to collectors of ancient artifacts, curios, and oddments of all sorts. Thousands of entries are detailed from various periods, including the Age of Mystery, Early Forgotten Age, Late Forgotten Age, and Latter Age. Notes on identifying and appraising rare collectibles of all varieties are also included. Each volume mastered increases an individual's Antiquarian Lore skill by +1.

Difficulty: -5

Experience: 2 per volume.

Worth: 250 gold lumens per volume; quadruple this figure for first editions.

The Florilegium

Viridian's masterful compendium features a comprehensive listing of all known plant types and their properties and attributes, plus specific recommendations on the care, transplanting, and cultivation of the most useful varieties of herbs, plants, shrubs, and trees. In its original format, the *Florilegium* was a single, immense volume weighing close to one hundred pounds. Subsequent editions were produced in more manageable sets of four volumes. Volumes 1, 2, and 3 are general reference works (+1 increase in the skill Agriculturist per each volume mastered); Volume 4 contains formulae for the creation of hybrid plant species (+2 bonus to magic rating for the botanomantic spell Botanomantic Hybridization). Since Viridian was Korak's simulacrum, his works are similarly complex and difficult to master.

Difficulty: -5 for the first three volumes, -10 for the fourth.

Experience: 3 per volume.

Worth: 10,000+ gold lumens per volume; the original, single-volume text is so rare that a copy may command more than 100,000 gold lumens.

The Green World

This uncanny book, authored by the esteemed Viridian, offers truly rare insights into the elemental world of plants. The text includes a listing of sub-elemental types, with information on the attributes and tendencies of the most common sorts. The most unusual feature of the book is a forty-page chapter filled with maps of various regions within the Green World, each a mind-boggling maze of lines, symbols, and inscriptions. Individuals who successfully master the complex text and accompanying charts will be able to travel throughout the

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Green World without fear of becoming lost or disoriented.

Difficulty: -10

Experience: 5

Worth: 3,000–12,000 gold lumens, depending upon age and condition.

Hotan's History of the World

This is an incredible series of 148 brass-bound volumes, each covering a different period of Talislantan history. The first 121 volumes have never been found, and are regarded as valuable collector's items. The known texts are considered useful by historians, savants, and scholars, though Hotan's long-winded accounts of the renowned individuals of the day occasionally grate on the nerves. Individuals gain a +1 bonus to the skill Talislantan History per each volume studied.

Difficulty: -5–9, with the lost volumes believed most complex.

Experience: 2 per volume.

Worth: 100–400 gold lumens apiece for known volumes, ten times this for lost volumes.

Hotan's Theosophy

A comparative study of religions and cults across the span of time, this book is an invaluable general reference for mystics, savants, and theologians. Specific information on the beliefs and customs of numerous Talislantan cults and sects can be found within this heavy, silver-bound tome. Individuals who master this text gain a +1 bonus with respect to the skills Arcane Lore and Metaphysical Doctrines.

Difficulty: -7

Experience: 5

Worth: 25,000 gold lumens for first edition copies; all others are valued at 1,800 gold lumens.

Ice Castles

This is a manual for the creation of enchanted ice castles and palaces, authored by the white witch Cerene. The book includes many useful ideas, as well as general information on architectural concerns related to the design and construction of many different types of ice structures. Individuals who study this valuable handbook receive a +2 bonus on the spell Cerene's Ice Castle.

Difficulty: -5

Experience: 2

Worth: 53,000 gold lumens for first editions, 600–800 for later copies.

Ilse's Lost Folios

The folios of the witchwoman Ilse, containing dozens of purloined spells and alchemical formulae, are avidly sought by collectors of magical paraphernalia. Though the originals are probably lost forever, copies of excerpts from Ilse's notebooks are known to exist. Each will generally contain a single cogent spell or formula, though some few may yield an additional surprise or two. Forgeries,

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typically quite worthless, are unfortunately more common than authentic copies.

Difficulty: -4-8

Experience: 1-2 each.

Worth: 200-1,200 gold lumens.

Kabros's Guide to the Lower Planes

This thirty-volume set is considered the authoritative work on the subject of the lower planes. Each of the books in the series covers one of the dark regions, including specific information on the region's physical makeup, topography, indigenous entities and organisms, and so on. The first eleven volumes are feared lost; the remaining nineteen are exceedingly rare. Certain of the dark regions described in Kabros's guide are unique, and are mentioned nowhere else in occult literature.

Difficulty: -10-16

Experience: 5 each.

Worth: Volumes 12-30 are valued at 25,000 gold lumens apiece; the earlier, lost volumes would surely be worth 4-5 times this figure.

Kabros's Treatise on Interdimensionality

This seventy-page paper was written by Kabros while he was still under-study to the wizard Mogendrake. The text contains a perfect transcription of Koraq's Spell of Transference, which Kabros analyzes in detail, suggesting minor modifications that may be used to more accurately determine coordinates while in a dimensional nexus. The treatise is a brilliant work in its own right; Mogendrake, in fact, became so depressed upon reading his student's work that he retired from the magic business altogether. Spellcasters who master the text gain a bonus of +1 whenever they employ any spell with interdimensional capabilities.

Difficulty: -17

Experience: 5

Worth: 7,000+ gold lumens, depending on age and condition.

Koraq's Arcanologia

Koraq's treatise on arcanology is considered his most lucid and generally accessible work. The "book" was made in the form of a polyhedron two inches in height, fashioned from translucent crystal. Each of its ten facets reveals a different aspect of arcanology, from identifying spell matrices to modifying matrix components in order to achieve specific objectives. The information contained within a single facet takes an average of seven weeks to master, and yields a bonus of +1 to the sorcery skill of Arcanology. As many as twenty copies of the *Arcanologia* are known to have been created, though most were lost during The Great Disaster. The only three found to date were damaged, and some of the facets rendered unreadable. It is feared that undiscovered copies may turn out to have similar defects; if one is found, roll d10 to determine how many facets are readable.

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Difficulty: -10

Experience: 2 per facet.

Worth: 70,000 gold lumens.

Koraq's Quantum Magic

Regarded by its author as his greatest achievement, Koraq's thesis on quantum magic may well be the most convoluted and complex of all the master theoretician's works, a compilation of dizzying concepts that none but the most gifted minds could ever hope to fathom. The sorceress Sytan found these theorems absolutely incomprehensible; Arkon took a single look at Koraq's preliminary draft and was rendered insensible for the better part of an hour. Of those magicians living during the New Age only Kabros ever claimed to be able to understand the principles of quantum magic, though this may in fact have been an idle boast.

No more than three copies of this work were ever produced, each bound between translucent panes of blue crystal. Their value cannot be estimated; Sindaran collectors have offered rewards in excess of half a million gold lumens for the recovery of a single copy. To anyone capable of comprehending these writings, this might seem a small price indeed; mastering this book will increase the reader's basic magic rating by +2.

Difficulty: -40

Experience: 20

Worth: 500,000+ gold lumens

Koraq's Theory of Magic and Anti-Magic

Perhaps the most brilliant and baffling study ever written on the occult sciences, Koraq's tome is considered the definitive authority on the nature and workings of magic. So incredibly complex is the text that fully 90% of all copies known to exist are incorrectly transcribed, rendering them next to useless; only by spending a minimum of one month studying a copy of the book can a reader determine if that particular text is flawed. Individuals who master this book gain a +1 increase in magic rating.

Difficulty: -20

Experience: 10

Worth: 1,000–12,000 gold lumens, depending on age and condition of the volume. Flawed copies are worth perhaps one-tenth the appraised value, primarily as curios.

Limitations of Virtual Illusions

This intriguing manuscript was written by Miraja, an individual regarded by many as the female alter image of the great illusionist Cascal. If she truly was an illusion, this book is quite unique, since it would be the only book ever known to have been authored by an illusory persona. Cascal certainly promoted this view, though Miraja claimed that Cascal was the illusion, not herself.

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Whatever the case, the text contains much useful information regarding the creation of virtual illusions, as well as the practical limitations of the form and a list of common problems that should be avoided. Chief among these, in the author's estimation, was "the creation of any virtual persona based upon an erotic fantasy or love interest; such figments, invested with a disproportionately large portion of their creator's emotions, may come to regard themselves as actual rather than illusory beings." Given the discrepancies in accounts of the true natures of Cascal and Miraja, this would seem to be sound advice. Magicians who master this instructive text receive a bonus of +1 with regard to the casting of the spell Cascal's Virtual Illusion.

Difficulty: -10

Experience: 5

Worth: 200,000 gold lumens.

Magian's Casebook

This compilation was authored by Nastow, assistant to the renowned arcanologist Magian. The text is both interesting and instructive, though the accounts of Magian's exploits were probably exaggerated by the loyal Nastow, who harbored a great admiration for his employer. The individual cases detailed within this tome provide many practical examples of how arcanological principles can be used to solve such quandaries as missing persons, hauntings, instances of demonic possession, theft, magical arson, murder, and conspiracy. Individuals who study this text for a minimum of seven weeks earn a bonus of +1 on the skill Arcanology.

Difficulty: -7

Experience: 3

Worth: 50,000 gold lumens.

Magian's Notebooks

Twenty-one in number, these loose-bound folios contain insights, observations, and methodologies credited to the famed arcanologist Magian. Any one of these books would be worth a small fortune were it not that Magian's writings are completely unintelligible, and are obscured by watermarks, stains, and accumulated grime. As such, they are practically impossible to read. It has been speculated that, if there was some way to render these books legible, the information gleaned from them would be sufficient to improve the reader's skill in Arcanology by +2. Unfortunately, no one has yet found a way to transcribe these texts into a more readable format. To date, six of the twenty-one existing folios have been recovered, while another ten folios were known to have been destroyed during the burning of the Library of Badljan.

Difficulty: -7 to read a legible version, if there were one available.

Experience: 2 each.

Worth: Only 2,000 gold lumens apiece, due to ruined condition.

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The Maleficium

This tome radiates a tangible aura of magic, and is considered one of the most dangerous black magical texts in existence. Individuals who so much as touch a copy of this book must roll versus WIL to resist the desire to open it and peer within. The dark secrets contained in *The Maleficium* are sufficient to twist the mind of the beholder; roll versus magic rating at a penalty of -13, or the viewer is incapacitated by terrifying hallucinations that persist until counterspelled. Black magicians who are able to comprehend this blasphemous text without suffering such consequences may gain a considerable degree of occult knowledge, though perhaps at the expense of their mortal souls; the diabolical Drax wrote this book, which serves as the cult manifesto of those who revere him as a dark demigod.

Difficulty: -13

Experience: 20

Worth: 150,000 gold lumens, but only to those who are foolish enough to deal in cursed merchandise of this sort.

Nauticus's Atlas of Archaeus

This rare tome is bound in sea dragon hide with brass fittings. It was authored by Nauticus, perhaps the most renowned of all Archaen explorers of the Third Millennium. The atlas contains maps of all seas, oceans, and major land bodies extant during the latter part of the Forgotten Age, plus notations on wind and sea currents. Though numerous copies were produced, none has ever been found. This book is currently one of the most sought after of ancient volumes; even incomplete texts would bring a high price.

Difficulty: -5

Experience: 4

Worth: 100,000 gold lumens for a complete text, or 10,000+ for portions of the text, if still legible.

The Necromantium

This infamous series of volumes, authored by the black magician Mordante, describes in lurid detail the horrid practices of the Chana Witchfolk, the cannibal witch doctors of Pana-Ku, and other primitive magicians and necromantic cultists. There are reputed to be nine volumes in the series, each of which may present certain hazards to the incautious reader; three former librarians at the Lyceum Arcanum in Cymril are reported to have met untimely ends while perusing a copy of Volume 6 of *The Necromantium*. The book has since been locked away in the Institute's lower levels. Individuals who master any of these dark tomes gain an increase of +1 per volume in the skill Primitive Enchantment.

Difficulty: -13

Experience: 3 per volume.

Worth: 10,000+ gold lumens each for Volumes 3-5, twice this for Volumes 6 and 7, which are now quite rare. Volumes 1 and 2 are presumed lost.

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The Numenian Book of Names

This gilded tome was regarded by the ancient Numenians as one of their most sacred texts. In it are listed the true magical names of the Sephir, the Forgotten Gods of ancient Talislanta. All known denizens of the higher and lower planes are included in this book, which is exceedingly rare and valuable. Individuals who master this text receive a bonus of +1 on the forgotten field of ritual invocation.

Difficulty: -7

Experience: 3

Worth: Originals — 120,000 gold lumens,

Copies — 80,000 gold lumens.

The Omnival

This is a series of at least thirty iron-bound volumes, stamped with the all-seeing eye sigil of the Orthodoxist Cult. The books contain a vast store of intolerant and narrow-minded doctrines, proscriptions, and cult dogma, and are valued only in Aaman. Elsewhere, the texts are considered next to worthless.

Difficulty: -1-6

Experience: 1 per volume, for Orthodoxists only.

Worth: 100-2,000+ gold lumens, depending upon age and condition, but only in Aaman.

The Pandemonicus

In legend, this cursed volume was created by none other than the dread demonlord Aberon. Its contents are unknown; some demonologists, in fact, claim that the book contains nothing but meaningless symbols, and that the *Pandemonicus* is actually a talisman that confers power over demons. The black magician Drugalia owned the *Pandemonicus* for a time, and many credited his phenomenal rise to power and subsequent ghastly end to the horrific, iron-bound book that he inadvertently discovered in a mountain cave. The *Pandemonicus* has not been seen since the time of Drugalia's demise, and scholars of the dark arts believe that it is once again in the possession of Aberon.

Difficulty: -8

Experience: 12

Worth: Few scholars of the occult sciences would value the *Pandemonicus* at less than a quarter-million gold lumens, though it is not certain if any would care to own such a dangerous article.

Prismatization

Prismatization was Cascal's masterwork on the theory and nature of illusions, in two volumes. Volume 1 contains the spells Cascal's Transfixation, Cascal's Numinous Veil, and Cascal's Reflective Aura. Volume 2 contains Cascal's Shadow Dimension, Cascal's Illusory Arcana, and the great magician's secret procedure for the creation of enchanted prisms. Both volumes cover in detail a variety of visual effects used to enhance the depth and clarity of illusory images.

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Difficulty: -10

Experience: 2 each.

Worth: 10,000+ gold lumens.

Pyromantic Magic

This book, authored by the renowned pyromaniac Sassan, offers rare insights into the concepts of magical combustion. Certain of the experiments detailed within are rather dangerous, and should not be attempted by unskilled magicians. Copies of the first edition contain the spells Sassan's Fiery Motes and Sassan's Pyromania, which were omitted from later editions.

Difficulty: -9

Experience: 5

Worth: 30,000 gold lumens for authentic copies of the first edition; 10,000 gold lumens for later versions of this text.

Shaladin's Trapsmith's Compendium

There are two versions of this useful manual, which includes schematics, mechanical diagrams, and detailed notes pertaining to hundreds of different traps, wards, and perils, many now believed to have been of ancient Kasiran design. The original version was written by Shaladin, and is a superior reference work for trapmages; +1 increase in related skills for individuals who master this version of the text. The second version is a somewhat less comprehensive manual for thieves, supposedly written by the vaunted rogue Valtiere, Shaladin's lifelong nemesis. The primary focus of this book is on a variety of methods used to deactivate or otherwise neutralize Shaladin's mechanisms. Individuals who master this version of the text gain a +1 increase in the skills Lockpicking and Disarm/Detect Traps. Both books are valuable references, particularly Shaladin's first edition, a few copies of which contain transcriptions of one or more of his spells.

Difficulty: -6 (both versions).

Experience: 5 (both versions).

Worth: 100-2,000 gold lumens, depending on age and condition. First editions of Shaladin's unaltered text are exceedingly rare and may sell for up to 80,000 gold lumens.

The Silver Matrix

Korag's highly regarded text explains the procedures for creating the artificial lifeforms known as simulacrum. The sections on vat techniques, matrix construction, and common errors to be avoided at all costs are alone worth the price of the book. Individuals who successfully master the text earn a +1 bonus when using the advanced skill Create Homunculus to fashion a simulacrum.

Difficulty: -13

Experience: 5

Worth: 3,000+ gold lumens.

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Solimmorrion's Works

The esteemed archmage Solimmorrion was known to have penned a number of illustrious volumes. Included were the following:

- *Symbology*, a book of symbols and glyphs (+1 increase in cryptomancy).
- *The Prophecies*, a twelve-book series (+1 increase in the Astrology skill per each volume mastered).
- *The Naturalist*, a three-volume bestiary (+1 increase in the skill Naturalist).
- *Faith Healing*, a volume on healing techniques (+1 increase in the spell Faith Healing).
- *Ritual Invocation*, a book dealing with summoning and banishing rituals (mastery yields proficiency in the magical field of ritual invocation).

Difficulty: -2-8

Experience: 2 per volume.

Worth: 1,000-20,000 gold lumens, depending on subject, age, and condition.

The Technomanticon

The *Technomanticon* was the handbook of Neurian technomancy, a field of study about which little is now known. The text of this "book" was inscribed within a crystal pyramid approximately one foot in height, illuminated from within by means of a radiant crystal. The *Technomanticon* describes the Neurian concepts of objective reality, quantification, microchronums, and the Omniverse, and serves as a practical guide to most technomantic operations.

By Neurian standards, the *Technomanticon* is written in a clear and concise manner, with opposing concepts expressed as parallel lines of logic and symbolic equations. Few mono-encephalons are capable of the mental contortions necessary to derive meaning from these writings, which can be described as trying to read two separate columns of text and symbols at once. Individuals who are able to comprehend this text gain a rudimentary knowledge of the field of Neurian technomancy and a +1 bonus on the forgotten skills Construct Automaton and Construct Quantifier.

Difficulty: -20 for mono-encephalons, -10 for dual-encephalons.

Experience: 5

Worth: 150,000 gold lumens.

Thaumaste's Neomorphica

Regarded in its day as the ultimate reference work on the subject of neomorphs, *Thaumaste's Neomorphica* provides detailed instructions on the creation of artificial lifeforms using the principles of biomancy. Over three dozen neomorphic types are described, along with the corresponding formulae required to create such organisms. A valuable addition is the Index of essences, which includes notes on synthesizing a number of subtle variations on common types. A complete copy of the *Neomorphica* has never been found, though some fragments of the text may be sufficient to bestow upon the reader a rudimentary

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knowledge of the forgotten skill Create Neomorph. Other less revealing portions of the text are still valued as curios.

Difficulty: -12

Experience: 4

Worth: Full copy — 32,000 gold lumens.

Fragments — 800-2,300 gold lumens.

The Thaumaturges' Opus

This excellent reference work has been attributed to the fabled Astramir, greatest of Dracartan thaumaturges. The text expounds upon the basic principles behind the use and synthesis of essences and the metaphysical nature of substance and matter, subjects that are incomprehensible to all but the most accomplished thaumaturges. Individuals trained in the field of thaumaturgy can gain a +1 increase in their ability by mastering this text. Others will find the book utterly lacking in any practical utility.

Difficulty: -10

Experience: 5

Worth: 2,000-5,000 gold lumens, depending upon age and condition.

Generally speaking, only thaumaturges and scholars with an interest in this field will wish to acquire this book.

Theoretical Botanomancy

This is the seminal work on the magical field of botanomancy, authored by the great Viridian. It contains the basic spells, concepts, and teachings of botanomancy, and is an invaluable reference both to the neophyte and to the experienced botanomancer. A small number of first editions were produced and are believed to have contained 1-3 exceedingly rare spells. Mastery of the text takes fourteen weeks and yields a +1 increase in the magical field of botanomancy.

Difficulty: -8

Experience: 2

Worth: Up to 120,000 gold lumens in Vardune, where Viridian is held in the highest regard, or about half this elsewhere. Volumes containing rare spells can bring an additional 20,000 gold lumens.

Thystram's Collectanea

This massive tome is widely regarded as a practical guide for the aspiring naturalist. The book contains hundreds upon hundreds of entries on the flora and fauna of Talislanta, some perhaps less accurate in all details than others. Certain scholars have claimed that more than a few of Thystram's notations appear to be imaginary in nature, or else were written under the influence of strong intoxicants. Despite such drawbacks, the *Collectanea* is not without value. Individuals who devote twelve weeks to mastering the text gain an increase of +1 in the skills Identify Flora and Fauna, Naturalism, and Agriculturist. An abridged edition, released in Zandu in 579, is a good deal more common and hence less costly than the previous two editions.

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Difficulty: -7

Experience: 3

Worth: 250 gold lumens for the recent, abridged version. First and second editions, when available, sell for ten to twenty times this figure.

The Tormentia

One of the more infamous works on black magic, the *Tormentia* was authored by the legendary necromancer Narishna. Within the pages of this black iron-bound tome lurk the most insidious curses, maledictions, and imprecations, some of which may pose hazards to the incautious caster. Several chapters are devoted to the necromancer's favored techniques for the torture and interrogation of enemies. Individuals who master these sections earn a +1 bonus when using either of the skills Interrogate or Torture. The *Tormentia* also contains a number of formulae for the concoction of exotic poisons and venoms.

Difficulty: -9

Experience: 5

Worth: 5,000+ gold lumens. Copies stamped with Narishna's sigil are worth four times this amount.

Urmaan's Transcripts

The hundred and forty-odd volumes of archaic magic Urmaan had transcribed for his pleasure have never been found. Incomplete copies, possibly smuggled out of Rajanistan before Urmaan sealed the transcripts away in his hidden vaults, are reputed to exist. The contents of these books are unknown, though it is believed that many contain fabulous secrets, including knowledge suppressed in ancient times by the archmage Solimorrion I.

Difficulty: -3

Experience: 1 per volume.

Worth: Authentic copies of *Urmaan's Transcripts* would certainly sell for upwards of 10,000 gold lumens apiece.

Virtual Illusions

Cascal's masterwork on the subject of virtual illusions is reputed to be the authoritative book on the subject, unsurpassed even by Miraja's *Limitations of Virtual Illusions*. Contained within this silver-bound tome are a number of excellent examples of the art, many of which are accompanied by holographic illustrations that project upwards from the shimmering spangolor pages. Fearing that others would steal his ideas, Cascal took pains to conceal the true nature of his writings. The text was written in ciphers, but was not inscribed with pen and ink. Rather, the writings are illusory in nature; if the book is opened without first speaking a secret word of command, the contents of the pages simply vanish before the reader's eyes. Practitioners of wizardry who are able to master the text gain proficiency in the spell Cascal's Virtual Illusion.

Difficulty: -10

Experience: 3

Worth: 100,000 gold lumens.

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Women and Magic

This book is identifiable by a scarlet cover embossed with golden sigils. The text was written by the sorceress Sylan, an individual known as a defender of the rights of female magicians. It was Sylan's contention that the male magicians of Archaeus had conspired to keep their female counterparts from attaining the recognition and influence that was rightfully theirs. She claimed that magicians such as the Enchantress, Miraja, and herself were the equals of any male magician, and cited as evidence many examples of their achievements. Among these were several of Sylan's own spells, plus rare enchantments created by such female magicians as Lircolals, Namaste, Dujune, Gyre, and others long since forgotten.

The publication of Sylan's book was met with indifference by most male magicians, who generally regarded it as a radical feminist tract of little intrinsic merit, thereby proving Sylan's point. Few copies were produced, and the book quickly faded into obscurity. In the New Age, Sylan's book is among the most sought after of arcane works, for it is believed to contain many forgotten spells, the majority of which can be found nowhere else.

Difficulty: -10

Experience: 5

Worth: 150,000 gold lumens.

Worlds Beyond Worlds

This twenty-volume set was authored by the prolific Kabros, esteemed sorcerer of ancient Phaedra. Each of these weighty tomes describes one of the parallel worlds of the material plane, including information on the world's physical makeup, indigenous flora and fauna, topography, and—where known—its history and legends. The books are considered an invaluable aid to the aspiring interdimensional traveler, and as such are greatly coveted by magicians. Kabros's work was undoubtedly inspired by Cascal's *Codex Magicus*, which contains a brief and far less complete listing of the known parallel worlds.

Difficulty: -15

Experience: 3 per volume.

Worth: 5,000–10,000 gold lumens, depending upon the age and condition of the volumes.

Zanillo's Legerdemain

The fabulous Zanillo, charlatan supreme of ancient times, authored this eccentric tome. The text is written in no less than eleven different ciphers, ranging in degree of difficulty from level 2 to level 20. Each of the book's five chapters contains one of Zanillo's cantrips, tricks, tips, or banalities; the charlatan was especially fond of practical jokes. *Legerdemain* is considered an invaluable handbook for charlatans, mountebanks, rogues, and other scalawags, and as such is in great demand. Not surprisingly, given the book's subject matter, fraudulent copies of Zanillo's work proliferate in many regions.

Difficulty: -2-20, varying according to the type of cipher used.

Experience: 5 per chapter.

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Worth: 100–2,000 gold lumens, depending on the quality of the edition; *Legerdemain* has been produced in numerous formats, some of especially slipshod quality.

Written Works of Lesser Renown

Not all materials produced during the Forgotten Age are considered of value to magicians of the New Age. The following is a brief listing of some of the lesser works produced during this halcyon era. Unless stated otherwise, the degree of difficulty for these texts ranges from 1–4.

***Eomar's Factuarium*, Vols. 1–20**

This set of twenty iron-bound volumes looks quite impressive, and dates back to the Second Millennium. The *Factuarium* purports to contain astounding facts about the history and geography of Archaeus, many revealed herein for the first time. It is astounding primarily due to the fact that all twenty volumes are riddled with inaccuracies, errors, and in many cases, blatant fabrications. A complete set might sell for 200 gold lumens to collectors of historical curios and antiques, but is otherwise quite worthless.

Goyard's Compendaries

Goyard was a naturalist of little talent who lived during the latter part of the Third Millennium. His five *Compendaries* are all based on hearsay and speculation; Goyard himself never observed any of the creatures that he described, and in fact never left his cloud palace in the city of Pompados. Even the most avid collector of antique oddities would not offer more than 50 gold lumens for any of these essentially useless volumes.

Magique

This book bears the sigil of the illusionist Cascal on its gold-embossed cover. However, all the interior pages are blank. It is uncertain whether this book was intended to be a joke or not; towards the end of his life, Cascal became quite strange, and some claimed that he had lost his mind. Its value to Cascal's most ardent admirers might approach 300 gold lumens, mainly because of the gold leaf on the cover, which was rendered quite nicely.

Nuthmire's Foligium

This set of two volumes contains transcriptions of many of the best known spells of Malderon, Sytan, and certain of the most notable magicians of the Second and Third Millennia. The collection is quite impressive, and will appear to be a genuine find to any magician or scholar who discovers these volumes. Unfortunately, Nuthmire's talents as a scribe left much to be desired. Not one of the spells in this book was transcribed correctly, a fact which can only be ascertained after a person has learned one of the spells and attempted to cast it. Activities of this sort will always result in a magical mishap of greater or lesser

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proportion, with the improperly written spell yielding unpredictable consequences of the gamemaster's choice. In fact, these two volumes are so dangerous that most scholars recommend they be destroyed rather than sold.

Quatzil's Libram

Quatzil was a minor magician of the Third Millennium who hailed from the sky-city of Aeon. Her *Libram*, though purporting to contain the arcane knowledge of such luminaries as Sylan and the Enchantress, is in fact a worthless compilation of gossip and mindless drivel. Most collectors agree it is not worth the price of the parchment on which it was printed.

Sortilege: A Practical Guide

This hefty tome was authored by Noblus, a magician and scholar of some small renown who is believed to have lived in the sky-city of Elande during the latter part of the Third Millennium. The guide features Noblus's interpretation of Koraq's *Theory of Magic and Anti-Magic*, which he attempts to express "in terms that will be comprehensible to all magicians." The text is indeed comprehensible, and may seem of value to those who are not familiar with the basics of sorcery. However, a skilled sorcerer will realize that Noblus's concepts are overly simplistic and of little practical use to anyone who wishes to learn sorcery. As an antique, the book might be valued at 150 gold lumens.

Untitled

This book is bound in brass and bears the sigil of the sorcerer Arkon. The pages are inscribed with strange hieroglyphs and symbols of unknown origin and type. In appearance, this volume seems to be a secret book of magic, and looks to be quite valuable. If a skilled cryptomancer subjects the text to close scrutiny for a minimum of one week it will become apparent that the book is an outright fraud, intended to deceive rather than enlighten. The symbology is a collection of meaningless scribbles, and even Arkon's sigil is a forgery. The last page bears an actual coded inscription which, when deciphered, yields the following statement: "Greetings from the rogue magician Zanillo."

The Wizard's Magister

This handsome volume, bound in black iron and silver and inscribed in occult symbology, seems on the surface a most impressive work. When translated by a skilled cryptomancer, however, it will be seen that it is nothing more than a social register containing a listing of the wealthiest, albeit minor, magicians of the latter Third Millennium. The book is quite useless, and appears to have been produced strictly for the edification of lesser personages who wished to see their names in print. Its value as a curiosity is perhaps 120 gold lumens, but no more.

Artifacts from the Forgotten Age

The Archaens were skilled artificers who created all manner of enchanted and mundane items including tools, weapons, utensils, furnishings, articles of clothing, books, and regalia. The following is a list of useful, unusual, and occasionally dangerous articles that might be found by those who venture to explore the ancient ruins of Talislanta and the Unknown Lands.

The Alien Vessel

This artifact is believed to predate the First Millennium, and is of unknown origin. The vessel is believed to have crashed somewhere in western Talislanta, but has never been found. Portions of what may have been the ship's hull, identifiable by the unusual rainbow-colored highlights that they emanate, were found in southwestern Urag and are currently stored in the Lyceum Arcanum's archives in the crystal city of Cymril. The Lyceum has offered a reward of 1,000–10,000 gold lumens for an authentic fragment or artifact from this vessel.

Aerial Palanquin

These fanciful and plush conveyances were favored by the Elande of the Third Millennium, who regarded themselves as the grand elite of Archaeus. These palanquins were designed to be decorative rather than functional, and were notable for their rich and ostentatious accommodations. The Elande rode in the front section, reclining on silken cushions. The pilot, typically a neomorphic servitor, was discreetly concealed in the enclosed aft section so as not to detract from the appearance of the riders.



These artifacts were primarily regarded as status symbols, with the most elaborate and costly palanquins considered a measure of the owners' position in the Elande hierarchy. The vast majority of these conveyances were lost or destroyed during The Great Disaster. They are coveted only by Hadjin aristocrats, who have been known to pay as much as 75,000 gold lumens for a restored palanquin of certifiable authenticity.

Arcane Galleon

At the very end of the Third Millennium, Neurians and Archaens from the city of Aurantium are believed to have designed a flying ship that could travel anywhere, even in airless space. Intended for use as an exploratory vessel, this arcane galleon, as it is referred to in ancient texts, may have been the precursor of the dimension-spanning arks that the Neurians constructed in an attempt to get offworld before the coming of The Great Disaster. Information on this project is virtually unknown; existing schematics, diagrams, and perhaps even a working prototype were lost when the continent of Simbar sank beneath the waves. If found, such artifacts could well bring a small fortune from interested parties such as the Cymrilians and Sindarans, to say nothing of the Farad or the Rajans.

Archaen Essence Accumulators

These devices were made during the Third Millennium by Phandre thaumaturges from the sky-city of Pompados, and were used extensively to derive most of the raw materials used by the Archaens in all their works. They resembled the Dracartan accumulators of the New Age in general appearance, but were far more sophisticated. Archaen accumulators could be calibrated to exacting specifications, enabling them to derive even the most subtle types of essences, such as emotions, sensory impressions, and dreams. The accumulators owned by the Phantasians are of Archaen make, but are exceed-



ingly old, and prone to breakdowns. Aside from these relics, no other Archaen accumulators have ever been found. A working model might well be valued at ten times the price of a Dracartan essence accumulator, or more.

Archaen Spellstones

These artifacts were produced during the Second and Third Millennia by the Phandre. The earlier types were imbued with a single spell, and were used in the manner of magic wands. The more advanced types that were produced in the sky-city of Pompados were used to enhance the wielder's spellcasting abilities as per Cymrillian spellstones of the New Age, but were more powerful; spellstones capable of doubling a magician's total number of spells are reputed to have been made. Spellstones from the Second Millennium are valued at 500 gold lumens per level, or more if they contain rare or exotic spells. Those that originated during the Third Millennium may command prices in excess of 2,500 gold lumens per level.

Archaen Enchanted Crystals

Enchanted crystals were commonly used during the Third Millennium as a power source for mechanisms, automatons, windships, and other aerial conveyances, and to keep the sky-cities afloat. These items were similar to the enchanted crystals that are currently used by Cymrillians of the New Age, but were more efficient; such a crystal's level of power increased by +1 per every 10 carats, rather than every 20 carats. These items are valued at over 200 gold lumens per carat and are extremely rare.

Archaen Luxury Items

Artifacts of this sort originated mainly during the Second and Third Millennia and include enchanted lamps, levitating beds and chairs, decorative crystal mirrors, crystalline utensils and vases, and other such goods. Mundane luxury items are valued at 100-1,000 gold lumens, depending upon their age and condition, while enchanted luxury items are worth ten times as much. Both are prized primarily by collectors and antiquarians.



Archaen Dolmens

These ancient stone monuments come in many shapes and sizes and date back to the First Millennium. Most were employed as calendar stones, border markers, and representations of lunar or solar divinities. However, some are believed to have been used in certain pagan rites and rituals, and as such may possess magical properties. Collectors have been known to offer up to 5,000 gold lumens for the most ancient and rare types, or four times this figure for dolmens that evince magical properties of one sort or another.

The Archaen Orb

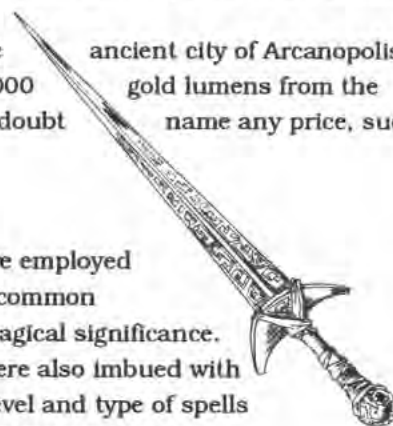
Discovered in the hold of an alien vessel, the Archaen Orb is the oldest known Archaen artifact, dating back to the very beginning of the Forgotten Age. This device is believed to have contained the secrets of magic, recorded in some form that even the primitive early Archaens could understand. Two other valuable artifacts, the *Archaen Codex* and the *Nine Books of Knowledge*, were created from written transcriptions of the information contained within it.

The orb was lost and believed destroyed when the Drakken razed the Lyceum Arcanum. Even a small fragment of this artifact could command a price of up to 10,000 gold lumens. Were the orb to be discovered intact, the finder could no doubt

is the perceived value of this artifact.
ancient city of Arcanopolis.
gold lumens from the
name any price, such

Archaen Runesword

These enchanted weapons were popular with the Archaens, and were employed extensively throughout the First through Third Millennia. Most resemble common longswords, forged from Osmarin blue iron and engraved with runes of magical significance. Runeswords were enchanted to cause additional damage up to +5, and were also imbued with as many as three spells, each of which could be used once per day. The level and type of spells are believed to have varied with each sword, according to the designs of its maker. Caution



should be exercised when handling these artifacts, as the Archaens were known to place wards and curses upon their runeswords to prevent others from stealing their valued possessions. Runeswords may be worth as much as 100,000 gold lumens apiece.

Archaen Stone Tablets

The ancient Archaens of the First Millennium often recorded spells and other important information on stone tablets, which were more durable than parchment. Most artifacts of this sort should be treated as scrolls, though some may be enchanted, warded, or even cursed. They generally range in value from 100–10,000 gold lumens, depending upon content and condition; cracks and other imperfections that obscure the inscriptions can render a stone tablet worthless.

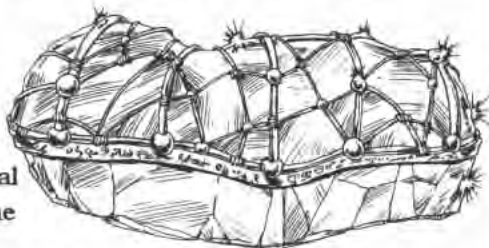
Biomantic Analyzer

These enchanted devices were employed by thaumaturges and biomancers during the Third Millennium. A biomantic analyzer resembles a crystalline rod engraved with fine symbology and contained within a silver case. To use it, the wielder pointed the rod at the subject while speaking a command word, causing a matrix of radiant symbols to appear in the air. By examining this matrix for ten rounds, a skilled biomancer could determine the essential components of any lifeform. This "formula" could then be used to create an artificial version of the lifeform, or modified to create new forms of artificial life. These devices are valued at 50,000 gold lumens by thaumaturges and collectors of antique arcana, though they can only be used by individuals who are skilled in the forgotten art of biomancy.

Biomantic Chamber

These artifacts were employed in the practice of biomancy, which gained popularity during the Third Millennium. The typical chamber was a vat made of translucent crystal with a sealable crystal lid engraved with complex symbology. The exact manner in which the chambers were used remains something of a mystery, though the general procedure is known. Vital essences, derived by the use of essence accumulators and measured to exacting specifications, were infused into the chamber. Then the biomancer activated certain of the symbols that were engraved on the lid, creating a matrix of radiant light. For six days the contents of the chamber underwent a gradual transformation; on the seventh day, the new lifeform emerged from the chamber.

Thaumaturges of the New Age have long sought to find a functioning biomantic chamber, thus far without success. As an artifact of this sort could bring as much as 200,000 gold lumens, the search continues.



Bottle Imps

The Quarantians of the Second Millennium were known to imprison lesser devils known as sardonicus in amberglass spheres or vials, using them as occult advisors. These bottle imps, as they were called, were the rage in Quaran and elsewhere until it was discovered that in many cases the imps were far more intelligent than their masters, and prone to vile and sinister machinations. The older, darker-hued sardonicus are valued at upwards of 1,200 gold lumens, with lighter-skinned imps bringing correspondingly less. Would-be collectors are advised to exercise caution when dealing with these creatures; sardonicus exhibit a malign intelligence and can be quite dangerous.

Cloudship

These graceful conveyances were employed by Archaens of the Third Millennium, who used them to travel to and from the sky-cities. The accommodations aboard ship were both spacious and luxurious, allowing the passengers to travel in style and comfort. A typical cloudship carried a crew of twenty neomorph servitors, including cooks, stewards, crew, pilot, and navigator, and as many as a hundred passengers. An artifact of this sort might well be worth 200,000 gold lumens to such folk as the Hadjin, who are especially fond of luxury items from the Forgotten Age.

Cursed Tomes

The Quaranians of the Second Millennium were known to dabble in all sorts of black magical practices from necromancy to demonology and diabolism. The written works employed in their rituals often contained terrifying curses, imprecations, and maledictions, many of which were used to coerce summoned creatures into service or to torment the Quaranians' enemies. Certain of these books are dangerous even to look at and will therefore have a limited market, though those who care to possess such items will usually pay handsomely for them.



Diabolical Artifacts

The Quaranians of the Second Millennium made pacts with devils of varying rank and order, seeking to enhance their power. Artifacts related to such practices include various items used in sacrificial and summoning rites, such as cult vestments, scrolls and books of summoning rituals, horned devil-masks, seeing stones used to contact certain lower planar entities, censers for the burning of black magical fumes, and so forth. Most of these artifacts were lost or stolen during the sacking of Quaran, though some can still be found in underground tombs and hidden sanctums. The value of these items varies considerably according to their nature and power, as well as the degree of interest exhibited by the collector.

Drakken Glyphstones

Drakken glyphstones date back to the Second Millennium, and originated from one of the old cities of Golarin or Kharakhan. These great, flat stones measured as much as thirty feet in height, ten feet across, and three feet thick. Each was engraved using the unique Drakken symbology, with the depth at which each glyph was carved expressing various subtle shades of meaning. Unfortunately, most of the ancient glyphstones now lie in pieces, scattered across the central plains of Talislanta. Only Kharakhan giants are able to read Drakken characters, a skill that they claim is intuitive and cannot be taught. Nonetheless, scholars of ancient Drakken culture covet these fragments and will sometimes pay up to 100 gold lumens for particularly legible specimens.

Drakken Silver Coins

These relics from the Second Millennium were used as currency by the Drakken. The coins measure as much as six inches across, and bear the image of a dragon in bas relief. Coins in good condition are valued at up to 100 gold lumens apiece.

Drakken War Medallion

These artifacts from the Second Millennium were created by the Drakken and awarded to warriors who had exhibited great courage in battle. Each resembles a seven-pointed star carved from a large (100+ carat) firegem. The medallions were usually affixed to iron chains and worn about the neck. The value of such an item is twenty times the actual carat weight of the stone.

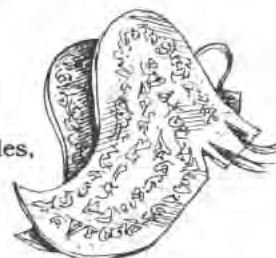


Drakken Weapons and Armor

The oversized weapons and armor used by the giant warriors of the Drakken date back to the First and Second Millennia. Most were forged from black iron and engraved with Drakken symbology, the precise meaning of which remains a mystery to Talislantan scholars of the New Age. As the Drakken knew nothing of magic, none of these items are enchanted. Hence, they are valued mainly as curios, and may bring prices of 100-1,000 gold lumens among collectors of antique arms.

Elander Compendia

Before turning to more idle pursuits, the Elande of the Third Millennium invested much time and energy in the compilation of such scholarly works as bestiaries, cosmologies, histories, and grimoires. The information gathered by the Elande was imbued within enchanted orbs or engraved onto metallic tablets, then stored in hermetically sealed vaults



along with samples of Talislantan flora and fauna that had been placed in stasis and contained within vials, globes, or cubes. These materials have never been recovered, but are believed to have survived intact in the City of the Four Winds. Elandar artifacts are currently in great demand among scholars of the New Age and can bring prices in excess of several thousand gold lumens.

Elandar Levitating Boots

This form of enchanted footwear was popular among Archaens of the Third Millennium, especially the Elande, who came to loathe the prospect of walking on solid ground of any sort. These items were made in a variety of styles and sizes, and enabled the wearer to walk upon air. A pair of levitating boots, slippers, sandals, or other footwear would probably be valued at 1,500 gold lumens, more if the shoes were particularly stylish or fancy.

The Elixirs of Immortality

The most coveted possession of a nameless ruler of the Four Nations, the fabled Elixirs of Immortality have been lost since the Second Millennium. The seven silver phials in which they were contained were stored within an iron chest of Kasiran design that could not be opened except by the use of an enchanted key. Regrettably, the owner of the chest lost the key, and, unable to open the chest, eventually died of old age. The impregnable chest and its priceless contents were set aside and then forgotten. Both the key and the chest remain missing to the present day.

Elixir Vitae

This rare and costly alchemical substance was created by the Farnirans of the Third Millennium. A single vial was said to extend the drinker's life expectancy by approximately ten years, and was rarely sold for less than 1,000 gold lucre, the equivalent of 10,000 gold lumens in New Age currency. The secret of making elixir vitae was lost when the sky-city of Farnir was frozen in permanent ice during The Great Disaster, and to the best knowledge of Talislantan scholars it has never been recovered. The Snow Queen of L'Haan, however, may know the secret of making elixir vitae, to which some attribute her exceptional longevity. The value of an active dose of elixir vitae could exceed 2,000 gold lumens, depending upon the age and perceived need of the buyer.

Erythrian Bombastion

Bombastions are a type of heavy siege engine used by the Erythrians in the ceaseless battles that ravaged the Plains of Armageddon during the Third Millennium. These devices were used to hurl amberglass spheres filled with alchemical toxins, poisonous gases, or elemental essences at enemy troops and fortifications. The different types of bombastions and their capabilities are as follows:

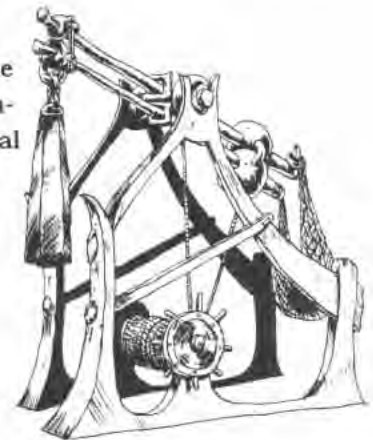
<i>Type</i>	<i>Range</i>	<i>Damage</i>
Heavy Bombastion*	1,200	3d20
Medium-Heavy Bombastion**	750	2d20
Medium Bombastion***	500	d20

*Stationary; used in fortifications only.

**Mounted on war engines.

***Field piece or war engine.

A functioning bombastion of any type would be valued at 2,000–4,000 gold lumens by collectors of military antiques.



Erythrian War Dragon

These armored land conveyances were designed by Erythrian warrior-mages, who used them in mock battles on the continent of Altarus during the Third Millennium. Most were similar in appearance to the old Kasiran land dragons, though the Erythrian versions were equipped with thicker armor and a heavy fire-

bellows, a device used to discharge streams of fire essence against opposing armies of neomorphs. The average war dragon measured over fifty feet in length and required a crew of twelve neomorphs in order to operate at peak efficiency, though it could function adequately with half this number. It probably had a land speed of +1 (14 miles per hour) and an armor rating of +10. A conveyance of this sort in good working order might be worth as much as 150,000 gold lumens. None of these constructs has ever been found in Talislanta, though some may still exist on the continent of Altarus.

Erythrian Iron Scorpion

These war engines were similar in purpose to the Erythrian war dragons of the Third Millennium, but were lighter and were designed to resemble great metallic insects. The average scorpion measured over thirty feet in length, required a minimum crew of eight, and was equipped with powerful claws that could be used to crush opposing battle golems or troops. Their land speed was probably +2, and they had an armor value of about +7. The most advanced models also had a tail stinger capable of spraying caustic acids that could be used to dissolve heavy armor, barricades, or fortifications. None of these constructs has ever been found in Talislanta, though some may still exist on the continent of Altarus. An iron scorpion in good working order could be worth as much as 120,000 gold lumens.



Erythrian Siege Golem

Siege golems are gigantic metallic war engines created by the Erythrians during the Third Millennium and used extensively in large-scale military exercises on the continent of Altarus. These devices stood up to eighty feet in height and were manned by crews of thirty neomorphs and equipped with heavy bombastions and other weaponry. Their land speed probably topped out at -1, while their armor rating may have been as high as +12. Siege golems were employed primarily versus smaller war engines, fortifications, and the siege golems of opposing armies. None has ever been found on the continent of Talislanta, though the rusted hulks of numerous war machines are believed to litter the Plains of Armageddon in Altarus. The value of a functioning construct of this sort has been estimated at over 180,000 gold lumens.

Erythrian Battle Golem

Battle golems, also known as juggernauts, are mechanized automatons created by the Erythrians during the Third Millennium and employed in large-scale military exercises on the continent of Altarus. These unmanned devices ranged from ten to twenty feet in height and were equipped with magical weaponry capable of firing arcane bolts. Battle golems were rare even during the Forgotten Age, as they were very costly to build. It is believed that these constructs were also employed as sentinels in the sky-cities, and so may be found in certain parts of Talislanta. A functioning construct of this sort could be worth as much as 200,000 gold lumens.

Erythrian Flying Battle Dragon

These airborne conveyances were designed by Erythrian warrior-mages, who used them in mock battles on the continent of Altarus during the Third Millennium. These constructs were similar in size, overall appearance, and armor rating to Erythrian war dragons, but were equipped with iron wings and fire-bellows that could discharge streams of fire essence against enemy forces. Their maximum air speed was probably +2, though faster constructs may have been built for high-ranking commanders.

Battle dragons were not intended for use by neomorphs. Rather, these impressive war machines were designed to be used exclusively by Erythrian commanders, and were equipped with many automatic features as well as certain conveniences; the battle dragon of the warlord Rann boasted a lavish bath and bedroom. A conveyance of this sort in good working order might be worth as much as 500,000 gold lumens. No battle dragon has ever been found in Talislanta, though some may still exist on the continent of Altarus.

Farniran Enhancements

Created by Farniran alchemists of the Third Millennium, these enchanted mixtures were sold in small amberglass phials and employed primarily for cosmetic purposes. The most common types were used to alter skin color, hair color and texture, and even facial features; others were reputed to remove fat, reverse hair loss, or smooth unsightly wrinkles. Most of these enhancements were lost when the sky-city of Farnir was frozen in ice during The Great Disaster. Surviving samples might bring prices in excess of 200 gold lumens apiece.



The Gilded Tomb of Irkhan

Preeminent among the rulers of the Four Nations, Irkhan is remembered as the wealthiest Archaen of the Second Millennium. His tomb and everything within it was said to have been made of pure gold. If the legends are to be given any credence, Irkhan's crypt was also notable as regards the number and type of wards employed to protect it from would-be thieves. These included but were by no means limited to the following: two dozen Kasiran death-traps of fiendish design, thirty enchanted glyphs and symbols, an uncountable number of minor traps and tricks, and a pair of ill-tempered guardian devils. Some say that the cost of protecting Irkhan's tomb exceeded the value of its contents, which in itself would be a cause for wonderment. Unfortunately, the veracity of these legends remains to be proven, as the Gilded Tomb of Irkhan has never been found to the present day.

Ikon

Ikon was the name of the patron deity of the Numenian symbolators, who lived during the Second through Third Millennia. He was represented by a giant lead idol that measured over one hundred feet in height and weighed over a hundred tons. Ikon stood guard over the gates of the mountainside city of Numenia. It was said that the idol was enchanted and was capable of speaking in tongues, among other abilities; according to one legend, it was Ikon who led the Numenians against Quaran, striding across the plains at the head of the Numenian host. Ikon was lost when Numenia was destroyed by an earthquake, his leaden form buried under a mountain of debris along with the ruins of the city that he was entrusted to watch.

Jalaadian Funerary Relics

During the Second Millennium, the inhabitants of Jalaad built an elaborate network of ossuaries in the subterranean levels beneath their city. Here they laid to rest the skeletal remains of the departed, which they stored in ornate funerary urns. These receptacles were made of silver and inlaid with mosaics of semiprecious stones. When Jalaad was abandoned, its ossuaries were raided by renegade warriors and bandits who made off with many relics. Yet others remain untouched, hidden in the deepest recesses of the ossuaries, preserved when sections of tunnel either collapsed due to seismic disturbances or were sealed off to safeguard against robbery. The urns that can be found in these hidden chambers are valued at 2,000 gold lumens apiece by antiquarians and collectors.

Kasiran Trap Mechanisms

The Kasiran trapmages of the Second Millennium were the ancestors of the Kasmirans of the New Age, and are credited with the invention of trap arcanology. They specialized in devices that were powered by enchanted crystals and clockwork mechanisms and operated according to both magical and mechanical principles. Though many Kasiran mechanisms were lost or destroyed during The Great Disaster, some can still be found in ancient crypts and vaults, performing the functions for which they were designed. The complexity of these devices is such that attempts to find or deactivate Kasiran mechanisms always require a minimum -10 penalty for degree of difficulty. Kasmiran trapmages of the New Age value these artifacts as collectibles, but are even more interested in their practical applications. A mechanism in good working order, or a complete schematic of a Kasiran device, may bring prices in excess of 10,000 gold lumens in Kasmir of the Seven Kingdoms.

Kasiran Iron Dragons

These armored conveyances were created by Kasiran artificers during the Third Millennium, and were used to transport goods between the various cities of the Archaen Empire. The largest measured up to one hundred feet in length and had a maximum land speed of -1 and an armor rating of +5. Powered by enchanted crystals, these giant metallic quadrupeds provided much-needed protection from tribes of marauding Sub-Men and wild beasts. Curiously, it is said that these constructs occasionally attracted the unwanted attentions of male land dragons, who are notoriously nearsighted. Most of these Kasiran artifacts were destroyed to prevent them from falling into the hands of the Sub-Men when the Archaens abandoned the old cities and took to the skies. A few may still lie buried under the rubble of the old cities, though none has been found to date. A Kasiran iron dragon in good working order would no doubt be coveted by scholars and collectors alike, and could bring as much as 100,000 gold lumens.



Neurian Automaton

These mechanisms were constructed by the Neurians during the Third Millennium and were made in a variety of forms, each with a specific purpose. The most common types were humanoid automatons, which the Neurians used as servitors. These automatons were used to record data or perform tasks judged too difficult or dangerous for living beings. Less commonly, automatons were built to resemble other types of creatures such as steeds, though it was the Archaens who were most fond of curiosities of this sort. A functioning Neurian automaton may be valued at up to 70,000 gold lumens, depending upon its capabilities.

Neurian Technomantic Apparatuses

The Neurians of the Third Millennium created many different types of advanced mechanisms and constructs based on the principles of technomancy. Some of these were of alien make and were quite incomprehensible to the Archaens. Others had more obvious applications, such as alchemical forges for the purification or transmutation of metals, drills for mining raw ores, metal-hulled vessels, timepieces, and analytical implements of various types. Unfortunately, most Neurian apparatuses were lost when the continent of Simbar sank beneath the Crimson Sea. The value of any Neurian artifact retrieved from the depths of the Crimson Sea would depend upon its condition and function, the latter determination by no means a simple task.

The Nine Books of Knowledge

These legendary artifacts date back to the Second Millennium and were once owned by one of the forgotten rulers of the Four Nations. The *Nine Books* contained a complete transcription of the arcane secrets stored within the great orb from which the *Archaen Codex* was also derived. The *Codex* was stored in the city of Phandril and later brought to the sky-city of Aeon. The *Nine Books of Knowledge* were stored in an underground vault, but were lost during the War of the Four Nations. These priceless artifacts have never been found, despite numerous attempts by such interested parties as the Aamanian Orthodoxists, the Rajans, and the Cymrilians, to name just a few. The Lyceum Arcanum has offered a reward of 500,000 gold lumens for the recovery of these ancient texts, or 250,000 gold lumens for the ninth book alone, which is believed to contain the lost chapter on sorcery that was somehow deleted from the *Archaen Codex*.

Numenian Temple Artifacts

These artifacts, which date back to the Second Millennium, include such items as brass temple gongs, reliquaries, idols of Ikon, censers, ancient scriptures engraved on stone tablets, and so on. Most articles from this period are worth 400-1,200 gold lumens.

Numenian Holy Items

The Numenians of the Second Millennium were symbolators who revered the god Ikon, a living symbol of the primal force. Their holy items were medallions of brass or copper, engraved with symbols signifying

various aspects of their god. These items are valued at upwards of 300 gold lumens by collectors of antiques and religious artifacts.

Numenian Prayer Wheel

Numenian priests and priestesses of the Second Millennium carried these stone disks on pilgrimages to distant lands, swinging them back and forth on leather thongs and chanting their holy words. Most Numenian prayer wheels measured about a foot in diameter and were engraved with cult symbols. Others, usually carried only by penitents, were two or three times this size and extremely heavy. These artifacts may be found throughout the central regions of Talislanta, and are valued at 400–600 gold lumens apiece by collectors of antiquities and religious relics.



Orb of Arcanalysis

These devices were created by the Phandre of Pompados during the Third Millennium and sold throughout the sky-cities of the Archaens. The typical orb resembled a two-inch diameter sphere of transparent crystal and was employed in the manner of a lens. Used in conjunction with the skill Arcanalysis, the orbs were effective in determining the type, level, duration, and probable effect of any form of spell or enchantment. Orbs of Arcanalysis functioned with regard to visible or invisible spell manifestations, enchanted artifacts, symbols, or any other form of magic. The time required to complete an analysis is ten rounds, with the effective range limited to one foot.

Osmarin Blades

The Osmarin weaponsmiths of the Second Millennium were known for the fine blades that they fashioned from enchanted blue iron, which were used in the making of runeswords. These artifacts are considered superior to even the best Zandir blades of the New Age, and sell for 2–5 times the price of comparable enchanted weapons.

Osmarin Battle Armor

The Osmarin armorsmiths of the Second Millennium were unsurpassed in their craft, and were renowned for the fine suits of enchanted battle armor that they made from enchanted blue iron. Each component was custom made to fit the wearer and inscribed with magical glyphs and symbols that served to augment the protective value of the armor. The best suits of Osmarin battle armor conferred protection versus a single elemental force such as fire or lightning, +1 magic resistance, and protection equivalent to +5 battle armor. These artifacts are considered superior to even the finest armor of the New Age, and sell for 2–5 times the price of comparable enchanted armor.



Osmarin Enchanted Items

During the Second Millennium, Osmarin artificer-mages created many types of enchanted rods, wands, and staves. The Osmarin knew the secret of imbuing these items with as many as seven spell powers, a talent that is currently unknown to magicians of the New Age. Each spell power could be used once per day, or up to three times per day for the most expensive and advanced items. Consequently, these artifacts are valued at no less than seven times the price of wands, staves, or rods created during the New Age.

Pagan Idols

These stone representations of the mysterious entities now known only as the Forgotten Gods date back to the First Millennium, and are very rare. Of those that managed to escape the ravages of time and the elements, most were destroyed by Aamanian crusaders during the early years of the Cult Wars. A few of these artifacts can still be found in the depths of Werewood, buried under centuries of undergrowth, and in the

territories of the Dhuna witchfolk. Those found in Dhuna territory are still used in certain witchcraft rituals, many of which are believed to date back to the beginnings of the Forgotten Age. Divinities represented in pagan idols include:

- **Bajan.** Bajan was believed to be the ruler of the material world, and was depicted in the form of a golden idol. Images of him were either made of gold or made of base metal plated with a thin veneer of gold.

- **The Beast-God.** The Beast-God was patron deity of all wild beasts, and by inference of the Sub-Men. He is depicted as a half-Man, half-beast creature who revels in his wild and savage nature.

- **The Morgod.** The Morgod was a destroyer, known as the killer of the gods. Neither male nor female, the Morgod was depicted as a metal-scaled giant of monstrous aspect. Its gaze was reputed to be deadly; hence, images of the Morgod were always covered until needed for certain rituals.

- **Narag the Dragon.** Despite the claims of some Talislantan scholars, Narag was probably not a god, but was more likely one of the first Drakken Kings of Kharakhan. The Sauran goddess Satha may have been derived from the legends of Narag.

- **Kron the Mighty.** A silver-skinned warrior of great size, Kron was called the Defender of the Faithful, and was the enemy of all evil deities. Some Talislantan scholars believe that Kron may have been a paramane of great power, though none can say for certain.

- **Lissilis of the Many Veils.** Lissilis was an astral deity, associated with the stars and heavenly bodies. Her magical veils were said to conceal the secrets of creation from mortal beings.

- **Sarielle the Temptress.** Goddess of magic, Sarielle was neither good nor evil. According to the male-dominated views of the early Archaens, she tempted Men to learn magic so that they would always be devoted to her.

- **Death.** Legends of the ruler of the Underworld go back to the earliest known records, though in the view of the ancient Archaens, Death was a female entity.

Collectors and scholars of primitive magic value these artifacts, and may pay up to 2,000 gold lumens for information regarding the location of these ancient treasures.



Phandre Glass Sarcophagi

From the latter part of the First Millennium to the end of the Third Millennium, it was the custom of the Phandre to inter their dead in glass sarcophagi. These were placed in mausoleum towers and warded with Kasiran traps and magics. Many of these structures still stand to the present day in the vicinity of what is now the city-state of Hadjlstan.

The value of a Phandre sarcophagus is based primarily on its age, which can be determined according to the color of glass used in its making. During the First through Third Millennia there were fourteen different periods, each known by its own characteristic color, as follows:

- **First Millennium:** Sarcophagi from the amethyst, jade, ruby, and emerald periods are valued at 6,000 gold lumens.

- **Second Millennium:** Sarcophagi from the carnelian, amber, turquoise, topaz, and opal periods are valued at 4,000 gold lumens.

- **Third Millennium:** Sarcophagi from the tourmaline, sapphire, aquamarine, onyx, and crystal periods are valued at 2,000 gold lumens.

Phandre Art

The Phandre were noted for their artists, who created works of wondrous beauty. The most famous of these were:

- **Cadellus,** a renowned sculptor of the amethyst period. His works are valued at 60,000 gold lumens and up.

- **LeFanque,** a painter of the jade period. His pictures are valued at 30,000 gold lumens.

- **Mordira,** a sculptor of the amber period. Her pieces are worth in excess of 40,000 gold lumens.

- Neos Naalo, a painter of the sapphire period. His portraits of Phandre magicians are valued at 25,000 gold lumens and up.
- Sandelle, a poet of the Jade period. Original copies of her works may bring 2,000–5,000 gold lumens each.

Phandre Windship

These artifacts date back to the latter part of the Second Millennium and are exceedingly rare; in fact, a complete windship from this era, with all its parts intact, has never been found. Portions of ancient wooden hulls, early levitationals, ship's gear, and the like sell for 50–5,000 gold lumens, depending upon their condition and intrinsic value. The characteristics of these ships were probably comparable to the first Cymrilian windships of the New Age.

Quaranian Essence Extractor

These frightful devices date back to the Second Millennium, when they were used in operations involving the since-abandoned practice of Alchemical Hybridization. Crude and inhumane, essence extractors were used to drain living creatures and beings of their vital essences, which were then employed to create hybrid species. The typical extractor resembled a misshapen alembic from which extended a complex network of tubes. These were affixed at various points to the subjects of the experiment, and served as conduits through which the vital fluids were derived. The subjects suffered horribly, the process almost invariably resulting in death.



Dozens of essence extractors were destroyed during the fall of Quaran, though a few may have been smuggled out of the city or hidden in underground vaults. The Rajans have offered a reward of 200,000 gold lumens for a working essence extractor, or 100,000 for a complete set of schematics. The devices are outlawed in most civilized lands, where it is a crime to possess an essence extractor.

Quaranian Soulstones

During the Second Millennium, the Quaranians killed untold thousands of innocent victims in the fire pits of Malnangar, in dungeons, and in torture chambers of elaborate and sinister design. The souls of their victims were not allowed to move on to the next world, but were captured in receptacles known as soulstones, the products of a primitive and dark form of magic. Thousands of soulstones were offered to the shaitan Zahur in payment for his services. A few remain, buried in the ruins of Quaran or scattered throughout the surrounding territories. Certain practitioners of black magic have been known to pay sums in excess of 10,000 for soulstones of Quaranian origin, this despite the danger posed by Xambrian wizard hunters, who regard anyone in possession of even a single Quaranian soulstone as an accessory to murder.

Quaranian Torture Instruments

The Quaranians of the Second Millennium employed a variety of grisly instruments for the purpose of torturing their enemies. The most favored of these included barbed hooks, clawed tongs, vats filled with caustic alchemical agents, hollow metal spikes used to inject toxins into the veins or eyes of victims, and others too horrible to describe. Most implements of this sort bear the mark of a diabolical sigil in the form of a horned skull and lightning bolt, allowing easy identification. Quaranian instruments are greatly favored by Rajan torturers, who will pay as much as 1,000 gold lumens for an authentic piece, or as much as twenty times this for articles that possess some form of enchantment. Outside of Rajanistan, these instruments are regarded as cursed, and are usually shunned by decent folk.



Quaranian Weapons and Armor

These artifacts originate from the Quaranian Empire, which existed during the Second Millennium. They were employed by the Quaranians' hybrid armies, and to a lesser extent, by the Quaranians themselves. The

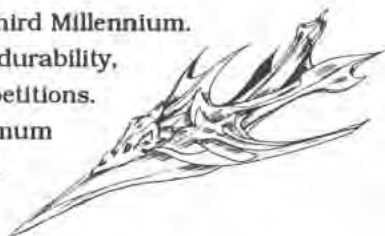
most common types include black iron shields, helms, three-bladed axes, spiked gauntlets, bracers, and pieces of plate mail. Artifacts of this sort are distinguishable by the use of horned skull and lightning bolt motif, and are worth upwards of 100–400 gold lumens to collectors, ten or twenty times this if the item is enchanted.

Rod of Transmutation

The rod of transmutation was created by the thaumaturges of Pompados during the Third Millennium. These thaumaturgic wands were made of argentium (alchemical silver), and were used to alter the very substance of nonliving matter, from solid to liquid or gaseous form. Up to 5 x 5 x 5 feet of substance can be affected per level of the device. These artifacts are prized by Dracartan thaumaturges, who will pay as much as 20,000 gold lumens for a rod of transmutation that is in good working order.

Sky Chariot

Sky chariots were in common use toward the latter part of the Third Millennium. These conveyances were built for speed rather than cargo capacity or durability, and were often employed in various types of sporting events and competitions. Most measured approximately fourteen feet in length and had a maximum airspeed of +10. Both one- and two-passenger types were produced. A working model of either type might be valued at up to 50,000 gold lumens by collectors of ancient artifacts.



Sky Barge

These large aerial conveyances were produced during the Third Millennium and were used primarily to haul cargos of goods to and from the sky-cities. The average sky barge measured over two hundred feet in length, was built to accommodate a crew of twenty neomorphic servitors, and had a maximum cargo capacity of over 100,000 pounds. Its maximum air speed probably did not exceed +2. Like the vast majority of Archaen artifacts, these vessels possessed a certain aesthetic charm, and many were decorated with the images of mythological creatures or ancient deities. A functional craft of this sort could command as much as 40,000 gold lumens.

Stasis Cubes and Orbs

These artifacts were created by the biomancers of Imperion during the Third Millennium, who employed stasis cubes and orbs to preserve lifeforms for study and for shipment back to the sky-city of Elande. The cubes and orbs were made airtight, but possessed no enchantment of their own; the Spell of Stasis was used as the activating principle. Depending upon their contents and condition, artifacts of this sort may be worth between 1,000 and 20,000 gold lumens, or much more than this if a specimen of a now-extinct species were to be found.

Thane Funerary Relics

An ancient folk of morbid habits, the Thane created many types of funerary relics for use in their rituals. The most common types included:

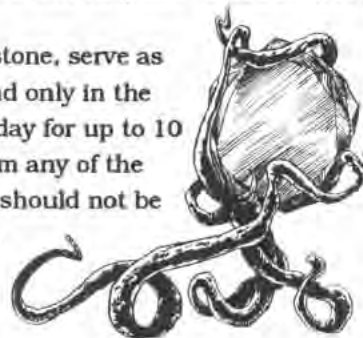
- **Death Shrouds.** The black death shrouds worn by the deceased were trimmed in silver thread as a precaution against demons. A shroud in good condition will bring 500 gold lumens or more from a collector of funerary relics.

- **Funerary Masks.** These items were intended to ward the body of the deceased from demons of all types. They were made of lead, tin, copper, silver, or gold, the value of the metal used indicating the deceased's status. Silver masks were reserved for those of the highest rank, followed by gold and copper. A tin mask signified that the deceased died before reaching adulthood. Lead masks were placed on traitors or individuals who had in some way brought shame upon their families or themselves. New Age collectors value silver and gold masks at 12,000 gold lumens, copper and tin masks at 3,000 gold lumens, and lead masks at 100 gold lumens. The latter are rarely sold, however, for it is widely believed that they are cursed.

- **Brass Funerary Urns.** These three-foot tall brass and silver urns are sealed with paraffin and inscribed with occult symbols. Similar items have been found containing captive sardonicus or corpse dust. However, authentic Thane urns were used to contain the spiritform of the deceased, which the Thane believed would be reunited with the body after the end of the world. These artifacts are valued at 1,000 gold lumens by collectors of antiquities.

- **Braziers of Eternal Flame.** These elaborately wrought artifacts are made of black iron and stand approximately six feet in height with a clawed, tripodal base. The cold fire that burns within the brazier provides no heat and consumes no fuel but burns forever and can only be extinguished by magical means. These artifacts were manufactured in Thanatus, and are thousands of years old. They are valued at 4,000 gold lumens apiece.

- **Obsidian Mirrors.** These artifacts, made from polished volcanic stone, serve as viewports into the lower planes. They are quite rare and are generally found only in the crypts of important individuals. An obsidian mirror can be used once per day for up to 10 rounds per level of the viewer, and allows communication with entities from any of the lower planes of existence. Needless to say, these items are dangerous and should not be employed except by individuals who are skilled in the arts of necromancy. They are valued at up to 30,000 gold lumens by collectors of necromantic paraphernalia.



Tomb of Orrix

The tomb of Orrix is dedicated to the Drakken King of the same name, who is believed to have been buried in an immense tomb beneath what is now known as the ruins of Four Nations sometime prior to the First Millennium. The mummified remains of Orrix, who was also known as the Great Dragon, are said to lie in a massive stone sarcophagus studded with firegems. The tomb has never been found, and so the value of its contents cannot be estimated.

Witch Gates

These artifacts resemble stone archways engraved with ancient symbols, and may date back to the first century of the Forgotten Age. It is believed that witch gates were integral to the pagan rituals of the ancient Archaens, though the manner in which they were employed remains something of a mystery. Some scholars of primitive magic believe that these artifacts may have been used as viewports through which cult priests and priestesses could contact the Forgotten Gods. Others claim that these artifacts served as "spirit gates," through which the souls of sacrificial victims were ostensibly sent to placate the gods.



Witch gates are now very rare, a condition that can be directly attributed to the efforts of Aamanian zealots, who destroyed many of these ancient structures during the Cult Wars. A few remain, hidden in the depths of Werewood. Some of these are still employed in the rituals of the Dhuna. Collectors and scholars of primitive magic will often pay as much as 12,000 gold lumens for a witch gate.

Witchstones

Witchstones are thin disks fashioned from polished stone, similar in appearance to prayer wheels but measuring only 1–2 inches in diameter. These artifacts are engraved with strange glyphs and symbols, and reputedly date back to the second or third century of the Forgotten Age. Witchstones were worn as amulets and were used to protect the wearer from black magic, specifically the Evil Eye, a talent attributed to the members of certain pagan cults extant during this period. Their actual properties vary considerably, with some more efficacious than others. Despite such discrepancies, these artifacts are valued at 1,000–3,000 gold lumens.



Artifacts of the of the Legendary Magicians

Artifacts of the Legendary Magicians

The following is a list of artifacts that are believed to have been created by certain of the legendary magicians of the Forgotten Age. These items are very rare, and in some cases unique. Where possible, the value in New Age currency has been estimated.

Arkon's Pharmacopaeus

This unusual artifact was created by the sorcerer Arkon, who was known to be a heavy user of various types of exotic and often addictive alchemical substances. Arkon never traveled anywhere without his pharmacopaeus, an enchanted device that served as his personal "stash" of alchemical wares. The device resembled an ornate silver snuffbox decorated with fine scrollwork and raised symbology. By pressing the symbols in a certain sequence, a one-dram quantity of any of the following alchemical powders could be made to appear within the box:

- Euphorica, a synthesis of pure pleasure. Side effects include impaired reflexes (-1 DEX) and lowered inhibitions (-1 WIL).
- Arkon's panacea, a powerful stimulant that increases strength and endurance (+1 STR and CON) for one hour; side effects include nervousness (-1 DEX), irritability (-1 CHA), and impaired judgment (-1 INT).
- Tantalus, a powerful aphrodisiac.
- Prismatica, a potent hallucinogen that yields wildly colorful visions.
- Meta-morphius, a depressant; in large doses, a soporific that enabled Arkon to sleep off the effects of other drugs.

Arkon's Pharmacopaeus can be used seven times in a given 24-hour period. It is valued at 30,000 gold lumens.

Cascal's Mirrors

The illusionist Cascal was known to have created three enchanted mirrors for his own personal use. The first showed the viewer as he perceived himself; the second, as he was perceived by any other person that the viewer named. The properties of the third mirror are not known. The set is valued at 60,000 gold lumens.

Koraq's Automaton

This mechanical humanoid, who was referred to as Ovid, was a gift from the Neurlians to the sorcerer Koraq. Ovid served as a tireless recorder of the copious amount of sorcerous data that Koraq generated each day in the course of his work. This material was stored within the automaton's sensorium and later transcribed into written form. It was within the purview of Ovid's talents to serve not only as scribe but also as editor; thus, conflicts between the author and his mechanical servant were not uncommon. Ovid was a vast repository of arcane knowledge, and if found intact would be valued at over 300,000 gold lumens.





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Koraq's Pocket Compendium

The sorcerer Koraq created this device as an adjunct to magical research. His pocket compendium resembled a crystal rectangle 4 x 3 x 1 inches in size, engraved with intricate symbology. This device served as a portable cyclopedia of sorcerous formulae and quantum magical theorems, with the data accessed by pressing various symbols in combination. The procedure was purported to be so complex as to baffle Koraq's contemporary Arkon, who claimed that it would be simpler and faster to travel to the ancient library at Jalaad and search through the archives. Arkon's comments notwithstanding, the compendium is valued at 50,000 gold lumens.

LaMune's Fabulous Boots

This pair of black lizard-hide boots was created by LaMune the Water-Walker, who imbued them with three useful properties. First and foremost, the boots allow the wearer to walk or run for an indefinite period of time without experiencing fatigue. Second, they bestow a +5 advantage when climbing rocky surfaces or other types of rough terrain. Finally, LaMune's boots allow the wearer to leap up to twenty feet vertically or forty feet horizontally. These items are valued at 30,000 gold lumens.

Malderon's Cabinet

The wizard Malderon constructed this device, which was made of eleven rare hardwoods from the continent of Celadon. The cabinet measured five feet in height, three feet in width, and one foot in depth, yet was capable of holding a quantity of material equal to a storeroom ten times this size. This seemingly miraculous feat was made possible by a form of enchantment that caused any nonliving thing placed within the cabinet to be reduced to one tenth its normal size. Removing any article from the cabinet caused it to expand to its original size. Malderon was said to have kept a large collection of books, wizardly paraphernalia, his wardrobe, and a selection of fine liquors inside his cabinet, which has never been found. This artifact is valued at 75,000 gold lumens, not including the possible contents of the cabinet.

Malderon's Hats

The wizard Malderon was an avid collector of unusual headwear, a hobby that became something of an obsession with him in his later years. Though his peers attributed this odd predilection to advancing senility, there was a method to Malderon's apparent madness, for many of his hats possessed useful magical virtues. Various types believed to have been included in his collection include:

- **Weatherproof.** This hat emanates an elemental aura that protects not just the wearer's head, but also his or her entire body from the effects of any type of inclement weather. It is valued at 6,000 gold lumens.
- **Inconspicuous.** This wide-brimmed hat is imbued with a minor enchantment that allows the wearer to blend into any crowd (-5 to detect), and is an effective deterrent against spies and bill collectors. It is valued at 8,000 gold lumens.
- **Thinking Cap.** This conical hat increases the wearer's powers of intellect (+2 INT). It is valued at 12,000 gold lumens.





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- **Charismatic.** This flamboyant hat is charged with a glamor that enhances the wearer's overall appearance and presence (+2 CHA). It is valued at 4,000 gold lumens.
- **Watch.** This hat increases the wearer's powers of perception and general alertness (+2 PER). It is valued at 6,000 gold lumens.
- **Magician's Hat.** This hat contains a pocket dimension, and will hold up to 5 x 5 x 5 feet of materials. Objects stored within can be retrieved by removing the hat, reaching inside, and bringing forth the desired item. It is valued at 10,000 gold lumens.
- **Adjustable Hat.** This can be made to expand or contract on command to fit any head size. Aside from this, the hat possesses no other known virtues. It is valued at 500 gold lumens, primarily as a curiosity.

A collection of Malderon's hats is on display at the Lyceum Arcanum in the crystal city of Cymril. Many others are believed to exist, but have yet to be found.

Miraja's Veils

These seven gossamer veils were created by the illusionist Miraja, who imbued each with one of the properties of the spell *Miraja's Illusory Veils*. The veils function like the spell in all respects save one: their effects last until the veils are removed. The Dance of the Diaphanous Veils, which is practiced by the Batreans of the New Age, may be attributed to legends about these articles. A complete set of veils is valued at 20,000 gold lumens.


Shaladin's Impregnable Vault

The Kasiran trapmage Shaladin designed this vault to be impervious to the best attempts of thieves. The basic design called for an outer shell of solid black iron, one foot thick and plated with adamant. The door, of similar construction, was equipped with a puzzle lock of eleven stages, six of which were trapped with some of Shaladin's most devious mechanisms. Inside was a second vault, similar in construction to the first, though smaller and with a different puzzle lock and traps. The original plans called for a third vault inside the second one, though it was the opinion of Shaladin's peers that this was overkill. A complete set of diagrams for an Impregnable Vault is valued at over 15,000 gold lumens.

Shaladin's Thief-Begones

These devices resembled a set of four iron wayposts, each measuring four feet in height and inscribed with potent symbols and wards. By setting these posts around the user's property it was possible to create an invisible magical perimeter that was secure from unwanted intruders such as thieves, wild beasts, and overly persistent peddlers. Anyone attempting to pass through the magical perimeter would receive a stinging electrical shock of d10 damage, sending the would-be intruder reeling backwards. No post may be located more than one hundred feet from the others in order for the protective field to function as intended. A cantrip of three secret words was used to activate and deactivate this device. A complete set of four thief-begones could bring as much as 25,000 gold lumens.





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Sollmorrion's Ring

This ring bore the personal sigil of Sollmorrion I, who used it as a seal, impressing it upon the covers of all his books and documents. Writings protected by this potent ward emanate a tangible aura of magic, an invisible field of energy that prevents them from being touched by unauthorized persons and is harmful to devils of all sorts (d20 damage if touched). Only individuals of true faith can handle items protected by the Seal of Sollmorrion; others will be repelled by the invisible aura. Sollmorrion's original ring is valued at 100,000 gold lumens by theosophists and collectors. A dozen rings were created for use by Sollmorrion's most trusted priests; each of these is valued at 50,000 gold lumens.

Sollmorrion's Star

Sollmorrion I was known to wear a sacred medallion in the form of a seven-pointed star, which he claimed was anathema to devils of all types. It was reported that no devil could bear to gaze upon this sacred symbol without experiencing grave discomfort in the form of -5 on all die rolls while within 20 feet of the medallion. The medallion is believed to have contributed to Sollmorrion's defeat of Narishna, the black wizard of Quaran. This artifact is valued at 250,000 gold lumens.

Sylan's Tiara

The sorceress Sylan was widely renowned as a magician of broad scope and was admired by such as Koraq, the Enchantress, Malderon, and many others. Yet her success also won her a number of enemies, to say nothing of the many jealous rivals who coveted her secrets. To protect herself, Sylan created an enchanted tiara made of silver and gold that rendered her proof from all forms of magical influence, mind probes, and even illusions. The value of this item is estimated at 200,000 gold lumens, a somewhat inflated figure, perhaps, but one that reflects the great rarity of any article possessed by Sylan.


Viridian's Seeds

A simulacrum created by the great Koraq, Viridian was known to prefer the company of plants to that of Men. To this end, he devised numerous hybrid species of plantlife to keep him company, or for the amusement or edification of his other plant companions. At Koraq's request Viridian sent several dozen silver phials of seeds to Paz, Koraq's floating domus. Mysteriously, some never arrived, but were lost in transit. The rogue magician Zaniillo remains a prime suspect regarding the missing seeds, which have never been found to the present day. A single phial of seven seeds, identifiable by Viridian's seal engraved upon the lid, is valued at 10,000 gold lumens, more if the contents of the phial prove particularly rare or unusual.

Zaniillo's Bag of Tricks

This unusual item resembles an ordinary leather pouch or bag, but is actually much more than that. Inside was stored a variety of minor magical adjuncts that Zaniillo used in the pursuit of his avowed profession and to facilitate the performance of various practical jokes amid nasty tricks. The contents of Zaniillo's Bag of Tricks are believed to





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include the following:

- **Stench-Oil.** A vial of this volatile liquid is sufficient to fill a 10 x 10 x 10 area with the most nauseating stench imaginable; roll versus CON at -5 or be incapacitated by severe nausea for 10 rounds, minus one round per point of CON.

- **Lubra-Oil.** A vial of this fluid will render any solid surface up to 10 square feet in area exceedingly slippery. Roll versus DEX at -5 or slip and fall; roll again if trying to regain your feet. Placed on a weapon or other article, lubra-oil makes the item almost impossible to handle; roll versus DEX at -5 every round an individual attempts to grasp such an item.

- **Sneeze Powder.** A vial of this powdery dust is sufficient to cause all individuals within a 10 x 10 x 10 area to begin sneezing uncontrollably; roll versus CON at -5 to resist. The effects last for 10 rounds -1 round per point of CON.

- **Zanillo's Lockpicks.** This packet of lockpicking tools is imbued with a minor enchantment that increases their effectiveness by +5 on all lockpicking attempts.

- **Portable Hole.** This unusual type of pocket dimension comes in a tiny amberglass box and can be used to create a hole in any nonmagical, nonliving surface. To activate a portable hole, the user simply picks it up and places it wherever desired. The width of the hole can be adjusted as desired, from one inch to three feet in diameter. Its maximum depth is one foot. The portable hole is reusable and can be picked up and returned to its protective box.

- **Portable Shadow.** This is a quantity of magical darkness contained within a stoppered amberglass bottle. The darkness can be poured out at need to create an area of shadow up to 6 x 3 x 3 feet in volume, sufficient for an average-sized humanoid to stand within it and be hidden from view. The shadow emanates a faint aura of magic and is impervious to nonmagical sources of illumination. Individuals inside the area of darkness can see out of it without problem, but will be unable to see anything inside the portable shadow.

Zanillo's original Bag of Tricks contained many more unusual items and would probably sell for over 40,000 gold lumens if anyone could find it. A number of imitations have been discovered over the years, some containing only a few of the above-mentioned tricks. These items are worth considerably less, ranging in value from 100-2,000 gold lumens, depending upon their contents.

Spell-Powered Artifacts

The following is a list of artifacts imbued with properties based upon rare spells, many of which can be attributed to the magicians of past ages. Enchanted items of this sort are very rare; in fact, some may be unique, though accurate information regarding this subject is virtually nonexistent. In all cases, the gamemaster is the sole determinant of whether items of this sort can be found in the campaign.

Like the spells from which these devices have been derived, spell-powered artifacts are zealously coveted by Talisantan magicians and are rarely sold. Their value as curios alone may well exceed 25,000 gold lumens. Unless stated otherwise, these devices can be used up to three times per day.





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Amulet of Spell Negation

This amulet of carved onyx is enchanted with a first-level Aura of Spell Negation. When activated by touch, the amulet envelops the wearer in an invisible aura of antimagical energy. This protective aura will negate any single form of magic directed against the wearer, regardless of the level of the enchantment. The aura confers protection against all types of magic, including other auras, the effects of symbols, spells, magical manifestations or anomalies, and magical weaponry. In the latter case, the magical properties of the weapon will be negated by the aura, but its nonmagical, physical capabilities will function as normal. Note that the aura and its protective properties are dispersed immediately following the first contact with any kind of magic, or in the event that the beneficiary attempts to cast a spell while protected by this enchantment. The amulet may only be used once per day.

Duration: Instantaneous.

Magic Resistance: None.

Arkon's Ring

This ring of intertwined silver filaments is enchanted with a 10th-level version of the spell Arkon's Impermeable Web. When activated by touch, the ring creates an impassable mesh of interconnecting lines of force that may be used to entrap enemies or as a barrier against hostile creatures or interlopers. The shape or form of the web is up to the caster to determine, with the maximum area of mesh created by the spell limited to 100 x 100 feet. Note that a web, once cast, cannot be moved or altered, and can only be rendered null by means of an appropriate counterspell.

Duration: 100 rounds.

Magic Resistance: None. Escape from an Impermeable Web is possible only by individuals or entities who possess intradimensional capabilities. Even incorporeal entities cannot penetrate a magical barrier of this sort.

Arkon's Wand

This slender wand is made from seven narrow bands of silver twisted in a tight spiral around a central rod of blue crystal and imbued with a 10th-level version of the spell Arkon's Twister. The wand emits a powerful vortex of magical forces that can be used to entrap a single, Man-sized subject in a powerful vortex of arcane force. The speed at which the victim is made to spin can be controlled by the caster, as explained in the spell description.

Range: 100 feet.

Duration: 10 rounds.

Magic Resistance: Roll versus DEX to dodge the vortex. The caster may attempt to entrap the victim once per round, until the vortex expires or is dispelled; this requires the caster to concentrate on the vortex, however.

Astramir's Wand of Analysis

This wand is fashioned of red iron surmounted by an achromite crystal, and is enchanted with the spell Astramir's Thaumaturgic Analysis. This device can be used to





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identify any substance or mixture, thereby determining its true properties. To use the wand, the wielder must first isolate a quantity of the substance that is to be identified. This done, the wielder waves the wand over the isolated sampling, yielding a prismatic pattern that the caster may study and thereby deduce the desired information. The higher the level at which this spell is cast, the more detailed the information that can be determined will be. The analysis takes ten rounds to complete.

Range: 1 foot.

Duration: 10 rounds.

Magic Resistance: None. Astramir's Wand of Analysis will reveal if a substance radiates magic, but is of no use in identifying or categorizing the possible applications of enchanted items.

Astramir's Wand of Transmutation

This slender, red iron wand is surmounted by a triangular crystal of prismaticite and imbued with a 10th-level version of the spell Astramir's Transmutation, which allows the caster to transmute the nature of any nonmagical substance or material from solid to liquid, solid to gas, and so on. The amount of material that can be affected by this enchantment is ten cubic feet. The spell has no toxic or harmful qualities per se, and yields unusual effects when used upon living creatures, as explained in the spell description.

Range: By touch.

Duration: 10 rounds per level.

Magic Resistance: Roll versus DEX to avoid being touched. Note that incorporeal entities, having no substance, cannot be affected by this spell.

Black Urn of Malnangar

These artifacts resemble sealed urns made from obsidian and engraved with occult symbols. Each contains a 10th-level version of the spell Black Mists of Malnangar, which can be released by breaking the seal on the urn. The volume of mist created by the spell is limited to 10 x 10 x 10 feet, with the shape of the cloud determined according to the caster's designs. The mists will move by their own accord towards the nearest living creatures or beings, traveling at a speed of +1. The mists contained with the urn may exhibit one of the following magical effects:

- Paralysis for a duration of 100 rounds.
- Blindness for a duration of 100 rounds.
- Strangulation of up to ten living creatures or beings within the range limitations of this spell. Damage is d8 per round for 10 rounds.

Range: 100 feet.

Magic Resistance: Roll versus SPD to elude the mists.

Cascal's Cloak of Reflection

These cloaks of shimmering spangalor were invested with a 10th-level version of the spell Cascal's Reflective Aura. When activated by a secret word of command, the cloak envelops its wearer in a shimmering aura of light that confers protection against spells of





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illusion, hallucinations, visual attack forms, and radiant or prismatic light. Spells or other visual attack forms directed against the aura are reflected back upon the attacker.

Duration: 10 rounds.

Magic Resistance: None. Note that Cascal's Reflective Aura cannot be used in conjunction with any other protective shield or aura. In appearance, this aura resembles other magical auras.

Cascal's Cloak of Shadows

These cloaks of black spanglor are imbued with a 10th-level version of the spell Cascal's Shadow Dimension. When activated by means of a secret word of command, the cloak envelops its wearer in an extradimensional space that resembles an area of darkness or shadow. The wearer may step into this space and look out unseen upon the surrounding area, or hide one or more objects within the extradimensional space, as desired. The extradimensional space can be exited or entered at will for the length of its duration. Individuals or objects that remain within the extradimensional space after the spell's duration has lapsed will be trapped until they can be retrieved or can effect an escape by magical means.

Duration: 100 rounds.

Magic Resistance: None. A Cloak of Shadows radiates an aura of enchantment, and may be differentiated from ordinary shadow by the fact that it is not dispersed by light. A Spell of Radiance will negate the magical properties of a Cloak of Shadows, causing its contents to be revealed.

Cascal's Prism

This one-inch crystal polyhedron is enchanted with a 10th-level version of the spell Cascal's Transfixation. When removed from its protective pouch, the prism produces a burst of kaleidoscopic colors. The stabbing beams of light produced by this enchantment impinge upon the ocular nerves of the intended victim, causing confusion and disorientation. In essence, the victim is rendered dazed and unable to think or take action until the spell's effects wear off.

Range: 100 feet.

Duration: Indefinite; transfixation lasts for three hours after subjects stop gazing into the prism.

Magic Resistance: Roll versus PER at a penalty of -10 in order to resist the disorienting effects of the spell. Note that creatures or beings who are blind or do not possess optical organs cannot be affected by Cascal's Prism. Conversely, creatures or beings who possess night vision or are sensitive to light are most susceptible to the effects of this spell, and receive an additional -4 penalty to resist.

Cloak of Deception

These items resemble common traveler's cloaks, but are enchanted with a 10th-level version of the spell Veil of Deception. When activated by means of a secret word of command, the cloak will alter the wearer's features and costume to resemble those of another person, gender, or member of another race. The power of the enchantment is





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limited, making it impossible to effect drastic changes in height, build, bodily form, or other major characteristics by means of this item. Vocal characteristics can be modified as desired, though the item does not confer the ability to converse in a language unknown to the beneficiary of the enchantment.

Duration: 100 rounds.

Magic Resistance: Roll versus PER at -10 to penetrate the disguise.

Dimension Chest

These chests come in a variety of sizes and styles, but have one thing in common. All were enchanted with a 10th-level version of the spell Dimension Warp. When opened, a Dimension Chest creates an instability in the dimensional fabric, a warp that can range upwards in size from one inch to ten feet in diameter. Individuals, creatures, or objects that make contact with such a warp will be sucked in and hurtled at random across the Omniverse. Subjects drawn into a warp usually suffer spatial displacement in the form of removal to another plane of existence. On rare occasions, however, a warp may spin a subject out of time, resulting in a temporal displacement. In either case, the duration of the displacement is indefinite. Only by locating the warp's exit point and using a counterspell can a displaced individual effect a return to his or her usual plane or time.

Range: By touch.

Duration: Indefinite.

Magic Resistance: Roll versus PER to notice the warp in time to avoid contacting it. Warps radiate a strong aura of magic that can sometimes be "felt" at distances of up to five feet.

Dimension Mirror

These mirrors were made in a variety of sizes and styles, from ornate dressing mirrors to simple, hand-held items. All were imbued with a 10th-level version of the spell Dimension Warp. The properties of these items are identical to those of a Dimension Chest, but are activated only by touching the surface of the glass.

Range: By touch.


Duration: Indefinite.

Magic Resistance: Roll versus PER to notice the warp in time to avoid contacting it.

Koraq's Amulet of Warding

These amulets were made of amberite crystal and gold and inscribed with protective symbols. Each was invested with a 10th-level version of the spell Koraq's Interposing Shields. When activated by a secret word of command, the amulet creates ten disk-shaped shields of arcane force that encircle the wearer, moving automatically to intercept and nullify attacks by missiles, weapons, hostile creatures or beings, and magical missiles. The glowing shields also possess reflective qualities that are proof to radiant light and heat, but do not confer protection against illusions, mists, gases, dusts, spells with a wide area of effect, or psychic energies. Each shield will serve to thwart a single attack; contact with any of the attack forms listed will cause a shield to burst into shards of light.





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Range: 1-2 feet.

Duration: 10 rounds, or until contacted by an attack.

Magic Resistance: None.

Koraq's Anti-Magic Talisman

These items resemble brass perlafts and are exceedingly rare. Each is imbued with a 10th-level version of the spell Koraq's Anti-Magic Aura. When activated by touch, the talisman envelops the wearer in a shimmering aura of antimagical energy that will confer protection from hostile magics of all sorts. Spells directed against the beneficiary of this enchantment dissolve upon contact with the antimagic field and are rendered ineffective. The aura does not confer protection from spells that affect the caster's surroundings, spells of influence, or illusions.

The employment of an Anti-Magic Talisman is not without certain drawbacks. While enveloped in the aura, a magician can cast no other self-affecting spell. Further, the casting of an antimagic aura cancels all previous enchantments, shields, auras, veils, and other spells that the magician might have been employing.

Duration: 10 rounds.

Magic Resistance: None.

Koraq's Omniscient Orb

These spherical pendants, fashioned in the shape of a golden eye, are enchanted with a 10th-level version of the spell Koraq's Ultra-Sensorium. When not in use the golden eyelids remain closed. When called into use, the eyelids open, allowing the wearer to see invisible, astral, or ethereal presences or objects, detect illusions by touch, discern even the subtlest odors or scents, hear whispered conversations or other faint sounds, and detect magical emanations by sight. The wearer will also be invested with a type of "sixth sense" that will alert the individual if he or she is being watched by unseen agencies of any sort.

Range: Maximum range for all but the tactile ability is 100 feet.

Duration: 10 rounds.

Magic Resistance: None. It should be noted that individuals affected by this spell are highly susceptible to damage by extreme sensory stimuli and receive a -1 penalty per level of the spell on all attempts to resist the effects of such stimuli.

LaMune's Magic Slippers

These ornate slippers, made of red velvet embroidered with golden filaments, enable the wearer to walk upon the surface of any body of water.

Duration: 100 rounds.

Magic Resistance: None.

LaMune's Winged Boots

These boots are made of handsome black reptile hide and are enchanted with a 10th-level version of the Spell of Levitation. Each is also equipped with a pair of magically animated wings that serve to increase the flyer's air speed by +2.





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Duration: 100 rounds.

Magic Resistance: None.

Malderon's Magic Mirrors

These enchanted dressing mirrors were always made in pairs, each of which was enchanted with the spell Malderon's Magic Portal. One mirror serves as an entrance, and the other as an exit. It is not possible to enter and exit from the same mirror, as these devices only function as one-way portals.

Range: By touch.

Duration: Indefinite.

Magic Resistance: Roll versus PER to detect a Magic Portal and thereby avoid entering it by accident. It should be noted that a damaged Magic Mirror may transport individuals at random to strange and unknown locales.

Malderon's Magic Pipe

This ornate pipe, carved from a sea dragon's fang, is imbued with a 10th-level version of the spell Malderon's Rings. When filled with dried herbs of any sort and lit, the pipe produces up to ten magical smoke rings that may be directed to encircle and confine any creature, being, or object. The maximum diameter of the rings cannot exceed twenty feet.

Range: 100 feet.

Duration: 10 rounds.

Magic Resistance: Roll versus DEX to dodge the rings.

Malderon's Magic Vial

This device resembles a brass vial three inches in height with a stopper made of green glass. The inside of the vial is invested with a 10th-level version of the spell Malderon's Mists. When the glass stopper is removed, a quantity of mist is produced that can be made to cause one of the spell's usual effects.

The quantity of mists created by this spell cannot exceed 10 x 10 x 10 feet. The mists are stationary, though the magical vapors can be moved or dispersed by winds. The color of the mists is variable, according to the caster's designs.

Range: 100 feet.

Duration: 10 rounds.

Magic Resistance: Roll versus CON to resist magical sleep or forgetfulness.

Mantle of Stealth

These items resemble common traveler's cloaks, but are invested with a 10th-level version of the spell Veil of Stealth. When activated by means of a secret command word, the cloak enables the wearer to move unheard and unseen, effectively invisible to the naked eye. The cloak emanates a faint aura of magic but is otherwise undetectable.

Duration: 100 rounds.

Magic Resistance: None. Individuals or creatures capable of seeing invisible objects or entities or detecting presences will be able to see through the veil. The sound-reducing





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capabilities of the cloak are limited, and the wearer may betray his or her presence by failing to maintain a reasonable degree of silence. If this occurs, the wearer may be attacked, though at a penalty of -5 as long as the mantle's power is in effect.

Mordante's Rings of Summoning

These black iron rings bear the personal sigil of Mordante and were inscribed with occult symbols that indicated their specific nature. There are several different types, each imbued with one of Mordante's summoning spells. All can be activated by speaking a secret word of command, thereby calling the summoned creature to serve the wearer. The level and type of the rings determine their exact properties.

Duration: 10 rounds regardless of type.

Magic Resistance: None.

Orb of Surveillance

These seven-inch diameter crystalline spheres are invested with a 10th-level version of the Spell of Surveillance, and were widely used as scrying crystals. When activated by means of a secret word of command, the orb allows the user to view any single individual, creature, or area up to 10 x 10 x 10 feet. The wielder of the orb must have first-hand knowledge of the intended subject in order for its properties to be effective. Range is unlimited, though the orb has no interdimensional capability.

Duration: 10 rounds.

Magic Resistance: None, though magics that negate the effects of scrying devices can be used to counter this device.

Rodinn's Wand of Sustenance

This elegant silver baton was invested with a 7th-level version of the spell Rodinn's Sumptuous Repast. It can be used to produce a veritable feast sufficient to satisfy up to seven Man-sized individuals. Each repast consists of a main course, two side dishes, and liquid libation of the wielder's choice. The enchantment's epicurian limitations are somewhat modest, though not embarrassingly so; costly delicacies and rare vintage wines are beyond the capabilities of this spell, but the quality of food and drink produced can generally not be faulted, and the portions are reasonably generous. From a nutritional standpoint, the meal is more than adequate, though overindulgence can lead to gastric distress, intestinal disorders, and obesity; Rodinn recommended that the spell be employed for personal use no more than three times in a given week.

Range: 10 feet.

Duration: Instantaneous.

Rod of Unending Torment

This item resembles a slender iron tube with a thong of demon hide affixed to its hand grip. The rod is imbued with a 10th-level version of the Spell of Unending Torment, and was used to dismay predatory beasts, bandits, peddlers, and other nuisances. When activated by means of a secret command word, the rod can be made to unleash up to ten barbed, dartlike projectiles at any single subject. The magical darts cause one point of





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damage apiece, and will penetrate any type of nonmagical armor or hide. Even a one-point wound will cause the victim to be incapacitated with excruciating agony, leaving a dismal burning and throbbing pain that lasts indefinitely or until a cure or counterspell can be obtained. The aptly named "unending torment" is both unrelenting and, to a certain degree, debilitating; victims suffer a penalty of -1 per each point of damage on all Action Table die rolls until such time as a cure can be effected.

Range: 100 feet.

Duration: As stated.

Magic Resistance: Roll versus DEX to dodge the magical darts. A shield may also be used to parry the projectiles.

Sassan's Wand of Fire

This device resembles a wand of brilliant red iron encrusted with seven small firegems. It is invested with a 10th-level version of the spell Sassan's Fiery Motes. When activated by a secret word of command, the wand can be made to project up to twenty white-hot darts of magical fire that can be dispersed among as many as ten different targets. Each fire-mote will cause two points of damage to any living creature or combustible object that it strikes.

Range: 100 feet per level.

Duration: Instantaneous.

Magic Resistance: Roll versus DEX to dodge the motes. A result of partial success means the intended victim takes half damage, 1 point per mote.

Sollmorrion's Seven Talismans of Power

Each of these golden medallions was inscribed with one of Sollmorrion's Seven Secret Symbols of Power, and could be activated by speaking a secret word of command. The seven talismans have the same properties as the symbols of the original spell.

The duration for each of the Seven Talismans of Power is permanent, subject to appropriate countermagics. A talisman's area of effect projects outward in a 10-foot diameter circle.

Range: 10-foot diameter circle.

Duration: Indefinite.

Magic Resistance: It is possible to avoid the effects of a talisman by staying out of the area of effect or moving out of range of a magician who is employing such a device; roll versus SPD in the latter case.

Thystram's Glossolary

This talisman resembles an earring shaped like a tiny cornucopia or funnel made of copper. Imbued with a 20th-level version of the spell Thystram's Glossolalia, it allows the wearer to comprehend or converse in unfamiliar tongues or dialects of any sort. To activate the Glossolary, the wearer speaks a secret word of command. This device can be used up to seven times per day.

Duration: 200 rounds (20 minutes).

Magic Resistance: None.





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Thystram's Rod of Stasis

This useful device, which resembles a slender wand of translucent green crystal, was imbued with Thystram's Spell of Stasis. When activated by means of a secret command word, the rod can be used to preserve in stasis any living organism, including all manner of plants, animals, and even humanoid beings. The enchantment produces an effect not unlike suspended animation, rendering the subject immobile and bringing to a halt all metabolic processes. The stasis is in no way harmful to the organism; in fact, the spell can be used to "preserve" victims of poison, disease, or other maladies until such time as a cure or remedy can be applied.

Range: By touch.

Duration: 1 hour per level.

Magic Resistance: Roll versus DEX to avoid being touched by the rod.

Thystram's Orb of Analysis

This crystal orb is invested with the spell Thystram's Proximate Analysis. When activated by a secret command word, the orb allows the wielder to identify with a reasonable degree of accuracy any living creature or organism simply by viewing it through the orb. The analysis takes ten rounds to complete. A flaw in the activating spell matrix devised by Thystram regrettably causes the orb to be less than 100 percent reliable. Still, the device will provide information as accurate as that derived by the original spell.

Range: 100 feet.

Duration: 10 rounds.

Magic Resistance: None, though inaccurate or unreadable information may be yielded if the organism moves out of sight range, is partially obscured, or is under an enchantment of some sort.


Viridian's Ring of Elemental Protection

This ring of marbled green, blue, brown, and white malachite is imbued with a 10th-level version of the spell Viridian's Elemental Aura. When activated by touch, the ring envelops the wearer in a shimmering aura of elemental energy that confers protection against nonmagical forces of an elemental nature. This device does not afford protection from physical attacks, mystic forces, or magical energy, nor is it proof from illusions. When available, artifacts of this sort generally cost from 20,000 to 50,000 gold lumens.

Duration: 100 rounds.

Magic Resistance: None. Viridian's Ring of Elemental Protection cannot be used in conjunction with any other protective aura or shield.





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Unknown Artifacts

Despite the recent advances in New Age arcanology, it is possible that searchers may discover artifacts that defy the best attempts at identification, whether by magical or nonmagical means. Items of this sort, referred to as unknown artifacts, have baffled Talislantan scholars in the past and are likely to continue to do so as new discoveries come to light. Some may have originated from other worlds or dimensions, and may seem totally alien to individuals from the Talislantan milieu. Others may have originated in ancient times, but were created at such a high level of ability that individuals of the current age cannot begin to fathom their true purposes.

The following is a list of unknown artifacts that might be found in the course of a Talislanta campaign. In some cases, the gamemaster may want to devise properties for these items. If this is the case, the gamemaster can make it challenging for player characters to discover this information by having them travel to distant lands in order to seek the counsel of individuals of greater wisdom such as the Callidian cryptomancers of the ancient Library at Jalaad, the Chroniclers of Xanadas, and so forth. Alternately, the gamemaster may decide to keep things mysterious, ruling that some of these unknown artifacts are beyond the current level of Talislantan arcanology and simply cannot be identified—at least for now.

Listing of Unknown Artifacts

- A metal eye, measuring about two feet across. It is contained within a metallic housing that resembles a pair of eyelids. The entire apparatus is mounted upon a three-foot tall metal tripod. The eyelids open and close at the touch of a lever. The silver-blue metal is of a type unknown to Talislantans of the New Age. This device radiates a strong magical aura, but cannot be identified by any known means.
- A pyramid of translucent glass that bears some resemblance to a Sindaran Trivarian game. However, it measures about four feet from base to apex and is decorated with raised symbols of an unknown type. Like a Trivarian game, the sides of the pyramid contain numerous openings where objects could be inserted. It does not radiate magic.
- A crystal rod of unusual design, about five feet in length. It is engraved with unreadable symbology, and has a slot carved into one end, but does not radiate magic. There is nothing in the slot, nor does the artifact evince any type of magical aura.
- A silver ingot, about a foot in length, four inches across, and three inches thick. The metal is of an unknown type; it is lightweight, harder than iron, and—oddly enough—flexible. The ingot does not radiate magic.
- A four-inch square, very ornate jewelry box or reliquary indited with intricate scrollwork, designs, and symbols. The box has no visible hinges or locking mechanisms, though close examination will reveal a small button cleverly hidden at the center of a raised sigil. If the button is depressed, the box begins to unfold like a piece of origami, taking on the form of a seven-pointed star. Pressing the button a second time causes the box to revert to its original form. The box radiates a faint magical aura.





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- An ornate dressing mirror in a silver frame. The glass shows no reflection; however, if the viewer looks closely into its surface, it is possible to discern strange, shadowy forms that cannot be identified. If touched, the surface does not feel solid; in fact, solid objects such as a person's hand will pass through the glass as if it were not there, yielding an unpleasant, icy sensation. The mirror radiates an extremely potent magical aura.
- A transparent glass sphere, roughly six inches in diameter, that radiates a cogent magical aura. Visible inside the sphere is the image of a beautiful female nymph with skin and hair a deep shade of violet. The charming creature performs an alluring dance that is both fascinating and seductive to behold. Any male who stares at the nymph for even a short period of time will begin to experience the desire to be with her; the feeling only intensifies each time the viewer looks into the sphere. Even a skilled magician will not be able to tell if the nymph is an illusion or if she is a real person in miniature.
- A two-foot diameter disk made of some sort of polished blue stone. The surface of the disk is engraved with a series of unusual symbols or markings and rests on a decorative pedestal also of polished blue stone.
- A cube made of an unknown type of black metal that is seemingly impervious to harm. Any attempt to cut or scratch the metal will be to no avail; even diamond-edged tools and universal solvent will have no effect. A pair of black iron disks, each measuring about two inches across and engraved with odd sigils, are affixed to one side of the cube. The disks can be turned clockwise and counterclockwise, though doing so produces no noticeable effect. The cube's purpose cannot be discerned.



Ancient Ruins

"The secrets of a thousand ancient civilizations lie buried beneath the dust of past ages. If you would know the forgotten lore, then search the ruins."

-Excerpted from Hotan's History of the World

The following section features diagrams of several ancient sites where lost secrets might be found, showing the type of construction employed during various periods of Talislantan history. These diagrams can be used as a reference source when creating adventure scenarios that are designed to include materials from this book.

Archaic Period: Khazad

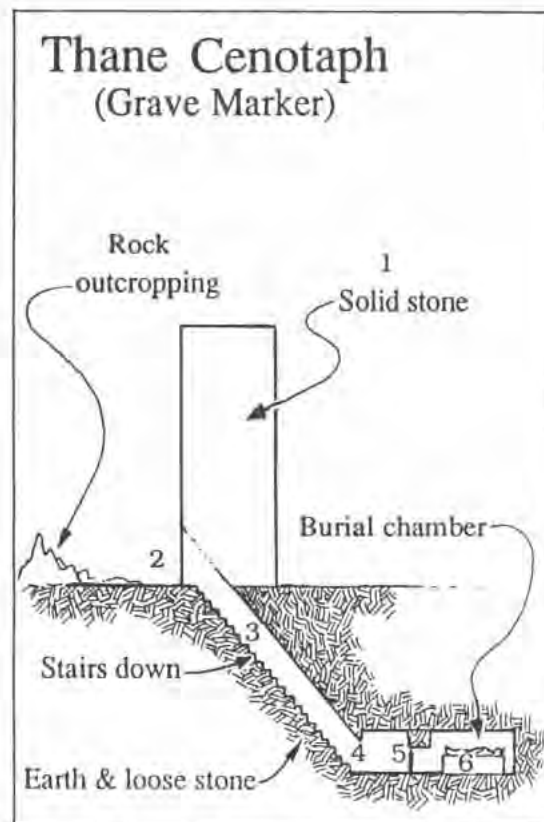
The oldest known ruins are the ancient crypts found in the desolate land of Khazad, which scholars of the New Age now attribute to the Thane, a race of humanoid beings whose origins date back to the Time Before Time. A seafaring folk of reclusive habits, the Thane buried their dead in underground crypts, the presence of which was indicated by elaborate grave markers resembling black obelisks.

The following diagram shows a typical Thane crypt.

1. Grave marker. These nine-foot tall obelisks were made from obsidian imported from the far northern land of Thanatus and inscribed with occult symbols intended to ward off demons. Most are chipped, cracked, and pitted from untold centuries of wind and rain, but continue to retain their protective properties; no demon can bear to approach within twenty feet of a Thane obelisk.

2. Entrance. A hidden door, built into the lower section of northern face of the obelisk, provides access to the crypt. These doors were made from obsidian, measure two feet in depth, and use no locking mechanisms. A hidden door can only be opened by reading aloud the inscription carved into its surface; roll versus INT at -9, or versus cryptomancy, to decipher. Doing so will cause the stone portal to raise upwards; speaking the incantation in reverse will cause the door to descend.

3. Stairway. A long flight of stairs, carved out of solid bedrock, leads downwards to the subterranean crypt. Crumbling steps, molds and lichens, and unsafe passageways are common, owing to the great age of the excavation. In some cases, ceilings have been known to collapse, sealing off the stairway.



4. Outer chamber. The walls, ceiling, and floor of this ten-foot square chamber were built from foot-thick blocks of basalt. Due to extreme age, mortar may have deteriorated and stones may have cracked, rendering the construction unsafe. The roots of ancient deadwood trees may have pushed their way through cracks in the walls and ceiling, and the floor may be covered with 1-4 feet of stagnant water accumulated over the course of time.

5. Door. At the far end of the outer chamber is a black iron door engraved with occult symbols. These symbols may have spell-like properties, or may be seals intended to ward against thieves. Passage through the door is not possible until these symbols have been dealt with.

6. Crypt. The burial chamber resembles the outer chamber in terms of construction, but measures 10 feet in width and 20 feet in length. At the center of the room is a stone sarcophagus nine feet long and about four feet in height and width. The lid of the sarcophagus weighs in excess of 700 pounds, and is engraved with wards and symbols that confer protection from demons. The power of these inscriptions is such that no demon can bear to touch a Thane sarcophagus.

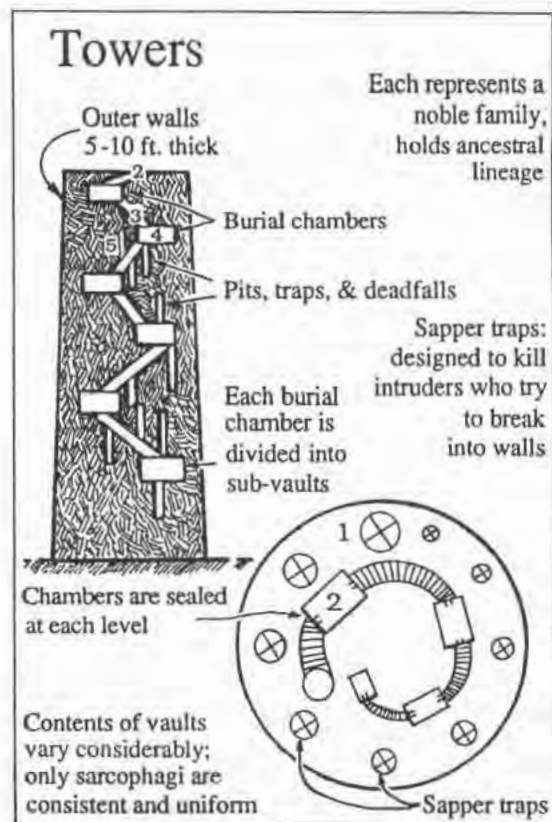
Inside the sarcophagus are the mummified remains of a humanoid being over seven feet in height and narrowly built. This is one of the Thane. The body will be attired in a black death shroud and elaborate funerary mask made of lead, tin, copper, silver, or gold. A Thane crypt occupied by a silver- or gold-masked corpse will also contain at least one of the following funerary relics: brass urn, brazier of eternal flame, or an obsidian mirror.

Middle Period: Phandre Mausoleum Tower

The mausoleum towers in which the Phandre interred their dead were impressive structures measuring thirty feet in diameter and over seventy feet in height. There are thousands of tower mausoleums in the vicinity of what is now Hadjistan, each of which may contain as many as a hundred sarcophagi.

The Phandre towers were erected over the course of three thousand years, with newer burial chambers built on top of those of the preceding ages. Each family had its own tower, in which its most distinguished members were laid to their final rest. Entrance into the interior is accomplished by means of an iron trap door located on the roof. A single set of stairs, spiraling downwards from the rooftop entrance, connects each of the burial chambers from top to bottom.

The diagrams at right show a typical Phandre mausoleum tower.



Side View:

1. Outer walls. These were constructed of basalt blocks and mortar, varying in thickness from five to ten feet.

2. Entrance. Typically, a circular iron trap door measuring about five feet in diameter. As many as three Kasiran locking mechanisms of difficulty levels 10–20 were employed to prevent unauthorized access. Few of these portals were protected by traps, though all are engraved with an ancient Archaen rune that is intended to bring ill fortune upon any who enter the resting place of the Phandre dead. Most tomb-robbers cheerfully ignore these sigils, claiming that their powers faded long ago. It takes a combined strength of +9 to open one of these trap doors, though a Yitek trundle winch will also do the job.

3. Spiral stairway. A long flight of stone steps leads downwards from the roof, connecting each burial chamber to the next in line.

4. Burial chambers. The entrance to each burial chamber is barred by a black iron door approximately three inches thick. Most are protected by a Kasiran locking mechanism of similar complexity to the trap door on the roof. About 50% of these doors are also trapped.

5. Pits and deadfalls. Shafts that descend below stairwells and chambers represent pits. Those that extend upwards represent deadfalls, which were employed to drop heavy weights, spiked platforms, noxious liquids, and such upon trespassers. Both types are activated by pressure-sensitive plates built into the floor, which, when stepped upon, cause trap doors in the floor or ceiling to open.

Cross Section View:

1. Sapper traps. These five-foot diameter chambers were placed at irregular intervals throughout the structure, and are quite deadly; Kasiran trapmages sometimes referred to them as "murder holes." They were intended to prevent sappers from gaining access to the tower or interior chambers by breaking in through the outer walls, and are activated the instant an enclosing wall has been breached. This will result in the instantaneous release of a cloud of poisonous gas, a hail of spikes, toxic powder, organic or inorganic solvents of various types, parasitic scarlet sporozoid spores, a burst of flame, or some other menace, according to the trap's design.

2. Burial chambers. The burial chambers measured ten feet on a side, and contained as many as a dozen sub-vaults built into the walls. Each sub-vault was sealed with an iron door measuring three feet square and two inches thick, with an iron handle. Kasiran locking mechanisms ward these doors, some of which were also trapped. Inside a sub-vault will be either a glass sarcophagus or another trap.

Any sub-vault that contains a genuine sarcophagus will also contain three personal items once owned by the deceased. This was a custom of the Phandre, who were materialistic by nature and could not bear to part with their prized possessions even in death. Articles of this sort can range from pieces of jewelry to enchanted items, works of art, books, heirlooms, pieces of bric-a-brac, citations, vanity items, and suchlike. Not all items found in the sub-vaults will be useful, though sub-vaults from earlier ages generally contain items of greater value than those of more recent ages.

A consortium of Farad and Hadjin investors now owns all of the Phandre ruins. Tours of previously exhumed towers are available by arrangement in the city of Hadjistan at a cost of 100–

400 gold lumens; the more luxurious the accommodations, the higher the price. For a fee of 1,000 gold lumens per day, the consortium will grant individuals a license to explore the towers. The consortium retains the right to claim any items found in the towers, for which it will pay one-half the assessed value. Individuals who wish to engage in exploration must first sign a waiver indemnifying the consortium from any and all injuries that might occur on its properties, a necessary precaution given the dangerous nature of such activities.

Latter Period: Elandar Cloud Palace

The Elande lived in ornate structures composed of solidified cloudstuff and known as cloud palaces. Specific information on Elandar construction techniques is lacking, since most of the sky-cities suffered dissolution or destruction during The Great Disaster. The diagrams at right were reconstructed from ancient texts discovered over the course of the centuries, and as such, must be considered somewhat speculative in nature.

Side View:

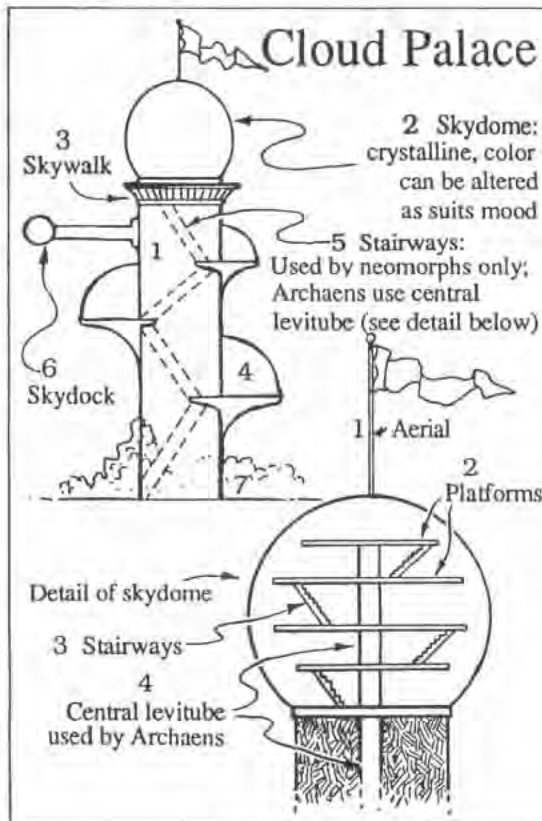
1. Main structure. According to the accounts of such magicians as Arkon and Malderon, the cloud palaces of the Elande varied considerably in size and design. Most were made of cloudstuff solidified by thaumaturgical means. This material was purported to be comparable in density to stone, but exceedingly light. Each cloud palace served as the home for a single Elande and his or her coterie of servitors.

2. Skydome. All cloud palaces were equipped with one or more of these structures, which served as the private living place of the Elande owner. Skydomes were made of thaumaturgically synthesized crystal, and were impervious to extremes of temperature. The color of the crystal could be altered by magical means, allowing the palace's owner to moderate the amount of sunlight or moonlight allowed within, as desired.

3. Skywalk. This walkway was used only by servitors, whose duty it was to keep the skydomes polished to a high sheen.

4. Enclosures. Glassed-in areas of this sort were used to house gardens, menageries, aviaries, studies, and other essentially utilitarian chambers employed by the Elande. Servitors lived in windowless interior chambers illuminated by glowing orbs.

5. Stairways. These structures, shown here as dotted lines, were used exclusively by neomorphic servitors. The Elande never walked, preferring to levitate from place to place.



6. Skydock. This facility served as a docking area for windships and other aerial craft. An enclosed tube protected flyers from the elements while embarking and disembarking.

7. Clouds. The foundation of the sky-city was swathed in layers of fleecy cloudstuff. Some of this material was synthesized by thaumaturgical means and served as a form of landscaping. The rest was spray and foam, washed up from the vast cloudseas that separated the world of the Archaens from the world below.

Detail of Skydome:

1. Aerial. The silver pole mounted atop every skydome was equipped with a glowing orb, set at its apex, that acted as a warning device to keep windships from accidentally colliding with the palace at night. Brightly colored pendants, sometimes emblazoned with the personal sigil of the palace's owner, were often added for decorative purposes.

2. Platforms. Disks of solidified cloudstuff supported the personal living chambers of the Elande inhabitant, and were furnished to extravagant tastes. Typical accoutrements included beds of soft cloudstuff, canopied in gossamer curtains; baths filled with stimulating and refreshing liquids, perfumes, or emollients; observatories for stargazing, nymphariums, and such accommodations as the owner found suitable to his or her personal interests.

3. Stairs. Skydome stairs, like other stairways, were used exclusively by neomorphic servitors, who waited hand and foot on their masters.

4. Levitube. A central tube of translucent glass provided the Elande with access to all levels of the cloud palace. A minor enchantment of permanent duration provided gentle impetus, enabling the Elande to ascend or descend as desired.

As was true of almost all of the Archaen sky-cities, the cloud palaces of the Elande were built primarily with considerations of comfort and aesthetics in mind rather than durability. Archaen buildings are believed to have required a considerable degree of maintenance, a task that had always been handled by neomorphic servitors of various sorts. Without constant repairs, the condition of these structures would soon have begun to deteriorate.

Should the abandoned ruins of one of the Archaen sky-cities ever be discovered, it is likely that they will be found in a state of disrepair, to say the least. The crystal skydomes may be cracked or perforated with holes. Towers might now lean precipitously to one side, or may have collapsed into rubble. Stairs may have pulled away from their supports or rusted away. Levitubes may function, or they may not. Surviving structures, if any, might contain the remains of deceased Archaens or neomorphs, or they might now be inhabited by avian creatures such as depredators or ravengers. It remains for future explorers to determine the condition of such ruins, as well as what they may contain.

Phaedran Tomb

The tombs erected by the Phaedrans during the early part of the New Age are notable for their distinctive appearance as well as their contents. These ancient edifices were built in the form of giant images, typically over fifty feet in height. Each image was made to resemble the individual interred within it, though only the most renowned or wealthy magicians of the era were immortalized in this manner.

The Phaedran tombs were built along the shores of the Sascasm River, a body of water that

the early Phaedrans believed had magical properties. Materials used for the construction were purchased in the Phaedran capitol district of Badijan and carried upriver by barge. Sub-Men slaves probably performed much of the heavy labor under the supervision of Phaedran engineers.

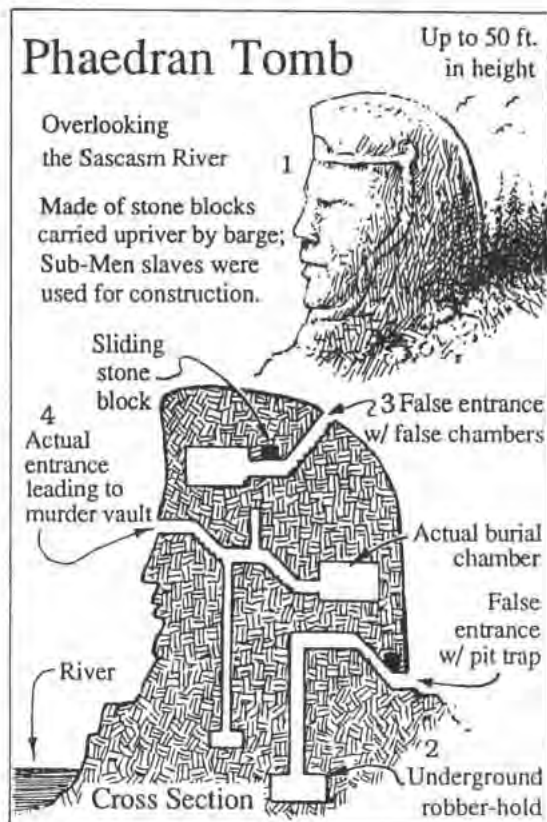
Common features of the Phaedran tombs are illustrated in the following diagram, which shows a typical tomb in cross section.

1. Main structure. The usual method of constructing a Phaedran tomb involved an underlying structure of sandstone blocks finished with plaster and painted in vibrant hues. The outer walls varied considerably in thickness; some sections of the structure were solid, while others housed hidden passageways and chambers. In the latter case, exterior walls ranged in thickness from 5-10 feet.

2. False entrance. All Phaedran tombs were designed with at least one false entrance, and sometimes as many as three. Like all the entrances, these were hidden under a layer of sandstone and plaster in order to inconvenience would-be tomb robbers. A six-foot diameter door of solid stone, equipped with a heavy iron ring, barred each entrance. Doors were sometimes trapped, but in most cases the sheer weight of these portals was believed to provide a sufficient deterrent to thieves; they require a combined strength of +10 to open.

The false entrance depicted in this diagram leads up a flight of stone stairs, then down a length of corridor to an iron door; in this case a dead end, as there is nothing behind the door but solid stone. Attempting to open this door would activate a trapdoor that would empty the trespassers into a deep and uncomfortably narrow underground pit, at the end of which was a chamber known as a "robber-hold." The remains of luckless tomb robbers can often be found in such chambers. Alternatively, attempting to open a false door of this sort could activate a deadfall, a sliding stone block that would reseal the passage, or some other type of trap.

3. False entrance and burial chamber. This feature is identical to the false entrance described above, but behind the iron door is a false burial chamber furnished in the traditional Phaedran style. The iron door that opens into this room will usually be locked at a level of difficulty of 5-10 to pick, but is not trapped. Instead, the intent of this false entrance was to seal the robbers inside the fake burial chamber. The contents of this room are spurious and generally worthless. Touching or moving anything in this chamber may activate a sliding stone block that will seal the passage at some point, or might call into effect some other sort of trap. Many a careless thief has been imprisoned in chambers of this sort.



4. True entrance. This feature is identical to the entrances described above, but leads to the true burial chamber. Traps and deadfalls were often used to protect the passageway leading to this chamber, along with more devious devices. The iron door that bars access to the interior will always be locked and often trapped in some way. Beyond this point lies the real burial chamber and the treasures that it contains.

The interior decor of these edifices was made to resemble an elaborate sitting room, dining hall, tavern, or bed chamber, according to the favorite leisure time activity practiced by the deceased while he or she was still among the living. Only the most costly furnishings and accoutrements were used to decorate the room, in which were also displayed certain of the deceased's most prized possessions, that he or she might enjoy their use in the afterlife. The mummified body of the late magician, dressed in lavish garb and propped in some appropriate pose, added the finishing touch to the burial chamber.

Though many Phaedran tombs have been looted of their contents, others have never been found. Many are believed to lie buried under layers of silt and dense vegetation, the ancient visages completely obscured from view. Some few may have sunk below the waters of the Sascasm, as the river eroded the shoreline away over the course of the centuries. Others may be found some distance from the Sascasm, as the river has changed course several times throughout the last five hundred years.

The condition of the tombs has certainly deteriorated over time, though not as badly as might be the case with more ancient structures. At the very least, the layers of paint and plaster will probably have been worn away by the elements. The underlying sandstone may appear worn and pitted, the features obscured or even erased. In areas where the river has often overflowed its banks, the current may have washed away parts of the tomb's foundation, rendering the entire structure unsafe. Inside, chambers and passageways may be flooded or inhabited by vermin or wild beasts.

Locating the remaining tombs is a difficult task, made all the more perilous by the dangers inherent in the local environs. Though clues are scarce, one indication of the presence of a Phaedran tomb is the discovery of ancient Sub-Men bones or artifacts. Slaves who died during the construction of these monuments were often interred in shallow gravesites located a short distance from the tombs.

Summoned Entities

CHAPTER 8

Summoned Entities

Since the First Millennium, Talislantan magicians have sought to contact entities of extradimensional origin with the intention of enlisting their aid or advice. While many different methods have been employed to this end, the most direct remains the Spell of Summoning. The capabilities of this spell are considerable, but are subject to their own set of limitations based on the level and status of the entity that is to be summoned.

Godlike Beings

Entities of this stature possess primary magical and nonmagical abilities that are at least commensurate with 100th level skills, along with virtually limitless reserves of power and a minimum of 1,000 hit points. The most powerful are the rulers of the plane upon which they reside, with lesser demigods assigned to govern the various dimensions found on that plane. It is generally not possible to call forth godlike beings from their home plane of existence by the use of the Spell of Summoning, nor is it particularly wise to do so. Entities of this sort are far too powerful for mortal beings to control, and any attempt to summon a godlike being can result in disastrous consequences.

Avatars

Entities of this stature possess primary magical and nonmagical abilities that are at least commensurate with 50th level skills, along with a minimum of 500 hit points. The most powerful may hold sway over an entire solar system, with entities of correspondingly lesser power serving as rulers of worlds or nations. Although they are manifestations of the godlike beings they serve, avatars will respond to the Spell of Summoning, but can be difficult to control due to their great power. A summoned avatar may consent to grant a single request, such as answering a question, casting a spell for the summoner, or any other service that can be rendered in one or two rounds. Upon hearing the request, the avatar will state its terms. According to its nature, it may demand a sacrifice or favor in return for service. The type of compensation required will usually be commensurate with the nature of the request, a fact that summoners would do well to keep in mind. Once an avatar has stated its terms it will not negotiate unless coerced, a procedure that can entail a considerable degree of risk for the summoner.

Greater Entities

Entities of this stature usually possess primary and secondary magical and nonmagical abilities that are at least commensurate with 20th level skills, along with a maximum of 100 hit points. Most act as guardians or sub-commanders in the service of an avatar. Greater entities will respond to the Spell of Summoning, but will only consent to perform a single service before returning to their home plane. Some, such as the various types of greater demons, cannot be made to serve except by coercion. Unless constrained by a Pact of Summoning, the maximum duration of a greater entity's service cannot exceed one round per level of the summoner. Most greater entities will demand a sacrifice or favor as payment in kind for their services.

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Lesser Entities

Entities of this stature usually possess secondary magical and nonmagical abilities that are at least commensurate with 10th level skills, along with an average total of about 20 hit points. Most act as soldiers or assistants in the service of a greater entity. Lesser entities will always respond to the Spell of Summoning, and are easier to control than their more powerful superiors. Creatures of this type will agree to perform a single service, the duration of which cannot exceed ten rounds per level of the summoner. Though some may demand sacrifices or services, few are strong enough to resist a summoner of high level.

Minor Entities

Entities of this stature usually possess rudimentary magical and nonmagical abilities that seldom exceed 2nd level skills, along with 1-4 hit points. Most act as guardians or assistants in the service of a lesser entity. These relatively insignificant entities can be summoned as desired, usually without the need for payment in sacrifices or favors. Most will agree to perform a single service, the duration of which cannot exceed one hour per level of the summoner. However, due to the relative weakness of these entities, the length of service can usually be extended by means of threats or coercion. If constrained by a Pact of Summoning, a minor entity can be made to serve as the summoner's familiar for an indefinite amount of time.

Listing of Summoned Creatures

The following is a list of the most common types of extradimensional entities, arranged according to their planes and dimensions of origin. A table featuring abbreviated stats for these creatures appears at the end of this section.

For more information on extradimensional entities, see *Thystram's Collectanea*.

Entities from the Elemental Plane

The Ariane describe this plane as the "heart of the world," that place from which originate the elemental substances of which the countless parallel worlds of Primus are fashioned. Called the Green World by Viridian, the elemental plane is often depicted as a massive, living organism; every blade of grass, grain of sand, breath of air, and drop of water is alive, inhabited by sentient elemental entities of varying power, all governed by the godlike beings known as the true elementals.

Greater Elementals

Greater elementals are servants of the powerful beings known as elemental avatars. On their home plane, these entities are practically indistinguishable from their surroundings; greater earth elementals resemble mountains, greater water elementals occupy rivers and oceans, and greater fire elementals occupy the hearts of volcanos, subterranean rivers of magma, and lakes of living fire.

Unlike their masters, greater elementals can be brought to other planes by the use of the Spell of Summoning. When summoned to the material plane these entities usually take the form

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of giant, twenty-foot humanoids, their forms comprised of pure elemental energy. They require no sacrifice, but will only agree to serve summoners who revere their masters as deities; the alternative is to coerce a greater elemental into service, a practice that can entail a considerable degree of danger.

Sub-Elementals

Sub-elementals are lesser entities that originate from the elemental plane. On their home plane, these elemental beings blend into their surroundings, adopting the forms of trees, boulders, pools of mud, clouds of mist or dust, sand dunes, wisps of smoke, or other aspects of nature.

If summoned to the material plane, these entities will appear as ten-foot humanoids, their bodies comprised of ambient elemental energy. They are among the most useful of summoned creatures, for they require no sacrifice and will usually agree to serve a summoner without complaint, provided they are not compelled to cause harm to the natural environment.

Minor Elementals

Minor elementals are the least powerful and most common of all the elementals. On their home plane, these creatures blend into their natural surroundings and are almost impossible to detect. Yet every blossom, blade of grass, pebble, or other bit of natural matter is a minor elemental in disguise. They are as numerous as grains of sand, or the countless dewdrops that speckle every forest of every world on the material plane.

Minor elementals also inhabit the material plane, though they are normally invisible to the naked eye. If summoned by magic or by one who knows how to commune with the natural world, they will appear as tiny imps or sprites 1-2 inches in height. They require no sacrifice to summon, and can usually be made to perform simple tasks without the use of coercion.

Entities from the Dream Dimension

Situated on the ethereal plane, the Dream Dimension is accessible through the subconscious mind. It is a dimension of infinite and ever-changing variety, with a misty, unreal semblance. The divine entity known as Dreamweaver presides over this dimension, served by a host of lesser entities. Dreamweaver's avatars are known as visions.

Onir

The onir are greater entities that hail from the Dream Dimension on the ethereal plane. On their home plane, these phantasmal beings serve as guardians of the myriad gateways that lead into the Dreamrealms, keeping unauthorized intruders from entering their domains. They generally appear as ten-foot, ethereal humanoids, their bodies clad in glistening suits of enchanted armor and their features hidden behind helmets of elaborate design.

If summoned, an onir may be asked to protect the summoner or a designated beneficiary from any entity that originates from the Nightmare Realms. In return for its services, an onir may ask the summoner to return the favor, but only in a dream.

Summoned Entities

Sandmen

Sandmen are lesser entities who resemble shriveled, gnomelike creatures. Sandmen normally serve as messengers, delivering dreams to sleepers who reside upon the myriad material planes of existence. They are somewhat ill-tempered by nature, and always seem to be grumbling and complaining about something.

Sandmen can be brought to the material plane by the Spell of Summoning. Generally speaking, they are of little use to magicians, though they carry on their persons small sacks of the magical substance known as "dreamdust," a silvery powder that brings about the onset of dreams and is also useful in repelling such noxious entities as nightstalkers, fantasms, and other denizens of the Nightmare Dimension. A single dram of dreamdust will suffice to drive off one entity of this sort; two drams will incapacitate such a creature, allowing it to be captured if desired. Sandmen can often be convinced to part with a dram or two of dreamdust if bribed with moonstones, which they hoard much as misers do gold. A fine moonstone of at least ten carats is considered the minimum price for a dram of dreamdust.

Figments

Figments are minor ethereal entities. On their home plane they are quite difficult to detect, for their forms are comprised of the very stuff of dreams. They may appear in any number of guises: as individuals, creatures, portions of a dreamscape, furnishings, utensils, or nearly anything else imaginable.

If summoned to the material plane, figments will appear as ethereal imps of strange or bizarre semblance. They require no sacrifice to summon, and will serve without complaint. Figments can be employed as spies and lookouts, for they are virtually impossible to detect except by the use of magic. A figment may also serve as a familiar, posing as an "imaginary friend," a crystal ball, or some other sort of tool or creature.

Entities from the Nightmare Dimension

Bordering the Dream Dimension is the Nightmare Dimension, a frightful region inhabited by terrifying entities. The ruler of this realm of hallucinations and apparitions is Noman, an entity who is omnipotent within this sphere. Elsewhere, Noman only has power over those who believe in him.

Nightstalker

Nightstalkers are greater entities that originate in the Nightmare Dimension of the ethereal plane. Normally, nightstalkers serve as hunters and assassins who are sent forth into other planes to wreak havoc upon sleepers and astral travelers. These terrifying entities possess the ability to invade the dreams of other sentient beings, whom they seek to slay by "devouring" their victims' astral bodies. They may be summoned to serve the same purpose through the use of either the spell Mordante's Nocturnal Menace or the Spell of Summoning. Victims slain in their dreams by a nightstalker suffer death in their physical forms as well, appearing to have simply died in their sleep.

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Fiend

Fiends are lesser entities that hail from the Nightmare Dimension. Normally, these insidious entities serve as Noman's spies and informers, slipping unseen from one dimension to another by means of interplanar rifts and magical gates. They often lurk just beyond the perceptions of sleepers on the material plane, observing what occurs in their dreams and reporting back to their master. It is possible to summon a fiend to the material plane, either by the standard Spell of Summoning or by more expedient methods, such as Mordante's Unseen Agency. The creatures may be commanded to serve as spies and informers, but otherwise are of little use to magicians.

Bat Manta

Bat manta are lesser entities that are indigenous to the Nightmare Realm. These terrible winged creatures resemble giant black manta rays with horned protuberances and whiplike tails. On their home plane, these creatures may often be seen soaring high above the nightmarish terrain, looking for lesser creatures upon which to feed. If summoned, a bat manta can be called upon to manifest either in ethereal or material form. In the former case, a summoned bat manta can be sent to another plane in order to retrieve a lost item or missing person. In the latter case, it can be commanded to serve as a steed, carrying the summoner wherever it is bidden. Before agreeing to perform a service, a bat manta will require an offering of a fantasm or other minor entity, which it will consume at once.

Barbed Horror

Barbed horrors are lesser entities that originate from the Nightmare Dimension. These creatures are the very embodiment of fear, given tangible form through the use of black magic. If summoned, a barbed horror can be sent to torment an enemy, either in material form or in its invisible, ethereal form. In the former case, the creature may be commanded to frighten off individuals who attempt to tamper with the summoner's property. In the latter case, the creature can be ordered to affix itself to the aura of a chosen victim and manifest as a phobia determined by the caster. Until the horror is removed, the victim will experience fear any time he or she is faced with the object of the phobia; roll versus WIL to resist, or be unable to overcome the phobia. Barbed horrors require no payment for their services, which they are only too happy to perform.

Fantasm

Fantasms are minor entities that hail from the Nightmare Dimension. On their home plane, fantasms are impotent creatures, scarcely able to frighten young and impressionable children whose sleepy thoughts and astral bodies venture too near the Nightmare Dimension. If summoned from their home plane by one who is skilled in the black arts, fantasms can be made to spring forth from a sleeping spellcaster's subconscious, thereby gaining a semblance of reality. In this form they are capable of causing fear, which they do by raking victims with their shadowy claws. Victims who sustain a sufficient amount of this psychic damage will actually die of fright. If employed in such a capacity, a fantasm will gladly serve the summoner without compensation.

Entities from the Astral Plane

The astral plane is a neutral region of the Omniverse inhabited by dispossessed entities of various sorts. With the possible exception of banished demigods or other powerful entities, no known godlike being exerts control over this region. Thus, the inhabitants of this plane observe no discernable hierarchy, but act only according to their own preferences or needs.

Reincarnator

Reincarnators are the spiritforms of the necromancers of Quaran, a cabal of black magicians who, in ancient times, once ruled a dark empire that spanned much of the continent of Talislanta. By dint of a cursed pact with the rebel shaitan Zahur, these malign spiritforms cannot be claimed by Death, the dread ruler of the underworld. Thus, they are able to return time and time again to walk amongst the living folk of Talislanta. Reincarnators cannot be summoned by any known spell or ritual, nor would any sensible magician wish to do so, since it is the habit of these dark entities to steal the bodily forms of other living creatures for their own purposes.

Pseudo-Demon

Pseudo-demons are perverse entities that lurk among the shadowy recesses of the astral and lower planes. They have a knack for spotting interplanar rifts, and as such are not unknown on the material plane, where they are sometimes referred to as bogeymen. Weak and sniveling creatures, they sometimes affect the mannerisms of demons in order to scare lesser entities, hence the name pseudo-demon. Less than expert observers have been known to mistake these entities for fiends, though the two have little in common save for a preference for dark places.

It is possible to summon a pseudo-demon to the material plane, though it is advisable to perform such operations only in well-lit places. Though easily coerced into service when subjected to strong illumination, pseudo-demons are not to be trusted in the dark. Provided a sufficient area of darkness or shadow to operate within, a pseudo-demon would as soon rob or murder its summoner than be forced to perform a service for a mere mortal. Assuming such difficulties can be avoided beforehand, a pseudo-demon may be commanded to serve as a spy, informer, or sneak-thief.

Disembodied Spirits

These ethereal entities are the spiritforms of deceased creatures and beings who for one reason or another have become lost or stranded en route to their next incarnations. Countless numbers of these disembodied entities have been consigned to wander the astral plane or, in some cases, the material planes. Some, often those who met a particularly violent or unjust end, simply refuse to move on to their next lives. Others were the victims of miscast spells, abortive attempts at astral travel, or any of a variety of unfortunate circumstances.

Content simply to experience again some form of corporeality, most disembodied spirits will eagerly agree to a pact of servitude. The summoner is advised to exercise discretion in such dealings, however, for a fair percentage of disembodied spirits are either deranged, vengeful, or otherwise possessed of malicious motives. Unwilling spirits must be bribed or coerced into service.

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Erx

Erx are extradimensional parasites that feed on magical energies of all sorts. They are a great nuisance to magicians, who dread the appearance of an erx in their sanctums. It is not possible to summon an erx by any known spell or ritual, though such a creature may appear if a Spell of Summoning is miscast. Erx cannot be contained by magical means, and are able to escape from a circle of protection without difficulty.

Nocturnal Strangler

The nocturnal strangler is a lesser entity that is now believed to hail from the lower regions of the astral plane; exact information concerning the origins of these predatory creatures is not known, nor is it avidly sought, for nocturnal stranglers are uniformly murderous in nature. These entities cannot be summoned by any known spell, but may inadvertently appear in the event that a summoning spell or ritual goes awry. In such cases the summoner is advised to return the creature to its home plane immediately or risk attack.

Phasm

Phasms are astral vampires, horrifying entities that prey on spirit and other astral or ethereal forms of all sorts. They commonly feed upon disembodied spirits, but will attack even astral travelers, nightstalkers, or demonic entities when maddened by hunger. In some parts of the astral plane, there is no more fearsome creature than the astral vampire, which even the most powerful reincarnators regard with apprehension.

Few magicians will risk summoning a phasm, for the creatures are unpredictable and murderous by nature. Unless constrained and coerced by the most potent magics, a phasm will attempt to turn upon a summoner at once. Even if bound to a pact, a phasm cannot be completely trusted, and may seek to find some way to cause the magician's demise. In this regard, phasms can be quite resourceful, displaying an inexhaustible repertoire of treacherous intrigues and subterfuges. Should the summoner prove able to avoid such pitfalls, he or she can command a phasm to attack a specified enemy's astral form.

Paramanes

Paramanes are lesser spirit entities that inhabit the astral plane, where they await acceptance into the higher planes, a reward they seek to attain by the performance of worthy deeds. They resemble humanoids in appearance, but stand in excess of seven feet tall and have glistening, silver skin that radiates a soft incandescence. On many of the material planes these entities are revered as guardian angels, a function that a number of paramanes willingly perform as part of their duties.

If summoned, a paramane will eagerly agree to lend assistance to any mortal beings, provided the mortals are interested in serving some higher purpose in life. Summoners judged unworthy by a summoned paramane can expect to receive a lecture detailing in full their faults and shortcomings, including advice on how best to remedy such insufficiencies. Only if this advice is taken to heart will a paramane agree to reconsider a summoner's worthiness.

Entities from the Positive Energy Plane

This brilliant realm is home to the radiant spirit beings known as the Archons, entities revered for their benevolence and wisdom by the inhabitants of many millions of worlds. At the center of this region is the Light, a shimmering intelligence to which all higher forms are drawn. The Light is known by many names, including Creator.

Reigning Deities and Forgotten Gods

The positive energy plane is home to countless pantheons of gods, demigods, and luminaries representing innumerable cultures from across the myriad planes of existence. Some of these entities are stern and just, others eccentric and unpredictable. Perhaps the strangest of all are the Forgotten Gods, whose names have long since faded from the memories of other living beings. Other mysterious beings in this category are the Illumini, keepers of the eternal records.

According to the wizard Tamerlin, "The petitioning of deities is a task best suited to priests and acolytes, who profess to know the ins and outs of this sort of business. Generally speaking, magicians are better off dealing with entities of lesser power, which tend to be somewhat more malleable and predictable in nature."

Guardians

Guardians are greater spirit entities who resemble golden-skinned giants over twenty feet in height. On their home plane they serve as sentinels, protecting the higher planes from access by unauthorized entities. If summoned by an individual of good faith, a guardian will agree to protect the summoner, the summoner's property, a temple, consecrated ground, or any area designated as a sanctuary, though usually only for a short time, as these entities have duties on their home plane that must also be attended to. If the summoner is not faithful to the guardian's masters, he or she may be punished for having the temerity to make such a request.

Benign Spirits

Benign spirits are minor entities that originate from the higher planes. On their home plane, benign spirits are employed as servants and messengers of the gods, avatars, and guardians. They are sometimes sent to the material plane to deliver omens or prophecies to the faithful servants of their patron deity, to give guidance and instruction to mortal beings, or to help protect a household or region from evil influences. Benign spirits may also be summoned to serve as familiars or totem animals for spellcasters, a task to which they will gladly accede provided the summoner is worthy of such a boon. They cannot be forced or coerced to serve practitioners of black magic, regardless of the methods employed.

Entities from the Underworld

This is the land of the dead, which all souls must pass through on the way to their ultimate destinations. It is a bleak place, dark and eerie, like a great subterranean cavern. The point of arrival is a dark shore upon which stand countless souls waiting to be conveyed by barge along

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the black river that leads to the domain of the ruler of the underworld, the entity known as Death. A faceless being called Fate poles the barge downriver to the temple where Death awaits, seated upon his throne. Nearby stands the spectral entity Destiny. In one hand he holds a staff, in the other a massive, iron-bound tome, the pages of which contain the lives of all living things in the Omniverse.

It is Destiny's duty to read the page of each soul who arrives in the underworld. Death then takes the soul and directs it to its next destination, which may be any one of the known planes of existence. Omnus, the realm of occult knowledge, is located somewhere in the underworld, barred to outsiders by nine magical gates.

Shadow Wizard

These greater spectral entities, known collectively as the Malum, originate from the underworld rather than elsewhere, as was once believed. They recognize Death as their master, though not always gladly, and will perform services for the ruler of the underworld if commanded to do so. Otherwise, these entities are free to do as they will, and as such may be encountered almost anywhere on the ethereal, astral, and material planes.

Though it is considered a dangerous practice to summon one of the Malum, there have always been those willing to accept the risks entailed in such operations in order to gain a measure of occult knowledge. Among the secrets known to the shadow wizards are many ancient spells, rituals, and arcane formulae, including the means of creating artificial lifeforms, obsidian mirrors, and other enchanted items.

The most reliable means of obtaining the services of a shadow wizard are coercion and bribery. The former tactic is recommended only to those magicians who possess the most cogent spells, wards, and artifacts and have no reason to fear for their future safety or peace of mind; a shadow wizard that has been coerced into service will not rest until it has found some means of gaining its revenge, either directly or indirectly. A far safer approach is to simply pay a shadow wizard for its services, at the standard rate of exchange of one soulstone per each question answered, payable in advance.

Ghast

Ghasts are greater entities believed to hail from the dark, uncharted regions that lie in proximity to the underworld. Their presence on the material plane is attributed to the legendary black magician Mordante, who deliberately or inadvertently opened a magical gate into the nether realms, allowing hordes of these creatures to gain access to the continent of Tallisanta. Some believe that these entities are the spiritforms of deranged humanoids, who may be too insane to realize that they have passed from the world of the living.

A summoned ghast will not agree to serve a summoner unless coerced, and even then may be quite unreliable. The creatures are adept at retrieving corpses from burial grounds, tomb robbing, and similar activities, but otherwise possess few useful qualities.

Shadowights

Shadowights are lesser entities that originate as the spiritforms of individuals who have suffered violent death on one of the material planes. In the underworld, these spectral beings often serve as slaves or underlings to a shadow wizard or other powerful entity. Countless others

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are able to find their way into the material plane, where they return to haunt the places where their bodies have been interred.

Shadowights crave corporeality above all things, and will willingly serve any summoner who offers them an opportunity to drain the physical substance of another creature. Unscrupulous magicians often employ these malign entities to rid themselves of unwanted associates, rivals, and enemies. While undeniably effective, such methods are not without risk. If thwarted in its attempt to steal another creature's substance, a shadowight may return to attack its summoner.

Necrophage

Necrophages are lesser entities that hail from the darkest depths of the underworld. These creatures are not true spiritforms, but a species of corporeal scavengers who prowl the dark regions that lie between the spirit and material planes searching for sustenance. They have been known to slip into the material plane by means of magical gates and rifts, drawn by the scent of death. Here, they haunt crypts and burial grounds, feeding upon the bones and remains of the dead.

If summoned, a necrophage can be bribed into performing a service by an offering of carrion, preferably of the humanoid sort, which these foul creatures favor most. They possess knowledge of many tombs and burial grounds, and as such are of use to necromancers.

Minor Entities

- Shadowcats are the spectral forms of a now-extinct species of felines that was once native to the Talislantan continent. They are similar to shadowights in most respects, but are purported to have nine lives. If slain on the material plane, a shadowcat may return again and again until such time as all of its lives have been spent. These minor shadowforms are favored by some magicians for use as familiars, and for purposes of pest control.

- Shadowmanes are spectral steeds that are believed to be the spirits of equus that have been slain on the material plane. They bear some resemblance to darkmanes, but have eerily glowing eyes and are incorporeal in nature. Shadowmanes can only be ridden by other spectral entities. They often serve as steeds for a shadowight or shadow wizard, and may be summoned for similar purposes.

Entities from Oblivion

This dimension of the negative energy plane is the traditional place of banishment for all but the lowest entities, who tend to gravitate towards the depths of the astral plane. Here, Diabolus and his fellow shaitan were consigned by the Archons to dwell forever in the City of Brass, which is located high atop a mountain extending a hundred miles into the noxious atmosphere of this dark realm. Far below, sinister entities also banished to this dimension occupy the endless Plains of Oblivion, hiding in holes, crevices, and ruined structures, soaring through the dark skies, or wandering across this barren expanse of fused, black stone.

Enim

Enim are greater devils who serve as the otherworldly representatives of the shaitan. They are often sent to other planes of existence to perform various services as suits the machinations

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of their masters. Enim may be summoned to serve a mortal magician, though in truth, they find such work demeaning. Unless coerced by meaningful displays of magical power or bribed with great quantities of wine or gold, enim will generally defy a summoner rather than agree to a pact. The alternative is to trick an enim into service by besting it at some game of chance, preferably one that cannot easily be rigged, for enim are not above cheating if given the opportunity. The magician is also advised to keep in mind that enim show a marked fondness for humanoid flesh.

Guardian Devils

Guardian devils are greater devils who are employed to guard stores of treasure, magical gates, and places of diabolical significance. They are notable for tireless service; once given an assignment, a guardian devil will never abandon its post until relieved of duty by a superior. Guardian devils may be summoned to serve as sentinels or gatekeepers. They will not agree to any form of service that requires travel or even movement, but will stand guard in a specified location indefinitely.

Guardian devils will only agree to serve the summoner if they are adequately compensated; a demon's heartstone, weighing at least 10 carats, will suffice nicely in most instances. Once a mortal summoner has assigned a guardian devil to a chosen post and given adequate instructions, its orders cannot be changed. Any attempt to do so will convince the guardian devil that the summoner is unfit for command and should be relieved of duty.

Sardonicus

Sardonicus are a lesser species of devil resembling implike, malformed fetuses with wrinkled facial features and large, bloated heads. On their home plane, these creatures serve as advisors, underlings, and lackeys to the shaitan. They may also be found on many of the material planes, to which sardonicus occasionally gain access by slipping through interplanar rifts and magical gates.

If summoned, a sardonicus may be asked three questions, which it must answer truthfully. They are among the most useful of summoned creatures, and are favored as familiars by the magicians of many different lands. As sardonicus are physically weak, they can easily be induced to serve a magician instead of being transported to the Demonrealms or some other unfriendly locale of the summoner's choice. Their malign intelligence and uncanny powers of prescience make them invaluable as occult advisors, but may also pose a hazard to their masters; like all devils, sardonicus are trusted only at the summoner's peril.

Minor Entities

- Servitor imps are minor devils that stand up to three feet in height and are distinguished by their characteristic leathery green hides and long, snakelike tails. On their home plane, servitor imps occupy an unenviable position at the bottom of the hierarchy of devils. No job is considered too demeaning for these unfortunate creatures, who appear to exist solely for the convenience—and even the sport—of their superiors. Servitor imps are so weak that magicians rarely bother to inscribe circles of protection prior to summoning. They can be commanded to perform any simple or relatively menial chore, no matter how tedious or long in duration, and they will gladly comply. Compared to life on their home plane, these creatures find service to even the most demanding magicians a pleasant change of pace.

Summoned Entities

• Harbinger imps are ugly, bat-winged creatures that measure about a foot in height and have long, forked, prehensile tails. On their home plane, they are often employed as messengers by the shaitan and their associates. If summoned, a harbinger imp will demand an offering of a 2–12 carat black opal in order to secure its services. Once this has been delivered, the harbinger imp may be commanded to deliver a verbal or written message or any relatively small item to any individual whom the summoner can adequately describe. If offered a sizable enough bribe, a harbinger imp may even consent to return to the summoner should a reply or some other form of exchange be desired. It is also possible to bribe or coerce these creatures into serving as familiars.

Entities from the Demonrealms

The Demonrealms is a region of chaotic, quasi-elemental forces, the dregs of the Omniverse, sifting slowly downwards into the nothingness of the Void. Black lightning rends the poisonous skies, the seas burn, and the ground breaks away into floating masses of heaving, dripping sludge. Here, in this tenuous last outpost of existence, dwell the powerful negative energy entities known as demonlords. The sole purpose of these monstrous entities is the destruction of order—the annihilation of all lifeforms, all matter, all structure and form. Some Talislantan scholars argue that, wittingly or not, the demonlords serve a practical purpose by assisting in the disintegration of substances en route to the Void. Others, noting that their minions have never been content to confine their destructive activities to the Demonrealms, consider this theory false and highly naive. Talislantans of the New Age believe that the Demonrealms are part of the negative energy plane.

Nether Demons

Nether demons are greater demonic entities that hail from the middle levels of the Demonrealms, where they dwell in pools of acid, molten metal, and other noxious substances. In appearance, these entities resemble hideous, winged humanoids whose bodies are covered with barbs, spines, and sharp protrusions. They are both aggressive and unpredictable, vacillating between smoldering rage and fits of mindless violence. As such, they are very dangerous to summon, and even if coerced can only be employed to destructive ends.

Lesser Demonic Entities

The known types of lesser demonic entities and the services that they may be made to perform are as follows:

- A summoned earth demon can be commanded to create underground tunnels and caves, aid in subterranean excavations, or locate buried objects or artifacts. If an earth demon is ordered to do damage to some existing stone or earthenwork structure, it will be more than happy to comply.
- A summoned aqua demon can be commanded to locate sunken ships or treasure, reveal whether ships have passed over their undersea domains and possibly describe them, or adjudge the veracity of any sea chart or mariner's log.
- A summoned frost demon can be commanded to track down or locate any creature, object, or structure that can be found within any frozen wasteland or region of ice. The colder the

Summoned Entities

climate, the more compliant the frost demon will be.

- A summoned night demon can be commanded to undertake any mission involving spying, kidnapping, theft, or subterfuge. Night demons will not go forth by day unless impelled by the most grievous threats, maledictions, and imprecations.

- A summoned pyro demon can be commanded to set fires, create clouds of billowing smoke, melt or immolate objects, or accomplish any task requiring the use of heat or flame. The greater the destruction called for, the more willing the pyro demon will be to undertake the desired task.

- A summoned plant demon can be commanded to destroy crops, wither orchards, warp wooden structures, or lay waste to woodland regions. So long as the destruction of living plants is involved, these entities require little prodding in order to produce the desired results.

- A summoned sand demon can be commanded to lie in ambush, create any mirage desired, or locate individuals, objects, or structures situated in deserts and wastelands. If there is blood to be gained, sand demons may exhibit a minimal degree of cooperation towards the summoner. Otherwise, these demons are notably ill-tempered, and are forever skulking and scowling.

- A summoned storm demon can be commanded to create a tempest, engage in aerial reconnaissance, or reveal whether any windship or airborne creature has passed through a specified airspace. Regardless of the service required, the storm demon will undoubtedly act in an irritable and abusive manner, for they are the haughtiest of all the lesser demons.

Quasi-Demons

Quasi-demons are minor demonic entities that hail from the uppermost reaches of the Demonrealms. On their home plane, these hideously malformed imps reside at the very bottom of the food chain, and are preyed upon by larger and stronger demons of all sorts. For this reason, if summoned to the material plane, the wretched creatures will usually be willing to serve the summoner in almost any capacity, though caution is advised; quasi-demons are able to transmute their bodily substance to any type of material that they devour.

Entities from the Void

The Void is a realm devoid of light or substance, a mass of swirling blackness terminating in a central nucleus of negative energy known as the Dark. Individuals or entities who find themselves in the Void will be drawn slowly but irresistibly towards the Dark, which engulfs all that contacts it.

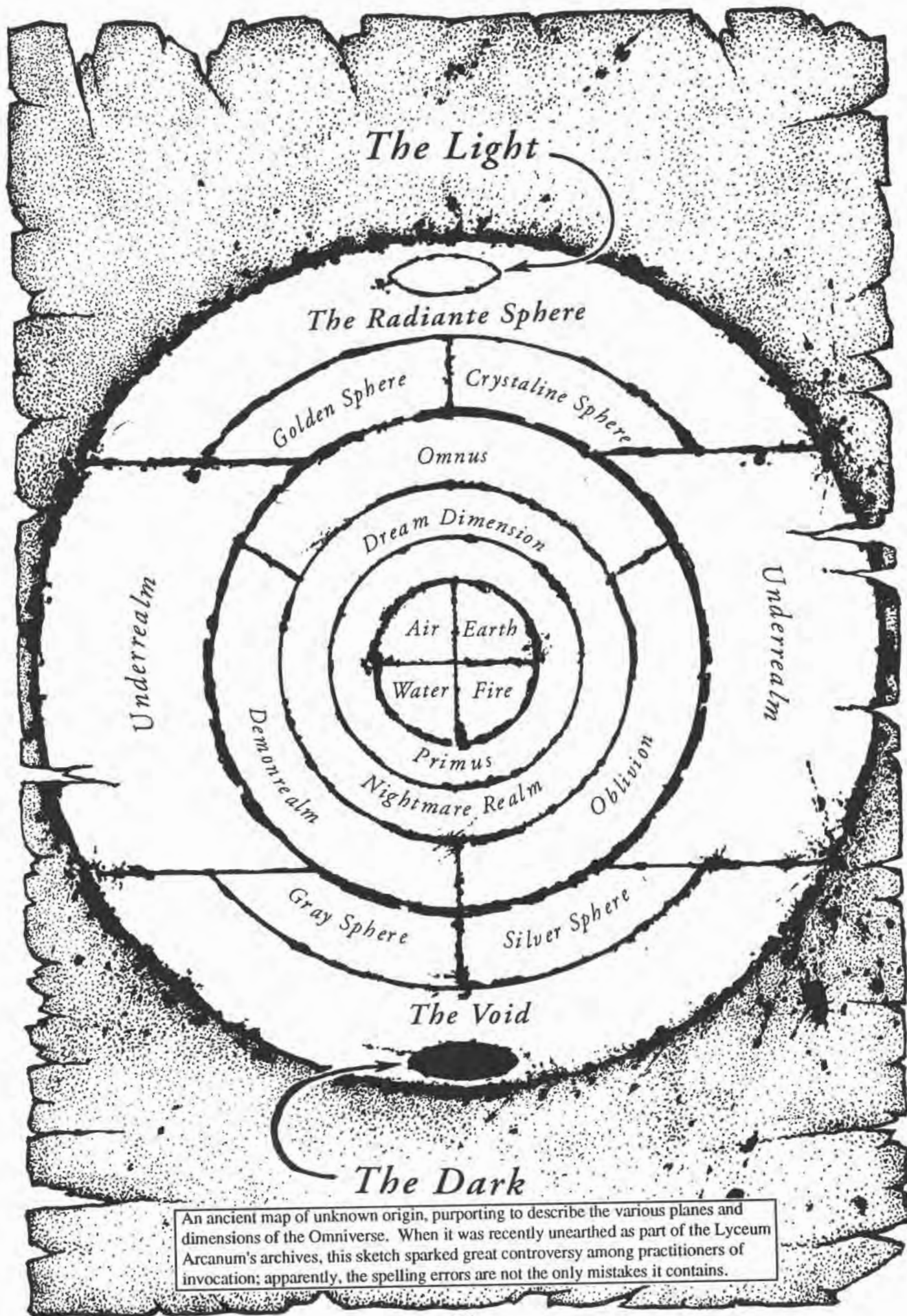
Void Monster

Void monsters are the only entities known to inhabit the negative energy dimension known as the Void. On their home "plane," they generally lack shape or substance, though these entities are capable of congealing into masses of dark, writhing tentacles. Only a maniac would summon a void monster to the material plane, for the simple reason that contact between these negative-energy creatures and any form of positive matter can lead to the most dire consequences, including holes in the space-time continuum, the random release of antimatter, and a host of related disasters. As sanity is unfortunately not a prerequisite for the acquisition of magical knowledge, the appearance of void monsters on the material planes is not totally unknown.

Summoned Entities

Stats for Summoned Creatures

<i>Type</i>	<i>Level</i>	<i>Hit Points</i>	<i>Attacks/Damage</i>
Barbed Horror	3-10	3+2/level	Claws/spikes d4+venom
Bat Manta	3-10	2/level	d12/d10 (special)
Benign Spirit	1-5	2/level	d4+1/level
Disembodied Spirit	1-16	6+1/level	1 point/level
Enim	11-25	4/level	d8+STR or as per weapon
Erx	1-8	2/level	Special
Fantasm	1-10	2/level	d4+(special)
Fiend	3-10	2/level	d8+1/level
Figment	1-2	1/level	1/level
Ghast	11-25	1/level	d8+STR
Greater Elemental	11-25	4/level	d10+1/level (special)
Guardian	11-25	4/level	d10+STR (special)
Guardian Devil	11-25	4/level	d10+STR
Harbinger Imp	1-2	2/level	1-2 points
Lesser Demon	3-10	3/level	By demon type
Minor Elemental	1-2	1/level	1/level (special)
Necrophage	3-10	6+2/level	Bite d6/claws d8+STR
Nether Demon	11-25	4/level	Claws d8+STR: (special)
Nightstalker	11-25	4/level	d10+STR
Onir	11-25	20+2/level	d4+1/level (special)
Paramane	6-10	12+2/level	d10 or as spell/weapon
Phasm	4-12+	6+2/level	d12 (special)
Pseudo-Demon	1-6	6+2/level	d6+STR
Quasi-Demon	1-2	1/level	Claws or Bite 1 point
Sandman	3-10	2/level	d4 or dreamdust
Sardonicus	3-10	4-12	1point +d8 venom
Servitor Imp	1-2	5+5/level	d4
Shadow Wizard	11-25+	4/level	d10+1/level (special) or by spell/weapon
Shadowcat	1-5	2+1/level per life	1/level (special)
Shadowight	1-10	10+2/level	d6+1/level (special)
Shadowmane	1-4	16+4/level	d4+1/level (special)
Sub-Elemental	1-16	2/level	d4+1/level
Void Monster	4-16+	20+2/level	1-6 attacks/d8 ea. (special)



An ancient map of unknown origin, purporting to describe the various planes and dimensions of the Omniverse. When it was recently unearthed as part of the Lyceum Arcanum's archives, this sketch sparked great controversy among practitioners of invocation; apparently, the spelling errors are not the only mistakes it contains.

Listing of Spells by Magical Field

Blomancy

Spell of Stasis

Cryptomancy

Cascal's Numinous Veil

Seven Secret Symbols of Power

Solimorrion's Hieroglyph

Thystram's Glossolalia

Erythrian Battle Magic

Battle Aura

Barrage

Barricade

Forceblade

Forcebow

Forcehammer

Forceshield

Radiant Beam

Zorion's Citadel

Zorion's Last Stand

Invocation

Mordante's Dark Harbinger

Mordante's Frightful Minion

Mordante's Nightmare Visions

Mordante's Nocturnal Menace

Mordante's Unseen Agency

Mordante's Winged Servant

Solimorrion's Chains

Mysticism

Mind Probe

Natural Magic

Thystram's Proximate Analysis

Viridian's Elemental Aura

Necromancy

Black Mists of Malnangar

Spell of Unending Torment

Pyromancy

Sassan's Fiery Motes

Sassan's Pyromania

Ritual Invocation

Pact of Summoning

Spell of Coercion

Spell of Summoning

Sorcery

Arkon's Impermeable Web

Arkon's Twister

Aura of Spell Negation

Cascal's Shadow Dimension

De-Magick

Korag's Anti-Magic Aura

Korag's Arcanelytical Modulation

Korag's Counterstroke

Korag's Darkening Veil

Korag's Interposing Shields

Korag's Perdurable Enchantment

Korag's Spell of Transference

Korag's Ultra-Sensorium

Re-Magick

Spell of Instantaneous Transport

Spell of Surveillance

Viridian's Green World

Thaumaturgy

Astramir's Thaumaturgic Analysis

Astramir's Transmutation

Witchcraft

Six-Fold Spell of Fascination

Wizardry

Animate Environs

Arkon's Seeker

Cascal's Illusory Arcana

Cascal's Rainbow Bridge

Cascal's Reflective Aura

Cascal's Transfixation

Cascal's Virtual Illusion

Cerene's Ice Castle

Dimension Warp

Dispose

Flight

Malderon's Magic Portal

Malderon's Mists

Malderon's Obedient Servant

Malderon's Rings

Miraja's Illusory Veils

Retrieve

Rodinn's Spell of Instant Sobriety

Rodinn's Spell of Sartorial Splendor

Rodinn's Sumptuous Repast

Shaladin's Alarums and Diversions

Shaladin's Machinatus

Shaladin's Surprise

Undo

Veil of Deception

Veil of Stealth

Zanillo's Anomalies

Zanillo's Aura of Enhancement

Zanillo's Clever Exchange

Zanillo's Extravagant Flourish

Zanillo's Phantasmal Felon

Zanillo's Pocket Dimension

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