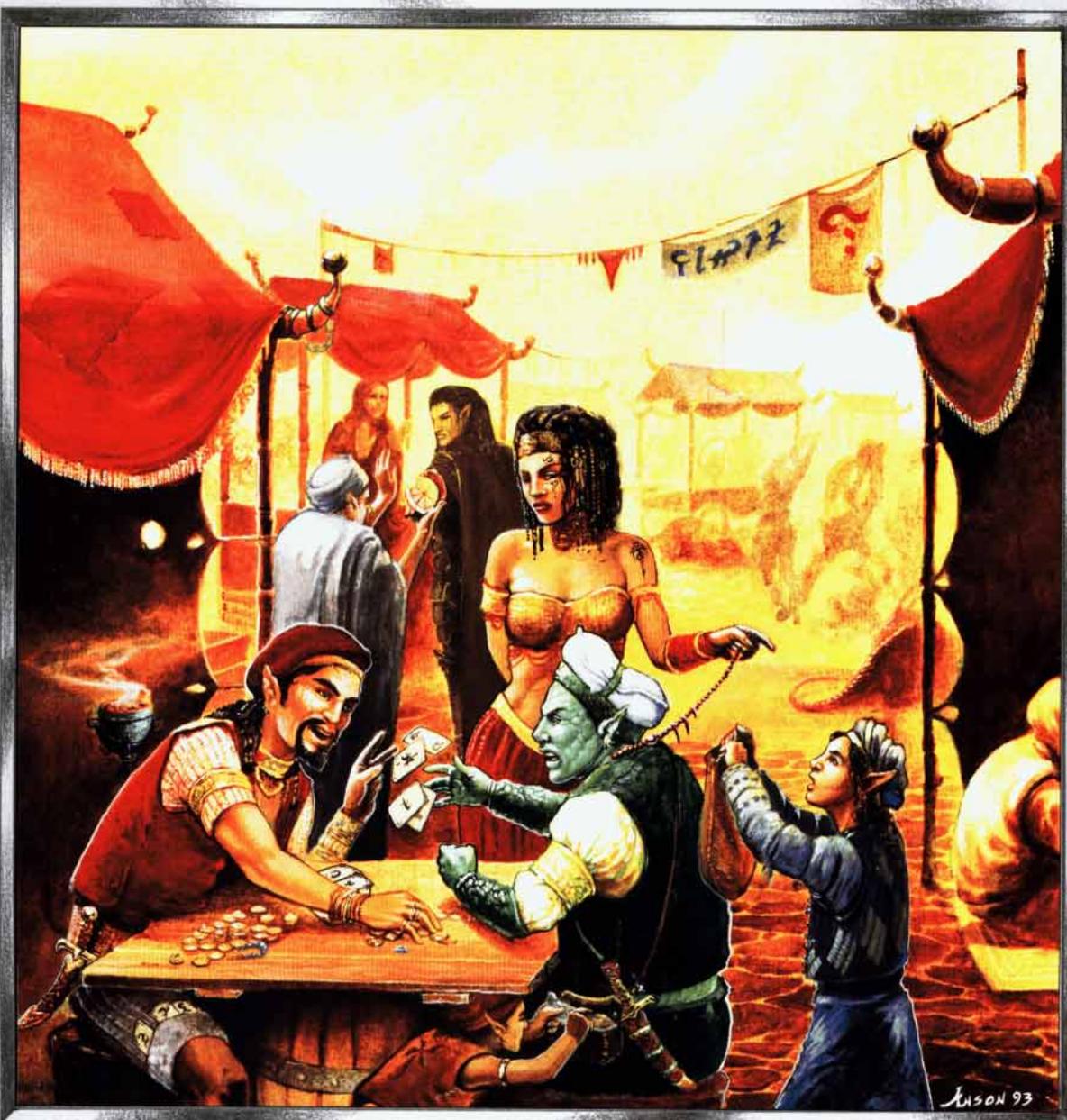


TALISLANTA



ANSON 93

SARISTA

TALISLANTA

Sarista

by Mike McDonald
with Peter D. Adkison

A sourcmodule for **Talislanta**



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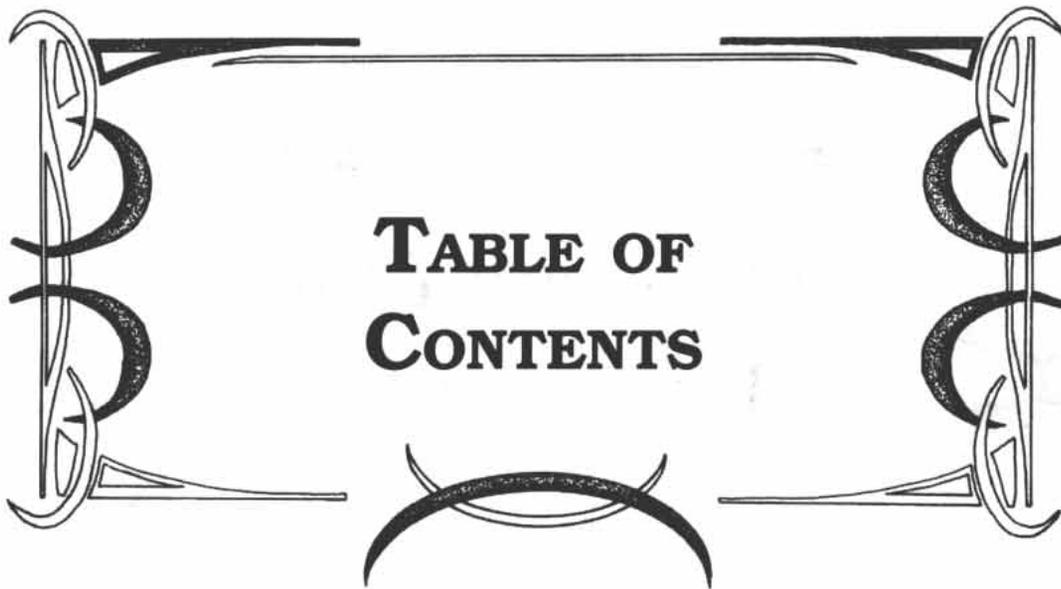


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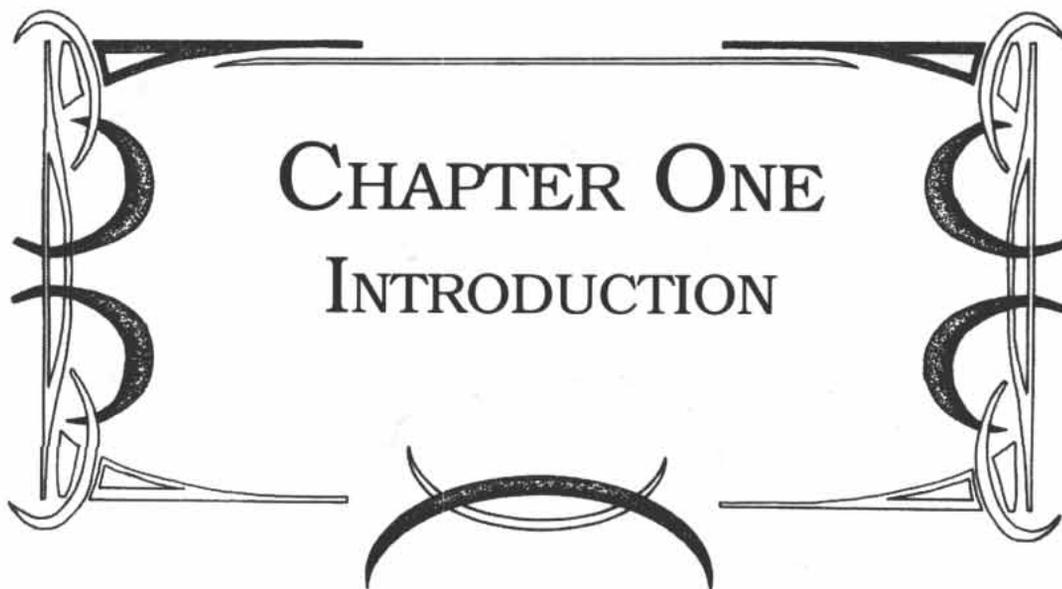
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CHAPTER ONE

INTRODUCTION

Welcome to *Sarista*, the first in a series of sourcemodules for the **Talislanta** game. Unlike a regular adventure, which most people play through once and then ignore, a sourcemodule contains not only a short adventure but also a lot of source material, some of which is used in the adventure and some of which can be used to create countless new adventures.

How to Use This Book

Sarista is written with both gamemasters and players in mind. Players will find all sorts of information on Sarista culture, including new archetypes, in Chapter Three, "Sarista Life and Culture." For gamemasters, the entire sourcebook section provides invaluable material on Silvanus and the Sarista, including a collection of "tidbits," such as encounters and NPCs that can be thrown into nearly any adventure set in Silvanus. The adventure section contains a short adventure, "The Jewel of Fortuna," recommended for experienced GMs. If you like, you can link "The Jewel of Fortuna" adventure with the adventure in the forthcoming sourcemodule, *The Lyceum Arcanum*.

Certain page references are preceded by the initials "GB," such as "GB p. 22;" these references refer to pages in the third edition *Talislanta Guidebook*. Other page references refer to pages in *Sarista*. GMs and players alike may wish to review the sections on Silvanus, the Sarista Gypsy archetype, and the language Sarisa, located on pages 22, 78, and 112, respectively, in the *Guidebook*.

Envoy Compatibility

While *Sarista* is clearly a **Talislanta** sourcebook, we realize that not everyone who plays in the **Talislanta** game world uses the standard **Talislanta** rules. For the convenience of those using other game systems, we have provided an appendix that details system-independent statistics for many of the characters and creatures described in the book. These system-independent statistics are listed using **Envoy**, a publishing format designed to be easily converted to nearly any roleplaying game system you wish to use.

Conversion notes are available to assist you in converting these **Envoy** stats into several popular game systems. For a copy of the notes for your favorite game systems, send a request letter along with a self-addressed envelope to:

Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707

You can also obtain an electronic copy of these notes by sending e-mail to mavra@wizards.com or WotC@aol.com.

The History of Silvanus

Silvanus was originally part of the old Phaedran Empire (GB p. 9) and has been the home of the Sarista for as long as anyone can remember. Following the Cult Wars (GB p. 9), throughout which the Sarista remained supportive of the Paradoxists (GB p. 227), the first Sultan of Zandu



officially ceded the land to the Sarista people "for as long as the silver moon, Talisandre, shines in the sky."

The exact meaning of this line of the agreement has often been disputed. The Sarista claim the old Sultan meant that the Sarista's only legitimate claim to the land was their good fortune that the Zandir didn't seize the land (in Sarista culture the silver moon symbolizes luck). The implication of this interpretation is that the Sarista's luck might be as changeable as the moon.

The precise details of Sarista's lengthy history prior the Phaedran Empire are uncertain and mostly forgotten since the Sarista do not keep written records but instead pass along idealized stories and legends through an oral storytelling tradition. Some foreigners claim that the Sarista were once Phaedran bandits who took refuge in the woodlands that are now Silvanus. One Sarista legend has it that the Sarista were chosen from among the highest levels of the Phaedran Empire by Fortuna and given the land of Silvanus as a reward for their actions.



Sourcebook, Chapter One: Introduction

Non-Player Character Format

Non-player characters are described using the following format:

Name, Race and Profession, Level

Languages: The first language given is the NPC's native or preferred tongue. Note the distinction between High Talislan and Common Talislan (GB p. 110).

Description: The term "man" or "woman" refers to characters who belong to one of the races of Men. For non-Men, the terms "male" and "female" are used. The character's age in years is given, along with a general description if that race's life span varies considerably from earth human.

INT	PER
WIL	CHA
STR	DEX
CON	SPD

Hit Points: The character's maximum hit points. Number in parentheses is the character's current hit points, if wounded.

Attacks	CR (Combat Rating)	Damage
Weapon	CR for that weapon	STR bonus included

Armor: Type of armor and number of points of damage stopped. Any shield or other protective device is noted here also.

Field(s) of Magic: If any.

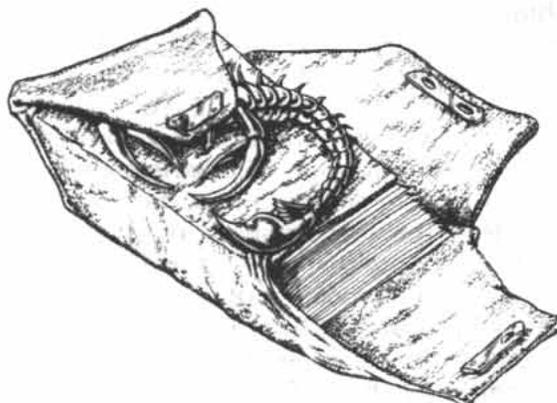
Spells per Day: If any.

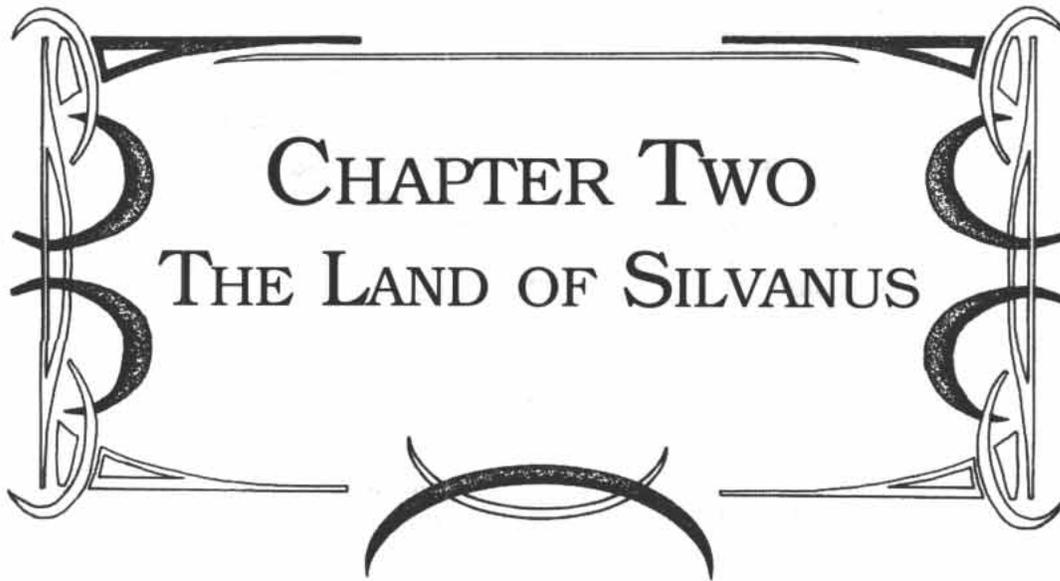
Spells	MR (Magic Rating)	Effect
Favored	MR for that spell	Summary of spell effect

Note that magicians can cast all spells from their fields of study, but only the spells that are most likely to come into play are listed here.

Skills: Specific proficiencies, when applicable, are given in parentheses.

Special: Any special attacks, defenses, or weaknesses.





CHAPTER TWO

THE LAND OF SILVANUS

"Of all the lands I have visited, Silvanus continues to stand out among them as one of the most beautiful and serene lands I have been blessed to lay my eyes upon."

—Terranci, Cymrilian traveler and scholar

The scenic woodland region of Silvanus is located in the Western Lands in the northwestern corner of Talislanta. The Azure Ocean laps at its western shores, and the infamous Necros River separates it from Werewood and Zandu. Compared to its gloomy neighbor, Werewood, Silvanus is known for its beauty and tranquility, like something straight out of a fairy tale. Most of Silvanus is made up of woodlands, ranging from thick groves of trees to sparse forests. Expansive tracks of fields and rolling hills stretch across Silvanus, and low mountains rise up at the northern and southern ends of Silvanus' western coast.

The shore of Silvanus boasts endless beaches of white sand that give way to low cliffs on the northern and southern ends. In the deep blue expanse of the Azure Ocean one can expect to find fishing vessels from many nations: Zandu, Gao-Din, Imria, Parthene, and Faradun. Exotic fish and other valuable sea life are abundant, though sea dragons and other dangerous predators can be found both along the coastal waters and in the Gulf of Silvanus. The Sarista enjoy fishing but are not typically sailors. Several small rivers flow from the western shore, twisting and digging their way into the heart of the land to create the bubbling brooks, narrow streams, quiet lakes, and still ponds of Silvanus. These waters are revered by the Sarista as the essence of Fortuna that brings life to Silvanus.

There is only one real "road" in Silvanus, the *Zandir March*, also known as "the Fool's Highway." The March is nothing more than a twisting trail wide enough to fit two medium-sized wagons and is used primarily by foreign merchants and travelers. The *Zandir March* becomes more and more overgrown as it heads north, winding its way through the mountains and ending at a low cliff overlooking Khazad. Though it may not appear so to the untrained eye, there are several travel routes crisscrossing Silvanus, from overgrown footpaths to narrow roads scarcely wide enough for a wagon to pass. Visitors to Silvanus often wonder how the Sarista travel anywhere by land at all.

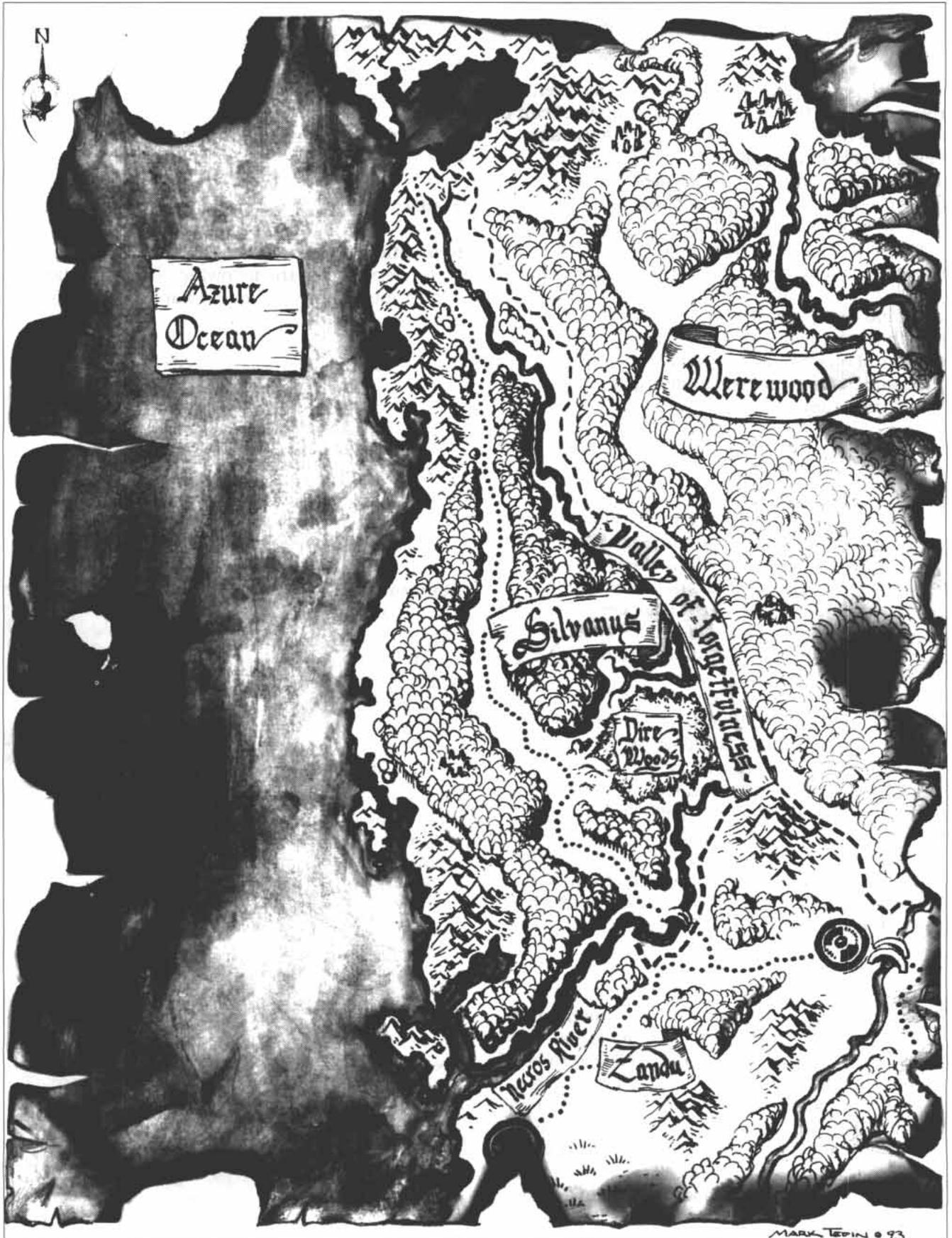
Landmarks

The Dire Woods

Not all of Silvanus is peaceful, however, and two dangerous regions near Werewood to the east stand out in particular. The first of these is the *Dire Woods*, which is more or less an extension of Werewood. The *Dire Woods* is an ominous forest of ancient, twisted trees, overgrown with thornwood, and replete with whispbane, hangman's trees, and black lotus. Here can be found such predators as exomorphs, necrophages, and omnivrax.

The Necros River

The other grim part of Silvanus is the *Necros River*, which flows along the border between Werewood and Silvanus. The *Necros River* is a sluggish, black river making its way from the northern bay at the border of Khazad all the way





south into Zantium Bay. The black waters of the Necros are vile to all the senses and the merest sip is said to bring on vivid, horrifying nightmares.

The lands immediately surrounding the river, referred to as "the Valley of Forgetfulness," can be described as morbid at best, the Silvanus side being devoid of inhabitants and animal life, sporting only twisted blasphemies that mock the beautiful plants and flowers of Silvanus. The Werewood side is densely forested with thick, dark, twisted trees tangled together to form a venerable barrier between Werewood and the river. In the evening, gray mists rise up from the river and hang over this valley. Some claim that breathing these vapors brings about partial or even total memory loss, which lasts as long as ten days and leaves victims wandering aimlessly about the valley seeking answers that are not there.

Salvin Roch

Curiously, Silvanus shows very little evidence of The Great Disaster. A common Sarista mythological explanation is that the lands now called Silvanus used to be a great barren wasteland. It is said that during The Great Disaster, Fortuna descended to Talislanta, overturned the land, and gave life to it so that her children could thrive in its forests and valleys.

However, there is one landmark that hints at the turmoil that took place in Silvanus during The Great Disaster: a slivery mountain of rock, four hundred feet tall, a hundred feet across at the top and fifty feet at the ground. This landmark, named *Salvin Roch*, is looked upon with superstition and generally avoided by the Sarista altogether. Fear has so far kept anyone from climbing or flying to the top of *Salvin Roch*, and what lies at the top remains a mystery.

The Laerna Stones

Another region of Silvanus worthy of mention is the *Laerna Stones*, which consist of several ancient ten-foot tall rune stones believed to be of Archaen origin. The stones are arranged in a triangle and point westward towards the Azure Ocean. The Sarista revere this place as Fortuna's temple, keeping it secret from foreign merchants and wanderers to avoid vandalism of the stones. A few small Dhuna groups know of the *Laerna stones* and make a small annual pilgrimage to them during *Talisandre*.

Where are the Sarista?

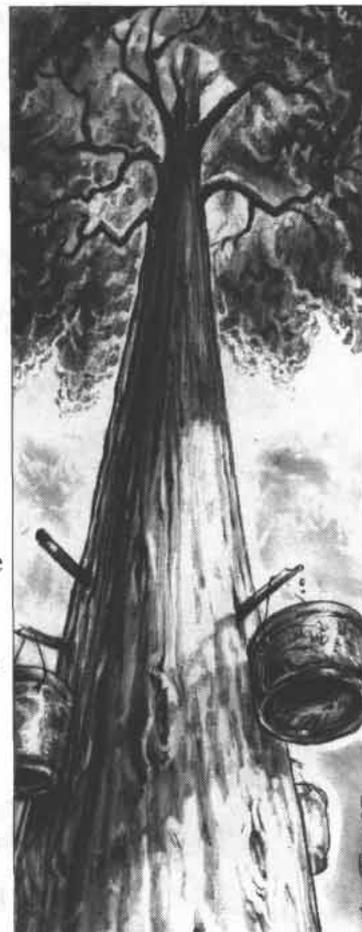
A nomadic people at heart, the Sarista live in small campgrounds and move to new locations frequently, sometimes as often as fifteen times a year. For this reason, it is hard to say where a particular clan is located at any given time. More details on Sarista campgrounds can be found in Chapter Three: *Sarista Life and Culture*.

Flora

In addition to a variety of strange, exotic, and benevolent herbs, the following plants and flowers can be found among the woodlands and plains of Silvanus:

Lantern Plant	GB p. 283
Lotus, all colors	GB p. 283
Mandragore (rare)	GB p. 279
Provender plant	GB p. 285
Spice tree	GB p. 228
Sorcerer tree	GB p. 286
Whisperweed	GB p. 288
Willowwood	GB p. 288
Whitewood	GB p. 288

Alquine tree: A tree that grows in abundance in Zandu and Silvanus, the sap of which is used to make a fine ale. Alquine ale costs at least twice as much as normal ales, for the alquine tree must be at least one hundred years old before it can be tapped. Seventy-five percent of all alquine trees that are tapped die, and the older the tree, the better the ale made from it. The oldest alquine tree known at present is a specimen 750 years old, which has been well-guarded by generations of Sarista. The alquine tree has smooth auburn bark with bushy branches that only grow on the top half of the tree.



Sarista



Soul tree: A tree that only grows within five miles of the Necros River and always grows alone. The soul tree looks like a twisted, leafless oak tree except for its large knots, which have been described as looking like humanoid faces in pain.



False shelter tree: A large tree that looks extraordinarily like an oak tree. The shelter tree is partially hollow and looks as if it has been hit by a powerful bolt of lightning. The inside of the tree is pleasant, with a soft floor of composted humus.



It seems at first glance like a lucky find for someone seeking shelter from a storm, but the relief is short-lived: overnight, the opening to the interior grows over with tough bark, trapping anyone sleeping inside. The bark covers the exit, and the victim will quickly discover that the bark is extremely resistant to fire and cutting. The bark obstructs the entrance until the bodies inside are

completely broken down. **Note:** Digging in the humus inside a false shelter tree might reveal all sorts of interesting things.

Needleleaf: An obnoxious, needle-throwing succulent. See the "Needle" section in Chapter Three: Sarista Life and Culture below for a complete description.

Niera oaks: A rare variety of lovely white-leaved trees that reside on the upper slopes of the southern mountains of Silvanus, giving the illusion of great snow banks from a distance.

Fauna

Following are a number of creatures native to Silvanus:

Crystal moth (GB p. 276)
 Durge, wild (GB p. 253)
 Equis, graymane and silvermane (GB p. 254)
 Erd (GB p. 254)
 Exomorph (GB p. 262)
 Omnivrax (GB p. 265)
 Sniper bug (GB p. 278)
 Woodwhisp (GB p. 270)

In addition, there are several exotic avirs unique to Silvanus:

Season bird: This avir's feathers change colors with the season: cobalt blue during median, metallic red in the fall, and sparkling green in the spring.



Friendship bird: These colorful avirs travel alone. Sometimes they pick a person and follow him or her for the rest of their lives. If its chosen friend dies, the friendship bird will die within two weeks. Being selected by a friendship bird is considered a sign of good luck.



Weather

Despite the presence of its chilly neighbor to the north, Silvanus' climate is comfortably temperate. The modifiers given apply to the temperate weather table in the *Guidebook*, p. 217.

During spring, Silvanus experiences moderate rainfall and is usually partly cloudy (+3). Medians in Silvanus are a beautiful time, with clear blue skies, little rain, and the stars shining brightly at night (-1). Throughout fall, snow is common and the air is cool, revealing a side of Silvanus' beauty not known to many travelers and merchants, who refuse to venture there during the snow seasons (+3). Near the white coasts of Silvanus, thin silvery mists roll in at night and morning, and occasionally violent sea storms grasp at the mainland.

Gruffan

The gruffan are an infamous breed of herd animals found exclusively in the hills and plains of Silvanus. Gruffan are small four-legged mammals with strips of shaggy gray and black hair and a long rounded snout. They are almost always dirty and are known and avoided for their terrible unclean stench. Characters standing too close to a group of gruffan must make a CON roll or become lightly nauseated (-1 on all rolls until they've been in fresh air for a few minutes). A mishap indicates that the character becomes violently nauseated (-2 on all rolls and about ten minutes in fresh air to recover). Characters who plug or hold their noses are immune to the smell. Rolls are made about every three minutes.

Gruffan travel together in packs, lacking any particular familial bonds or social hierarchy. In general, gruffan act violently, charging opponents by surprise, but they are not especially tough. When their opponents aren't frightened away by their bluffing, gruffan have their smell, speed, and sheer numbers to protect them.

The gruffan do have a useful function: one of the most coveted exports from Silvanus, a birth control concoction known as "gypsy salve," is made from gruffan dung.

Size: 3' long, 2' tall.

Attributes: INT -8, CHA -3, STR -1, CON +2, SPD +4

Level: 1-4

Attacks/Damage: Ram: d4-1

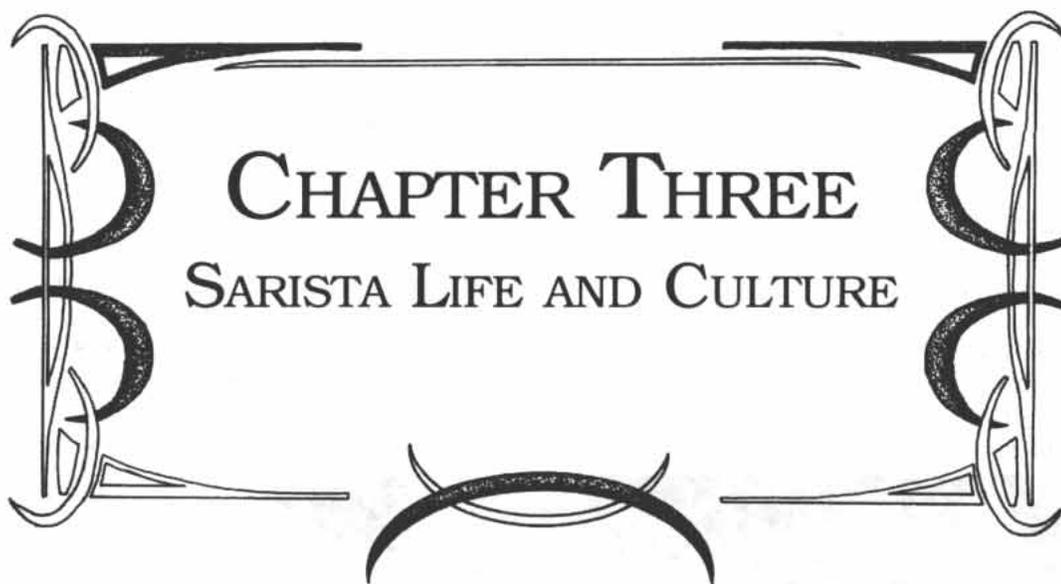
Special Abilities: Nauseating smell.

Armor: Leathery skin, 1 point.

Hit Points: 5, +2 per level.

Habitat: Hills and grasslands of Silvanus.





CHAPTER THREE

SARISTA LIFE AND CULTURE

*Kissed me once, kissed me twice
 Kissed by a Sarista girl thrice
 Loved her once, loved her twice
 Loved my Sarista girl all night
 Left her once, left her twice
 Left my Sarista girl last night
 Came back once, came back twice
 Came back to Sarista tonight
 Going once, going twice
 Going, gone to Sarista nights.*

—Selection from “The Song of the Whisperweed”

Clan Life

The Sarista are a nomadic race of gypsies and the only true natives of Silvanus. They have a slender build, skin the color of rich topaz, dark green eyes, and jet-black hair. The Sarista have no real standard style of dress, being given to inventive combinations of common clothing and rags. They are partial to decorations and jewelry of all sorts, such as ear bangles, facial tattooing, capes, sashes, necklaces, rings, and the like.

Sarista Campgrounds

Despite the appearance of gaiety and frivolous abandon, a Sarista gypsy camp is a complex hive of activity in which the Sarista do a marvelous job of supporting themselves. Though they play hard, they work hard too, and all camp members, including children, are expected to pull their weight by contributing to the tremendous amount of work required to keep the clan in food, shelter, clothes, and entertainment.

Typical Sarista camps are most often set up spread out in thin woodlands or centered around one or more clearings in forests, though occasionally they settle on forest edges overlooking large tracts of grasslands. The Sarista dwellings are usually comprised of several wagons and makeshift animal-skin tents of varying shapes, sizes, and designs, though some Sarista weave small huts out of long, pliable branches or transport heavy piles of wood that unfold into crude houses.

While the Sarista are averse to permanent settlements, they often return to favorite sites, perhaps once every year or so. These places may be used by more than one group, occasionally even at the same time, and thus they become tent cities with a fluctuating population. These favorite campgrounds sometimes draw other Sarista clans and merchants looking to sell. Such places continue to be used, often for a decade or more, until the Sarista feel that Fortuna has moved on, at which point they quickly pack up and go their separate ways.

Clan Organization

Sarista clans are close-knit groups, made up of twenty to two hundred Sarista. To the Sarista, your clan is your family, far more important than your natural parents. Clan feuds are uncommon but not unknown in Silvanus, though major disputes from the past usually evolve quickly into friendly competitions. Each Sarista clan is governed by a council of seven elders.



Note that Sarista almost never switch clans; such a thing would be tantamount to divorcing your entire family. It's nearly unthinkable, and, unless a Sarista is completely single, switching clans complicates the inter-family relationships too much.

Clan Specialization

Each Sarista clan is known for its specialization in a science or art, for example, acting, music, or the raising of equus. When a new clan is formed the clan generally prefers to choose a unique, untried specialty. News of a new clan and its specialization spreads quickly throughout

Silvanus so that the others soon know of it. At any one time there are perhaps two or three clans with identical but common specialties, such as those dealing with different aspects of craftsmanship, for example.

The Council of Elders

The council is a self-perpetuating oligarchy. Once appointed, an elder is an elder for life unless the elder resigns or is voted off the council by a unanimous vote of the other elders. The number of elders is held constant at seven, the lucky number of the Sarista. When an elder dies, resigns or is voted out of office, the remaining



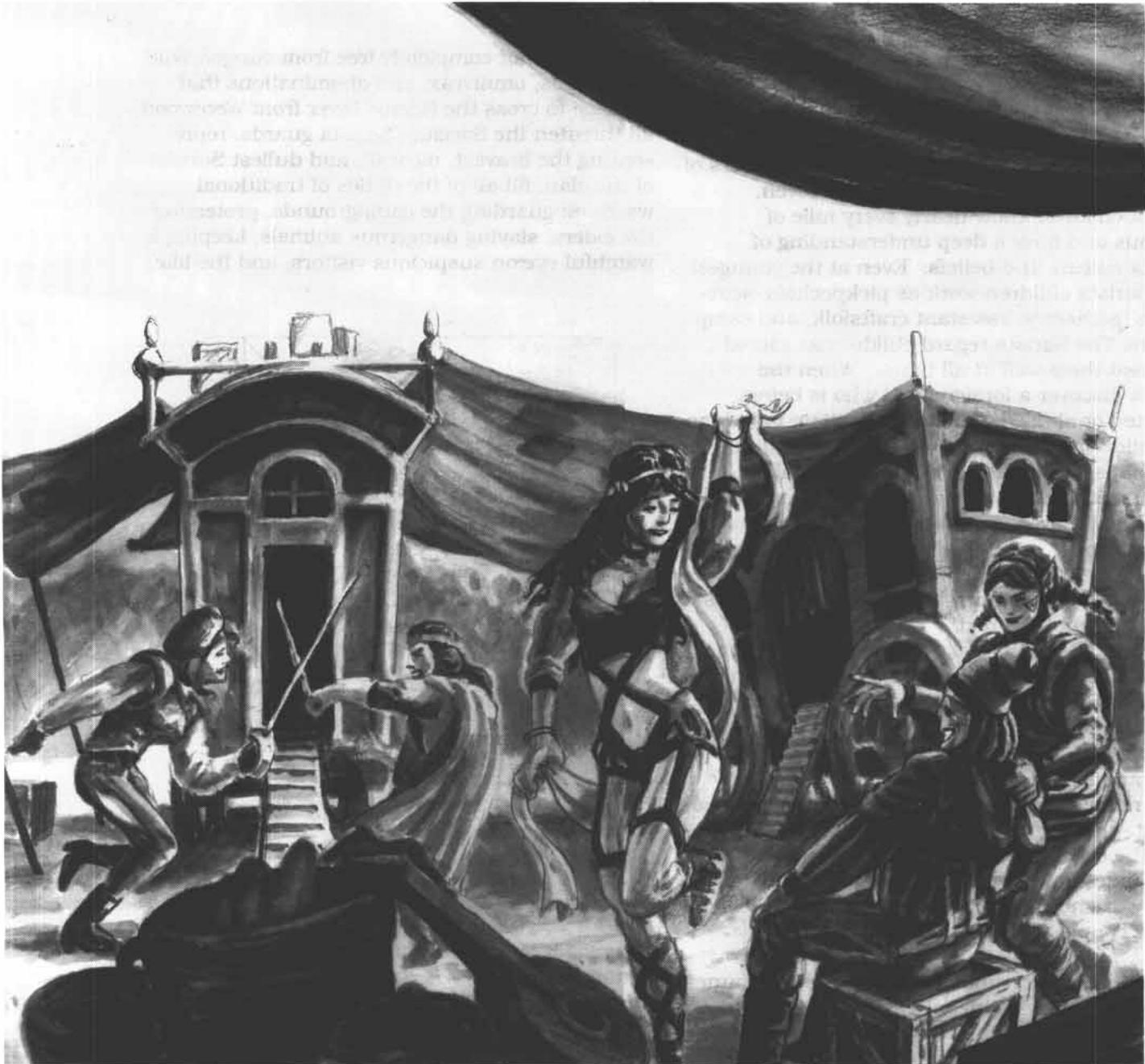


council members select a replacement from the most outstanding clan members. The elder who has served on the council the longest is the head elder and is responsible for directing council meetings.

The elders are typically among the oldest members of the clan and are the only people who are completely excused from any clan duties. Two clan youths between the ages of thirteen and sixteen are assigned to the care of each elder. These youths take care of all of the elders' personal needs, feed and bathe them, and keep them entertained. This period of service to an elder is considered an important rite of passage in the life

of a Sarista youth, and by the time Sarista youth reach the age of sixteen they are well-acquainted with each clan elder. It is during these years that Sarista youths develop friendships and have the opportunity to impress those who might influence their future role in the clan. Of course, most youths are not ambitious and are therefore blind to the importance these seemingly tedious duties will play on their careers.

Although the elders govern the clan, they do not have any individual power, cannot give orders to anyone but their youth assistants, and are involved very little in the day-to-day management of the clan. The power they wield is a collective



power and only effectual while council is in session. As a body, they can dramatically affect the life of the clan by issuing edicts, removing a sub-elder, resolving conflicts between sub-elders, and so forth. The reason for this apparent lack of power is that elders are expected to live a life of ease and luxury, narcissistically symbolizing the Sarista ideal of a life of luxury and laziness.

For the most part, elders are adored by other members of the clan. They are pampered, bestowed gifts, called upon to perform marriages and tell campfire stories, and so forth. The Sarista, while often mischievous and occasionally larcenous, have a deep streak of generosity, and the elders of the clan are often the recipients of this natural affection.

Children

The Sarista have great respect and confidence in children, teaching them to be integral members of the clan from infancy. By the age of seven, Sarista children know nearly every mile of Silvanus and have a deep understanding of Sarista culture and beliefs. Even at the youngest ages Sarista children work as pickpockets, scavengers, gatherers, assistant craftsfolk, and camp helpers. The Sarista regard children as sacred and treat them well at all times. When the Sarista discover a foreign child who is being molested or abused, they won't hesitate to kidnap the child, bring it home to their clans, and raise the child as a Sarista. With abuse prevalent among many other races, it's not at all uncommon to find Sarista who were born in lands other than Silvanus.

Children who have been kidnapped by the Sarista are called "the fortuneds." The fortuneds are treated in all respects as Sarista except that they are forbidden from marrying or having children with true Sarista. Love affairs are permitted, of course, providing proper birth control is used. This precaution serves to keep the Sarista race pure, an ideal nearly all Sarista strive for. If by some remote chance a child is born to a fortuneds parent, both parents and the child are expelled from the clan. The tribe often feels betrayed at these times, and the expelling can turn nasty. Such extremes as stoning or whipping of the fleeing couple are not unheard of.

Fortuneds children must appear before the council of elders on their eighteenth birthday, or on whatever birthday children of their race are considered adults, and announce whether they

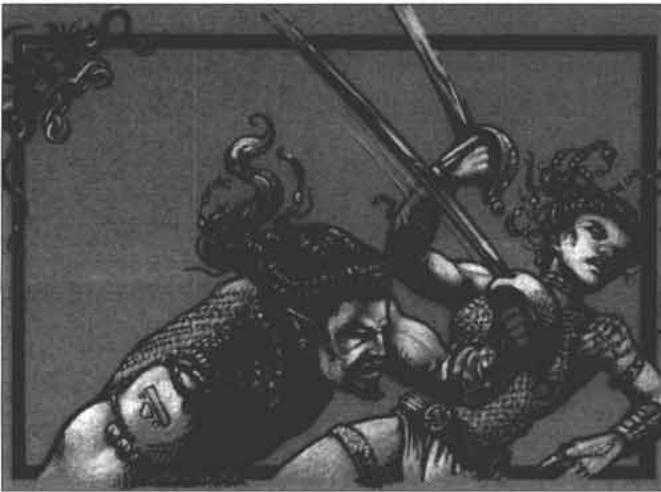
wish to remain among the Sarista or return to their homeland. If they choose to remain, from then on they will be called Sarista and their clan will claim for them all the rights of other Sarista; the one exception is an unspoken agreement that the rule against children and marriage must still be followed. If the new adult prefers to return home, the clan elders will attempt to devise a plan to return the fortuneds to the land of their birth, typically by commissioning a merchant caravan traveling in that direction. Even after choosing to leave, and despite their restrictions among the Sarista, many fortuneds return to visit Silvanus, and some even return for good.

Security

Silvanus is not completely free from danger. Wild exomorphs, omnivrax, and abominations that manage to cross the Necros River from Werewood all threaten the Sarista. Sarista guards, representing the bravest, most fit, and dullest Sarista of the clan, fill all of the duties of traditional warriors: guarding the campgrounds, protecting the elders, slaying dangerous animals, keeping a watchful eye on suspicious visitors, and the like.



Something common to children worldwide is getting in trouble. When Sarista children get too mischievous even by Sarista standards, they are typically assigned to collect gruffan dung for gypsy salve.



The life of a Sarista guard is a harsh and unrewarding one, a life to which many Sarista do not adjust well. They are on duty nearly every single day, on threatening missions, grueling guard duty, or performing repetitious drills, in return for which they are given the best armor, weapons, and training in the camp. These elite guards are practically outcasts in the very society they are sworn to protect. The carefree loving style of the Sarista forces them to try to avoid thinking about the harsh realities of Talislantan life. It's much easier to ignore these things and leave life's fortunes in the hands of Fortuna. For these reasons the elite are often in the background and somewhat cliquish, refraining from participation in plays and other clan group activities. The elite are a natural magnet for the fortunated, who often

feel somewhat outcast as well, particularly if they are born of a more aggressive or physically powerful race.

Work and Survival

Trade

While many Sarista prefer to stay in Silvanus and therefore only trade with other Sarista or the occasional passing caravan, some Sarista seek their fortunes by delivering specialty items from Silvanus to customers as far away as the Seven Kingdoms, Danuvia, Hadjistan, or Carantheum.

As in most lands of Talislanta, the common currencies in Silvanus are gold lumens, silver pieces, and copper pieces. Also to be found in Silvanus are gold pentacles, popular among merchants and worth ten gold lumens, and Zandir crescents, whose value fluctuates between one and ten g. l..

Given the Sarista outlook on thievery in general, those who trade with the Sarista are well-acquainted with the expression "buyer beware." The Sarista are some of the slickest operators in the mercantile business and are superb hagglers. Their questionable trade practices regularly include theft as a means of acquiring goods that can be traded later on. They also rummage through items others have discarded, polish them up, and resell them as "antiques." The Sarista

New Archetype: Sarista Guard

Although all Sarista are trained in fighting, only one in twenty joins the elite warriors, the true protectors of the clan. Sarista guards typically become isolated from their clan because of their grim outlook.

Homeland: Silvanus.

Languages: Sarisa, Common Talislan.

Physical Characteristics: 5'-6", 80-180 pounds. Olive complexion, green eyes, black hair; men usually wear neatly trimmed mustaches and beards.

Attributes:

INT 0	PER +1
WIL +1	CHA 0
STR +1	DEX +3
CON +1	SPD 0

Hit Points: 12

Special Abilities: None.

Skills: Secondary Combat; Guard; Interrogate; Stealth; one of the following: Archery, Mounted Combat, Swordsmanship; any three thieving talents.

Equipment: Animal hide cloak, sash, headband, colorful garments, high boots of soft animal hide, pouch (thieves' tools), dueling sword, graymane mount, choice of one other weapon. Guards usually wear leather while on duty.

Wealth: d10x5 gold lumens, plus half this figure in silver and copper pieces.

Roleplaying: Sarista guards, though normal in some regards, are grim realists compared to other Sarista because they are forced to contend with the harsh realities of Talislantan life. For this reason, guards are often alienated from other Sarista and usually avoid Saristan social events.





are generally a poor but crafty folk who never miss an opportunity to make a few coins.

To many it's a wonder why anyone would willingly do business with the Sarista. The Sarista have remained popular to traders despite their mischievous tendencies because if merchants can survive the schemes and fakes of the Sarista, they find that many Sarista goods are of superb quality, particularly with respect to their craftsmanship. It is these treasures that the merchants seek, though only a diligent few are able to find them.

There are the occasional Sarista, however, who understand the long-term damage such dishonest activities can have on their reputations and who develop a select clientele who they refrain from short-changing. Those clients are fortunate because they are among the few who can reliably purchase quality Sarista goods at a reasonable price, a difficult feat since the Sarista's larcenous attitude on trade tends to discourage other merchants from dealing with them.

Little trade goes on within a Sarista clan itself as the clan provides for most of the Sarista's needs. Most trade is between Sarista clans or with non-Sarista merchants. Between Sarista clans most of the trade will consist of the specialty items that each clan is known for. For example, the Jewels of Fortuna clan might trade jewelry for silvermanes with a Sarista clan that specializes in mounts.

Sarista trade is dominated by the constraints of the Sarista's nomadic lifestyle and carefree approach to life; the Sarista produce beautiful things that give them pleasure, train animals, and gather the bounty of their largely untouched woodlands, but they have to rely on trade to supply many raw materials, foodstuffs, and merchandise requiring large-scale industry.

As the Sarista are capable of supporting themselves by hunting and gathering in the woodlands, they are spared the unappealing tasks of agriculture. They prefer to buy foreign foodstuffs with money earned from their handicrafts, their entertainment, and, often enough, petty larceny.

Sarista handicraft requires raw material, particularly gold and gemstones, from the mines of developed nations. The transportability of these goods makes them ideal trade goods, although that same transportability ensures that their

value varies little from place to place. Additional useful imports for trading with the Sarista are tools of all kinds as the Sarista have little or no interest in manufacturing such things themselves.

Silvanus is major exporter of graymane steeds. Graymanes are cheapest in the central regions, where they are raised, but even in the foreigner-dominated trade camps prices are still lower than they are in the cities.

The valuable drug euphorica (GB p. 195), extracted from the pollen of the mantrap plant, is often gathered by enterprising Sarista willing to brave the perils of Werewood. The Sarista themselves use the drug only sparingly but find ready buyers among the foreign traders.

The Sarista both buy and sell decorative goods like clothing and jewelry, as they have a great love of fine things. They will often tailor or modify such goods and sell them back to the novelty-conscious Zandir.

Another significant category of trade in Silvanus is the paraphernalia of magical research, which is unusual considering that the Sarista tend to be disinterested in such "serious" pursuits. Doubtless they are tempted by the high prices that the secretive Dhuna are willing to pay for such supplies.

Another rare but notable area of trade is that of human lives. Opposed as they are to slavery, the Sarista are not above buying beautiful orphan children to raise as part of their own extended families. It is a fortunate child indeed who is purchased by a Sarista clan, as they are considered free members of the family.

Hunting and Gathering

Primarily nomadic, the Sarista clans seldom engage in any form of agriculture, relying instead on hunting wild durges for meat, gathering wild berries and fruits, and milking erd, whose shag is also sheared and used in rugs, tapestries, and clothing. The Sarista do some fishing but are not very advanced, nor do they care to be adept at sailing or shipbuilding. Nearly every day of the year the clan sends out hunting parties comprised of the most experienced and able-bodied warriors, accompanied by graymanes or silvermanes. Because of the equus' intelligence, they make excellent hunting partners. Sarista



Sarista Trade

Trade camp regions in Silvanus are divided into three categories: those near Zandu, those near Werewood, and camps in the interior regions of Silvanus. For each region, prices are given below for common goods traded in bulk in Silvanus, followed by a discussion of goods that are sold at unusual prices but in smaller quantities. The limit per item given in parentheses is the maximum value the Sarista will buy from or sell to unfamiliar merchants on one visit. The limit will change (for better or worse) as the PCs develop a reputation among the clan.

Trade camps near Zandu (Limit per item: 500 g.l.):

Near Zandu the influence of foreigners is at its strongest, not just because of the local Zandir, but also because of merchants traveling from Arim, Farad, Djaffa, and elsewhere. These traders come to Zandu area trade camps to sell food and finished goods such as tools and weapons, which the Sarista have no inclination to make for themselves. Graymanes and Sarista craft work are traded here as well.

Produce/Grain, ton	110 g.l. *	Aquavit, gallon	60 g.l. *
Gold, ten pounds	215 g.l. *	Graymanes, each	250 g.l. #
Euphorica, dram	20 g.l. #	Hide/Fur, pelt	5-80 g.l. #
Gemstones	normal price *	Tools	normal price + 20%
Clothing (flamboyant)	normal price - 20% *	Jewelry	normal price - 10%
Magical supplies	normal price + 50% *		

These markets are the preferred sources of such rare beasts as mandragores. The prices for such creatures are so high and the demand so rare that one often has to journey at least this far into Silvanus to be able to obtain one; few menageries in civilized regions keep them "in stock." Mandragores cost about 450 g.l. each, though they are quite a bit more expensive in civilized regions.

Trade camps near Werewood (Limit per item: 250 g.l.):

The Werewood regions represent the deepest wilderness, and goods from civilized nations are invariably expensive here. While most trade goods cost more because of the small size of markets in these remote regions, Werewood is just about the cheapest place to buy euphorica. Magical supplies are relatively expensive, though not when compared to the prices in other wilderness regions described below. These relatively low prices are due to the reliable market provided by the Dhuna.

Produce/Grain, ton	25 g.l. #	Aquavit, gallon	100 g.l. #
Gold, ten pounds	220 g.l. #	Graymanes, each	240 g.l.
Euphorica, dram	15 g.l. *	Hide/Fur, pelt	5-60 g.l. •
Gemstones	normal price + 20% #	Tools	normal price + 50% #
Clothing (flamboyant)	normal price #	Jewelry	normal price + 10% #
Magical supplies	normal price + 80%		

Though the Dhuna are hardly keen merchants, they do require funds with which to purchase supplies, and so they can be sometimes found selling moth silk, a very rare gray fabric (10-15 g.l. per yard here, twice that anywhere else).

Trade camps in the interior regions (Limit per item: 200 g.l.):

Trade in the interior regions is something of a compromise between the other two camp locations. The cost of imported goods is inflated by its remoteness but not to the degree suffered in the deepest wildernesses described above. Magical supplies, however, are exceedingly expensive, as the market is virtually non-existent here.

This region is the heart of equus-raising territory, and the prices for equus are correspondingly low here as caravans are saved the trip to markets near the borders.

Produce/Grain, ton	120 g.l.	Aquavit, gallon	80 g.l.
Gold, ten pounds	218 g.l.	Graymanes, each	220 g.l. •
Euphorica, dram	17 g.l.	Hide/Fur, pelt	5-70 g.l.
Gemstones	normal price + 15%	Tools	normal price + 40%
Clothing (flamboyant)	normal price	Jewelry	normal price + 10%
Magical supplies	normal price + 120% #		

Note: only 15% chance of buyer or seller for magical supplies in the interior regions

* = best place in Silvanus to buy, cheapest.

= best place in Silvanus to sell, most expensive.

New Archetype: Sarista Hunter

Sarista hunters are well-respected for their abilities among the Sarista and neighboring lands, not only for their hunting ability and their important contributions to the clans, but also for their adventurous outlook.

Homeland: Silvanus.

Languages: Sarista, Common Talislan.

Physical Characteristics: 5'-6", 80-180 pounds. Olive complexion, green eyes, black hair; men wear neatly trimmed mustaches and beards, hair tied back in a ponytail.

Attributes:

INT 0	PER +2
WIL 0	CHA +1
STR 0	DEX +4
CON 0	SPD +1

Hit Points: 12

Special Abilities: None.

Skills: Secondary Combat, Hunter/Gatherer, any two thieving talents except Assassinate, and two of the following: Archery, Stalking, Mounted Combat, Tracking.

Equipment: Bright forest-colored tunic and breeches, dark cloth or hide cloak, cloth headband, low soft boots made of animal hide, short bow and quiver containing twenty arrows, long sword, dagger, graymane or silvermane mount.

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

Roleplaying: Sarista hunters are not as flamboyant and lighthearted as most Sarista gypsies, but they are adventurous, living for the hunt and enjoying a good challenge. Sarista hunters revere Fortuna as the goddess of the hunt, and speak of Death with humor.



who are not as skilled with the bow scour the area around the camp for the staples of life.

These efforts are severely handicapped by the hostile nature of the Talislan countryside, which requires that hunters and gatherers stay close together under the protective eye of the armed Sarista warriors. Even with these precautions accidents are not uncommon, and the attrition and difficulty associated with feeding a large population keeps the populations of most tribes from growing larger than several hundred members.

One advantage Talislan hunters have, however, is that there are a number of large creatures that can fall prey to a well-coordinated assault. An adult erd can supply the entire clan with food for several days; its bones and horns can be used for various devices, and its skin can be fashioned into armor or leather for tents, wagon coverings, saddles, and so forth.

Even though hunting and gathering are serious duties, the Sarista approach them in a characteristically lighthearted fashion. En route to the hunting area they will join in song, engage in jousts of wit, or play practical jokes on one another. While some would say that this distracts the group from the task at hand, the Sarista would counter that enjoyment of life is what is most important, and as long as they keep that in mind, Fortuna will send good fortune their way.

Herding

In addition to hunting and gathering, most Sarista clans do a limited amount of herding. Sarista herd animals typically include durges, equus, erd, and gruffan. It is worth noting that the equus are fairly intelligent and clever, and herding equus is a much different endeavor than herding cows. The equus are not treated as prisoners or even as unequals. They have their own culture and social hierarchy and are never considered to be property by the Sarista. Equus enjoy having Sarista "companions" who will do things for them that require more dexterity or tools than the equus possess. The Sarista perform such tasks for them as combing their manes, fixing feed, and rubbing them down after a hard day's toil. Equus are never branded, corralled, or fenced in.

Sarista Culture

The Sarista love company and always make certain their guests feel right at home, have a place to stay, are treated well, and enjoy themselves. However, the guests' gratitude fades sooner or later because the Sarista are among the best con-artists, pick pockets, and tricksters in Talislan, and their abilities are almost always directed toward foreigners. Note that a Sarista will never knowingly steal from another Sarista. Cynics might go so far as to say that "Sarista culture" is synonymous with "thievery."



Throughout the other lands of Talislanta, the Sarista are renowned for their talents as folk healers, animal trainers, fortune tellers, acrobats, dancers, puppeteers, and thespians...or as mountebanks, thieves, swindlers, and tricksters, depending on your point of view.

While most of the Sarista live among their clans, there are occasional Sarista who live totally isolated lives. Such loners may wander throughout Talislanta, supporting themselves through

their abilities and quick instincts. Those gifted with witchcraft may live embittered lives of seclusion in the woods of Silvanus or in other forested regions.

One of the more mysterious aspects of Sarista culture is its native language, Sarisa. Sarisa is a rich and multilayered version of Common Talislan so similar that non-Sarista listeners generally believe that the Sarista are speaking in Talislan. The difference is that through the use of subtle

Needle

One of the games the Sarista play on hunting trips is a somewhat dangerous game called *Needle*, which is played almost every time a needleleaf is encountered. The needleleaf has the two unusual properties of being able to sense, through vibrations in the air and ground, when things approach it, and hurling needles at them. The needleleaf's needles don't do any significant damage, but they are painful (-1 on all rolls for a minute, cumulatively). While occasionally deadly to the uninitiated, those who watch the needleleaf closely can usually avoid them fairly easily by staying out of its line of fire. The needles are fired from stalks that can rotate around to face any target in the area, but the stalks can only fire in one direction at a time, and it can take a full second or two for a stalk to rotate around and face its target. When a band of Sarista encounter a needleleaf they gather in a circle around the plant. The winner is the person who can grab the most stalks, which are not poisonous, and rip them off the base part of the plant. The game is played by four people in two teams of two. The game requires teamwork, and tactics include distracting the needleleaf with movements, diving for cover, and then giving a teammate a chance to make a move while the stalk is distracted. Another tactic is to get the stalks tangled up with each other so that their mobility is restricted. Throwing objects at the plant is also allowed. Throwing objects at your opponent is permitted too, but only as a means of distracting the needleleaf; outright combat is not allowed.

Finally, when only a single stalk remains on the needleleaf, the players back off and the team with the most stalks tries to snatch the last stalk through stealth. This involves approaching the needleleaf as slowly and as smoothly as possible, trying to avoid making noise or heavy impacts on the ground. If these players are successful in grabbing the stalk before the

needleleaf fires, the team is victorious. If the team fails, the other team gets to try. The team to successfully grab the last stalk wins. The player who wins is the player who personally grabbed the most stalks during the course of the game, even if that player was on the losing team.

The game also has a practical element: the veins of the needleleaf plant contain a nectar, which, when fermented, acts as a natural preservative. The needles of the needleleaf are extremely tough and resistant to decay because of this preservative and therefore make excellent toothpicks, which of course is why the Sarista have the healthiest teeth and gums of nearly any race in Talislanta. Scars from needleleaf games are not uncommon amongst the Sarista people.



gestures and inflections, the speaker may convey hidden meanings such as "believe nothing of what this one says" and "we must speak privately." This language is well-protected by the Sarista, who never teach it to outsiders.

Social Events

While the Sarista work hard to make their way in the world, they believe in playing just as hard, and they are sorely misunderstood by other races for their cultural predisposition to seek fun. The way the Sarista see it, Fortuna has blessed them with life, happiness, prosperity, and the right to take anything they want—they should enjoy these

gifts! Popular Sarista activities include games, dances, plays, story-telling, and feasts.

Holidays

One thing that often confuses travelers is that each Sarista clan has its own calendar. The months, dates remain the same, but the different time frames of different Sarista clans are not synchronized. The seventeenth of Laeolis in one clan may be the twenty-sixth of Drome in another. Since every seventh night and eleventh day is celebrated as a special event, the Sarista claim that this lack of synchronization was ordained by Fortuna so that on any day or evening she can

Equus Culture

The equus have an organization similar to some types of herds in our own world. Each herd has a clear leader who is the strongest male stallion in the herd, or at least the strongest stallion who has elected to come forth and try and be leader. Once a year the equus have a major competition to determine who will lead the herd for the next year. At these games the participants engage in various contests of speed, endurance, and strength. Sometimes the competition is quite intense, and fighting occasionally breaks out. While the Sarista are kept from getting involved directly in the games, they do watch, bet, and occasionally brawl between themselves about the outcomes.

While most of the contest is reasonably safe from injury, the final contest between the top two equus is an all-out fight. While it has been known for the weaker equus to surrender, the battle is usually to the death. For some reason in the equus culture it's perfectly acceptable to be beaten out early on, but to be beaten in this final fight is considered a great disgrace, and if the loser does live, he is banished from the herd.

There is a distinction between the equus of Silvanus, with the graymanes and silvermanes often in separate herds, though some hybrid herds can be found. The graymanes wander the tracts of plains of Silvanus, while the silvermanes, the swifter of the two breeds, wander the sparse woodlands.



Solava La

One of the favorite Sarista plays, called "Solava La" in honor of its theme, concerns a wealthy Zandir noble named Zan who, it is said, came to Silvanus searching for happiness. The noble travels the lands and on each day that he stumbles upon a new Sarista clan, they happen to be celebrating Solava La! Each day, the noble encounters more wonders of the Sarista culture, loses more money to playful thieves, is burned on scams, and is seduced and then scorned by beautiful Sarista of the opposite sex. Finally, after Zan has encountered seven clans, and after seven days of feasting and seven nights of drunken revelry, the noble makes it back to Zandir, completely stripped of all possessions but permanently blessed by Fortuna to be the happiest person on Archaeus.

The play is popular not only because it personifies the Sarista attitude toward life, but also because it is an extremely difficult play to direct. It demands a large cast representing a wide variety of talents and skills. Aside from the Zandir noble, none of the characters play roles in more than one clan party scene, and therefore almost everyone can get involved in the play and then go out into the audience and watch the rest of it. Of course the role of Zan is highly prized and can be played by a Sarista of either sex.



look down from her demesne and see her children playing and praising her name.

On every seventh night there is a huge bonfire, and the clan gathers for dancing, music, and drunken revelry. On every eleventh day each clan gathers for a huge feast late in the afternoon. Every seventy-seventh day, when the eleventh day leads into the seventh night, is considered a

doubly-blessed day to the Sarista, and the partying increases accordingly. The revelries on these special nights usually include a theatrical performance of some ilk, resplendent with costumes and musical accompaniment. This day-and-night affair is called *Solava La* and oftentimes attracts visitors from faraway lands who are looking for one of Talislanta's renowned festivities.

Marriage

Marriage is a strange and complex affair among the Sarista. At the root of the complexity lies a tradition of polygamy that both sexes of the Sarista practice commonly. With divorce rare and the average Sarista eventually marrying two to four spouses, familial ties become quite complex. Having halfsiblings and stepsiblings in one's clan is more often the norm than the exception.

The actual wedding ceremony is a wonderfully festive occasion, unlike the tiresome rituals that prevail in other cultures. The ceremony involves an exchange of gifts to symbolize the spouses' love for each other, and the newlyweds' other spouses (and their spouses' spouses, if applicable) nearly always participate in the ceremony. The specifics of the ceremony vary from wedding to wedding and are treated as a joyous occasion, with lots of food to boot.

Trying to figure out where a particular gypsy is on a given evening can be quite a challenge. The Sarista aren't assigned to any particular wagon or tent and have a tendency to move around quite a bit, sleeping with one spouse (or several spouses) on one night and another on the next, and leaving their belongings all over the place. Most tents and wagons aren't owned by a single Sarista but instead are communal property, and friendly disputes always break out over who gets to sleep where. To make sure that each married clan member has a place to sleep in case of marital squabbles, most clans have a large central tent or dwelling called "the public" where anyone can sleep. Since the comforts in the public are minimal, most Sarista try to avoid having to stay there by making other bedtime arrangements.

Children play with each other as though the clan is one big family, as indeed it is. A stranger would be quite amazed listening to an average group of ten or twelve Sarista children taking about an hour explaining who is the child of



whom, whose parents are married to whom, and how if you just go one or two steps removed they're really all related anyway. Fortunately inbreeding doesn't have any negative side effects on the Sarista.

It should be noted that children outside of wedlock are heartily discouraged, and therefore shotgun weddings are common.

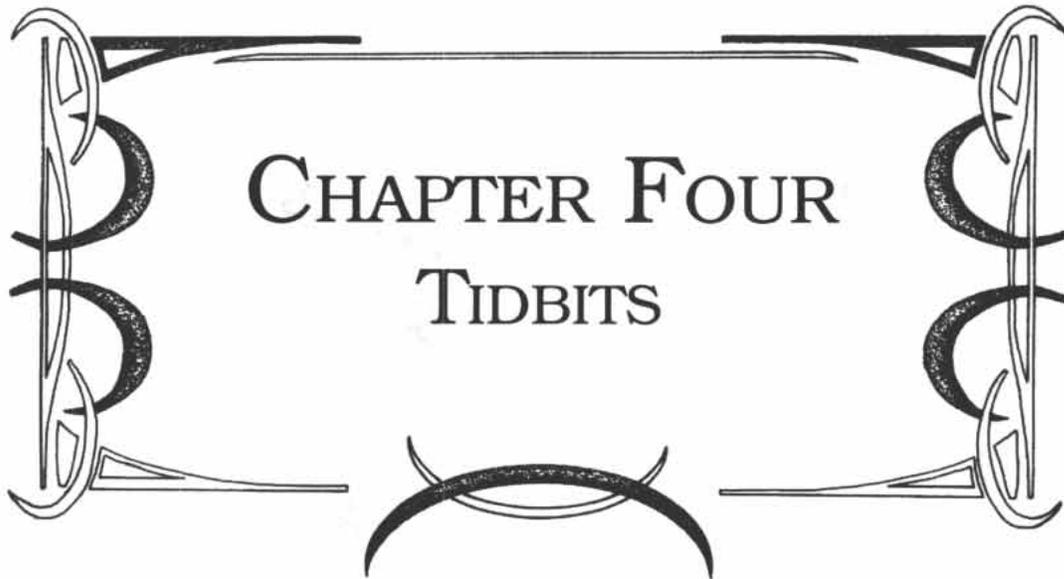
Religion

Religion is a central part of Sarista life. There is a nearly universal belief in and worship of *Fortuna*, the goddess of fortune. The Sarista believe that *Fortuna* created the world for them as a gift and that, therefore, anything in it is theirs for the taking. However, the Sarista never steal from each other, stealing from one's own people being considered as terrible as stealing from *Fortuna* herself.

Luck, fortune, betting, gambling, games, and contests of skill or luck are mainstays of Sarista life and culture. Whenever something goes wrong it's assumed to be a sign to move on to "greener pastures." All problems can be resolved by moving on to new lands, new loves, or new careers. This apparent fickleness is inextricable from the Sarista's religious beliefs: the life of the Sarista is governed by the presence or absence of their patron deity, *Fortuna*. Faced with adversity, the superstitious Sarista are likely to move on, seeking the favor of the *Capricious Lady* elsewhere. This tendency often makes the Sarista appear "flighty" to outsiders, and it is true that they seldom master their chosen profession and are hard to rely on. Nevertheless, the Sarista themselves consider their lives to be solid and fulfilling.

The Sarista believe in another spiritual entity: *Death*. They do not regard *Death* with fear, but rather with mocking humor as they strive to cheat him at every opportunity. Humorous images of *Death* are painted, carved, and sculpted, with *Death* being depicted without exception as a hilarious and bumbling fool.





CHAPTER FOUR

TIDBITS

This section contains a collection of various odds and ends, tidbits if you will, that can be easily be thrown into ongoing adventures and campaigns in Silvanus or used with "The Jewel of Fortuna" adventure found in the next section. Provided here are four NPCs to use as you please, a Silvanus random encounter table, the details of a Sarista mercantile booth, and a write-up of a visiting Farad caravan.

Non-Player Characters

The following NPCs can be used any way you want. Perhaps you need a Sarista to fit into an adventure or campaign, or a player wants to play a Sarista PC and you haven't the time or inclination to create one from scratch. They can be thrown in as quick encounters or random locals to whom the PCs can talk, or they could become recurring characters.

Garnel, Sarista Guard, 5th Level

Languages: Sarisa +5, Common Talislan +5.

Description: Man, age 21, 5'10", 160 pounds. Olive complexion, dark green eyes, unkempt black hair, mustache, ruddy features, fresh scar on right cheek, various bruises all over, bad breath. Wears leather vest, cloth breeches, durge-hide cloak dyed black, a red headband, a silver bracelet inset with a ruby on the left wrist (50 g.l.), single black iron earring in right ear (Arimate, 5 s.p.). Carries a dueling sword, a dagger, and a pouch with thirty g.l. in various coins.

INT 0	PER +1
WIL +1	CHA 0
STR +2	DEX +3
CON 0	SPD 0

Hit Points: 20

Attacks	CR	Damage
Dueling sword*	+9	d8+2
Dagger	+6	d6+2

* Extra parry or only a -3 penalty on multiple attacks.

Armor: Leather, 1 point. Sometimes wears chain on duty, 3 points (-1 on all actions).

Skills: Secondary Combat +6, Guard +6, Swordsmanship +9, Interrogate +5, Stealth +8, Coerce +7, Waylay +8, Gambling +5, Customs, Nomadic (Sarista) +1, Ride (equus) +4, Hunting +2.

Special: None.

Unlike most Sarista, Garnel can't hold his liquor. Suffering a monotonous life of boring guard duty and military-level restrictions, Garnel chooses to drink away his sorrows at night wherever liquor is being served. When Garnel drinks (or is refused a drink) he blows off steam by breaking things and picking fights. Garnel's clan and family are unsure about what they should do with him.

**Darius, Sarista Gypsy, 4th Level****Languages:** Sarisa +5, Common Talislan +5.**Description:** Man, age 17, 5'4", 90 pounds. Olive complexion, green eyes, black hair, boyish charm. Wears flashy green cloak, sky blue and white garments, high boots of soft animal hide, purple sash, and a simple gold earring (10 g.l.). Carries dagger stuck in belt. Darius is dangerously curious and loves to hear and see things that he would be better off not knowing about. Darius appears friendly and helpful but could get the PCs into more trouble than it's worth.

INT +1	PER +1
WIL 0	CHA +2
STR -1	DEX +4
CON 0	SPD 0

Hit Points: 18

Attacks	CR	Damage
Dagger	+7	d6-1

Armor: None.**Field of Magic:** Witchcraft.**Spells per Day:** 3

Spells	MR	Effect
Jinx	+2	Summons mischievous spiritform
Rejuvenescence	+2	Restores vitality

Skills: Secondary Combat (dagger, short bow) +7, Rudimentary Magic (witchcraft) +2, Legerdemain +6, Acrobatics +8, Acting +6, Pick Pockets +10, Stealth +8, Appraise Treasure +5, Elude +4, Customs, Nomadic (Sarista) +5, Customs, Urban (Zandu) +2, Tracking +3, Hunter/Gatherer +2.**Pearl, Sarista Gypsy, 4th Level****Languages:** Sarisa +5, Common Talislan +5.**Description:** Woman, age 18, 5'4", 110 pounds. Olive complexion, bright green eyes, long black hair, innocent smile. Wears simple aqua-colored frock, silver earrings (2 g.l. each), and three ornate silver rings (5 g.l. each). Can usually be found carrying around a pouch with 3d6 g.l. that doesn't belong to her. Pearl is charming and is very direct in her flirtations, which she usually begins by stealing money from the object of her desire and teasing him with it.

INT +1	PER 0
WIL 0	CHA +3
STR -1	DEX +4
CON 0	SPD 0

Hit Points: 18**Field of Magic:** Witchcraft.**Spells per Day:** 3

Spell	MR	Effect
Obsession	+2	Afflicts target with a powerful urge

Skills: Secondary Combat +6, Rudimentary Magic +2, Legerdemain +8, Acting +7, Song +7, Pick Pockets +10, Appraise Treasure +5, Seduce +9, Lockpicking +8, Lip-Reading +4, Customs, Nomadic (Sarista) +2, Art +3, Artificer (silver) +6.**Rastur, Sarista Hunter, 6th Level****Languages:** Sarisa +7, Common Talislan +7**Description:** Man, age 32, 5'7", 153 pounds. Olive complexion, green eyes, long black hair worn in tassels, neatly trimmed mustache. Wears comfortable and colorful garments, high boots, a brown sash, white cloth headband, ornate silver tassels in hair (total of 5 g.l.), and a golden chain (10 g.l.). Carries dueling sword at side. Rastur is friendly, open, and well-traveled (in Zandu, anyway). Rastur acts as if everything is one great game and may challenge one of the PCs to a friendly duel just for the fun of it. Rastur has become bored of the campground after such a long time and tends to wander off a lot.

INT +1	PER +1
WIL 0	CHA +1
STR +1	DEX +3
CON 0	SPD +1

Hit Points: 22

Attacks	CR	Damage
Dueling sword	+6	d8+1

Armor: None.**Skills:** Secondary Combat +6, Hunter/Gatherer +7, Con +7, Gambling +7, Archery +8, Tracking +7, Customs, Nomadic (Sarista) +2, Guide +3, Talislantan History +5.**Special:** None.



Silvanus Random Encounter Table

This table to the right is provided for rolling up quick encounters while the PCs are in the wilderness of Silvanus. If the PCs are in the Dire Woods, then add five to the roll.

One-Shot Encounters

These five encounters can be easily thrown in as encounters in Silvanus or as hooks to bring the PCs into an adventure of your own devising.

Farad Caravan

This fully detailed caravan could be encountered nearly anywhere inside or outside of Silvanus.

1	Sarista clan on the move.
2	Wandering (foreign) merchants.
3-4	Wandering lone Sarista.
5	Four to seven Sarista hunters.
6	Flock of avirs.
6-7	One to six grazing erd (GB p. 254)
8-10	Eleven to twenty gruffan.
11-13	One to twelve equus (graymanes in the hills, silvermanes in the forests).
14-15	One to six wild durges (GB p. 253).
16-18	Two to eight exomorphs (GB p. 262).
19-20	One to three omnivrax (GB p. 265).
21-22	Two to eight omnivrax (GB p. 265).
23	One to three necrophages (GB p. 273).
24	One to four banes (GB p. 259).
25	Three to six werebeasts (GB p.270).



**Eleven Arimate Knife-Fighters, 6th Level****Languages:** Common Talislan +6.**Description:** Men, ages 20 to 26, 5'2"-6'2", 90-170 pounds. Swarthy complexions, ratted black hair, dark eyes, hatchetlike features, badly in need of a bath. They wear ragged fur vests, worn dark gray sackcloth breeches, and tough hide boots. Black iron earrings (5 s.p. each) and armbands (1 g.l. each). Scars, shaggy mustaches, and tattoos are also prevalent.

INT 0 PER +1

WIL 0 CHA 0

STR +1 DEX +3

CON +1 SPD +1

Hit Points: 23**Attacks CR Damage**

Throwing Knife * +9 d4+1

Crossbow, light +6 d8

Broadsword +6 d10+1

* Can throw two knives simultaneously without penalty; each knife-fighter has four throwing knives.

Armor: Leather, 1 point.**Skills:** Secondary Combat (broadsword, light crossbow) +6, Arimate Knife-Fighting +9, Mounted Combat +9, Mountain Climbing +9, Hunter/Gatherer +7, Customs, Urban (Arim) +1, Drayman +1, Coerce +2.**Special:** None.

though an outline of its route is given as a suggestion. The Farad have some secrets for sale, and some of the other passengers have secrets that aren't.

These knife-fighters are a grim and moody lot hired by the Farad as caravan guards, scouts, laborers, draymen, and bodyguards. They are prone to arguments and violence but basically tolerate their jobs and each other since they are paid well, get a chance to push people around, and get in an occasional skirmish with foolish bandits. It's common for knife-fighters stationed inside the wagon to be drunk, and a quickly diminishing supply of chakos (GB p.197) is on board to keep the Arimites happy. The knife-fighters do not have a wagon of their own and must camp outside.

Four erd (second level) and five graymanes (third level) accompany the caravan, serving as beasts of burden (the erd) and mounts (the graymanes). All of the erd bear brands with the caravan's symbol. However, one of them also bears the brand of an Orgovian trader, covered with a small patch of fake fur, stolen, of course. If the PCs inspect the erd, they will discover the brand.

If the Farad are approached and questioned about the symbol, they claim that they must have purchased stolen erd and insist that they will return it to the proper owner after the caravan returns to Faradun.

Skribaria was hired into the caravan in Hadjistan to make sure the Farad aren't apprehended by the authorities for possessing illicit goods and such, but she's not in this for the money. Shortly before the caravan arrived at Hadjistan, she stumbled upon some documents that link together various legends, rumors, and facts. She believes the documents could prove to be extremely important, as they specify that deep beneath the swamps of Mog (GB p. 30) lie the ruins of some long-forgotten place. These ruins may hide lost knowledge, secret power, or perhaps directions to an influential person, and they are Skribaria's destination.

Skribaria, Callidian Cryptomancer, 7th Level

Languages: Any (see Special) +11.

Description: Woman, age 34, 6'5", 163 pounds. Pale orange skin, large cranium, narrow build, always looks uncomfortable, walks with a mincing step, ink stains on fingers, distant look. Wears a regal headdress and robes of yellow linen, and carries five curiously crafted and ornamented rings (about 5–10 g.l. each) in a finely worked leather pouch. Carries a large leather-bound book containing spells, notes, reference works, and loose scrolls. She also carries one hundred g.l. in mixed coins, a magnifying crystal, two quill pens, and a vial of ink in a large pocket in her robes. The Farad have given her a dagger, which she keeps in her quarters.

INT +4	PER +2
WIL +1	CHA +1
STR 0	DEX -1
CON +1	SPD -1

Hit Points: 27

Attacks	CR	Damage
Dagger	d10-1	d6

Armor: None.

Field of Magic: Cryptomancy.

Spells per Day: 6

Spells	MR
Erase	+8
Seal	+8
Symbol of Power	+9

Skills: Secondary Magic (cryptomancy) +8, Arcane Lore +11, Cryptography +11, Cartography +11, Linguistics (reading) +11, Customs, Urban (Hadjin) +5, Antiquarian Lore +6, Stealth +3, Scribe +5.

Special: Speaks in tongues; can speak and understand any language; fascinated by books and unfamiliar writings; roll versus WIL to resist the urge to study them.



Tarka, Arimite Revenant, 9th Level**Language:** Common Talisman +10.**Description:** Man, age 24, 5'8". Swarthy complexion, long unkempt black hair, dark purple eyes, grim expression, small but elaborate tattoo of a death's head viper on chest, hidden under vest. Wears a short night-gray cloak, slashed fur vest, black sackcloth breeches, heavy gloves, and a silver earring (5 g.l.). Carries long sword knives in belt and hides his jang in a pocket under his vest. Also carries an Arimite luckstone (GB p. 187)—just in case. Compared to the other Arimites, Tarka is unusually quiet and prefers solitude.

INT +1	PER +2
WIL 0	CHA +1
STR +1	DEX +1
CON +1	SPD 0

Hit Points: 29

Attacks	CR	Damage
Throwing Knife *	+11	d4+1
Long sword	+7	d10+1
Jang (Harakin Iron Boomerang)	+7	d8+1

* Can throw two knives simultaneously without penalty; carry four knives at a time.

Armor: Leather, 1 point.**Skills:** Secondary Combat (long sword, jang) +7, Arimite Knife-Fighting +11, Assassinate +11, Stealth +11, Hide +10, Tailing +10, Lockpicking +11, Concoct Poisons (alchemy) +10, Customs, Urban (Arim) +2, Waylay +4, Interrogate +3, Drayman +2, Ride (equus) +2.**Special:** None.

Tarka was hired to do a mission in Silvanus, joined the caravan, finished the mission, and is looking forward to returning home. He is very secretive about his identity, a precaution bordering on paranoia. One knife-fighter who asked too many questions has already mysteriously disappeared. Tarka's in a sour mood after dealing with the Sarista, who he detests, and plans on leaving the caravan with some other knife-fighters as soon as they reach their destination, the city of Zanth (GB p. 23).

Merchant Caravan Description

The first wagon is strewn with the most valuable goods: locked chests, boxes of Sigils, and even a few Kasmiran trap-boxes. Most of these Kasmiran trap-boxes have locks set deep into the

chests that must be looked at to manipulate the puzzle-lock inside. Roll INT-5 to try to get the right pattern. If the roll fails, then acid sprays into the victim's eyes, causing only one hit point of damage but effectively blinding him or her and causing great pain for an hour (-4 on all checks where sight is vital). Another type of trap-box has a similar mechanism but, instead of acid, releases a cloud of morphia five feet in diameter. Victims must make a CON roll or fall asleep for 2d10 minutes. Even if victims succeed, they become groggy for a similar length of time (-1 on all die rolls).

The second wagon serves as living quarters for the Farad and Skribaria. At first glance it may be mistaken for a wagon full of valuable cargo since luxurious rugs, lanterns, and decorations line the

Five Farad Merchants, 8th Level:**Jarl, Pelur, Thoq, Tasque, and Elnivra****Languages:** Common Talisman +10.**Description:** Four men (Jarl, Pelur, Thoq, Tasque) and one woman (Elnivra), ages 29-34, 5'8"-6'6", 100-200 pounds. Flint-gray skin, chiseled features, dark and narrow eyes. The men wear beards in twin braids, smug looks, elaborate headdresses, voluminous robes, sashes trimmed with tassels, and velvet boots. Elnivra wears a trailing purple silk gown and a necklace of silver loops and twists (10 g.l.). All of the Farad wear a small selection of jewelry, such as rings, bracelets, chains, medallions, and gems, set into their clothes (total of 50 g.l. each). They conceal curved daggers beneath their robes and keep their swords in their quarters. The Farad are unscrupulous in their business dealings. Though they'll scheme every last cent out of customers, they make sure to keep the Arimites, Skribaria in particular, happy and the beasts well-tended, for they've got a lot invested in this caravan.

INT +2	PER +1
WIL +2	CHA -2
STR -1	DEX 0
CON 0	SPD 0

Hit Points: 26

Attacks	CR	Damage
Dagger, curved	+4	d6-1
Sword, dueling	+4	d8-1

Armor: None.**Skills:** Secondary Combat (dagger, dueling sword) +4, Merchant +6, Bribe +6, Coerce +6, Appraise Treasure +9, Caravan Master +6, Appraise Slaves +9, Customs, Urban (Farad) +3, Haggle +1, Con +1, Espionage +2, Beast Handler +3.



interior. The beds look comfortable and have forms, letters, and ledgers strewn about them.

In a dim, quiet corner sits Skribaria's desk, which the Farad mostly ignore since they can't make heads or tails of it. Several charts, maps, and documents found on the desk are related to Skribaria's discovery and are written in High Talislan, Elder, and Chanan. If the PCs acquire and study these papers for a couple of days and succeed both Cryptography and Antiquarian Lore rolls, they discover that deep within the swamps of Mog lie a very important set of ruins. Also buried beneath the piles of paper can be found a full map, including an outline of the caravan's route from Hadjistan and ending near the center of Mog at a large X.

If PCs inspect the wagon's structure inside and out and succeed at a PER roll, they will notice that the inside seems a bit shorter than the outside because a fake wall, Sealed by Skribaria at seventh level, hides the weapons headed for Aaman. In extreme emergencies on the road, Skribaria will Erase the Seal, allowing the weapons to be used.

The third wagon is packed with common trade goods and supplies for the caravan, such as rations, feed for the animals, spare wheels, tools, and an extra barrel of chakos the Arimites haven't yet discovered. Hidden in the floor are a few small, secret, and Sealed compartments that contain the various illegal materials that the Farad are selling (GM's choice).

Merchant Caravan Background

The caravan is owned and run by five Farad merchants and the twelve Arimite knife-fighters who do their dirty work, one of whom is actually an Arimite revenant. The caravan was formed in Faradun and steadily grew as the merchants traded in the Wilderlands of Zaran, where it picked up Skribaria in Hadjistan. The caravan then passed through Urag, where a costly raid nearly crushed them and forced the surviving guards to leave. It next traversed Arim, where Arimite knife-fighters were hired as the new guards, to Zandu, and, finally, to Silvanus. The Arimites did not enjoy their trek through Silvanus, and it proved challenging for the Farad as well. The caravan is now crossing the border between Silvanus and Zandu and is heading to Aaman, from where it will quickly pass through Mog and the Dark Coast on its way home.

From the start the caravan has been corrupt. The Farad have been hired to deliver a small cache of weapons to one of the more violent sects of the Aamanian Orthodoxists (GB p. 226) and have taken on a small selection of illegal goods. These have not yet been discovered thanks to Skribaria, a Callidian cryptomancer. The Farad are interested in more than simple trade and are willing to buy or sell important information.

Caravan Manifest and Defenses

The caravan is made up of four large roofed wagons of sturdy craftsmanship and dyed wood, pulled by four erd. On each side of the caravan is a dark black and green painting depicting two snakes intertwined through the holes in a large golden coin. While traveling, five Arimite knife-fighters, mounted on graymanes, surround the caravan, serving as guards and scouts. Either the Arimites or the Farad themselves drive the erd, and the remaining Arimites either keep to their quarters gambling or drinking, or guard the cargo and supply wagons.

The Arimites have already had some minor run-ins with bandits. They respond quickly to attacks by giving a cry to alert the caravan and then throwing one or two volleys of knives. If the number of attackers is large, the Arimites inside the wagons will also fire crossbows through the arrow slits and eventually engage in hand-to-hand melee. If the fighting does not go well, the caravan will proceed forward while the Arimites attempt to reroute or lose the assailants.

Trading with the Farad

The Farad will do anything to make a quick lumen, whether through haggling, fancy sale spews, lies, legalities, or even threats. There is a bit of competition between the Farad to see who can make the most money fastest, which fortunately never gets too competitive.

Goods available for sale include items from all over Talislanta, such as Sarista silks and crafts, Arimite weapons, Bodor Musical Charms (GB p. 187), Rahastran Zodar decks (GB p. 190), and various Hadjin, Orgovian, and Zandir goods.

If the PCs look like shady sorts and don't ask too many questions, the Farad may suspect they are looking for something more and try to entice them with their selection of illegal goods, such as poisons and rods of alchemy, which are banned from Zandu.



The caravan is a sure-fire source of rumors, which the imaginative GM can create using the material given here as a starting point. The caravan can also be used as an adventure hook for further adventures.

Gruffan Rampage

While the PCs are lazing around in the bazaar of a Sarista camp, a small pack of eleven hungry gruffan casually run through the center of it and proceed to stink up a storm. As several Sarista run off in a hurry, the gruffan begin to rummage through whatever they have left behind, rubbing up against the characters in the process. The PCs could help drive some of the gruffan off by force, but there are a lot of them. The best way to rid themselves of the gruffan is to either feed them or use food to lure them away from the camp. The characters will probably smell for quite some time afterwards until they have had nice long baths.

Sarista Hunters

While traveling through the woods or along an obscure trail, the PCs spot a group of Sarista who are off the path a little ways. They are obviously in the middle of a lunch break and have set aside their food to watch the PCs with interest. If the PCs approach the Sarista, the head of the party stands up and greets them cautiously, striking up some pleasant conversation.

Eleven Gruffan, 2nd Level

Description: Gruffan are small (3'+ long and 2'+ high), four-legged mammals with strips of shaggy gray and black hair and long rounded snouts. They are usually quite dirty and are infamous for their stench.

INT -8	PER 0
WIL 0	CHA -3
STR -1	DEX 0
CON +2	SPD +4

Hit Points: 7

Attacks	CR	Damage
Ram	+2	d4-1

Armor: Leathery skin, 1 point.

Special: Emanate a nauseating smell; everyone nearby must make a roll vs. CON or become slightly nauseated (-1 on all rolls until in fresh air for a few minutes).



Davin, Sarista Hunter, 10th Level**Languages:** Sarisa +10, Common Talislan +10.**Description:** Man, age 37, 5'10", 160 pounds. Olive complexion, green eyes, black hair tied back in a ponytail, neatly trimmed mustache. Wears bright forest-colored tunic and breeches, black cloth cloak, sky-blue headband, low soft boots of animal hide, short bow and quiver of twenty arrows and a dueling sword. Wears a look that is smug, almost mocking, but still friendly, on his face.

INT 0	PER +2
WIL +1	CHA +1
STR 0	DEX +4
CON 0	SPD 0

Hit Points: 30

Attacks	CR	Damage
Short bow	+14	d8
Dueling sword	+9	d8

Armor: Leather, 1 point.**Skills:** Secondary Combat +9, Hunter/Gatherer +12, Coerce +11, Interrogate +11, Tracking +12, Archery +14, Customs, Nomadic (Sarista) +3, Stalking +6, Oratory +5.**Special:** None.**Mirk, Tassie and Garan,
Sarista Hunters, 8th Level****Languages:** Sarisa +8, Common Talislan +8.**Description:** Men, ages 26–34, 5'–6', 80–180 pounds. Olive complexion, green eyes, black hair tied back in a ponytail, wearing neatly trimmed mustaches and beards. Wear bright forest-colored tunics and breeches, dark hide cloaks, cloth headbands, low soft boots of animal hide, short bows and quivers of twenty arrows each, and short swords.

INT 0	PER +2
WIL 0	CHA +1
STR 0	DEX +4
CON 0	SPD +1

Hit Points: 26

Attacks	CR	Damage
Short bow	+8	d8
Short sword	+8	d8

Armor: Leather, 1 point.**Skills:** Secondary Combat +8, Hunter/Gatherer +10, Pick Pockets +12, Waylay +12, Stalking +12, Tracking +10, Customs, Nomadic (Sarista) +3, Haggle +6, Barter +5.**Special:** None.

The hunters have been hunting an evasive exomorph for most of the day and carry a skin to prove their success. They recently heard from some passersby that there's rumored to be an ancient alquine tree in the area, which the hunters have been unable to find. If the PCs look perceptive enough, the hunters ask them to join in their search and may invite them to a game of Needle (see the section on "Hunting and Gathering" in Chapter Three: Sarista Life and Culture).

The hunters are willing to trade their furs for things such as metalwork and useful tools, which are harder to come by in Silvanus. They will reluctantly part with the exomorph skin but only for the hefty sum of one hundred g.l. (It would easily be worth about 110 g.l. outside of Silvanus.)

Sarista Family

A Sarista gypsy family is traveling south to Zanth to sell their goods. Their conveyance is a hard-topped wagon pulled by two graymanes. The father is Jaraco, an expert leather craftsman and jeweler (fourth level). His wife is Jade, a healer and herbalist (fourth level). Their only child is Terran, a lad of eleven. Though young, Terran is already a skilled con artist. If the PCs stop to trade or talk with the gypsies, they will find Terran

playing on the wagon. He fakes a fall near one of the players.

Terran pretends to have hurt his leg, hoping one of the PCs will help him up or carry him. If one of the players obliges, Terran will then attempt to pick the PC's pocket (Terran's Pick Pockets skill is at +4). He splits his findings with his parents. If Terran fails his Pick Pocket, he will tell the PCs that he was only trying to help his parents by getting some money so they could buy a third graymane. His parents will pretend to scold him and promise the PCs it will never happen again.

Sarista Mercantile Booth

This booth could be encountered nearly anywhere inside or outside of Silvanus, given the Sarista's widespread trade (see the "Trade" section in Chapter Three: Sarista Life and Culture).

The Sarista booth is a fairly large and elaborate affair that serves as a clearing-house for several Sarista merchants who bring wares down from Silvanus and Werewood. Passing merchants sell their goods, which the local merchants here then trade with other merchants or sell directly to customers.

Most of the items here are exotic, and the exact inventory changes regularly. The list below is just a starting point, and the GM should feel free to adjust the prices and availability of the goods to suit the adventure at hand:

The given prices represent the average amount the Sarista would expect to pay for such items. However, the Sarista being as they are, the price for foreigners is usually higher, depending upon how much the merchant supposes a potential customer can afford. Haggling is likely to lower the price considerably, for those who are skilled at it. The PCs should keep a careful eye on their pouches; they may get so carried away in their negotiation of prices that they don't notice the Sarista have already acquired their purses by other means!

When the characters first approach the booth they will be greeted by Sala, an attractive Sarista gypsy, who, though friendly enough, may have more of her mind on boys than on business. Judging the characters to be wealthy customers, she'll probably direct their attention to the crystal ball and the Rings of Talisandre.

Sarista Booth Inventory

Sarista crystal ball. 300 g.l. Foggy beryl, unenchanted but can be enchanted up to twelfth level. "A genuine magical crystal! See the future with your own eyes!" (GB p. 190)

"Rings of Talisandre." 200 g.l. A large elaborate set of silver hoops that spin, circle, and fold onto each other. The Sarista claim only one exists, but another is in fact hidden away in the booth.

Sarista love lockets. 150 g.l. "The true bond of love!" (GB p. 190)

Moon charts. 100 g.l. Fancy charts centered around seasons and seven moons fortune-telling. Mostly bogus, but there is a bit of truth to them if one is persistent.

Dream-catchers. 50 g.l. Elaborate tanglewood spider webs with quartz crystals dangling in the centers. Alleged to "capture" dreams before they escape.

Whitewood flutes. 4-8 g.l. Exquisitely carved into various shapes, such as dragons, flowers, and butterflies.

Necklaces and chains. 1-5 g.l. Beads, leaves, teeth, and other pendants in silver and gold.

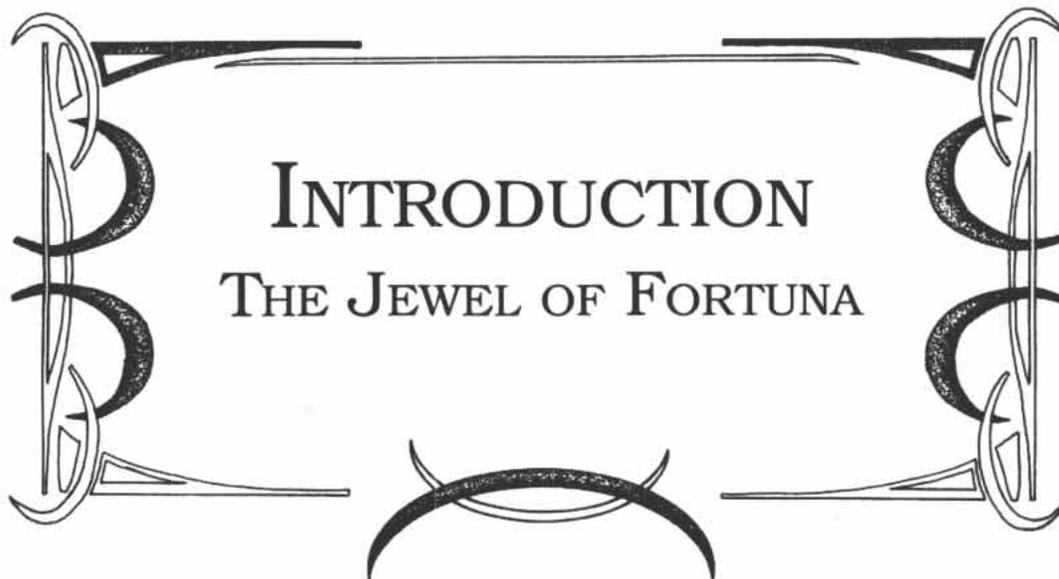
Earrings. 1-5 g.l. From simple stars to elaborate orbitals.

Tokens and Amulets. 1-5 g.l. Depicting symbols and scents such as the seven moons, the goddess Fortuna, flowers, Death (comical), and the like.

Gemstones. 2 g.l. Several crystals from the *Guidebook*, except for rubies and diamonds (GB p. 197).

Silks. 4 s.p. Sold in one-foot squares. Garish colors and designs. Also hung from ceiling of booth as decorations.





INTRODUCTION

THE JEWEL OF FORTUNA

"The Jewel of Fortuna" is an adventure designed for three to six characters of fifth to eighth level, preferably natives of the Seven Kingdoms. Designed for gamemasters who are familiar with the basic rules and themes of **Talislanta**, it begins in Cymril and is set mostly in Silvanus. Only this source module and the third edition *Talislanta Guidebook* are necessary to run this adventure.

Background: **The Erythrian Cabal**

"The Jewel of Fortuna" centers around a faction of Tanasian wizards from Silvanus and a Sarista clan allied with them. The faction is named the *Erythrian Cabal* after one of the great militaristic sky cities of the Archaens from long ago, and it is founded on the belief that the faction's rightful place is in the grand sky cities like the Archaens before them (GB p. 8). In addition to this wish, the faction believes in the military potential of sky cities and in reclaiming their power over the Seven Kingdoms.

The Erythrian Cabal was begun by several renegade Tanasians who had hijacked some Cymrilian windships over Durne. When their luck ran out, a number of them was captured, and the rest were chased all the way into Silvanus, where the Tanasians met the Blue Lotus clan.

The Blue Lotus clan was sympathetic towards the Erythrian Cabal's cause, a feeling provoked by a recent discovery: the clan had just uncovered an ancient tomb, possibly Archaen, near their campgrounds. Inside they discovered a cracked but serviceable Archaen enchanted crystal, which had been power sources for Archaen sky cities and were more advanced versions than those currently used by the Cymrilians. More importantly, they also discovered some partial documents having to do with the windship and sky city arcanology of the Archaens.

The clan took these discoveries and the arrival of the Tanasians as signs from Fortuna that their destiny, too, was in the skies of Archaeus. The Tanasians have played upon these beliefs of the Sarista, hiding their more sinister militaristic motives from them.

Over a period of almost two years, the Tanasians set up a laboratory complex around the Archaen tomb, spending a great deal of time researching the fragments of knowledge they recovered. Since the laboratory was completed, the Tanasians have been experimenting with the enchanted crystal. Lacking the basic knowledge of windship arcanology of the Cymrilians, the Cabal has set up a subfaction of Tanasians and Cymrilian sympathizers inside the Lyceum Arcanum itself. (This subfaction will be covered in the upcoming source module on the Lyceum Arcanum.)



When the adventure begins, the Tanasians are no longer the rash youngsters they once were and act with more caution, precision, and, most importantly, dedication. But they're still Tanasians and their motives have not changed; in fact, their desires have become all the more strong. With the help of the Lyceum Arcanum subfaction, they have been able to activate and use the Archaen crystal and know what knowledge and materials they will need to build a sky city, though they are still nowhere near achieving that goal. A few days ago, they stole a Cymrilian windship from the port in Zandrea, *Solnar's Pawn*, with which they intend to experiment. As a bonus, a Dracartan essence accumulator (GB p. 185) was on board. The Cabal has made several major advances in aerial arcanology, but they have also overlooked a few important things. (Chapter Four goes into greater detail about their progress.)

GMs' Information

Before beginning "The Jewel of Fortuna," it's a good idea to read the entire adventure, as the plot is designed to be open-ended in a way that will, hopefully, inspire GMs to employ their own creativity. On the other hand, you can also play "The Jewel of Fortuna" as a straightforward adventure by using the more direct leads given in the text and incorporating various NPCs and scenarios from the "Tidbits" chapter in the sourcebook section for added color. You will also find some quotations in "The Jewel of Fortuna" adventure that you can choose either to read verbatim or to paraphrase, as you wish.

Campaign Style

"The Jewel of Fortuna" is easily adaptable to any of the five campaign styles identified in the *Talislanta Guidebook*: mercenaries, epic saga, picaresque, explorers of the unknown, and mercantile. Add a little of your own imagination to the basic adventure presented here, and you'll create an engaging adventure to keep your unique group of players challenged and entertained.

Picaresque: The PCs get to travel to the distant, foreign, beautiful land of Silvanus and satisfy their curiosity about what the Sarista are really like.

Epic Saga: If the Tanasians are behind the windship theft, they should be stopped. Perhaps

they have something more insidious in mind than simple thievery....

Soldiers of Fortune: The PCs have been hired to complete a mission of investigation, one that will perhaps prove dangerous. In other words, business as usual with good pay.

Explorers of the Unknown: The PCs visit Silvanus for a romp among the Sarista. As for the Tanasians, what exactly are they up to? What kind of danger is Saranis referring to? Either way, it sounds like fun.

Mercantile: The Sarista are among the most challenging and rewarding merchants to work with. They are con artists, swindlers, and pick pockets, but if you know how to handle your purse, their craftsmanship is renowned throughout Talislanta. Are you up to the challenge?

Experience Points

You can award experience points to all players at the conclusion of each play session or at the end of each day of game time, according to your personal preference. Increments of five experience points are a good starting point, but you can encourage good roleplaying, active participation, and good problem-solving skills by rewarding players with extra experience points (one to three to start).

You might also award experience points to PCs who are successful in particular adventure subplots using the following table:

- Finding the Pharesian peddler, 1 point.
- Locating the Blue Lotus clan, 1 point.
- Gaining Mother's trust, 1 point.
- Destroying/stealing crucial parts of the Tanasians' research, 2 points.
- Preventing Teveron from escaping, 1 point.

Extra Characters

If there aren't many players present, or if you don't have the time to roll up characters for everyone, here are three characters that can be used as either player characters or non-player characters:

Venislandra, Cymrilian Warrior Mage, 6th Level

Languages: High Talislan +7, Archaen +7.

Description: Woman, age 24, 6'3", 160 pounds. Light green skin, slender build. Wears red cloak and purple garments of spangalor. Carries an Arcane long sword (twenty-second level), a dagger, leather and silver-bound spell book, and a pouch with mixed coins and gems (100 g.l. total). Venislandra is a brash and restless young woman who has traveled across all of the Seven Kingdoms, Aaman, and Zaran, serving as crew and pilot on Cymrilian windships. She could be useful to the PCs during the flight on the *Silvermoon*. In addition, Venislandra owns a small collection of curios she "picked up" from her travels, including one Aeriad bracer of levitation, an amberglass orb (a Trivarian playing piece, GB p. 229), a spike off of a Thrall garde, and a set of amber opticals (GB p. 198).

INT +1 PER 0
WIL +1 CHA 0
STR 0 DEX +1
CON 0 SPD +1

Hit Points: 22

Attacks	CR	Damage
Arcane Long sword	+4	2d10
Dagger	+4	d6

Armor: Spangalor, 2 points.

Field of Magic: Wizardry.

Spells per Day: 5

Spells	MR
Animate Object	+5
Arcane Aura	+4
Spellbind	+4

Skills: Secondary Combat +4, Secondary Magic +4, Pilot (windship) +6, Arcane Lore +7, Customs, Urban (Seven Kingdoms) +2, Swipe +2, Talislantan Cultures +2, Haggle +2.
Special: Temptation to investigate magical items or documents; roll vs. WIL to resist.

**Knii-ker, Blue Aeriad Scout, 5th Level**

Languages: Common Talislan +4.

Description: Boy, age 15, 5'9", 105 pounds. Iridescent blue plumage, vestigial wings, distant look. Knii-ker is an energetic, proud, and rebellious youth, who is quick in combat and calm and firmly set in conversation. He possesses a lot of experience in the raw wilderness. Knii-ker loves gliding and despises the idea of devolution of the Aeriad.

INT -1 PER +2
WIL 0 CHA 0
STR 0 DEX +4
CON -1 SPD +2

Hit Points: 19

Attacks	CR	Damage
2 Crescent Knives	+8	d4
Tri-bow	+11	d8

Armor: Aeriad light body plate, 2 points.

Skills: Secondary Combat +7, Archery +10, Scout +8, Weaponer +10, Customs, Urban (Vardune and Cymril) +0, Hunting +4, Tracking +4, Set/Detect Traps +5/+3.

Special: Gliding (up to twenty-five yards, weather permitting).



Beni Wahalli, Gnomekin Warrior, 7th Level

Languages: Common Talislan +7, High Talislan +1.

Description: Man, age 21, 3'2", 83 pounds. Nut-brown skin, soft black mane, large green eyes, childlike features, walks with a light step, burn mark on back of left hand from childhood accident. Carries a crystalblade, dagger, sling with twenty stones, two vials of stenchroot, two vials of orange fungus, amber opticals, 65 g.l. in various coins, and cooking gear. Beni is friendly, open, and optimistic, and he never uses first person pronouns. He has developed his skills to deal effectively with other people without fighting and is becoming an accomplished artist and cook.

INT 0 PER 0
 WIL 0 CHA +1
 STR +2 DEX +4
 CON +5 SPD 0

Hit Points: 34

Attacks	CR	Damage
Crystalblade	+14	d8+2
Sling w/ 20 stones	+11	d6
Dagger	+11	d6+2

Armor: Black iron shield, -2 to hit.

Skills: Primary Combat +11, Artificer (black iron) +7, Customs, Urban (Cymril and Durne) +1, Haggle +3, Barter +2, Swim +1, Art (mosaics) +4, Cook +2.

Special: Night vision; natural climbing ability.



Adventure Summary

Chapter 1: Beginning in Cymril, the player characters are summoned by the Cymrilian noblewoman Saranis and hired to investigate the theft of a Cymrilian windship from the port of Zandrea and subsequent sightings of Tanasians in Silvanus. The PCs are given passage on a windship bound for Zandrea, where they begin their investigations. The flight is for the most part uneventful. The PCs may discover that the windship was stolen with a large amount of morphius powder and may find that one of the guards, a mute Zandir, is missing. Soon enough the PCs are off to Silvanus.

Chapter 2: After crossing the creepy Necros River border, the PCs find themselves deep in Silvanus. This chapter covers several directions of investigations and some encounters. The PCs may be discovered by the Blue Lotus clan members so that the clan will be ready for them. The PCs may track down the Pharesian peddler who sold the morphius powder to the Blue Lotus clan members, and they may find Evernis, the escaped Zandir guard.

Chapter 3: Soon, the PCs are drawn to the campgrounds of the Blue Lotus clan. Through long investigations and several encounters, Mother and the Tanasians decide whether the PCs are their friends or enemies. If the Tanasians' treachery is revealed, Mother will side with the PCs against the Tanasians. The PCs may end up captured and on trial as well.

Chapter 4: The PCs may observe, sneak into, and make a mess of the Tanasian complex, or they may end up being overwhelmed and captured. Teveron, one of the adepts, attempts to flee on *Solnar's Pawn* with the crystal and some important documents. He attempts to use the crystal, which malfunctions, and the ship may crash while the PCs are in mortal combat with a hoard of Tanasian wizards.

CHAPTER ONE

THE MISSION

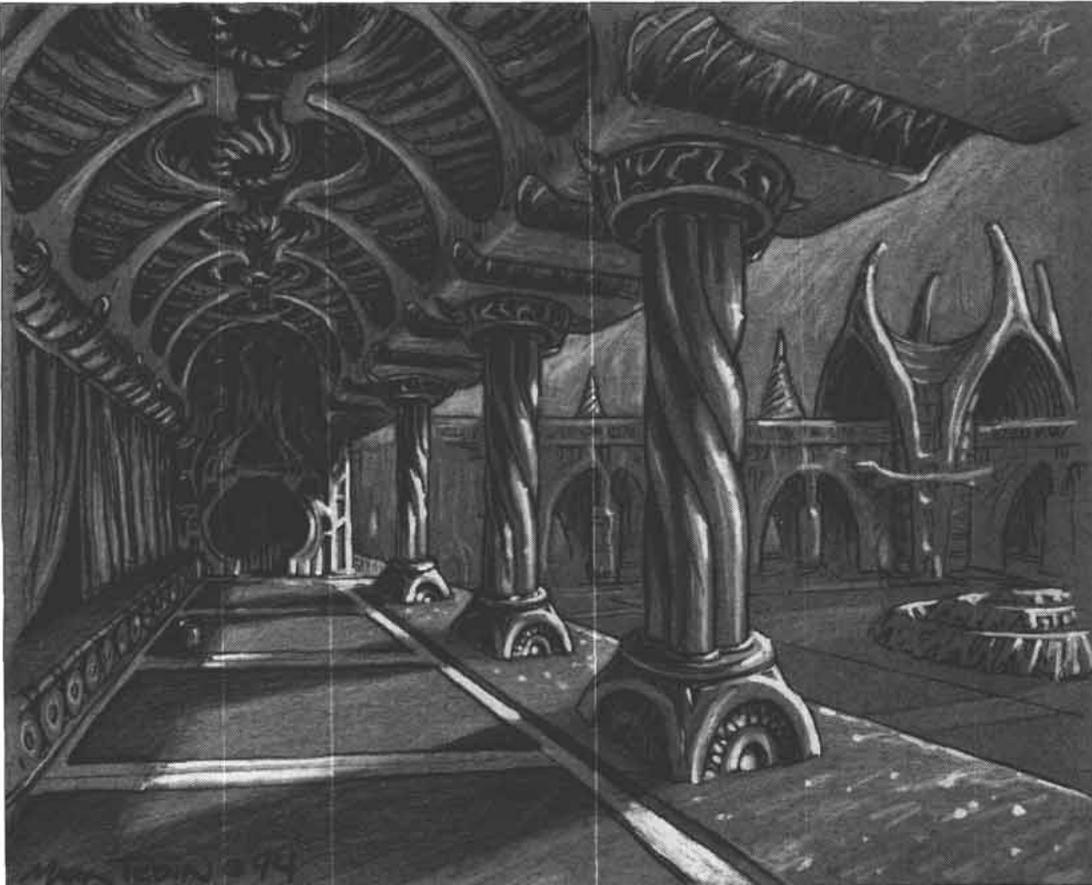
The adventure begins in the city of Cymril when a young Cymrilian messenger boy approaches the player characters, either as a group or individually. The PCs are each given a note telling them that they are expected to be present at the home of "Saranis" for dinner in order to discuss a request for their services. The note also gives directions to Saranis's home, which the PCs discover is an elegant Cymrilian mansion. Unless

the PCs are deeply involved with the upper-class or politics of Cymril, they won't have a clue who Saranis is. If they ask the messenger about their mysterious invitations, he simply says **"Everything will be explained to you when you get there."**

At the door the PCs are greeted by a humble and rather placid butler, who asks their names and

directs them to the dining room, saying **"Your host will soon be with you."**

The butler shuffles away, closing and locking all the doors behind him, much to the bafflement of the PCs, who are forced to wait several minutes. Their host finally arrives as soon as the PCs get really bored or in the middle of a conversation, if one starts.



Saranis, Cymrilian Magician, 15th Level

Languages: High Talislan +18, Archaen +18.

Description: Woman, 6'2", 127 pounds. Light green skin, long yellow hair, narrow face and eyes, slender build, regal manner. Wears high-collared slender red spinifax robe, red iron earrings (1 g.l. each), and a short golden necklace (45 g.l.). Never lets go of her enchanted staff (+3 damage) with Invisibility (second level, ten times per day). Saranis is a diplomat at heart and is a bit paranoid, distrusting nearly all non-Cymrilians, most especially Tanasians.

INT +3 PER -1
 WIL 0 CHA +1
 STR 0 DEX -1
 CON 0 SPD -1

Hit Points: 40

Attacks	CR	Damage
Staff	+3	(d10)-1 d8+3

Armor: Magically enchanted robes, 3 points.

Field(s) of Magic: Enchantment, Wizardry.

Spells per Day: 19

Spells	MR	Effect
Invisibility (staff)	+2	Caster turns invisible for two rounds
Arcane Bolt	+18	Does d4 damage/level
Arcane Aura	+18	Stops d4 damage/level

Skills: Primary Magic +18, Arcane Lore +18, Customs, Urban (Cymril) +7, Oratory +6, Diplomacy +5, Aristocrat +4, Litigator +4, Interrogator +5.

Special: Tempted to investigate magical items or documents; roll vs. WIL to resist.



An attractive and regal Cymrilian noblewoman walks into the room, and, while Cymrilian servants prepare and serve dinner, she introduces herself as Saranis, an advisor in foreign affairs to the Council of the Kings. Saranis is kind and gracious to Cymrilians and to natives of the Seven Kingdoms in general, but she eyes foreigners with distrust and generally ignores everything they say. You can read or paraphrase her request as follows:

"Because of a lack of resources and for security reasons, I have been asked to request the services of outsiders for a particularly delicate mission. Your reputation precedes you, and you," she quickly glances over each character, *"have been chosen for a mission that could be of the greatest importance. This mission involves travel and investigative work and may be dangerous. Will you do it?"*

Saranis waits for positive answers, dismissing anyone who makes indicates that he or she doesn't want a part in the mission, and then continues:

"The information I am about to tell you is confidential, and these words should not leave this room. Now, some weeks ago, merchants spotted several Tanasians traveling through Silvanus; three days ago, a Cymrilian windship named Solnar's Pawn was stolen from the docks in Zandrea. It belongs to a Cymrilian merchant named Dernus." She looks over the PCs again. *"You're probably wondering how these things are related."*

Saranis sets a piece of fresh parchment on the table, and the PCs see that on it is drawn a crude sketching of a winged serpent wrapped around a giant arrow.



"This sketch was made by a Cymrilian merchant in Silvanus, who saw this symbol painted on a pendant the Tanasian was wearing. We checked the archives and found that this is the crest of a faction of Tanasian rebels, which was believed until now to be defunct, who called themselves the "Erythrian Cabal." Two years ago the Erythrian Cabal hijacked a small fleet of windships and windskiffs over Durne and were caught and imprisoned. A few of them later escaped, and it looks as though the Tanasians are up to no good again."

"My request is that you travel to Zandrea and into Silvanus to investigate the Tanasian activities and either report the information or put a stop to them. Your passage via windship will be provided, of course. Will you help us?"

Sooner or later the PCs are likely to bring up the subject of payment or rewards:

"Of course." A flicker of a smile. ***"For the investigation you will each be rewarded five hundred gold lumens. If you put a stop to the Tanasians, you will each receive an additional one thousand gold lumens. In addition, you will be given one thousand gold lumens now with which to grease the palms of the Sarista, who are notorious thieves and swindlers."*** A look of contempt passes over Saranis's face.

Although Saranis isn't being totally truthful to the PCs, they are not yet aware of this. As an advisor to the Council of Kings, she plays but a minor role in the government and is generally overlooked because of her rebelliousness and excessive paranoia. She knows that the Council would never investigate the Tanasians based on the sketchy evidence she has obtained, so her mission is not sanctioned by the Council. She may have obtained the PCs' names from someone who dealt with them in the past, perhaps Abn Qua if the PCs have been through "The Magical Fair" or "The Scent of the Beast" adventures. If the PCs shut down the Tanasians' operations, Saranis intends to take all of the credit in order to improve her position in the Council.

There's also a reward that Saranis hasn't mentioned: five thousand gold lumens offered by the owners of *Solnar's Pawn* for its safe return. She intends to claim this for herself and, if asked, she will deny she has heard of any reward for the ship.

Assuming the PCs accept, Saranis gives them the details of the trip to Zandrea by windship, gives them a copy of the Erythrian Cabal sketching, reminds them that the meeting is secret, and bids them farewell and good luck before politely kicking them out. If the PCs try to locate Dernus for questioning they will find that he is "away on business."

The Flight of the Silvermoon

The player characters are instructed to show up at one of the windship docks in Cymril early in the morning in order to board their windship, the *Silvermoon*. The crew expects the *Silvermoon* to arrive at Zanth late that night and at Zandrea the next day.

The *Silvermoon* is a standard Cymrilian windship designed exclusively for carrying passengers and cargo. The hull is painted in flashy blues and greens with silver stripes, and a symbol of Talisandre, Talislanta's silver moon, is painted on either side of the forward hull. The single main sail sports the huge silver seal of Cymril and the Seven Kingdoms. The PCs are shown to their quarters (two per room), which aren't roomy but are comfortable and brightly decorated. Throughout the flight they will be offered complimentary meals of various common but enjoyable Cymrilian delicacies.



The *Silvermoon* is operated by a crew of eight Cymrilian warrior mages and piloted by a Cymrilian captain named Lavendir. The crew is happy with their work and pay, though they aren't terribly friendly to the passengers, as they've met a lot of bad apples and generally mistrust anyone with whom they aren't well acquainted. The other passengers keep to their rooms and their own business for the most of the trip.

Entering Vardune

The *Silvermoon* takes off early in the morning, flying over the sweeping hills of Cymril that then give way to the dense forests of Vardune. Shortly after crossing the border of Vardune, the *Silvermoon* slows down to a crawl and dips lower. As it does so, it is greeted by a patrol of Aeriad who are obviously wearing bracers of levitation. The patrol consists of seven Aeriad, one of whom always hovers a long ways back, well outside of range of missile weapons and most spells. This Aeriad is simply a spotter, who will immediately signal for help should any trouble arise.

If that should occur, five of the other Aeriad will circle above the ship, and one will approach the ship directly, yelling for the ship to come to a complete stop. The captain of the *Silvermoon* will comply, and, providing the player characters don't do anything to antagonize the Aeriad, the head of the patrol will check the ship's cargo, license, and navigational log, which the captain has readily available. The patrol will then allow the ship to proceed.

Approaching nightfall, the *Silvermoon* crosses the border into the northern edge of Aaman, and at about midnight it crosses the Great Barrier Wall between Aamahd (GB p.22) and Zanth, landing finally in Zanth. After some time loading and unloading passengers and cargo in the docks of Zanth, the *Silvermoon* takes off once more, flying over the lands of Zandu and arriving at Zandrea by midday the following day.

Zandrea

Before the player characters are allowed to leave the *Silvermoon*, they must pass through customs.



In Zandu, the following items are considered illegal and are not allowed to be brought into the land:

- Jewelry, books, paintings, etc. that prominently display an eye because of the association with the "all-seeing eye of Aa" (GB p.187).
- Any Aamanian religious works.
- Texts that purport to explain the universe, especially any that claim to answer one of the questions posed in Zandir holy work, *The Great Mysteries* (GB p. 23). Some overly zealous guards have even been known to confiscate books on etiquette and the like.

Because of a huge increase in trade with the Sarista during the last few years, Zandrea has grown from a simple border outpost to a major trade center and is still growing. Though much of the city is based upon mercantilism, the Zandir have made it a full-fledged city, one which is influenced heavily by its Sarista neighbors. Zandrea is full of opportunities, merchants, and entertainment. Though the PCs may walk away broke, they'll walk away happy. It is also here that the PCs will begin their investigations.

The Zandir people are known for their lack of inhibition, as opposed to their stuffer neighbors, the Aamanians. They are fond of music, dance, and all manner of stimulating pastimes. They dress at least as flamboyantly as the Sarista, and they make quite a dogma of their attempts to be different and unique, to stand out in a crowd. If it weren't for their single-minded Paradoxist beliefs and level of civilization, the Zandir would have much in common with the Sarista, but the two cultures remain very different.

Investigations in Zandrea

There are several different approaches the PCs could take in investigating the Tanasians and the stolen windship, but simply exploring Zandu and asking questions is the simplest of these. Thieving talents such as Bribe and Coerce aren't necessary and might even get the PCs in trouble. The Zandir tell their truth (from

their point of view), and most are glad to help. Another good, but futile, method would be to show around the Erythrian Cabal symbol and see if any of the Zandir recognize it. Practically no one in Zandrea has seen a Tanasian, and some confess they couldn't tell a Tanasian from a Cymrilian. Furthermore, no one here would recognize the Erythrian Cabal symbol. On the other hand, the PCs could get some valuable leads from investigating the theft of *Solnar's Pawn*.

The best place for the player characters to start is at the Zandrea windship docks. The dockmaster tried to keep the news of the theft of *Solnar's Pawn* quiet, but the word still got out. Each hour the PCs spend questioning random people around the docks, they have a 20% chance (four or less on a d20) of finding someone who has heard the rumors:

"The stolen windship? Oh, yes, yes. I've heard about that: one day it's there, and the next, poof! Vanished into thin air, with the guards found sleeping in a nearby shed. The Cymrilian merchant who owned the ship was hopping mad about the whole thing too, shouting up a storm for most the day."





If pressed for information, a Zandir at the docks will refer the characters to Zelnir, the dockmaster who was in charge of the ship.

Zelnir is one of the three dockmasters responsible for the Zandrea windship docks. He's a stocky Zandir charlatan with a pale face and short hair who wears baggy blue and red clothes. Zelnir is fed up with his job of drab paperwork, legalities, and complaints. He longs to live the wild life in the more extravagant areas of Zandrea, but, unfortunately, he is a workaholic, and work must always come first for him. It is for these reasons that he appears impatient when the PCs come poking around asking about the stolen windship, which was supposed to have remained a secret:

"The Pawn? Who told you—oh, never mind. What about it?" Assuming the PCs ask about how it was stolen, he replies **"As I see it, those ineffectual guards who were assigned to that ship overnight were sleeping on the job and were overtaken by a bunch of hoodlums, plain and simple. I've got that Cymrilian merchant, Dernus, on my back, holding me responsible for the loss of his ship; that cost us a pretty fortune or two. On top of which, we had to reimburse him for a Dracartan essence accumulator. Have you any idea how much those things cost?!"** Zelnir stops for a moment to calm himself. **"More than likely it was one of those Sarista looking for a quick buck; they're probably the ones who lifted Solnar's Pawn. It was spotted heading north, you know. And if it wasn't stolen by the Sarista, it will be. It will be."**

Zelnir, who is tired of hearing about this theft, isn't likely to answer any more questions, but he will refer the PCs to the guards to get them off his back, **"Although they'll probably lie through their teeth to save their own hides."**

The guards who were on duty when *Solnar's Pawn* was stolen refuse to talk to the PCs, but the other guards at the docks are more than willing to fill them in on everything that happened that night:

"It was an expert job all right. Late at night the Pawn, while under light guard, was engulfed by what the guards thought was a cloud of mist, but which turned out to be a huge cloud of morphius powder. What could bring about such a cloud I'm not sure. Maybe magic. Anyway, most of the guards were knocked out by the cloud, and those who

weren't were quickly overtaken by a group of frightening figures clad completely in black. The guards were knocked out, bound and gagged, and locked in a storage building. One of the guards, Evernis, is still missing. We're all a bit worried about him; he's a young lad, new here, and, well, he's mute." If the PCs ask about Evernis, you can read the description of him that appears under the Evernis encounter in Chapter Two: Into Silvanus.

If the PCs ask about the possible involvement of the Sarista in the theft of *Solnar's Pawn*, the guards answer: **"The Sarista? Doubt it. See, the Sarista will swindle you, pick your pockets, and play games with you, but they won't steal your windship—no, they just don't do that sort of thing."**

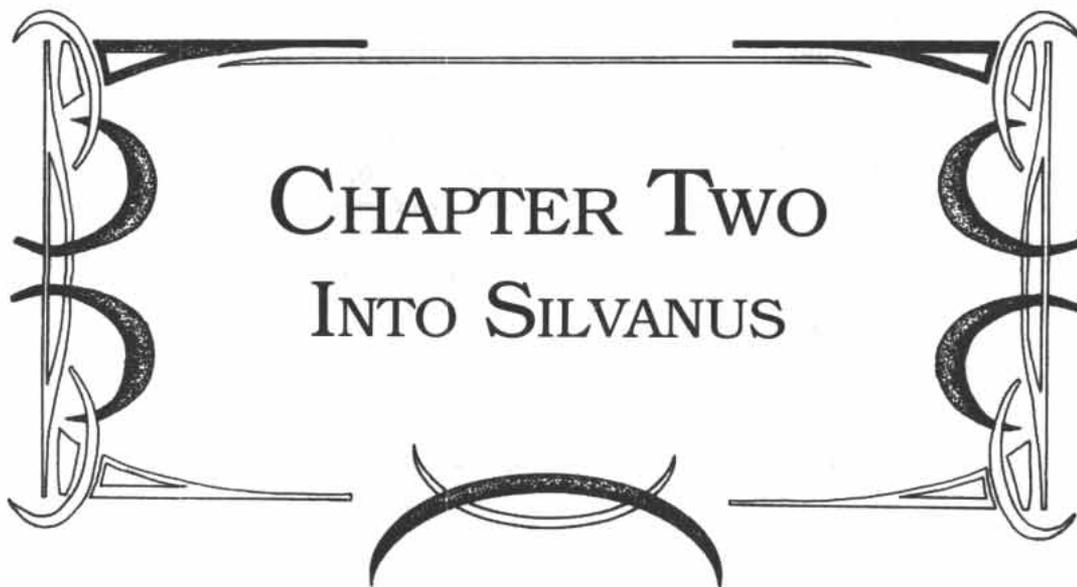
There isn't much information available outside the docks. No Tanasians of note have been spotted recently, and news of the windship hasn't spread far outside the docks. However, if the PCs think to ask some local merchants about the selling of morphius powder, they will soon discover that a Pharesian peddler specializing in morphius powder passed through Zandrea only a week ago on his way north to Silvanus.

Leaving for Silvanus

One way or another, the player characters will need to head for Silvanus. They may wish to hire a guide, for which Darius (see Sourcebook Chapter Four: Tidbits) would fit nicely. Darius's fee is thirty g.l. per day for his services, although he will accept twenty g.l. if the PCs beat his Haggling roll.

Ahead of them, the PCs face a forty-five mile trek to the Necros River, the border between Zandu and Silvanus. That's twenty hours on foot or eight hours by equus. If the PCs are willing to part with the money, they might want to purchase mounts, graymanes being the most readily available (three hundred g.l. or more).

Near Zandrea, the party will see lots of traffic, most of which is Zandir patrols, caravans making the long trek to or from Silvanus, or farmers venturing to Zandrea to trade grains for supplies. The further the PCs travel from Zandrea, the fewer farmers and patrols they will see on the roads. As the party approaches the border, the density of Zandir patrols picks up again, as security at the border is becoming increasingly necessary. Sooner or later, the PCs will arrive at the Zandu-Silvanus border: the Necros River.



CHAPTER TWO

INTO SILVANUS

The Necros River

At border between Zandu and Silvanus is a cluster of several wooden buildings built around the large concrete bridge that spans the Necros River. The PCs will quickly notice the ominous atmosphere at the river's edge and get a hint of the vile smell of the black waters nearby, behind the buildings and the forest.

The security for those leaving Zandu is less strenuous than for those entering the land. The Zandir authorities (swordsmen and swordswomen) look the characters over, but as long as none of them are wanted by the law, they'll be allowed to pass, probably without even coming to a complete stop. However, on the Silvanus end of the bridge, the PCs notice that there is a large line of people awaiting entry to Zandu.

Across the border, in Silvanus, there are no patrols or authorities. Silvanus has no central government or organized military, and anyone may enter freely.

Exploring Silvanus

At this point the adventure becomes more open-ended, and the imaginative GM can shape the adventure in any number of interesting ways. In Silvanus, the player characters can go just about anywhere and do most anything they wish. Sooner or later, whether by luck, bribe, or following the clues, the PCs will come upon the campgrounds of the Blue Lotus clan, located some-

where in northern Silvanus (the GM can pick the exact location).

Meanwhile the PCs should be encouraged to wander about Silvanus, looking for Tanasians and *Solnar's Pawn*, although they are likely to get ripped off and pickpocketed by cunning Sarista while they do so. Take time to introduce the land and people of Silvanus to the PCs using the information you gained from the sourcebook section. This would also be a perfect time to include some of the NPCs and encounters from Sourcebook Chapter Four: Tidbits.

The remainder of this chapter details the clues, leads, and methods of investigation that can be employed in Silvanus. Also described are some interesting rumors circulating Silvanus, some mundane and some interesting, but none particularly helpful. Use these to spice up the PCs' adventures and to challenge their decision-making abilities. Finally, some optional encounters and twists for a change of pace are suggested.

Investigations in Silvanus

The player characters are looking for the Tanasians who stole *Solnar's Pawn*, and at the end of their search, they'll arrive at the Blue Lotus clan's campgrounds, whether or not they have learned of the connection between *Solnar's Pawn* and the Tanasians. Uncovering the clues along the way to locating the clan can be as effortless or as challenging as you choose. You can divert the PCs' attention by giving them misleading clues and directions that lead to dead



ends, or the PCs could accidentally stumble upon the clan. It all depends on the GM's ability to expand the notes on investigations that follow and on his or her decision to use or ignore the rumors and encounters suggested later in this chapter.

Not every single NPC that the PCs approach will have any pertinent information, and some of them may not even know the date, an ignorance which is especially prevalent in Silvanus since the Sarista clans each have a different calendar (see the section on "Holidays" in Sourcebook Chapter Three: Sarista Life and Culture). The PCs should spend an engaging length of time in Silvanus exploring each Sarista campground, getting to know its inhabitants, asking questions, following leads to other clans, and then repeating this process with the new clan. You may choose to have the PCs play out this process of exploration thoroughly, or, for simplicity, you can follow these simple rules:

Each time the PCs question NPCs, they must either use a roll for a specific skill such as Interrogate or Bribe, or they must make a roll vs. CHA on d10. Modify the roll as you see fit to accommodate the nature of the particular PC involved, the skill he or she is using (see the table below), and the number of other people the PC has already asked. If the PCs have still learned nothing after asking ten NPCs or so, they can assume that no one in the clan has the answer to their question. Feel free to use or adapt the table given below in place of the Action Table found in the third edition *Talisanta Guidebook*, depending on the nature of the PCs' question:

Aristocrat: This skill has no influence over the Sarista, but it may bring some giggles and chuckles from them. Roll vs. CHA on d10 instead, +1 for entertainment value.

Bribe: This skill is notably more effective, though, for reasons explained in the sourcebook section, it is unwise to show off one's wealth around the Sarista. Add an appropriate bonus to the amount (+1 to +5), or perhaps a penalty if the PCs are cheapskates.

Coerce: The player characters may get their information, but the Sarista guards will be sure to keep an eye on them for now on.

Con: This is an effective skill if the PCs can out-con the Sarista (no easy task). Con rolls are resisted actions, so subtract the Sarista's CHA or

Con skill from the roll. If the Sarista's Con skill is unknown, use +5 for simplicity. If the PCs have been already trying to pry the information out of this Sarista, and the Sarista has been responding cautiously, the roll is an opposed action: Roll Con (or d10 + CHA) for both the PCs and the Sarista. If the PCs fail, or if the Sarista's roll is equal to or higher than the PCs', the attempt fails.

Espionage: Same as Con, above.

Fashion: Due to the PCs' keen fashion sense, the level of this skill (or +1, whichever is higher) serves as a bonus to checks such as CHA, Con, Espionage, and Seduce.

Interrogate: Same as Con, but with a -2 penalty.

Natural Telepath: This serves as a +1 bonus to the check, since the PCs can tell whether the Sarista is lying or not, though this skill may not help the PCs.

Seduce: This skill is effective with the Sarista if the PCs can out-Seduce them. Use the same process as Con above, replacing Con with Seduce.

Torture: This is certainly an effective tactic but one which is looked upon with hatred by the Sarista. The PCs who use this skill may end up with angry Sarista guards on their tail.

The Tanasians

- 1-3** **Mishap:** The Blue Lotus clan hears that the PCs are asking questions.
- 4-17** **Failure:** The Sarista haven't seen any Tanasians.
- 18-20** **Partial Success.** The Sarista haven't seen any Tanasians but have seen the figures clad in black.
- 21+** **Success:** The Sarista have seen Tanasians clad in black.

Few Sarista other than Blue Lotus clan have seen any Tanasians in Silvanus for a long time, though a few have spotted the suspicious figures clad in black sneaking about the woods of Silvanus. If the PCs follow these clues, the GM may direct them to a dead end, to the location of the Blue Lotus clan, or to the encounter with the Pharesian peddler. The choice belongs to the GM.

Note that if the PCs ask too many questions about Tanasians and aren't discreet enough about it, the Blue Lotus clan, whose members are scattered throughout Silvanus, is likely to hear



about the PCs' interrogations and warn their Tanasian cohorts. Perhaps the unfortunate PCs will even end up asking indiscreet questions of some of the close-mouthed Blue Lotus clan members themselves!

The Erythrian Cabal

- 1-4 Critical Failure:** The Blue Lotus clan hears that the PCs have been asking questions about them.
- 5+ Failure:** No one recognizes the Cabal name or symbol.

No one, except Blue Lotus clan members, recognizes the name of the Erythrian Cabal or its symbol, and the Tanasians definitely hear about the PCs.

Solnar's Pawn

- 1-10 Failure:** No information is given to the PCs.
- 11-15 Partial Success:** The Sarista have heard rumors that a windship flew over a few days ago.
- 16+ Success:** The Sarista have seen a Cymrilian windship heading northward.

This information is much more commonplace and not as useful. Several Sarista have spotted a Cymrilian windship flying northward, but it is difficult for the PCs to follow its trail since many of the Sarista clans have moved since they spotted it. The Blue Lotus clan members who are abroad do not know yet that the Erythrian Cabal has stolen a windship and, when they hear of them, will think nothing of the PCs' inquiries.

Morphius Powder/Pharesian Peddler

- 1-14 Failure:** The Sarista haven't heard of any Pharesian peddlers or morphius powder sellers.
- 15+ Success:** The Sarista have heard of the peddler and point the PCs in a direction (which may or may not be the right one).

If the PCs ask enough merchants about a Pharesian peddler or about sellers of morphius powder, they will learn that recently a Pharesian peddler specializing in morphius powder has been noticed around Silvanus. He is believed to have since passed through, as none of the Sarista has

seen him in several days. Following the Sarista's directions, the PCs are able to locate the peddler either in the next campgrounds or not far along the trail (see "The Pharesian Peddler" encounter below). The Tanasians forgot to cover their tracks in this matter when they were preparing to steal the *Pawn*.

The Blue Lotus Clan

- 1-5 Failure:** No information.
- 6-10 Partial Success:** The Sarista seem to have heard about the clan but don't know where it is.
- 11+ Success:** The Sarista know all about the clan and point the characters towards it.

After asking enough of the right questions, the PCs will finally link the Tanasians with the Blue Lotus clan. Practically every Sarista knows about the clan, but few are able to point the PCs in the right direction, as the Sarista's nomadic nature gives them a notoriously poor sense of direction. The PCs eventually do find the clan, and it is at that point that the next chapter begins.

The PCs are able to learn some interesting bits of information (with a price tag of anywhere from ten to forty g.l.) about the Blue Lotus clan, which most Sarista, particularly merchants, are familiar with. Flip a coin for each of the following pieces of information to see if the PCs hear it. (Heads means they do learn the information.):

- The clan's specialization is the cutting and mounting of rare gems.
- The clan does most of its trade abroad instead of at its campgrounds.
- The clan moves remarkably little, returning time after time to the same campgrounds.
- The clan members have been observed to be acting strangely the last couple years. In particular, it is noted that they have been extraordinarily reclusive for a race as gregarious as the Sarista.
- The clan has lately exhibited an inexplicable dislike for natives of the Seven Kingdoms.

If the PCs interrogate a Blue Lotus clan member, they will find out where the clan is and may also be able to learn something about the Erythrian Cabal. But bear in mind that the Sarista may get to the clan before the PCs do, giving the Blue Lotus clan warning of the PCs' approach. See Chapter Three: The Blue Lotus Clan for more details about the clan itself.



Rumors

Below are some rumors with which you can divert the PCs. A few “red herrings” add length and color to the adventure, but it’s best to use them in moderation. Don’t get carried away or your players may get discouraged before completing their mission.

- A Sarista hunter swears that he saw Fortuna strolling gaily through the woods and dancing with the trees. The other Sarista humor him, but most disregard his claim. A few believers, however, have been investigating his claim out of their own curiosity. (What may be uncovered is that the hunter unwittingly drank large amounts of euphorica, which was dumped into the pond that he was bathing in.)
- A troupe of Cymrilian magicians is traveling throughout southern Silvanus, claiming to be studying the Sarista’s witchcraft practices. (This red herring is designed to misdirect the PCs, who may mistake the Cymrilians for Tanasians in disguise.)
- There have been several sightings of spirits walking among the woods. Some say the spirits are the ghosts of unhappy Zandir merchants who were cheated by the Sarista in life. (In truth, these are Tanasian wizards, scouring the land for common materials, in the guise of Windform spells.)
- Among the members of the clan that the PCs are visiting, there are reports of an outbreak of strange and disturbing dreams. The dreams almost always feature frightening reptilian humanoids with webbed hands and feet. The Sarista believe that an enemy of Fortuna is living among them and act suspiciously towards outsiders. (A number of the clan members have been Bewitched by members of a rival clan.)
- The *vampir* (pronounced: vam-peer) of an Archaen is said to be wandering the land, preparing to exact its revenge on whoever desecrated his tomb. (The vampir, which comes from Sarista mythology, is an evil spirit that has nothing to do with classic vampire legends.) The tomb has in fact been desecrated, but the vampir, being mythological, is false.

Encounters

With all this investigation and asking of questions, the players are probably itching by now for some action or at least for a change of pace or scenery. Below are some additional encounters that are central to the adventure, and the encounters in the “Tidbits” chapter of the sourcebook can be used for local color. The following encounters can be set almost anywhere and in practically any order, though the author prefers the order in which they are suggested:

Evernis

Evernis, the mute guard who was reported missing from the windship docks in Zandrea, was captured by the Tanasians. From a building near the *Pawn*, Evernis had seen the Tanasians’ faces and witnessed the entire theft of *Solnar’s Pawn*. Although he was eventually discovered and taken prisoner because he had seen too much, he still feels guilty about not trying harder to help his comrades. Evernis was taken by a Tanasian scouting group on the ground so he couldn’t cause trouble on the windship. By an amazing stroke of luck, the Tanasians were set upon by a herd of omnivrax, providing Evernis with a distraction to aid his escape. One of the Tanasians





spotted and followed him, and Evernis defeated him in combat, though not without sustaining some injuries. Now he has been wandering about Silvanus, attempting in vain to communicate with the Sarista, with his clothes in rags and his wounds badly in need of tending. It is this condition that the PCs stumble upon him, resting or hiding in a crude shelter beside a wooded trail.

If Evernis overcomes his initial fear and the player characters seem trustworthy, Evernis will try to tell them what has happened. Theatrical GMs should feel free to play this endeavor out to the fullest, refraining from speaking while faking sign language with charade-like gestures and so forth. If it becomes clear after a reasonable length of time that the PCs can't understand Evernis, he'll grab the nearest piece of paper and writing utensil (or request it, charadelike, from the PCs) and explain everything in writing.

Evernis tells the PCs his tale and confirms that the windship thieves were definitely Tanasian wizards, who he is certain he could recognize on sight. The Tanasians, dressed in full, black, hooded robes, gathered near the *Pawn*, poured the powdered contents of a large jar onto the ground, and began to cast some spells. As the wizards stood back, the powder floated up into the air and circled around in a funnel, forming a

large cloud that looked like a dark fog. The cloud floated towards the windship until it engulfed it completely, paused for a second, and then dispersed into thin air, at which point the Tanasians ran deftly across the field and boarded the *Pawn*. Evernis heard a few muted sounds of fighting and the distant crackling of magic spells, but before long all was silent. Evernis was standing out in the open eyeing the *Pawn* with fear, when he was spotted by the small group of Tanasian scouts who had stayed behind. The chase was short, and the Tanasians soon had Evernis bound and blindfolded.

Evernis briefly recounts his escape and his doings since that time, and he will make it apparent that he feels terribly guilty about not attempting to warn or rescue the other guards. He doesn't wish to return to Zandrea, at least not yet. If the PCs say it's too dangerous for him to remain here in Silvanus, Evernis will fake understanding and pretend to leave but will follow the PCs and attempt to help them later. This attempt may result in still more trouble for both Evernis and the PCs.

The Pharesian Peddler

When the PCs finally encounter the Pharesian peddler, Fardane, he's in a bazaar in the middle of



Evernis, Zandir Swordsman, 2nd Level

Languages: Common Talislan +2 (written only), Sign +4.

Description: Boy, age 17, 5'6", 120 pounds. Topaz skin, dirty black hair, wide green eyes, desperate expression, many small cuts and bruises. Wearing torn blue vest and tattered black breeches. Carries large stick that he uses both for walking and as a crude club, a flask of water, and a loaf of bread (stolen). Usually friendly and "talkative" but in shock and mistrustful of others right now.

INT 0	PER +1
WIL -1	CHA 0
STR 0	DEX +2
CON 0	SPD 0

Hit Points: 14 (7)

Attacks	CR	Damage
Club, crude	(d10)+2	d6

Armor: None.

Skills: Secondary Combat +3, Swordsmanship +4, Mounted Combat +4, Customs, Urban (Zandu) +1, Guard +2.

Special: None.

**Fardane, Pharesian Peddler, 6th Level****Languages:** Common Talislan +9, Archaen +9.**Description:** Man, age 43, 6'0", 127 pounds. Face dyed black and white, hair dyed light purple, slender build, aquiline nose, hidden sneer. Wears patchwork green, red, and gray cloak. Carries pouch (forty-seven g.l., ten gold pentacles, and two two-carat emeralds) around his neck under his robes, and a pouch with one dose (eight drams) of smoke powder in case of emergencies. Fardane appears charismatic and friendly as a peddler, but in truth he is cold, uncaring and stubborn.

INT +3	PER +2
WIL +2	CHA +1
STR 0	DEX 0
CON -1	SPD 0

Hit Points: 19

Attacks	CR	Damage
(Unarmed)	(d10)	1

Armor: None.**Field(s) of Magic:** Wizardry.**Spells per Day:** 7

Spells	MR	Effect
Analyze	+7	Determine magical properties of an item
Enchanted Item		properties of an item
Aura of enchantment	+6	Temporary +1

Skills: Secondary Magic +6, Merchant +7, Appraise Treasure +7, Concoct Elixirs/Concoct Medicinal Mixtures/Concoct Powders (alchemy) +9, Customs, Urban (Cymril, Aaman, and Zandu), Customs, Nomadic (Sarista) +4, Con +2, Gambling +4, Haggle +3, Barter +2.**Special:** Temptation to investigate magic items or documents; roll vs. WIL to resist.

a Sarista campground selling a variety of colorful (but completely useless) elixirs, as well as enhancement, sparkle, and, of course, morphius powders. At the moment he is haggling with a small group of Sarista who are, as usual, attempting to find a way to avoid paying for their desired purchases.

Fardane doesn't intend to be very helpful to the PCs. If the PCs ask Fardane whether he sold a large amount of morphius powder to some Tanasians, he claims he hasn't seen any Tanasians, but he did sell a half jar of morphius powder to a group of Sarista day before last. He claims, **"I don't trust those Sarista as far as I could Dwindle them,"** but neither is he anxious to go around giving free information to pesky foreigners. Magic spells, Coerce, Interrogate, and Bribe may help the players. For Bribe, he will accept fifty g.l. on a partial success, forty g.l. on a success, and thirty g.l. on a critical success.

If the PCs can get him to admit it, Fardane will reveal that several Blue Lotus clan members

came to him about a week ago and purchased an enormous amount of morphius powder, enough to fill up half a small jar. They paid with a bag of diamonds, which is not unusual since the Blue Lotus clan specializes in rare gems and jewelry. Fardane did not ask questions, and the clan members ran off in a hurry. If the PCs ask about the Blue Lotus clan, Fardane can tell them only what every Sarista knows: he doesn't know the clan's present whereabouts.

Fardane hasn't realized this yet, but the diamonds he received are just glass imitations that have had delicate illusions and enchantments put on them to make them look exactly like real diamonds to the untrained eye. Fardane, whose eyesight is not what it once was, was so taken with the gems' beauty that he neglected to check them for deceptive magic. When he discovers the Sarista's treachery he will become extremely angry (see the "Fardane's Revenge" encounter in Chapter Four: The Tanasian Camp).

Misleading Letter

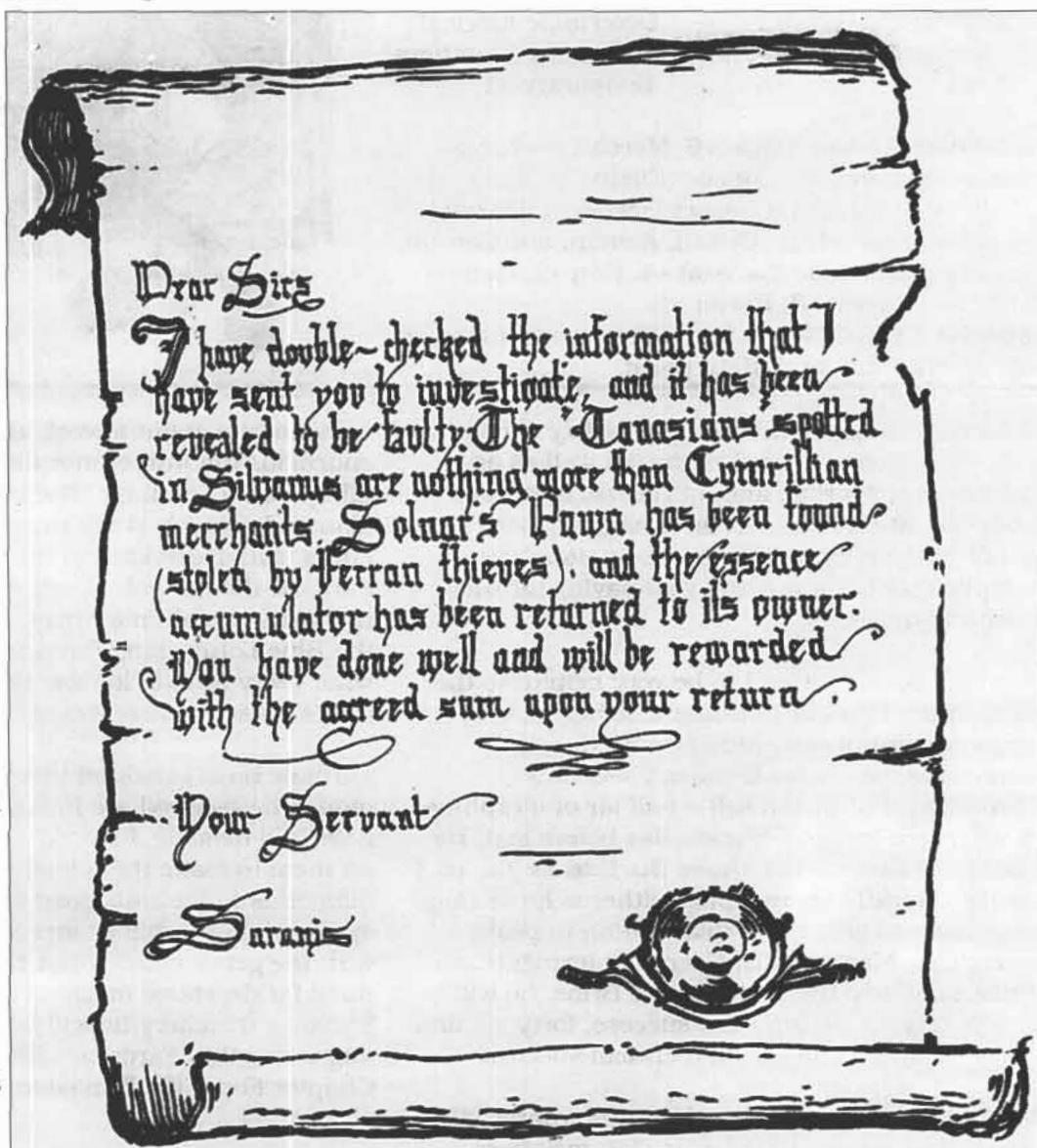
This is an encounter you can use if the Tanasians begin to hear reports about the PCs asking too many questions and want to get the PCs off their trail for a while.

A Sarista boy approaches the PCs and tells them, with the placidly straight face typical of Sarista who want something, that he has a letter for the PCs from Cymril. If the PCs ask to see the letter, the boy casually holds out his hand and smiles, expecting at least five g.l. for his services. He will run off with the letter in hand if he is not satisfied (the boy has an Elude skill of +5). Once paid, the PCs will discover that the letter is addressed from Saranis and is written in Cymrilian handwriting. The letter is a fake, and if any of the PCs studies the handwriting by making a PER check, success will indicate that the handwriting is different than that used in the notes they received at the beginning of the adventure. The PCs should also notice that the letter does not sound like Saranis's tone at all.

If the PCs return with this letter, Saranis will be angry that the PCs were fooled so easily and will take them off the job in disgust. If the PCs bring back reliable accounts or solid evidence about the true nature of the theft of *Solnar's Pawn*, Saranis will present this to the Council of Kings, who will assign royal recruits to investigate. Saranis will then be given the respect she has always wanted, and the PCs will each receive their promised five hundred g.l. reward. The PCs can always choose

to return to Silvanus and attempt to stop the Tanasians themselves, although once the royal recruits have been enlisted, the additional one thousand g.l. reward is no longer applicable.

If the lack of financial incentive does not deter the PCs from returning to Silvanus to stop the Tanasians, and you want to add more twists, the PCs could run into and, perhaps, have a conflict with the royal recruits. The recruits may be actually Cymrilian wizards from the Lyceum Arcanum who are allied with the Erythrian Cabal, and who intend to steer investigations away from the truth. Perhaps they wish to preoccupy the Council with a fake Sub-Men (GB p. 9) threat in the Wilderlands of Zaran or shift the focus of the investigations from Tanasians in Silvanus to Arimites in Zandu. The possibilities are endless.



CHAPTER THREE

THE BLUE LOTUS CLAN

The Legend of Jalas Kein

The Blue Lotus clan was formed approximately three hundred years ago by Jalas Kein, a wandering Sarista jeweler who, as legend has it, had blue sapphires for eyes. The sapphires were said to be able to charm any woman who met their gaze. After traveling the countryside for a few years, Jalas Kein soon had over fifty wives, all of whom traveled with him, gave birth to his children, and helped him form the clan. He taught his wives the craft of cutting gems, molding silver and gold, and mounting of gems in necklaces, bracelets, and earrings. Jalas claimed that Fortuna had personally taught the craft to him, while detractors claim that he learned the skills abroad in places like Faradun and Hadjistan.

Regardless of where he learned the craft, none deny that Jalas Kein learned it well, and his wives passed the knowledge to their children and grandchildren by word of mouth.

Legend has it that Jalas disappeared mysteriously late in his life. One year, during the festival of Solava La, a strange woman came to the camp—a woman of intense beauty and grace, with eyes that sparkled like the amber moon. This woman wooed Jalas just as he had wooed so many women before and danced with him all through the night. For hours and hours they danced, long after everyone else had gone to bed. In the morning, his wives discovered that Jalas and the mysterious woman were gone, and they were never seen again.

To this day the Sarista sometimes claim to see Jalas Kein and the woman of unearthly beauty dancing in the enchanted woods of Silvanus. Some even claim the mysterious woman was none other than Fortuna herself.





A typical Sarista clan in many ways, the Blue Lotus Clan is unique in its spiritual attitudes. The restrictions and beliefs stemming from their allegiance with the Erythrian Cabal restrain the clan members in many ways and make them more reclusive than most Sarista, but they still enjoy a good party.

The clan's specialization is the cutting and mounting of rare gems and jewelry, which would be a rich and prosperous trade if their business was not restricted by the Tanasians' presence. The clan moves several times a year but always returns to their home campgrounds near the Tanasian camp. This relatively stationary lifestyle is no longer as uncomfortable to the clan members as it once was; by now they have heard so many of the Tanasians' stories that they have become dissatisfied with their land-bound existence and long to soar the skies as the Tanasians have promised.

Since the Tanasians arrived two years ago, agreements were signed and adjustments were made. The Blue Lotus clan does most of its business outside the campgrounds and is generally closed-mouthed about it. The Tanasians do not want to attract too many people into the area because the interference of a single Sarista peasant could bring their operation to a grinding halt. The Tanasians have taught the Sarista to be distrustful of outsiders, though the clan members are still warm towards one another. They have developed a deep respect for the sky and all it symbolizes to them: freedom, spirit, and the goddess Fortuna. Their campground has become more and more sparse as they push back the treetops so that they can gaze out at the stars and moons of Archaeus.

Another of the Tanasians' effects that has rubbed off on the Sarista is their prejudice against natives of the Seven Kingdoms, Cymrilians in particular. Natives of the Seven Kingdoms are viewed with even more distrust and hatred than the Sub-Men and are generally avoided.

The Sarista's attitudes towards the Tanasians are mostly favorable but still ambivalent. Some of the more fanatical Sarista believe that Fortuna sent the Tanasians to them to help them join Fortuna in the skies. The Tanasians reward this fanaticism by making the most loyal of these Sarista special members of the Erythrian Cabal, but they have little real power. Their presence is more a token gesture than a true reward. Other Sarista, though they are interested in the prospect of

taking to the skies, are unsure about the Tanasians, who obviously do not honor traditional Sarista ideals. These Sarista keep their discontentment to themselves, as they fear the wrath of the Tanasians. This is not difficult since Sarista are good at keeping secrets.

The clan's organization is traditional, with a council of seven elders. One of these elders is heavily involved with the Tanasians, fanatically believing that they were sent by Fortuna. The Sarista affectionately refer to her as "Mother," though her true name is Vanera. A Dhuna witchwoman raised as a Sarista, Mother is the spiritual leader of the Blue Lotus clan. When she reached her eighteenth birthday and stood before the council, she asked to return to Werewood. During her time there she became a witchwoman of legendary proportion, finally returning to the Blue Lotus clan with her wisdom. Mother is the major representative of the clan at the Tanasians' meetings, and though as a Sarista she cannot be a true member of the Cabal, she has helped the Tanasians' research considerably, providing invaluable advice in different theories and approaches.

Though Mother is heavily involved with the Tanasians, she does not follow them blindly and is by no means ignorant nor lacking intelligence. She is an extremely wise woman who holds strong beliefs, beliefs that the Tanasians have catered to and manipulated. If she discovers the true motives of the Tanasians, she will feel outraged and betrayed, and she would then become a great ally to the player characters.

Vanera was born into an abusive Dhuna family and liberated at a young age by Sarista gypsies of the Blue Lotus clan, who raised her until she was eighteen. At that time, the Sarista revealed her past to her and gave her the choice to stay with them or return home. With the Sarista's help, Vanera returned home to Werewood where she learned the traditional Dhuna ways of the witchwomen, advancing through all seven covens, which are represented by the seven moon symbols woven into her frock. In Werewood she also learned the way of the shaman, a practice that is rare but not totally unheard of among the Dhuna. When her Dhuna husband died several years ago (she still wears his love-token, a gold ring), she decided to return to Silvanus to live out the rest of her life with the Sarista. Among the Sarista she has come to be revered and is considered the spiritual leader of the Blue Lotus clan.

**Mother (Vanera)****Dhuna Witchwoman, 20th Level**

Languages: High Talislan +20, Sarisa +5, Elder +12.

Description: Woman, age 57, 5'4", 100 pounds. Olive skin, long black hair (graying), entrancing features and form, wizened look, pleasant smile. Wears a long, dusty gray cloak, soft animal-hide boots, and an ornately carved gold ring on her left hand. Uses a fancy Kasmiran blade-staff as a walking stick (though she can use it as a weapon if needed). The staff is also WeirDED at fifth level. Although Mother isn't as active as she used to be, she keeps herself busy, maintaining a positive outlook and handling emergencies with a cool head. She has become spiritually devout and attributes nearly everything to the influences of the spirits working together with Fortuna.

INT +2	PER 0
WIL +1	CHA +4
STR 0	DEX +2
CON 0	SPD -1

Hit Points: 50

Attacks	CR	Damage
Blade-staff, Kasmiran	+4	d10

Armor: Enchanted garments, 2 points.

Field(s) of Magic: Witchcraft (Secondary), Shamanism (Rudimentary).

Spells per Day: 18

Spells	MR	Effect
Eldritch Aura	+17	Stops d4 points/level
Healing	+17	Heals 1 point/level
Rejuvenescence	+17	Restores vitality
Altered State	+4	See hidden things
Chant	+4	Instill spiritual strength
Commune with Spirits	+5	Speak with spiritforms



Skills: Secondary Magic (Witchcraft) +17, Rudimentary Magic (Shamanism) +3, Rudimentary Combat +3, Staff +4, Concoct Elixirs (alchemy) +22, Healer +22, Tracking +21, Set/Detect Snares +23, Seduce +24, Customs, Tribal (Sarista and Dhuna) +4, Pick Pockets +3, Dance +4, Song +5, Hide +3.

Special: Can capture a man's heart with a single kiss; victims must roll versus WIL-20 to resist.

Another one of Mother's reasons for trusting the Tanasians is that their crude outlook on life resembles that of Mother's bodyguard and dear friend, Caris. Though Caris seems harsh and warlike, Mother knows those defenses protect from a deeper side of her character that really cares.

Born a Danuvian but raised as a Sarista, Caris exhibits an unlikely blend of the two cultures. For most of her adult life she has attempted to reconcile her life as a Danuvian woman with her essentially Saristan beliefs.

Caris moves with remarkable grace, remaining nearly silent even in armor, a quiet figure of warning hovering near her patron. She has come to believe that violence brings the disfavor of

Fortuna and so is slow to anger, though she can move with deadly efficiency once she is committed.

During her years as a mercenary, her acrobatic grace helped Caris acquire the moniker of "Dancer," a name which, aside from being descriptive, grants Caris the anonymity she craves after an inauspicious departure from the Danuvian military. After a career marked by great achievements but faltering tenacity, the name has also come to represent her frequent changes of employer and wandering lifestyle. Although her abilities have kept her employed, the Dancer's legendary ill fortune have made warriors across much of the continent wary of her. Caris has long believed herself cursed with the Lady's disfavor, an opinion born out by the number of disasters associated with her name.

Caris**Danuvian Swordswoman, 14th Level**

Languages: Sarisa +15, Common Talisman +15.

Description: Woman, age 36, 6'4", 160 pounds. Bronze skin, green eyes, strong features, black hair braided and pulled back in the fashion of a Sarista male. On guard, her face and arms are marked with red and black slashes. Wears black iron corset and bracers, chain mail suit, bandoleer across chest, hip-high leather boots, shoulder pouch. Carries long sword or a halberd, poignard, gold earrings (50 g.l.), golden torc (100 g.l.), and an Arimite luckstone.

INT +1 PER 0
WIL 0 CHA +1
STR +3 DEX +3
CON 0 SPD +2

Hit Points: 38

Attacks	CR	Damage
Long sword	+14	d10+3
or Halberd	+12	d12+3
Poignard	+11	d6+3

Armor: Enchanted chain mail +2, five points.

Skills: Secondary Combat +11, Long sword +14, Halberd +12, Legerdemain +17, Acrobatics +17, Dance (Rulenska) +17, Evade +17, Lockpicking +17, Pick Pockets +17, Hide +15, Stealth +17, Customs, Nomadic (Sarista), Haggle +2, Swim +4, Mounted Combat (Equs) +8, Command +5, Customs, Urban (Danuvia) +2.

Special: None.



Returning again to the west after nearly fifteen years, Caris is finally enjoying some measure of peace and is at last allowing herself to hope that she has once more entered the favorable presence of the Beautiful Lady of Chance. At thirty-six, with almost half her life spent as a soldier, she appears strong but no longer young, the scars on her limbs telling of countless battlegrounds, the darkness in those green eyes telling of too many friends who will never return from them.

Arrival at the Blue Lotus Campgrounds

When the player characters arrive in the campgrounds, the Sarista's behavior depends on whether the PCs are expected or not. If the PCs' arrival is not expected, they will be treated as every small group of foreigners is treated, that is, with cautious politeness. Unlike their experience with other clans, when the PCs approach the Blue

Lotus clan campgrounds they are not immediately surrounded by Sarista offering them goods and picking their pockets, though they will encounter some of this later. In general, the Sarista are gracious to the PCs, and some may wave a greeting, but they aren't nearly as friendly as the other Sarista the PCs have encountered.

Instead of simply announcing "The Sarista are acting rather odd, not at all like the Sarista you have met so far," try role-playing this out, letting the players figure it out for themselves through the specific actions and behaviors of the NPCs. If the players just don't get the message, make a PER roll for each of them per day, a partial or full success indicating that the PCs realize the Sarista are acting more shy and reclusive than normal. A critical success indicates that the PCs also realize that the campgrounds seem well-used, perhaps over-used, and that some permanent wooden buildings have been erected.



If the PCs' arrival is expected, meaning that the PCs are under suspicion or have already been branded as enemies, the PCs are immediately greeted by Thardel, a Sarista gypsy and member of the Erythrian Cabal.

Thardel, Sarista Gypsy, 7th Level

Languages: Sarisa +8, Common Talislan +8

Description: Man, age 27, 5'11", 150 pounds. Olive complexion, green eyes, black hair ties into two tassels over his shoulders, neatly trimmed mustache, friendly appearance. Wear baggy sky-blue velvet tunic, gray cloth breeches, high hide boots, several bracelets of various metals and designs (total 43 g.l.). Carries a dagger concealed beneath his tunic.

INT +1	PER -1
WIL -1	CHA +4
STR 0	DEX +4
CON 0	SPD 0

Hit Points: 24

Attacks	CR	Damage
Dagger	+8	d6

Armor: None.

Field(s) of Magic: Witchcraft.

Spells per Day: 9

Spells	MR	Effect
Jinx	+3	Summons mischievous spiritform
Eldritch Aura	+3	Stops 4 points/level

Skills: Secondary Combat +8, Rudimentary Magic +2, Legerdemain +11, Acting +15, Oratory +11, Con+13, Hide +8, Lip-Reading +6, Stealth +11, Tailing +8, Customs, Nomadic (Sarista) +2, Guard +11, Hunter/Gatherer +6.

Special: None.

Thardel cheerfully approaches the PCs, introduces himself, asks the PCs' names and business, and welcomes them to the campgrounds of the Blue Lotus clan. Thardel's friendliness is insincere, and he has really been assigned to accommodate, keep an eye on, and learn as much as possible about the PCs. Although Thardel mistrusts the PCs, he is one of the best actors in the clan. Unless the PCs chase him off or the clan confirms that the PCs are enemies, Thardel will keep up this role throughout their stay in the camp, acting as their friend and guide. Every day that the PCs spend with Thardel make an Acting roll for Thardel. If the PCs don't totally trust Thardel, this is a resisted action (subtract the best PER score among the PCs from the roll). If the PCs are actively trying to determine if Thardel is deceiving them, it is an opposed action (com-

pare Thardel's roll with the best of the PCs' PER rolls).

If the player characters plan to spend more than one day in camp, they'll need somewhere to set up. If they ask around about sleeping arrangements, they are pointed in the direction of the large public tent. The tent may be empty, or you may wish to include some foreign merchants residing there for variety. Merchants would likely be from all over Talislanta, especially from Zandu, though given the Blue Lotus clan's aforementioned racism, none is likely to be from the Seven Kingdoms. Thardel may join them occasionally during the night.

For Every Action...

When the PCs first arrive at the campgrounds and it becomes clear to the clan members that they are not everyday visitors, they will be regarded with a mixture of curiosity and distrust. The Tanasians of course are unlikely to trust them at all, but the Sarista, notably Mother, want to find out how the PCs stand with regard to their cause.

While Thardel shows the PCs around and exchanges stories with them, he notes every unfavorable action they take or question they ask, and reports them later to the Tanasians. Meanwhile, Mother is also closely investigating the PCs herself, focusing on what favorable moves they make. In the "Investigations and Encounters" section below, some actions are listed that will affect how the Sarista judge the PCs. Depending on the PCs' individual actions, they may be regarded as friends or as enemies, but it is likely that the Tanasians and Sarista will become split on the issue, with the Erythrian Cabal and its loyal Sarista on one side and Mother and her loyal Sarista on the other side. Because of this, keep close track of what the PCs do and how they act at the Blue Lotus campgrounds, as it will have a major effect in the future of the adventure.

Combat

It's possible that throughout the PCs' investigations and encounters here fighting will break out (see "The Capture" encounter below). The melee will probably cause no mortal wounds (see the "Subdue" section, GB p. 49) and primarily serves the purpose of rounding up and imprisoning the PCs for "The Trial" (below). Other excuses for capturing the PCs may be employed by the



Tanasians, and GMs may use their own ingenuity in this regard. On this page and the next are some generic statistics for Sarista guards and Tanasian wizards for such combat situations.

Sarista Guards, 5th Level

Languages: Sarisa +5, Common Talislan +5.

Description: Men and women, ages 22-31, 5'6", 80-180 pounds. Olive complexions, green eyes, black hair, some men with neatly trimmed beards and mustaches. Wear animal hide cloaks, sashes, headbands, colorful garments, high boots of soft animal hide. Carry pouches (thieves' tools), dueling swords, and clubs. They usually wear leather when on duty.

INT 0	PER +1
WIL +1	CHA 0
STR +1	DEX +3
CON +1	SPD 0

Hit Points: 20

Attacks	CR	Damage
Dueling sword*	+8	d8+1
Club	+6	d8+1

*Extra parry or only a -3 penalty for multiple attacks.

Armor: Leather, 1 point.

Skills: Secondary Combat +6, Swordsmanship +8, Interrogate +5, Stealth +8, Waylay +8, Stealth +8, Interrogate +5.

Special: None.

Investigations

The players, if they're committed to the mission, should probably have mixed notions about it, some of which follow: The PCs are looking for a group of renegade Tanasians who are members of the Erythrian Cabal. These Tanasians stole a windship, in a theft identical to the one they committed years ago, but what are they now doing in Silvanus of all places? Saranis seemed rather biased against the Tanasians, although there is no conclusive evidence that their goals are anything but honorable; is this a wild goose chase? And what do the Sarista of the Blue Lotus clan have to do with all this anyway? Are they helping the Tanasians? Why? Some of the Sarista are friendly, some act suspiciously, and some ask far too many questions. What does the Blue Lotus clan have against natives of the Seven Kingdoms? Who is this Thardel guy anyway, and why does he seem so friendly, perhaps too friendly?

The player characters should be encouraged to ask some questions and even do a bit of snoop-

Tanasian Wizards, 5th Level**Languages:** Common Talislan +7.**Description:** Men, ages 28–35, 6'–6'4", 140–160 pounds. Light green hair and skin, plain features, narrow build, small chest tattoos of a winged serpent wrapped around an arrow. Wear high-collared cloaks and robes of green fustian and gauntlets. Carry leather-bound spell books and staves.

INT +2	PER 0
WIL +2	CHA 0
STR 0	DEX 0
CON 0	SPD 0

Hit Points: 20

Attacks	CR	Damage
Staff	(d10)	d8

Armor: Spangalor garments, 2 points.**Field(s) of Magic:** Wizardry, Aeromancy.**Spells per Day:** 8

Spells	MR	Effect
Spellbind	+7	Paralyzes target.
Invisibility	+7	Invisible for 1rd/ level.
Windwalk	+7	Enables cast to walk on air.

Skills: Primary Magic +7, Arcane Lore +7.**Special:** Temptation to investigate magical items and documents; roll vs. WIL to resist.

ing around. Asking questions, whether through bribery, interrogation, or whatever, is going to result in shut mouths and suspicious looks. The Sarista will be glad to share with the PCs their stories, legends, and culture, but will remain steadfastly secretive when it comes to talk of Tanasians, windships, and cabals. If the PCs aren't already under suspicion, they are after asking the latter sorts of questions. If the PCs are aggressive or violent in their questioning, the Tanasians and Mother note this as a negative action in their respective tallies. If they are kind, Mother considers their behavior a plus.

During their investigations, casual conversations, and eavesdropping in the Blue Lotus campgrounds, the PCs may hear mention of a well-respected clanswoman named "Mother." If the player characters ask about Mother politely, the Sarista will reveal that she is one of the elders and considered the clan's spiritual leader. If they are polite enough in asking to see her, the Sarista, though remaining cautious, will agree to introduce them to Mother. (See the "Council with Mother" encounter below.)

Elemental Divination and Commune with Spirits spells will give conflicting messages that the characters are unable to make sense out of. The





only person who has a chance of comprehending the ambiguous messages and uncovering the truth is Mother. If Mother simply performs a Commune with Spirits ritual, she will realize the Tanasians' ulterior motives and will offer to help the PCs capture them. (See "The Truth Reveals All" section below for more details.)

Snooping (Hide, Stealth, Tailing, Stalking, Crystalomantic, and Scrying) may reveal the curious fact that there are two Sarista hunters who travel back and forth every night from Mother's tent to the Tanasians' camp, thereby revealing Mother's tent's location to the PCs. However, if the PCs are discovered, strike one against them on both the Tanasians' and Mother's tallies. Whether PCs are viewed as friends or foes, the Tanasians will eventually decide that it's too dangerous to leave the PCs loose, and they will be tried. (See "The Capture and The Trial" encounters below.)

Encounters

The following selection of encounters will decide the fate of the Tanasians, the Sarista, and the player characters. They are listed in order of escalation, with minor encounters (those having minimal effects on the plot) first and cataclysmic plot-twisting events toward the end.

Night Chills

Throughout their stay, a few of the PCs begin to experience nightmares on a regular basis, though the nightmares themselves are hazy and hard to remember upon waking, sometimes forgotten altogether. These nightmares are the result of Bewitch spells (GB p. 163) cast by a pair of Sarista gypsies. The Sarista must obtain an object that belongs to the PC in order to cast Bewitch, and the nightmares are meant merely to scare off or immobilize the characters. The Sarista would not go so far as to try to kill the PCs.

Other similar spells that may be used on the characters are Jinx and Malediction (GB p. 164).

Under the Stars

One day, one of the better-looking male PCs in the party is approached by a Sarista girl named Liria (if all the PCs are female, use Rastur from the "Tidbits" chapter of the sourcebook instead). Liria assertively invites him to meet "in the west-

ern clearing" that night. No matter what the PC says, she says, "**Great, it's a date then!**" winks at him, and hurries off.

There is, of course, more to Liria than one might suppose at first glance. She was asked by Mother to take one of the PCs out at night to look at the stars and get to know him. Liria, who is adventurous by nature, was more than happy to take up the task.

If the PC walks westward through the woods that night for a little while, he will discover, sure enough, a large clearing there, where Liria lies in the grass, looking up at the stars. If he brings friends with him, Liria won't act as enraptured with the PC and will ask that they be left alone.

Liria gazes up at the stars for most of the evening, attempting to strike up casual conversation about how beautiful the sky is, what it would be like to fly or live in the sky, and so forth. She eventually ends up talking about what little she knows about the Archaens in their grand sky cities and how she wishes that she could live in such a place. She is being truthful throughout the whole encounter and is trying to find out how the PC feels about living in the skies. Both Liria and the PC fall asleep (assisted by magic, if necessary), and when Liria wakes the PC up at sunrise, she tells him she must return to her daily chores and that she will keep in touch. If the nature of the initial encounter seems to warrant it, you could "embellish" the encounter or even make Liria a recurring character in order that the relationship between her and the PC can continue. Regardless, the encounter holds great importance to Mother, and even the Tanasians might be more favorable towards the PCs if they hear of it.

The Rescue

At nighttime, or at some time when the PCs are in a relatively private place, they hear a high-pitched shriek from the woods nearby. A little Sarista boy of six has been cornered into a copse of trees by an exomorph who is ready to spring. If the PCs do not act quickly, the child may die. The exomorph appears to be starving and its attention may be distracted from the boy if it is offered food, though more likely the exomorph will end up combating the PCs instead of the boy.

As soon as the exomorph is killed or chased off, four Sarista guards arrive on the scene and protect the child, looking warily at the PCs. When

Liria, Sarista Gypsy, 4th Level

Languages: Sarisa +5, Common Talislan +5.
Description: Woman, age 21, 5'9", 110 pounds. Clean olive complexion, wide green eyes, long black hair over shoulder, far-away look. Wears a colorful green tunic, long red and purple skirt, two copper bracelets and two rings (1 g.l. each). Liria is a dreamer and explorer who loves the thrill of visiting new places and having new experiences.

INT +1 PER 0
 WIL 0 CHA +4
 STR -1 DEX +3
 CON 0 SPD 0

Hit Points: 18

Armor: None.

Field(s) of Magic: Witchcraft.

Spells per Day: 3

Spells	MR	Effect
Passion	+2	Instills ardor or lust.

Skills: Secondary Combat +5, Rudimentary Magic +2, Legerdemain +7, Acting +8, Song +8, Seduce +9, Pick Pockets +7, Stealth +7, Streetwise +5, Swipe +7, Customs, Nomadic (Sarista) +2, Ride (equus) +4, Hagggle +6, Herb Lore +2.

Special: None.



the child is calm enough to explain what happened, the guards apologize for their suspiciousness and thank the PCs. Score one for Mother if the PCs attempt the rescue.

Exomorph, 6th Level

Description: A fierce quadrupedal predator 7' long, with lizardlike skin, a heavily muscled torso, and great, gnashing fangs.

INT -7 PER +4
 WIL 0 CHA 0
 STR +5 DEX +3
 CON 0 SPD +4

Hit Points: 41

Attacks	CR	Damage
Bite	+10	d8+5
Claws	+10	d12+5

Armor: Hide and muscle, 1 point.

Skills: Stealth +11, Tracking by scent +11.

Special: Alter color of hide at will (roll versus PER at -5 to detect).

A Friend Among Enemies

Though most of the Tanasians share a common point of view, not all of them do, and this encounter illustrates that point. Again when the PCs are somewhere private, they are approached by an unarmed Tanasian who identifies himself as Portan. If the PCs attack him before Portan has had a chance to explain himself, he runs off into the woods and flees deep into Silvanus, never returning to the campgrounds. If, however, the PCs give him a moment to speak, he does so: ***“Do not fear. I’m alone, unarmed, and am not here to fight. I am here to help you—I, too, am an enemy of the Erythrian Cabal.”*** Portan, if given the chance, will give the PCs an account of the Cabal’s real purpose and explain that he disagrees with the Tanasians’ desired abuse of power. He believes that the misuse of such power is what brought about The Great Disaster, and the Cabal has the potential to bring about another if the Tanasians are not stopped. This is all true.



Portan, Tanasian Wizard, 7th Level

Languages: Common Talislan +9.

Description: Man, age 31, 6'1", 143 pounds. Light green hair and skin, plain features, narrow build, tired expression, small chest tattoo of a winged serpent wrapped around an arrow. Wears full-length gray cloak, green tunic, cloth breeches, and gauntlets. Carries a staff and an Arimite luckstone.

INT +2	PER +1
WIL +2	CHA 0
STR 0	DEX 0
CON 0	SPD -1

Hit Points: 24

Attacks	CR	Damage
Staff	(d10)	d8

Armor: None.

Field(s) of Magic: Wizardry, Astromancy.

Spells per Day: 10

Spells	MR	Effect
Moon Sign	+9	Variable (see GB p. 135)

Skills: Primary Magic +9, Arcane Lore +9, Customs, Urban (Zandu) +3, Customs, Nomadic (Sarista) +3, Wilderness Survival +9, Guard +7.

Special: Temptation to investigate magical items and written works; roll vs. WIL to resist.

After two years with the Cabal, Portan has decided that he does not support in the Cabal's goals and, in fact, strongly opposes them. This encounter essentially hands solutions over to the PCs on a silver platter. They have Portan's account of the Cabal's treachery with which to convince Mother and her followers to oppose the Cabal, plus integral information from Portan concerning the Tanasian camp and operations. If you decide that using this encounter is being too easy on the players, you can arrange for the Tanasians to assassinate Portan. But the PCs' arguments and the evidence of Portan's body will still convince Mother to Commune with Spirits, and this encounter will eventually still lead to "The Truth Destroys All" section below.

Council With Mother

If the PCs have shown enough benevolent qualities, Mother will wish to talk to them eventually. When that time comes, she sends a messenger, perhaps removing Liria from her encounter under the stars, to the PCs. The messenger tells the PCs that they have been invited to Mother's council to have a discussion that is long overdue.

The characters are taken directly to Mother's tent, where only Mother and her bodyguard, Caris, are present. Mother dismisses the messenger and introduces herself and Caris. Once the formalities are over with, she motions the PCs to have a seat, since this may be a long night.

Mother begins by kindly asking some simple, though rather direct, questions: **"What is the real reason that you are here among the Blue Lotus clan? Are you not looking for a group of Tanasians under the name of 'The Erythrian Cabal?' Do you know the purpose of the Cabal? Are you here to simply reclaim Solnar's Pawn or do you wish to stop these Tanasians?"** She may also ask a few questions such as **"Do you trust me?"** and **"Should I trust you?"** You'll have to improvise some of these questions according to what the PCs have done so far and what Mother knows. Note that if the PCs ever try to lie or deceive Mother, she will know about it, and it is an opposed action (the PCs' CHA or skill versus Mother's CHA).

Essentially, Mother wants to bring the player characters into an open and honest discussion about the Cabal. Mother will admit that she knows of the Cabal, that they stole a windship,



and that she knows its purposes; yet Mother will not tell the PCs *how* she knows of the Cabal, what her relationship with it is, or where the Cabal is until the PCs have earned her trust.

Eventually Mother reveals the Cabal's intentions of researching the construction of sky cities. If the PCs claim that the Tanasians are power-hungry renegades, Mother will respond, ***"They say the same of you. Why should I believe otherwise?"*** If they complain about them stealing the ship, ***"Do not the ends justify the means? A single windship stolen from a pitifully wealthy merchant is nothing in light of the dawning of a new age of history."***

The PCs would be best to provide some proof of their claims. If they can state facts from history (perhaps from the *Talislanta Guidebook*), describe their ambush in the woods of Silvanus, or give an account from Portan, they may be able to prove that the Tanasians are not trustworthy. However, if you're in a generous mood, and the PCs have been honest (in Mother's observations) and persistent, Mother will take their complaints seriously; that night when the PCs are escorted to their tent (see "The Capture" below), she will perform a difficult Commune with Spirits spell, wherein she discovers that in addition to the Tanasians' vision of glory in the skies, they also perceive the glory of military and political power. At this point the adventure proceeds to the "The Truth Destroys All" section (below).

The Capture

If the PCs become too obviously dangerous to remain free, the Sarista will arrange for their capture. A single Sarista guard approaches the PCs and asks them to come with him, stating that he does not want any trouble. The guard leads the PCs to the tent (detailed in "Prisoners" below) and asks them to wait inside for a council meeting.

In case the PCs attempt to resist or run away, a large number of Sarista guard (two for each PC) are hiding around them (PER roll to see if the PCs are looking), backed up by five Tanasian wizards with Invisibility cast. If the PCs attempt to escape, the Sarista close in around them, first attempting to intimidate them into surrendering by their sheer numbers, and then attempting to hold, grab, or otherwise restrain the PCs. If fighting breaks out, the Sarista do subdual damage (see "Combat" above). The Tanasian

wizards will attempt to stay out of the fight but do not hesitate to use their Spellbind spells in case of emergencies. If the PCs somehow manage to escape, they will be met with the same kind of resistance when they return to the Blue Lotus campgrounds.

Prisoners

If the PCs are taken prisoner by the Sarista or Tanasians they are put in a small tent guarded by two Sarista guards out front. Another they don't know about hides in a nearby tree. If the PCs escape, they can either make a hasty departure from the campgrounds altogether or will face "The Capture" situation again.

While the PCs are in the tent, they are treated quite well, fed good food and plenty of water, and are even visited by guests, though some of the visitors come only to mock them. They then face "The Trial" (see below).

The Tanasian Camp

The Tanasian camp is located about a mile northwest of the Blue Lotus clan's campgrounds and the trail is only minimally traveled, mostly by Sarista runners at night. If you wish, the PCs can easily discover the location of the Tanasian camp through conversations they overhear while spying on Mother's tent or simply by accident while wandering around in the woods.

The Trial

After the PCs have been captured, they are awakened one night, blindfolded, and led gently to the Tanasian camp, a mile northwest of the Blue Lotus campgrounds. The Tanasians don't wish the PCs to be allowed inside the complex, so the night's meeting is held outside in the surrounding campgrounds (see Chapter Four: The Tanasian Camp for details on the camp itself). Present at the meeting are the majority of the Tanasian wizards in the camp, Mother, and several Sarista.

The Tanasians and Sarista discuss the PCs, their favorable and unfavorable actions are noted, and it is debated whether or not they can be trusted. The Tanasians still do not trust them, but, unless the PCs have behaved in a most unfavorable way, Mother does. The Tanasians grill the PCs about their real purpose for being in Silvanus, by whom they are employed, and the like. The Tanasians rule that the PCs are dangerous to their work and must be executed, regardless of the opinion held

by the Sarista. Again, depending on how favorably the PCs have behaved in the eyes of Mother and the Sarista, a small argument over the Tanasians' ruling may break out.

The PCs are returned to their tents under double normal guard and are led to expect death the next morning. It is at while they are waiting in their tents that Mother performs her Commune with Spirits ceremony and discovers the Tanasians' true motive. See the following section, "The Truth Destroys All."

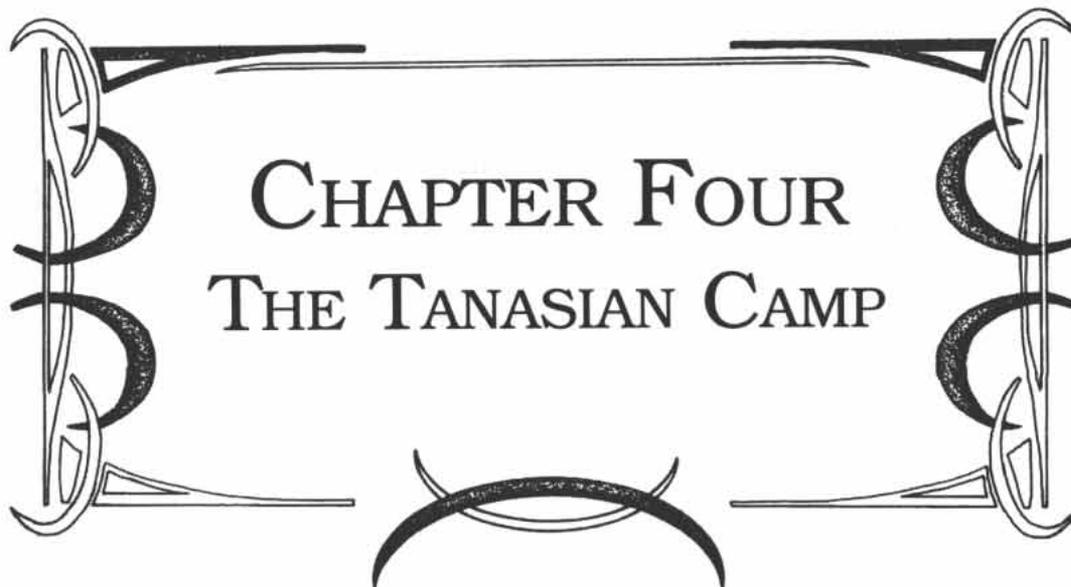
The Truth Destroys All

When Mother performs her Commune with Spirits spell, she locates the original elder spirits inhabiting the area, and, after questioning them, discovers that the Tanasians' desire to roam the skies is motivated by a hunger for power, both military and political. She learns, too, that the Tanasians hold no genuine respect for Sarista ideals whatsoever.

Mother is outraged. She frees the PCs, summoning Caris and her most loyal Sarista followers to her tent for a private meeting. At the meeting, she tells the PCs what she has learned and asks for the PCs' help in stopping the Tanasians and driving them from Silvanus. She says she can give the PCs all the details they need about the complex at the Tanasian camp, as well as of the surrounding area, as she has been there many times. She offers three of her best guards, who will remain posted in trees as lookouts while the PCs penetrate the camp. She does not wish to be involved herself, as she has no inclination for physical combat and does not wish to risk the loss of Sarista lives a Tanasian raid on the camp might bring. If the PCs fail, they are instructed to return to the Sarista camp, where Mother and Caris will protect them; the Tanasians know better than to mess with them.

When the Tanasians hear that Mother has turned against them, they begin packing *Solnar's Pawn*, obviously preparing to abandon camp in a hurry.





CHAPTER FOUR

THE TANASIAN CAMP

This chapter details the Tanasians, their research, the Tanasian camp, and several different approaches to the conclusion of the adventure. In the descriptions of the camp, it is assumed that the PCs' visit to it was unexpected. The PCs may choose to spy on the camp or enter it, as they wish. If they're feeling more adventurous, they may try to break into the camp and throw a wrench in the works. The most likely possibility, however, is that Mother and her loyal Sarista (almost all of the clan) have sided with the PCs, and a raid on the Tanasian camp has been staged (see "The Truth Destroys All" section of the previous chapter).

The Tanasians

Since their arrival two years ago, the Tanasians' opinions of the Sarista have grown stale. They are looking for a little excitement, a challenge. Though they are thankful that they are no longer "marked," they do not hold much respect for the Sarista's ideals and beliefs. They have only stayed among the Sarista because they are unwelcome in most other places in Talislanta and because the happy-go-lucky Sarista are a perfect cover for their sinister intentions. Moreover, unusual occurrences in Silvanus often go unnoticed.

Up 'til this time, the Tanasians have successfully misled the Sarista, playing on their beliefs that the Tanasians are messengers from Fortuna and that they will bring the Sarista into the sky with them, when in fact they intend to leave the Sarista behind.

The Tanasians' Research

The Erythrian Cabal has made several unique advances in aerial arcanology, yet it is far from building sky cities. The Tanasians now know, however, what knowledge and devices are needed for such a task and are in the process of mastering windship arcanology. Once they have mastered the skies, they plan to leave the Sarista and increase their numbers, inviting more and more Tanasians until the Cabal is no longer a small, ineffectual group, but an entire army. Only then will they be able to share their knowledge with one another and begin building the sky cities.

From their subfaction in the Lyceum Arcanum, the Tanasians have learned the basics of windship arcanology. From the Archaen tomb, they have uncovered the theories behind sky city arcanology. They stole *Solnar's Pawn* in order to experiment with their newfound technologies and to investigate the connections between the two fields.

With apparent luck, the tomb belonged to a brilliant Archaen wizard, who although dying before his genius was discovered by the rest of the Archaens, had developed some ideas that the Tanasians consider vital to their research. What the Tanasians haven't realized yet is that the Archaen wizard's findings sound clever but don't work in practice.

One example of the wizard's flaws is in his so-called discoveries about the Archaen crystal, which is similar to other Archaen enchanted crystals but bestowed with the additional experi-

mental power of mass focus. The crystal had the power to keep part of the city afloat (several crystals are used to support a sky city), but common, everyday spells could also be focused through the crystal to affect the power matrix that it was supporting, and thus, a portion of the city. For example, an Invisibility spell cast upon the crystal would turn a portion of the city invisible for the duration. The Archaen wizard tested the crystal on a Archaen windship. The crystal malfunctioned and the ship crashed. See "The Tomb" below for more background.

Combat

If the PCs are sneaking around the Tanasians' camp uninvited and are spotted, they will be almost completely unable to avoid getting into a fight. The Tanasians who spot the PCs may shout a warning as the PCs take cover and prepare their spells, or they may steal quietly into

the complex to alert the others and prepare an ambush for the unsuspecting PCs.

At any time there are three lookouts initiates (indicated by Xs on the map of the Tanasian Camp). These lookouts practice aeromancy, and each carries a ring of Invisibility (third level, three times/day, activated by twisting the ring). The lookouts will use Windwalk to run down from the trees and Control Winds to blow weapons out of the PCs' hands or to knock down PCs. Every once in a while a scouting group will leave the complex and circle around the camp, quickly peeking into the immediate woods and exchanging places with the lookouts.

Among the Tanasians are practitioners of aeromancy, pyromancy, enchantment, and a few who are familiar with thaumaturgy. Glance through these magical fields in the *Guidebook* and familiarize yourself with the spells that the

Teveron

Tanasian Wizard (Adept), 8th Level

Languages: Common Talisman +10, Sarisa +4.

Description: Man, ages 37, 6'4", 157 pounds. Light green skin, long dark green hair about shoulders. Wears red and dark purple cloak, white tunic, black cloth breeches, and a topaz ring (26 g.l.). Carries an arcane dagger in belt, a pouch (53 g.l.) and a firegem earring (30 g.l.). Teveron is the adept the PCs are most likely to come in conflict with, as he is the one who deals with the Sarista and internal security. He is cold and relentless and, unless ordered by the other adepts, will attempt to kill the PCs if they are discovered sneaking around in the Tanasian camp.

INT +2	PER 0
WIL +1	CHA +1
STR 0	DEX 0
CON 0	SPD 0

Hit Points: 26

Attacks	CR	Damage
Arcane Dagger	(d10)	2d6

Armor: Enchanted garments, 2 points.

Field(s) of Magic: Wizardry, Pyromancy.

Spells per Day: 11

Spells	MR	Effect
Arcane Aura	+10	Stops 4 points/level
Pyromantic Bolt	+10	Does 4 damage/level.
Conjure Fire	+10	Conjures smoke, heat, or fire.
Spellbind	+10	Paralyzes target.
Invisibility	+10	Invisible for 1 rd/level.

Skills: Primary Magic +10, Arcane Lore +10, Customs, Urban (Cymril) +3, Customs, Nomadic (Sarista) +4, Con +3, Administrator +2, Oratory +5.

Special: Temptation to investigate magical items and documents; roll vs. WIL to resist.



Initiates, Tanasian Wizards, 5th Level.**Languages:** Common Talislan +7.**Description:** Men, ages 28–35, 6'0"–6'4", 140–160 pounds. Light green hair and skin, plain features, narrow build. Wear high-collared cloaks and robes of green fustian and gauntlets. Carry leather-bound spell books and staves.

INT +2	PER 0
WIL +2	CHA 0
STR 0	DEX 0
CON 0	SPD 0

Hit Points: 20

Attacks	CR	Damage
Staff	(d10)	d8

Armor: None.**Field(s) of Magic:** Wizardry, plus one field of choice.**Spells per Day:** 8

Spells	MR	Effect
Arcane Aura	+7	Stops 4 points/level
Arcane Bolt	+7	Does 4 damage/level.
Spellbind	+7	Paralyzes target.
Invisibility	+7	Invisible for 1 rd/level.

Skills: Primary Magic +7, Arcane Lore +7, Guard +3.**Special:** Temptation to investigate magical items and documents; roll vs. WIL to resist.**Adepts, Tanasian Wizards, 8th Level****Languages:** Common Talislan +10.**Description:** Men, ages 28–35, 6'0"–6'4", 140–160 pounds. Light green hair and skin, plain features, narrow build. Wear high-collared cloaks and robes of green fustian and gauntlets. Carry leather-bound spell books and staves.

These five adepts are the center command of the Erythrian Cabal, and all orders come from them.

INT +2	PER 0
WIL +2	CHA 0
STR 0	DEX 0
CON 0	SPD 0

Hit Points: 26

Attacks	CR	Damage
Staff	(d10)	d8

Armor: Spangalor garments, 2 points.**Field(s) of Magic:** Wizardry, plus one field of choice.**Spells per Day:** 11

Spells	MR	Effect
Arcane Aura	+10	Stops 4 points/level
Arcane Bolt	+10	Does 4 damage/level.
Spellbind	+10	Paralyzes target.
Invisibility	+10	Invisible for 1 rd/level.

Skills: Primary Magic +10, Arcane Lore +10.**Special:** Temptation to investigate magical items and documents; roll vs. WIL to resist.

Tanasians may use when encountered. In general, the practitioners of enchantment and thaumaturgy do a great amount of work in the laboratory, while the those who practice aeromancy and pyromancy are divided among guard duty, the laboratory, studies, plans, hunting and gathering, and recreation.

If the characters are not very careful about not being detected, they may end up with Tanasians overwhelming them from all directions. In such a case the adepts order the initiates to Spellbind the characters and take them for questioning. The adventure then returns to "The Trial" encounter in the previous chapter.

Spying from a Distance

Player characters who watch the camp are still in danger of being spotted by Tanasian lookouts. The PCs must spot the lookouts first with a PER-5 roll for each character. The roll is an opposed action: each PC's Hide or Camouflage roll versus the lookout's Guard rolls. Adjust the roll generously or mercilessly according to how far the characters are from the lookouts.

From the cover of the trees the PCs can observe the day-to-day activities of the Tanasians. From there they can take note of what time guards change shifts and where they go. If one of the PCs makes a critical success on his or her PER roll, he or she sees a pair of Tanasians heading northwest down an obscure trail (which leads to where *Solnar's Pawn* is hidden).

Sneaking into Camp

Sneaking into the Tanasian camp is no easy task. The PCs must first get past the guards as described above and then must find a clever way in, whether by distracting the guards or by good timing (while the guards are changing, for example). A good way would be to use the rings that the lookouts are wearing.

For each PC, make a roll on the action table, using whatever attributes or skills they are using at the time and modifying it heavily depending on their course of action. Critical success indicates that the PCs get in unnoticed, and, due to some extremely fortunate circumstances (the guards are busied investigating a distraction, a large



meeting is in progress, etc.), the PCs can wander around the complex fairly safely. Success indicates that the PCs make it in unnoticed. Partial success indicates that the PCs make it in, but, unbeknownst to them, they have been spotted by an attentive guard, and, unless they're disguised as Tanasians, they will soon be captured. Failure indicates that the PCs are spotted, and the look-outs and other nearby Tanasians charge to the attack, shouting alarms that bring the rest of the wizards upon the PCs. For critical failures, the GM may decide upon the proper course of action, taking into account what the PCs' plan was.

Note that even if the PCs make it inside with a success, they are going to have to remain especially careful inside. It's a small complex, and Tanasians are practically everywhere.

Stopping the Tanasians

There are more Tanasians than the PCs can handle in the camp, and outright mass combat would be an extremely dangerous idea. There are some other ways to stop the Erythrian Cabal, however. One is to simply report back to Saranis and let the Council of Kings handle the Erythrian Cabal. Of course then the PCs would lose the bonus reward of one thousand g.l. Saranis promised for putting a stop to the Tanasians' activities. Another way is to break into the complex and destroy or steal the Cabal's research, including the stolen Lyceum Arcanum documents, the documents from the Archaen tomb, and the Archaen crystal. Ambitious PCs may even wish to find and retrieve *Solnar's Pawn* and return it to Cymril.

The Tanasian Camp

Surrounding the central complex of the Tanasian camp is a large clearing with tree stumps and patches of bare ground alternating at random. Scattered throughout this clearing are eight durge-hide tents of various sizes, the residences of the Tanasian initiates. Each tent houses three or four wizards and their worldly possessions, which are scant since the Sarista provide for nearly all of the Tanasians' needs.

Down a short, narrow, but much-traveled path is another, smaller clearing, whose central feature is a large well. The Tanasians can be seen traveling back and forth frequently between the well and the main hall as it nears mealtime.

The Complex

The complex at the heart of the camp is made up of two solid stone structures, the laboratory and the archives, and a cluster of makeshift wooden structures that appear to have been added within the last year. If the PCs get a view from a treetop, they will find that the large central stone structure, the laboratory, has a glass roof. There are no windows anywhere in the Tanasian complex.

1. The Main Hall

The main hall is a large, wooden, newly constructed hall dominated by two long tables that stretch the length of the room. There are few decorations, but by far the most prominent is a small but surprisingly accurate map of the Seven Kingdoms. The map is marked, next to cities and sometimes in the middle of nowhere, with small symbols, for which no explanation is given. If the PCs take or copy the map and investigate these places, they discover that the markings designate the locations of several Tanasians who have sneaked their way back into the Seven Kingdoms. When the light through the doorway isn't enough, as is usually the case, light is provided by torches set in the walls, and thin, black iron plates fit in between the walls and torches.

The main hall is used for most of the needs of the Erythrian Cabal and Sarista guests. Meals are served here, and a crude kitchen area is set up in the southeastern corner. The Erythrian Cabal also meets here, and occasionally the tables are pushed off to the side of the hall so that the room can be used for recreational purposes.

At any given time the PCs will find at least three or four Tanasians here.

2. The Hole

This small room, cluttered with various supplies, tools, and junk, features a small, raised section of floor in which is carved a deep hole in the ground for both sanitary and disposal services. The only light that can be mustered in this room comes from a large candle on a wooden stand, which is kept unlit most of the time.

3 and 4. Adepts' Rooms

These relatively luxurious rooms are reserved for the Tanasian adept wizards and for Archus, the leader of the Erythrian Cabal. The accommoda-

tions are far better than the tents outside, though they are still relatively sparse. There are comfortable shag beds and a set of small matching tables in each room. Oil lamps hang from the ceiling.

At any time, the PCs will find one or two adepts in their rooms, resting or engaging in some leisure activity. If the PCs manage to get in and search one of these rooms, they will find Teveron's log book, complete with his opinions on the Sarista and on the advances made in their researches. This find would be invaluable if the PCs are looking for evidence of the Tanasians' treachery to give to Mother.

5. The Laboratory

This huge stone chamber is fifty feet by fifty feet square, and about twenty feet tall (ten feet are sunken into the ground). The room sports an enchanting glass roof, and the majority of the chamber is filled with tables atop which various junk and the charred remains of failed experiments are piled.

In the southwest corner sits a table, upon which can be found a large collection of documents, charts, and diagrams dealing with windship arcanology. If there are any

Cymrilian PCs present, have them make an INT check. If successful they will realize that everything on the table is either an authentic or an exact replica of documents from the Lyceum Arcanum in Cymril.

A small marble pedestal rests in the center of the room, above which the Archaen crystal levitates, hovering at about two feet. The pedestal is rigged

with a tiny, limited levitational (GB p. 185) inside and has been used in several recent experiments, such as one that attempted to discover how much weight the crystal can hold. If the crystal is removed, the pedestal crashes to the ground.

At any given time, there will be about a half a dozen initiates and a few adepts in this room, painstakingly searching through documents and taking notes of their experiments.

6. The Archives

The walls of this long room are lined with extensive shelving, on which can be found piles and

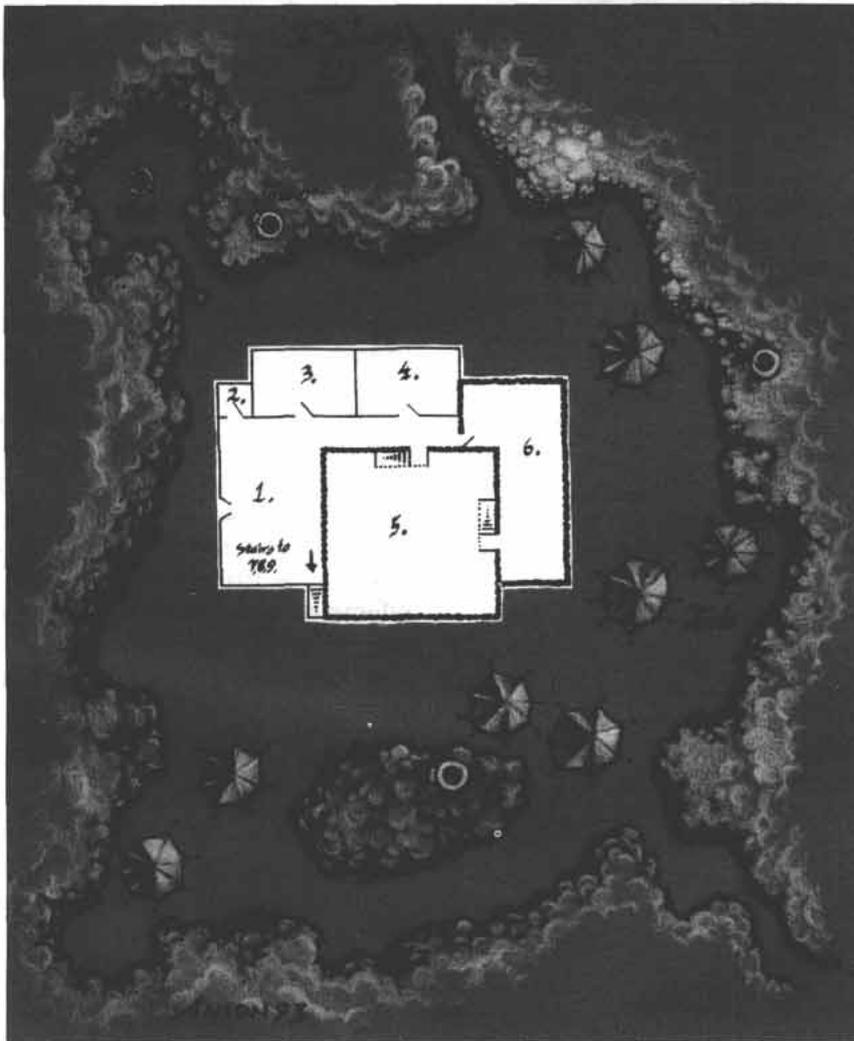
piles of books and documents. Most of the Lyceum Arcanum documents remain here gathering dust (Cymrilians make an INT check to recognize). In addition, two metal cases at the back of the room carefully hide documents from the tomb and several books on magic (aeromancy, wizardry, enchantment, and thaumaturgy, for the most part), varying from the mundane to the specific.

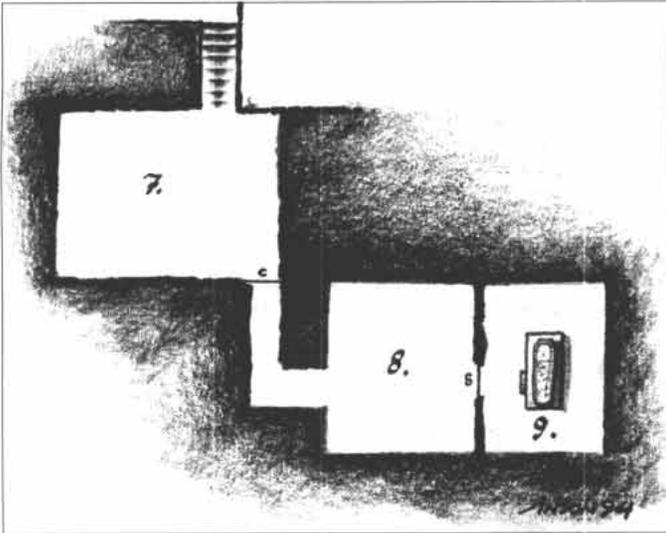
Usually there are one or two wizards sorting through the

books here or doing research, though on rare occasions it is left empty.

7. Storage

This stone-walled room was once the laboratory, but as the Tanasians' research grew, the small space became cramped, and the new laboratory that now stands was built to replace it. There are





tables here, laden with racks of food, containers of aquavit, and an assortment of tools used for the maintenance of the complex and tents.

In the corner of this room, concealed by some shelves, is an old door installed by the Tanasians, which leads into the tomb itself.

8. The Tomb

This room used to house the Archaen wizards' worldly possessions and memorabilia, but these things have since been moved and distributed out among the camp in the past two years, and so this chamber remains barren and forgotten. There is, however, writing in ancient Archaen on the wall at the back of the tomb. The writing describes the exploits of the Archaen wizard, who rests eternally here, explaining his ingenious ideas at length but recording that they failed when the windship powered by his Archaen crystal crashed. The crystal, now cracked, was put in the tomb and later removed by the Tanasians. After the windship crashed, the Archaen wizard and his companions were set upon by a band of Sub-Men and quickly overtaken, and the wizard was killed in the fight. His companions made this crude, hastily-built tomb for him and hurried away to avoid another encounter with the Sub-Men. The wizard's companions never found their way back to the sky cities, and soon fell prey to Sub-Men.

9. The Burial Chamber

Behind a sealed door in the tomb (the seals can be broken with thirty points of damage) is this simple burial chamber, dominated by a simple stone sarcophagus, etched with Archaen runes,

in the middle of the room. Inside lies the skeletal remains of an ancient Archaen wizard clutching at his breast. There is nothing of interest in this room except the corpse.

The Flight of Solnar's Pawn

Down another obscure path to the northwest and a short distance away is *Solnar's Pawn*, sails lowered and completely covered with a large camouflage tarp, giving it the illusion of being part of the forest.

If the Tanasians are discovered, Teveron does not take any chances of losing all they have gained. He hurries around the archives and laboratory, grabbing the most important documents and the crystal, and flees with six initiates down the path towards *Solnar's Pawn*. Installing the crystal into the bridge, Teveron takes off, stopping momentarily by the complex to lower the ladder and pick up two more initiates. This gives the PCs a chance to grab hold of the ladder and board the ship.

Once on board, Teveron is furious and orders the initiates to attack. The ensuing battle is interrupted by a horrible lurch in the ship. The ship begins rocking with an unsettling motion and seems to gain speed. Whole sections of the ship seem to fade away into nothingness, turning invisible one second and visible the next. It is in the middle of this panic that the PCs and Tanasians attempt fight their battle. Pick random effects of the ship's runaway course as you please. For example, once or twice the whole ship may turn invisible, making it appear that its occupants are hundreds of feet up in the air with nothing beneath their feet.

When the battle is over, the ship descends on a crash course. When they get close enough, the PCs may leap from the ship into the trees with minimal damage (d6 damage each). The PCs could also hurry below deck and dismantle the Archaen crystal, in which case they will have saved the ship.

Conclusions

There are a number of possible outcomes for this adventure. The PCs may simply uncover the Tanasian camp and the motives of the Erythrian Cabal and report back to Saranis. If this is the case, Saranis gets the notice in the Council of Kings that she desired, and the PCs are rewarded



five hundred g.l. each, as promised.

Alternatively, the PCs could sneak into the complex and destroy or steal tools and documents vital to the Erythrian Cabal's research. In that case, the Tanasians will be forced to leave Silvanus for another location and their goals will be set back drastically. Depending on what the PCs destroy or steal, they may render the Cabal completely incapable of building sky cities, leaving them only to continue their attempts to master windship arcanology via the Lyceum Arcanum. If the crystal is destroyed, for example, the Tanasians will never learn its secrets.

The Blue Lotus clan's beliefs center around their dream of life in the skies, a dream which, if the Cabal is thwarted, they will likely never achieve. Another possible ending for this adventure is that the Blue Lotus clan may pick up where the Erythrian Cabal left off, stealing back the secrets of windship arcanology and using what they already know about sky city arcanology. Their motives are, no doubt, far nobler than those of the Tanasians.

Further Adventures

Unless the PCs prevent it, several Tanasian wizards will escape unharmed and will eventually resume their operations, though their research has obviously experienced major set-backs. Many of the theories behind sky city arcanology have been devoted to memory, and the wizards still have access to the Lyceum Arcanum. The Lyceum Arcanum subfaction will be covered in the forthcoming *Lyceum Arcanum* source module.

The Tanasians may also attempt to escape to the isle of Phantas, where they hope to uncover the ancient secrets of the Phantasians and the Cabal Magicus (GB p. 31). There are plenty of possibili-

ties for pulse-quickenning action in that event, given the fortress' levitationals have fallen into decay, and the PCs may need to prevent it from crashing to the land below.



Appendix: Envoy Statistics

Sourcebook Section

Chapter Two: The Land of Silvanus

Gruffan

Body 9 (Constitution 13, Size 4)
Mind 4 (Memory 1, Reasoning 1, Perception 9)
Dexterity 12 (Coordination 9, Quickness 15)
Social 4
Spirit 2
Movement: 10
Combat: 10
Damage: 5 (ram)
Armor: 5 (leathery skin)
Profession: N/A
Skills: N/A

Chapter Four: Tidbits

Darius, Sarista Gypsy

Body 8 (Constitution 10)
Mind 12
Dexterity 13
Social 13 (Appearance 11)
Spirit 12
Movement: 6
Combat: 14
Damage: 7 (dagger)
Armor: 0
Profession: Amateur Gypsy 4
Skills: Magic (witchcraft) 13, Sleight of Hand 13, Acrobatics 14, Pick Pockets 15, Move Silently 14, Intimidate 13, Knockout Blow 14, Gambling 12, Ride 11, Hunting 9

Garan, Sarista Guard

Body 11 (Strength 13)
Mind 11 (Reasoning 9)
Dexterity 13
Social 10 (Charm 12)
Spirit 10 (Aura 8, Willpower 12)
Movement: 6
Combat: 13, 15 with sword
Damage: 10 (dagger), 12 (sword)
Armor: 5 (leather)
Profession: Amateur Fighter 5
Skills: Swordsmanship 15, Interrogate 12, Move Silently 14, Intimidate 13, Knockout Blow 14, Gambling 12, Ride (equus) 11, Hunting 9

Pearl, Sarista Gypsy

Body 8 (Constitution 10)
Mind 12
Dexterity 13 (Agility 15)
Social 14

Spirit 10 (Intuition 12, Willpower 8)
Movement: 6
Combat: 13
Damage: 1 (unarmed)
Armor: 0
Profession: Amateur Gypsy 4
Skills: Magic (witchcraft) 9, Sleight of Hand 14, Acting 13, Singing 13, Pick Pockets 15, Appraise 9, Seduce 15, Pick Locks 14, Lip-Reading 11, Artificer (silver) 13

Rastur, Sarista Hunter

Body 10 (Strength 12)
Mind 12
Dexterity 13
Social 12
Spirit 10
Movement: 7
Combat: 13
Damage: 11 (sword)
Armor: 0
Profession: Expert Hunter 6
Skills: Hunting 13, Deceive 13, Gambling 13, Archery 14, Tracking 13, Guide 10, Talislantan History 12

Eleven Gruffan

Body 9 (Constitution 13, Size 4)
Mind 4 (Memory 1, Reasoning 1, Perception 9)
Dexterity 11 (Coordination 9, Quickness 15)
Social 4
Spirit 2
Movement: 10
Combat: 11
Damage: 1 (ram)
Armor: 5 (leathery skin)
Profession: N/A
Skills: N/A

Davin, Sarista Hunter

Body 10
Mind 11 (Reasoning 9, Perception 13)
Dexterity 13
Social 12 (Charm 15, Communication 10)
Spirit 12 (Aura 10)
Movement: 6
Combat: 15, 17 with short bow
Damage: 10 (sword or short bow)
Armor: 5 (leather)
Profession: Expert Hunter 10
Skills: Hunting 17, Intimidate 16, Interrogate 16, Tracking 17, Archery 18, Tailing 13, Debate 12

Mirk, Tassle, and Garan, Sarista Hunters

Body 11 (Size 7-11)

Mind 11 (Perception 13)
Dexterity 14 (Quickness 12)
Social 12
Spirit 11 (Intuition 13)
Movement: 7
Combat: 14
Damage: 10 (short bow or short sword)
Armor: 5 (leather)
Profession: Experts Hunters 8
Skills: Hunting 15, Pick Pockets 17, Knockout Blow 17, Tailing 17, Tracking 15, Haggling 13, Trade 12

Eleven Arimate Knife-Fighters

Body 11 (Size 8-12)
Mind 11
Dexterity 13
Social 10
Spirit 11
Movement: 7
Combat: 13, 15 with throwing knives
Damage: 6 (knives), 10 (crossbow), 15 (broad-sword)
Armor: 5 (leather)
Profession: Expert Fighters 6
Skills: Knife-Fighting 15, Mounted Combat 15, Climbing (mountain) 15, Hunting 13, Intimidate 9

Jarl, Pelur, Thoq, Tasque, and Elnivra, Farad Merchants

Body 10 (Strength 8, Size 9-14)
Mind 13
Dexterity 10
Social 7
Spirit 11 (Willpower 13)
Movement: 6
Combat: 12
Damage: 7 (curved dagger), 9 (sword)
Armor: 0
Profession: Expert Merchants 8
Skills: Merchant 13, Bribe 13, Intimidate 13, Appraise 15, Treasure 15, Appraise 15, Slaves 15, Haggling 8, Deceive 8, Espionage 9, Beast Handling 10

Tarka, Arimate Assassin

Body 11 (Size 9)
Mind 12
Dexterity 11
Social 12 (Charm 14)
Spirit 10
Movement: 6
Combat: 14, 16 (throwing knives)
Damage: 7 (knives), 13 (long sword), 9 (iron boomerang)
Armor: 5 (leather)
Profession: Expert Assassin 9
Skills: Knife-Fighting 16, Death Blow 16, Move Silently 16, Hide 15,

Tailing 15, Pick Locks 16, Make Poison 15, Knockout Blow 9, Interrogate 10, Ride (equus) 9

Skribaria, Callidian Cryptomancer

Body 12 (Strength 10, Size 14)
Mind 14
Dexterity 8
Social 12
Spirit 11
Movement: 5
Combat: 4
Damage: 8 (dagger)
Armor: 0
Profession: Expert Cryptomancer 7
Skills: Arcane Lore 16, Cryptography 16, Map-making 16, Linguistics (reading) 16, Archeology 13, Move Silently 10, Scribe 12

"The Jewel of Fortuna"

Adventure Introduction

Veniso, Cymrlitan Warrior Mage

Body 11
Mind 11
Dexterity 12
Social 10
Spirit 10 (Willpower 12)
Movement: 7
Combat: 12
Damage: 18 (arcane long sword), 8 (dagger)
Armor: 10 (spangalor)
Profession: Expert Fighter/Mage 7
Skills: Magic (wizardry) 11, Pilot (windship) 13, Arcane Lore 13, Swipe 9, Talislantan Cultures 9, Haggling 9

Knii-ker, Blue Aerial Scout

Body 9
Mind 10 (Memory 8, Reasoning 8, Perception 13)
Dexterity 14
Social 10
Spirit 11
Movement: 8
Combat: 14, 16 with tri-bow
Damage: 6 (knives), 10 (tri-bow)
Armor: 10 (light body plate)
Profession: Amateur Aerial Fighter 5
Skills: Archery 15, Scout 14, Weaponer 15, Hunting 11, Tracking 11, Set/Detect Traps 12/10, Gliding (up to 25 yards, weather permitting).

Beni Wahalli, Gnomekin Warrior

Body 12 (Constitution 16, Size 6)
Mind 10
Dexterity 13 (Agility 15, Coordination 15, Quickness 10)
Social 12
Spirit 10
Movement: 10
Combat: 16, 17 with crystalblade
Damage: 12 (crystalblade), 8 (sling), 10 (dagger)
Armor: 5 (shield)
Profession: Expert Gnomekin Warrior 7
Skills: Artificer (iron) 13, Hagggle 10, Barter 9, Swim 8, Art (mosaics) 11, Cook 9, Night vision, Natural climbing ability

Chapter One: The Mission

Saranis, Cymrillian Magician

Body 11
Mind 12 (Memory 15, Perception 8)
Dexterity 8
Social 12
Spirit 9
Movement: 5
Combat: 4
Damage: 13 (enchanted staff)
Armor: 15 (magically enchanted robes)
Profession: Master Mage 15
Skills: Magic (enchantment and wizardry) 21, Arcane Lore 19, Debate 13, Diplomacy 12, Aristocrat 11, Law 11, Interrogate 12

Chapter Two: Into Silvanus

Evernis, Zandir Guard

Body 9
Mind 11
Dexterity 12 (Quickness 10)
Social 10
Spirit 11
Movement: 6
Combat: 7
Damage: 8 (club)
Armor: 0
Profession: Amateur Fighter 2
Skills: Swordsmanship 11, Mounted Combat 11, Guard 9

Fardane, Pharesian Peddlër

Body 10 (Constitution 8, Size 12)
Mind 14
Dexterity 10
Social 12
Spirit 12 (Intuition 13, Willpower 13)
Movement: 6

Envoy Stats

Combat: 5
Damage: 1 (unarmed)
Armor: 0
Profession: Expert Merchant 6
Skills: Magic (wizardry 13, Merchant 13, Appraise Treasure 13, Alchemy (elixirs, medicinal mixtures, and powders) 15, Deceive 9, Gambling 11, Hagggle 10, Trade 9

Chapter Three: The Blue Lotus Clan

Mother (Vanera), Dhuna Witchwoman

Body 9
Mind 12 (Perception 10)
Dexterity 11 (Agility 13, Coordination 13, Quickness 8)
Social 15 (Charm 17)
Spirit 13 (Aura 15)
Movement: 5
Combat: 12
Damage: 12 (blade-staff)
Armor: 10 (enchanted garments)
Profession: Legendary Mage (Witchwoman/Shaman) 20
Skills: Magic (witchcraft) 20, Magic (shamanism) 10, Alchemy (elixirs) 22, Healing 22, Tracking 21, Set/Detect Snares 23, Seduce 24, Pick Pockets 10, Dance 11, Singing 12, Hide 10

Caris, Danwtan Swordswoman

Body 13 (Constitution 10)
Mind 11
Dexterity 14
Social 13 (Charm 16)
Spirit 9
Movement: 8
Combat: 16, 17 (long sword)
Damage: 15 (long sword), 18 (halberd), 11 (poignard)
Armor: 20 (enchanted chain mail)
Profession: Master Fighter 14
Skills: Sleight of Hand 19, Acrobatics 19, Dance (Rulenska) 19, Dodge 19, Pick Locks 19, Pick Pockets 19, Hide 19, Move Silently 19, Hagggle 9, swim 11, Mounted Combat 14

Thardel, Sarista Gypsy

Body 10
Mind 11 (Perception 8)
Dexterity 13 (Agility 15, Coordination 15, Quickness 10)
Social 15
Spirit 9
Movement: 6
Combat: 14

Damage: 8 (dagger)
Armor: 0
Profession: Expert Gypsy 7
Skills: Magic (witchcraft) 9, Sleight of Hand 16, Acting 19, Debate 16, Deceive 17, Hide 14, Lip-Reading 13, Move Silently 16, Tailing 14, Guard 16, Hunting 13

Sarista Guards

Body 10 (Size 7–12)
Mind 11
Dexterity 13 (Quickness 10)
Social 10
Spirit 11
Movement: 6
Combat: 13, 14 with sword
Damage: 11 (sword), 11 (club)
Armor: 5 (leather)
Profession: Amateur Fighters 5
Skills: Swordsmanship 14, Interrogate 12, Move Silently 14, Knockout Blow 14

Tanasian Wizards

Body 11 (Size 10–13)
Mind 12 (Perception 10)
Dexterity 10
Social 10
Spirit 11 (Willpower 13)
Movement: 6
Combat: 5
Damage: 10 (staff)
Armor: 10 (spangalor)
Profession: Amateur Mages 5
Skills: Magic (wizardry and aeromancy) 13, Arcane Lore 13

Liria, Sarista Gypsy

Body 9
Mind 11
Dexterity 13 (Quickness 10)
Social 17
Spirit 10
Movement: 6
Combat: 13
Damage: 1 (unarmed)
Armor: 0
Profession: Amateur Gypsy 4
Skills: Magic (witchcraft) 9, Sleight of Hand 13, Acting 14, Singing 14, Seduce 15, Pick Pockets 13, Move Silently 13, Streetwise 13, Swipe 13, Ride (equus) 11, Hagggle 13, Herb Lore 9

Exomorph

Body 14 (Strength 16)
Mind 6 (Memory 2, Reasoning 2, Perception 15)
Dexterity 14
Social 5
Spirit 8 (Aura N/A, Intuition 6, Willpower 10)
Movement: 10
Combat: 15
Damage: 15 (bite), 19 (claws)

Armor: 5 (hide and muscle)
Profession: N/A
Skills: Stealth 16, Tracking by scent 16

Portan, Tanasian Wizard

Body 10
Mind 13
Dexterity 9
Social 10
Spirit 12
Movement: 5
Combat: 5
Damage: 10 (staff)
Armor: 0
Profession: Expert Mage 7
Skills: Magic (wizardry) 15, Arcane Lore 15, Wilderness Survival 15, Guard 13

Chapter Four: The Tanasian Camp

Initiates, Tanasian Wizards

Body 11 (Size 11–13)
Mind 12 (Perception 10)
Dexterity 10
Social 10
Spirit 12 (Intuition 10)
Movement: 6
Combat: 5
Damage: 10 (staff)
Armor: 0
Profession: Amateur Mages 5
Skills: Magic (wizardry and one other field) 13, Arcane Lore 13, Guard 10

Adepts, Tanasian Wizards

Body 11 (Size 11–13)
Mind 12 (Perception 10)
Dexterity 10
Social 10
Spirit 12 (Intuition 10)
Movement: 6
Combat: 5
Damage: 10 (staff)
Armor: 10 (spangalor)
Profession: Expert Mages 8
Skills: Magic (wizardry and one other field) 15, Arcane Lore 15

Teveron, Tanasian Wizard

Body 11 (Size 13)
Mind 12 (Memory 13, Reasoning 13)
Dexterity 10
Social 12
Spirit 11
Movement: 6
Combat: 5
Damage: 14 (arcane dagger)
Armor: 10 (enchanted garments)
Profession: Expert Mage 8
Skills: Magic (wizardry and fire magic) 15, Arcane Lore 15, Deceive 10, Administrator 9, Debate 12

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SARISTA

Immerse your PCs in one of Talislanta's lushest cultures with *Sarista*, the first sourcemodule for **Talislanta!** As a sourcemodule, *Sarista* provides both detailed background information on the Sarista and a short adventure that lets you use some of that material right away. Details on Sarista customs, skills, equipment, and magic add flavor to this colorful race, while information on the landscape and creatures of Silvanus fleshes out the Sarista homeland. A few special NPCs and a sample Sarista clan provide inspiration for your own adventures, while the short adventure included sends your PCs to investigate possible Tanasian activity in Silvanus. Whether your party is visiting the Western Lands or being visited by a Sarista caravan, you'll find plenty of good ideas in *Sarista*.



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