

TALISLANTA



Talislanta Guidebook
Third Edition Rules & Campaign Guide

by Stephan Michael Sechi and Jonathan Tweet

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INTRODUCTION

Welcome to *The Talislanta Guidebook*, the third edition rules and sourcebook for roleplaying in the world of **Talislanta**. Since the first edition of **Talislanta** was published back in 1987, thousands of players and gamemasters have discovered the "strange and exotic land" that was first introduced in *The Chronicles of Talislanta*, a book purportedly written by Tamerlin, a self-described wizard, scholar, and explorer.

If this is your first exposure to the **Talislantan** milieu, a few words of explanation are in order. First and foremost, **Talislanta** is an original fantasy setting—a magical post-disaster world, replete with its own history, cultures, customs, flora, and fauna. Many of the standard conventions of modern fantasy, such as elves, dwarves, and halflings, are not to be found here.

Instead, the Talislantan continent is populated by a host of colorful and unusual races, such as the dual-brained Sindarans, the green-skinned magicians of Cymril, brightly plumed Aeriad, tattooed Thrall warriors, butterfly-winged Muses, and many, many others. In short, **Talislanta** offers a new world designed to entertain and challenge even the most jaded fantasy roleplayers.

Thanks to:

Jonathan Tweet, for making the third edition of the **Talislanta** game far better than the first two.

Artist P. D. Breeding-Black, whose talents helped shape the look and feel of the original Talislantan milieu, and to Ron Spencer, who helped do the same for the revised edition.

Lisa and Jay, for their support on this project. It was appreciated.

To my wife Patty, and my kids Jess and Kayte.

**Dedicated, as in the previous
editions, to
Jack Vance
pre-eminent author of fantasy
and science fiction.**

For those of you who may already be familiar with the **Talislanta** game, a word of warning: twenty years have passed since Tamerlin first wrote his *Chronicles* and much has changed during this time. The crystal city of Cymril, capital of the Seven Kingdoms, is now the most prosperous and important center of trade on the continent.

Yet all is not well in Talislanta. In the Wilderlands of Zaran, the Sub-Men tribes are gathering for war. Far to the east, the Kang have seized control of the Quan Empire, and the Rajans are preparing to launch a dark jihad against the desert kingdom of Carantheum. Elsewhere, other events are just beginning to unfold, as the diverse peoples of Talislanta prepare to embark upon a new Age of Discovery.

To the many faithful fans of **Talislanta**, thanks for your support. To those who now prepare to venture into this strange and exotic land for the first time, welcome to **Talislanta**.

We hope you enjoy it.

Game Designer's Notes

From its inception, **Talisanta** was designed to be different from the typical fantasy roleplaying game. In the past, such games usually combined a complex rules system with a simplistic or traditional fantasy setting.

When **Talisanta** was designed, these priorities were reversed. The rule system was kept as simple as possible, while the majority of the text was devoted to development of the **Talisantan** milieu. Combat, magic, and skills are all governed by a single set of rules. Character creation, often a long and involved process in other game systems, has been replaced by a listing of ready-to-play archetypes. The result is a game that is easy to learn, set in a world that offers almost unlimited opportunities for adventure and exploration.

Future supplements will continue to support this concept, expanding upon such segments of the **Talisantan** milieu as the lost secrets of Talisanta's ancient past, Talisantan settlements and geography, the Sub-Men uprising, Talisantan flora and fauna, and the Unknown Lands. These supplements can be added to the campaign at the gamemaster's discretion. In the meantime, everything you need to play the **Talisanta** game is in your hands.

How to Use this Book

Perhaps the greatest strength of the **Talisanta** game is the incredible diversity of its setting. A quick look at the contents of this book will reveal that there are over a hundred different archetypes to choose from, plus a wide selection of skills, equipment, and magic items.

Ironically, the same diversity that is **Talisanta's** strong point is also its biggest challenge. With so many races and variables to choose from, how do you get started?

We recommend that gamemasters and players who are new to the **Talisanta** game begin play in the crystal city of Cymril, capital of the Seven Kingdoms. An annotated map of the city, with descriptions of the most notable sites, can be found in Chapter Seven.

Players should spend a few minutes looking over the list of archetypes before deciding on the types of characters that they would like to play (see Chapter Three). The characters may have come to Cymril from the Seven Kingdoms, or from any other part of Talis-



lanta; the crystal city is a veritable "melting pot" of different races and nationalities, visited by folk from across the continent of Talisanta.

Once the players have chosen archetypes, they should transfer the information provided here to a character sheet found at the end of this book. The players can then consult with the gamemaster about personalizing their characters and ask any questions that they may have.

The party of adventurers is now ready to begin play. An introductory adventure, "The Magical Fair," has been included in this book. The gamemaster should give this section a quick read-through first, in order to get familiar with the contents. When this has been done, the players will be ready to embark upon their first adventure in Talisanta.

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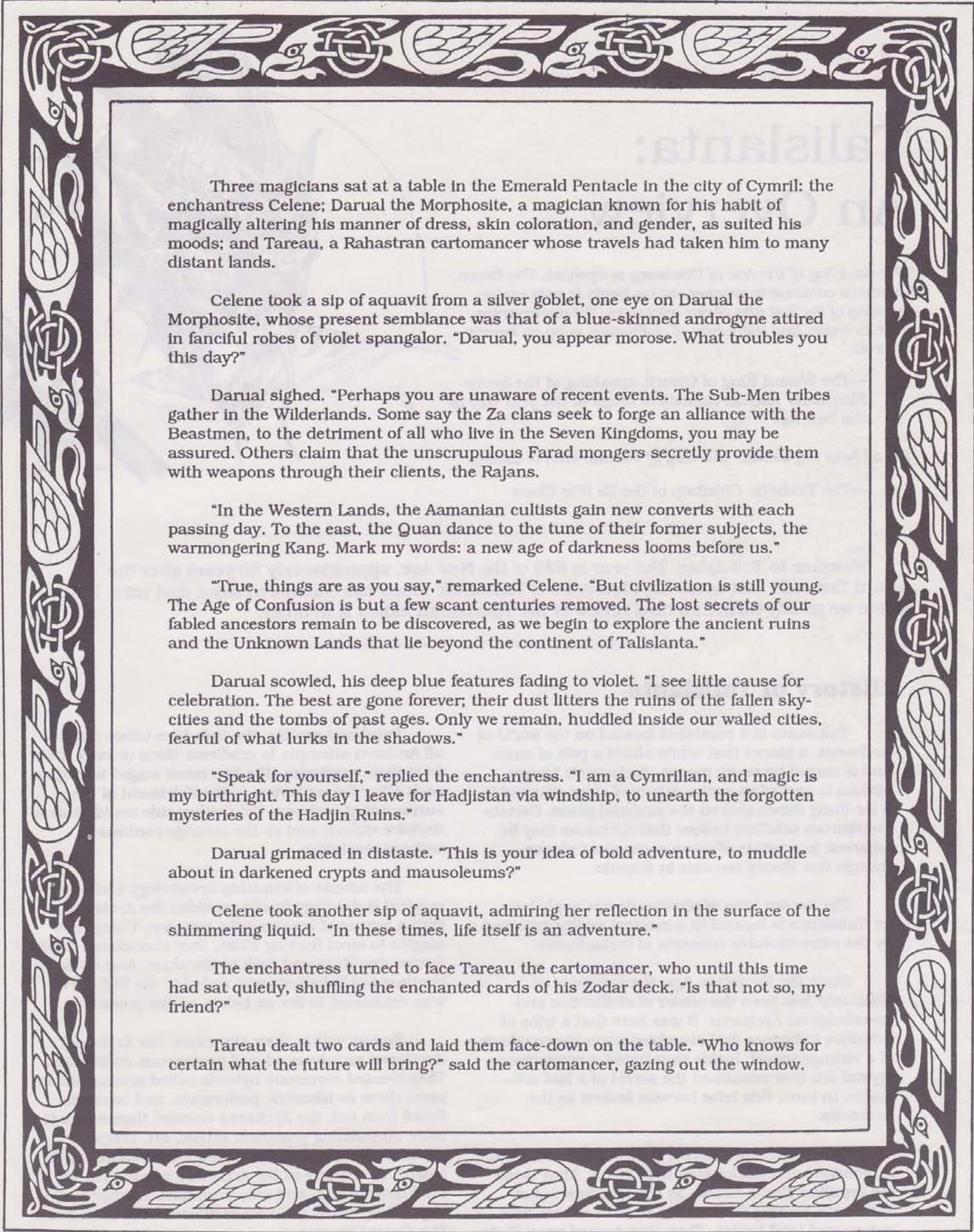
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Three magicians sat at a table in the Emerald Pentacle in the city of Cymril: the enchantress Celene; Darual the Morphosite, a magician known for his habit of magically altering his manner of dress, skin coloration, and gender, as suited his moods; and Tareau, a Rahastran cartomancer whose travels had taken him to many distant lands.

Celene took a sip of aquavit from a silver goblet, one eye on Darual the Morphosite, whose present semblance was that of a blue-skinned androgyne attired in fanciful robes of violet spangalor. "Darual, you appear morose. What troubles you this day?"

Darual sighed. "Perhaps you are unaware of recent events. The Sub-Men tribes gather in the Wilderlands. Some say the Za clans seek to forge an alliance with the Beastmen, to the detriment of all who live in the Seven Kingdoms, you may be assured. Others claim that the unscrupulous Farad mongers secretly provide them with weapons through their clients, the Rajans.

"In the Western Lands, the Aamanian cultists gain new converts with each passing day. To the east, the Quan dance to the tune of their former subjects, the warmongering Kang. Mark my words: a new age of darkness looms before us."

"True, things are as you say," remarked Celene. "But civilization is still young. The Age of Confusion is but a few scant centuries removed. The lost secrets of our fabled ancestors remain to be discovered, as we begin to explore the ancient ruins and the Unknown Lands that lie beyond the continent of Talislanta."

Darual scowled, his deep blue features fading to violet. "I see little cause for celebration. The best are gone forever; their dust litters the ruins of the fallen sky-cities and the tombs of past ages. Only we remain, huddled inside our walled cities, fearful of what lurks in the shadows."

"Speak for yourself," replied the enchantress. "I am a Cymrilian, and magic is my birthright. This day I leave for Hadjistan via windship, to unearth the forgotten mysteries of the Hadjin Ruins."

Darual grimaced in distaste. "This is your idea of bold adventure, to muddle about in darkened crypts and mausoleums?"

Celene took another sip of aquavit, admiring her reflection in the surface of the shimmering liquid. "In these times, life itself is an adventure."

The enchantress turned to face Tareau the cartomancer, who until this time had sat quietly, shuffling the enchanted cards of his Zodar deck. "Is that not so, my friend?"

Tareau dealt two cards and laid them face-down on the table. "Who knows for certain what the future will bring?" said the cartomancer, gazing out the window.

1

Talislanta: An Overview

"The dawning of the Age of Discovery is upon us. The Seven Kingdoms continue to prosper, as we begin to gain understanding of the lost arts of our ancestors. Yet our enemies grow stronger, and the future of civilization is by no means assured."

—The Wizard King of Cymril, speaking at the Seven Kingdoms' annual Council of Kings in the year 620 of the New Age

"Let all hear my words. The day of the Sub-Man is coming."

—The Tirshata, Chieftain of the Za War Clans



Welcome to Talislanta. The year is 620 of the New Age, approximately 20 years after the wizard Tamerlin first wrote his *Chronicles of Talislanta*. Much has transpired since that time, but before we go any further, a brief review of the Talislantan milieu is in order.

History of Talislanta

Talislanta is a continent located on the world of Archaeus, a planet that orbits about a pair of suns and is ringed by seven moons. Archaeus's binary system is part of an entire galaxy of stars situated in a far-flung dimension on the material plane. Certain Talislantan scholars believe that Archaeus may lie adjacent to a nexus of seven convergent planes, though this theory remains in dispute.

The known laws of physics do not apply here, for Talislanta is located in a magical reality governed by the more mutable concepts of metaphysics.

Since the Forgotten Age, the continent of Talislanta has been the center of civilization and knowledge on Archaeus. It was here that a tribe of primitive indigenes first stumbled upon the wreckage of a strange vessel. Inside they found a mysterious crystal orb that contained the secret of a lost art—magic. In time, this tribe became known as the Archaens.

Armed with their secret lore, the Archaens soon established dominance over their rivals. They drove the reptilian giants known as the Drakken out of Talislanta, forcing them to flee south across a now-submerged land bridge. Then they turned upon their primitive counterparts, the savage Sub-Men.

Feral and prolific, the Sub-Men tribes resisted all Archaen attempts to eradicate them or evict them from their territories. The two races waged war upon each other for centuries, to the detriment of the surrounding environs. Yet neither side could score a decisive victory, and so the carnage continued without resolution.

The advent of windship arcanology and other magical technology finally provided the Archaens with a means of breaking the impasse. Using their magics to erect floating cities, they abandoned their former dwellings and took to the skies. And so the continent of Talislanta was ceded to the Sub-Men, who continued to live as before on the ground.

Secure within their sky-cities, the Archaens developed an advanced and prosperous civilization. They created sorcerous hybrids called neomorphs to serve them as laborers, performers, and consorts. Freed from toil, the Archaens devoted themselves to more stimulating pastimes: music, art, magical experimentation, and the pursuit of pleasure. At its height, the empire of the Archaens spanned much of the known world, and may even have extended beyond the stars, or to other dimensions. Then came The Great Disaster.

The Great Disaster

The precise cause of The Great Disaster remains a mystery to the present day, though Archaen misuse of magic is generally blamed. The cataclysm's effects were felt around the world, but were especially devastating to the continent of Talislanta. The sky-cities fell to earth, or were hurled into space; firestorms swept across the plains, and mountains were riven into dust. Clouds of aberrant magical energy were unleashed into the atmosphere, wreaking havoc with the environment and resulting in climatic changes, mutations, and other anomalies.

For the Archaens, it was the end of an era. Thousands perished along with the sky-cities, their cloud palaces shattered, their prized possessions strewn across the scorched terrain. The inhabitants of the floating city of Elande sought to escape the cataclysm in their cloud-ships, only to be massacred by the Baratus, a savage race of Sub-Men who had stolen the secret of windship arcanology from the Archaens. Others fled into the wilderness, some with their neomorphs and some without. These displaced peoples soon found themselves at the mercy of the other survivors of the disaster—the savage Sub-Men tribes.

The Age of Confusion

The period immediately following The Great Disaster was marked by violence and utter chaos. During this time, the Sub-Men tribes battled incessantly for control of the continent, waging war against each other and preying upon the many peoples who had been displaced by the disaster.

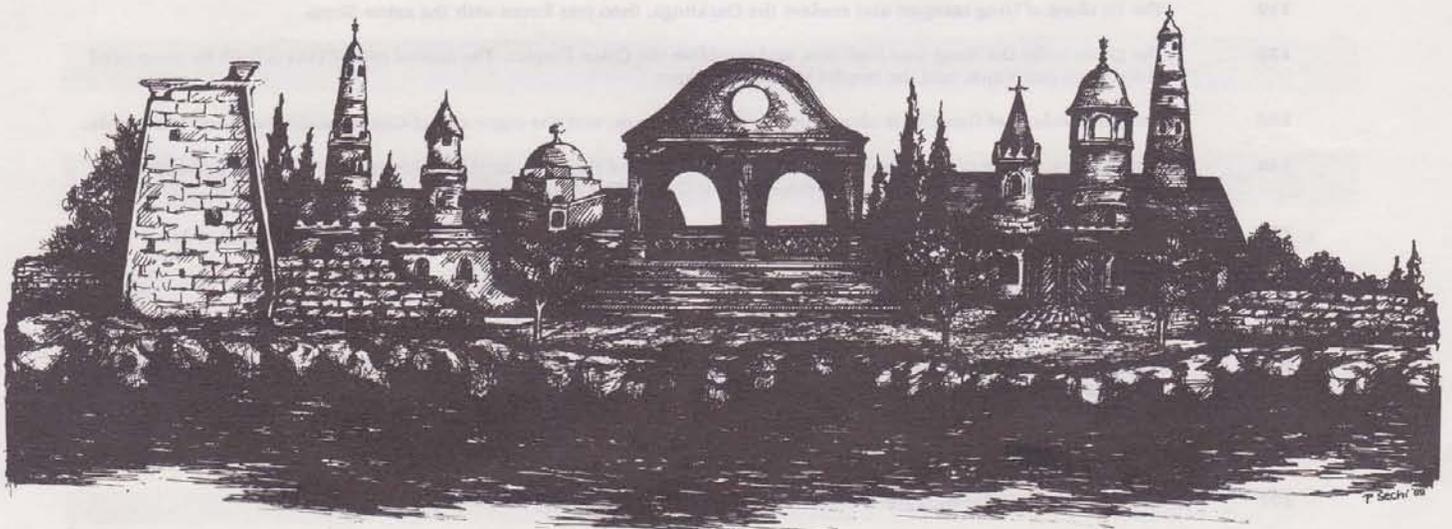
After much bloodshed, the tribes united under a common ruler—the Tirshata, an individual who would become known as the greatest war-chief of the Sub-Men. Under his command, the Sub-Men drove the last descendants of the Archaens out of their ancestral lands and into the dark forests of Werewood. For the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

The day of the Sub-Men was destined to be short-lived, however. The Tirshata disappeared under mysterious circumstances, and the tribes fell to fighting among each other, as they had in the past. Meanwhile, far to the west, the descendants of the Archaens were once again beginning to build settlements.

The New Age

The founding of the city-state of Phaedra marked the beginning of a second age of civilization in Talislanta. Led by the descendants of the Archaens, the Phaedrans once again revived interest in the arcane arts. They studied the ancient texts, wrote laws, and formed a new government. The Age of Confusion was over.

The Phaedran Empire lasted for a hundred years, until its dissolution following a series of religious conflicts known as the Cult Wars. Thousands of refugees fled from the collapsing Phaedran regime to settle amid the sparse woods, deserts, and wastelands of the central regions. Six centuries passed: wars were fought, old empires collapsed, and new kingdoms rose from the ashes of the ancient ruined cities.



A TIMELINE OF THE NEW AGE

"The world is constantly in motion, and history lies in its wake."

— Solmeht the Chronicler

"To write the history of the world is a task of infinite proportions. Each day a new chapter must be recorded, and an old one deleted."

— The fabled savant and historian Hotan

Year Event

- | Year | Event |
|------|---|
| 1 | Beginning of "The New Age." The city-state of Phaedra is established. The Orthodoxist and Paradoxist cults vie for control of the new state, but moderates choose the wizard Solman III to be the first ruler of Phaedra. A period of prosperity follows, lasting some hundred and ten years. |
| 21 | The Mirin of L'Haan build the ice cities of L'Lal and Rhin. |
| 29 | The nomadic Dracartan tribes settle in the Red Desert, a region considered inhospitable by most other peoples. In the same year they discover vast deposits of red iron. Djaffir merchants establish a trade route to Phaedra and work is begun on the city of Dracarta. |
| 48 | The Mazdaks finally kill each other off, leaving the barbaric Quan tribes in control of their old territories. |
| 67 | The Darkling hordes of Urag, fleeing the Ur clans, invade the territories of the Gnomekin. The Gnomekin hide underground until daybreak, then emerge in force and drive the Darklings back to their own shadowy lands. Called the One Day War, the incident promotes considerable laughter amongst the Gnomekin for months to come. |
| 71 | Solman III, ruler of Phaedra, succumbs to old age. A period of mourning lasting twenty years is decreed by his successor, the magician Damon. |
| 77 | Phaedrans annex territories occupied by the Ardua, who flee to the forests of what is now Vardunc. |
| 82 | The Quan conquer the Vajra. |
| 91 | End of the twenty years' mourning in Phaedra. Damon decrees a twenty-year period of celebration to follow, but is clapped in irons and branded a lunatic. Orthodoxists and Paradoxists again vie for power, but the sorcerer Kabros is chosen to rule Phaedra. Privately, he tells friends that the city-state is on the verge of collapse, and advises against making long-term plans regarding the acquisition of property, among other things. |
| 97 | Imrian vessels raid the Dark Coast for the first time, taking many slaves. |
| 101 | Religious uprisings rock Phaedra on the city-state's hundredth anniversary. The sorcerer Kabros resigns as ruler. In a stirring speech to his supporters, primarily magicians, wizards, and other sorcerers, Kabros advises them to consider "an exit, and a hasty one at that." By the following morning, he is sipping nectar on the Isle of Thaecla. Fearing for their lives, his advisors disguise one of their number as Kabros, successfully maintaining this ruse for over eleven years. |
| 107 | The Quan, using Vajra engineers and laborers, dam the River Shan, forcing the Sunra to surrender. Using Sunra vessels, the Quan take the Mandalan city of Jacinthe just one month later. |
| 112 | Kabros's advisors, their trickery finally uncovered, are forced to flee for their lives. The Orthodoxists seize control of the state, ordering dissidents to be incarcerated in the wilderness penal colony, Gao-Din. Beginning of the Cult Wars with the Paradoxists. |
| 119 | The Ur clans of Urag conquer and enslave the Darklings, then join forces with the avian Stryx. |
| 122 | The Quan bribe the Kang warchiefstains, and establish the Quan Empire. The capital city of Tian is built by conquered Mandalans and Vajra, and the empire begins to prosper. |
| 133 | The penal colony of Gao-Din is abandoned by the Phaedrans, and the rogue city of Gao is established soon afterwards. |
| 148 | The Phandre, a race of magicians exiled from the city-state of Phaedra, establish the free state of Cymril. Treaties are signed with the Thralls of Taz and the Gnomekin of Durne. The Farad establish a settlement in Faradun. |
| 158 | The Arimites build the ramshackle mining installation of Shattra and declare it the capital of the nation of Arim. |
| 161 | Za bandits and Beastmen contend for the border regions of Zaran. |
| 176 | Ice Giants attack L'Haan, but are driven back by the Mirin, who have discovered the secret of making adamant. |
| 188 | Mandalan mystics escape from the Quan Empire and flee into the Opal Mountains. Most are slain by Harakin tribesmen and frostweres, but a few survive the journey and discover the Temple of the Seven Moons in Xanadas. The Farad build the port city of Tarun. |
| 193 | Beastmen launch attacks against the settlements of the Sindarans and Kasmirans. Beginning of the Beast Wars. |
| 207 | The Dracartans of Carantheum rediscover the lost art of thaumaturgy. |

- 222 The Kasmirans, Sindarans, and Ardua sign treaties with the Cymrilian alliance. At the last minute, the Muses of Astar also decide to sign, and the confederation of states known as the Seven Kingdoms is established. The Beastmen beat a hasty retreat back across the Plains of Golarin.
- 231 Armies of the Kang drive the Nagra tribes out of the Quan Empire.
- 237 The Arimites, who have become wealthy by supplying black iron to the warring Phaedran cultists, build the citadel of Akbar.
- 245 Gryphs from the forests of Tamaranth, suffering from a plague of gange, are cured by the magics of the Ariane. The Gryphs never forget this act of kindness from the strange folk of the maze city, vowing to remain always the protectors of the Ariane race.
- 267 Imrian slavers attempt to sack the rogue city of Gao, but are repulsed. Hereafter, the Sea Rogues harass Imrian vessels at every opportunity.
- 292 Sea Nomads build the floating city of Oceanus.
- 300 Jhangarans build crude settlements at Karansk and Tabal.
- 318 The Ur clans invade Yrmania.
- 321 Shabul, King of Arim, is slain by Revenant Cultists.
- 334 The Ur, mired in a long and pointless war with the Wildmen of Yrmania, withdraw in disgust to their homeland.
- 350 Imrian slavers first encounter the Black Savants of Nefaratus. After losing many vessels, the Imrians strike a secret deal, and are thereafter allowed to pass through Nefaratan waters by specified routes only. Beginning of slave trade with the Quan Empire. The Mirin of L'Haan repulse an invading army of barbaric Harakin in a fierce battle that lasts for three days and nights.
- 366 Thousands die in a bloody sea battle waged by opposing cult forces for control of the Phaedran Gulf. Hereafter, the gulf is known as the Sea of Sorrow.
- 383 Armies of the Quan Empire plunge north into Harak, hoping to establish a safe route to L'Haan, which is rich in blue diamonds and adamant. Fierce bands of Harakin, mounted on winged dractyls, oppose them every step of the way. Finally, the Kang commanders order their forces to withdraw, convinced that the prize is not worth the effort.
- 400 Xanadas, the great mystic founder of the Temple of Seven Moons and father of the country Xanadas, leaves his followers, vowing on his deathbed to return after visiting with the gods. Beginning of "The Long Wait."
- 404 Nomads of Rajanistan unite under the necromancer Urmaan after a series of drawn-out desert campaigns. Employing slave labor, the Rajans build the fortified citadel of Irdan.
- 422 Kang forces turn back an army of Witchfolk from Chana. Beginning of the Quan Border Wars.
- 432 Saurans from the Volcanic Hills invade the Quan Empire. Mounted on armored land dragons, the Saurans advance slowly but inexorably towards the capital of Tian. Only the early onset of winter stops the Saurans, the cold weather forcing them to return to their more temperate homeland. Immediately following this disastrous incident, the Emperor of Quan orders his Kang commanders to undertake the swift construction of fortified border outposts and heavy siege engines as insurance against further assaults.
- 433 The Sauran armies return in the spring, but are unable to penetrate the Kang's new and hastily constructed defenses. Dismayed, the Saurans return to the Volcanic Hills.
- 444 Sheiks of the Djaffir bandit tribes arrive in Carantheum. They report that Urmaan of Rajanistan is amassing a great army of slave warriors along the southern borders of the Wilderlands, presumably in preparation for an assault on the citadel of Dracarta. Abas the Gray, a Dracartan thaumaturge noted for his quick wit, tells the Djaffir he "would appreciate Urmaan better were he to amass an army of slave girls instead." Not amused, the Djaffir hurl Abas out a window to his death. The Dracartans get the point and promise to keep a close watch on the situation.
- 445 Armies of the Rajans launch an attack on Dracarta, the southernmost of Carantheum's outposts. The Dracartans, warned in advance by the Djaffir sheiks, annihilate the Rajan armies with relative ease. When news of the crushing defeat reaches Tarun, Urmaan has his entire staff of generals boiled in oil. Urmaan then disappears, never to be heard from again. A high priest of Rajanistan uses the incident to his advantage, claiming that Urmaan has gone to visit the entity known as Death, from whom he seeks advice and guidance on how to defeat the people of Carantheum. The idea so catches the fancy of the gullible Rajan populace that Death becomes the nation's patron "deity." A morbid cult springs up around the high priest, who becomes the first Khadun or mystic ruler of the Rajans.
- 451 The Seven Kingdoms build the Seven Roads, encouraging trade between each of the member nations.
- 476 Death of the first Khadun of Rajanistan by unknown causes. A new Khadun claims his predecessor has "gone to seek Urmaan." The Rajan death cultists are thereafter known as the "Followers of Urmaan."
- 480 Independent city-states of Danuvia, Maruk, and Hadj are built by Phaedran exiles.
- 493 Ice Giants enter the forests of Tamaranth and find the Artane High Masters waiting for them. Employing their potent magics, the Ariane hasten the often slow process of spiritual ascendancy, enabling the invading Ice Giants to immediately enter into their next incarnations as puddles of water.



Opening the Lyceum Archives in 603 N.A.

- 500 The Rajans, led by the Khadun himself, attack Dracarta in force. Routed by Dracartan duneships, the Rajans are torn to pieces as they flee madly across the desert sands. The Khadun is captured alive and plated with red iron by Dracarta's thaumaturges. His statuuelike form is displayed in the capitol of Carantheum, where it decorates the Royal Palace. The battle comes to be known as the Massacre at Dracarta.
- 512 Exhausted after four hundred years of continuous warfare, the Orthodoxist and Paradoxist cults declare a truce. After a brief council, they agree to divide the old Phaedran territories into two separate nations. Zandu, to the west, becomes home to the Paradoxists. Aaman, to the east, is occupied by the Orthodoxists. Construction is begun on the Great Barrier Wall.
- 519 The Great Barrier Wall is completed; the Zandir and Aaman work together to erect this massive structure in only seven years.
- 538 Fierce Mangar corsairs begin to harass the dragon barques of the Quan Empire.
- 553 Ur clans from the fortress city of Krag pour into the gorge at Akbar, but are unable to penetrate the Armites' strong defenses. They fall back to make new plans.
- 570 Imrians raid Mog for slaves, and sail upriver as far as Astar in search of Muses. They find an army of Thralls from Taz instead, and are driven down the Axis river and into the Azure Ocean. In the same year a large contingent of Imrians attempt to take the Isle of Thaeclia, but are easily repulsed by the magics of the Thaeclian enchanters.
- 600 Tamerlin writes his *Chronicles of Talislanta*.
- 601 A new Wizard King is elected by popular decree in Cymril. He is known for his liberal policies, and is viewed with great distaste by the arch-conservative Tanasians.
- 602 Imrian slavers annex the Isle of Batre.
- 603 A trio of Tanasians attempt to restore the old regime to power in Cymril. They fail when the Lyceum Arcanum comes out in support of the Wizard King. The Lyceum's secret archives are opened, and the Tanasians discredited. Nymandre is tried and convicted of treason; he is placed in stasis and imprisoned in an impermeable orb. Ebonarde flees to parts unknown, while Naryx of the Gloved Hand disappears—some say he is in hiding in the jungles of Chana.
- 604 Members of the Lyceum Arcanum begin deciphering the contents of the secret archives. They discover the *Archaen Codex*, an ancient book of occult lore that contains the lost magical secrets of a bygone age.
- 605 Faradun is acknowledged the wealthiest of all Talislantan states. Despite denials by the ruling Kral, it is widely believed that Farad prosperity stems from the illegal sale of weapons to the Imrians and Rajans, as well as the lucrative euphorica trade.
- 606 The Ardua change their name to the Aeriad, citing new evidence of their ancestry obtained from the Lyceum archives.
- 607 Sindarans discover the remains of an unknown vessel in the dusty soil of the Lost Sea. It is theorized that Talislanta was once home to a port city that may have attracted ships from other worlds, or other dimensions.
- 608 In Rajanistan a new Khadun, an assassin-mage backed by factions of the violent Nihilist Cult, seizes power after a bloody coup. The new Khadun declares his intention to wage a dark jihad against the nation of Carantheum.
- 609 A consortium of Farad monopolists acquires a controlling interest in the independent city-state of Hadj. The city-state becomes known as Hadjistan, and begins to gain a reputation as an exclusive resort for the wealthy. Certain of the Hadjin Tombs are also acquired by the Farad consortium, and are closed to the general public.
- 610 The Farad develop windship arcanology, claiming to have obtained this knowledge from the Hadjin Tombs; others believe the secret was stolen from the Cymrilians.
- 611 The Hierophant Omnis I comes to power in Aaman. In the Quan Empire, a movement known as the Silent Insurrection has begun.
- 612 Farad windships, sailing south beyond the continent of Talislanta, claim to encounter windships piloted by the Baratus—dreaded skyborne pirates from ancient times. The ships are described as similar in make to Phantasian warships.
- 613 An individual claiming to be the Tirshata appears before the annual conclave of the Za bandit clans. By the end of the conclave, he has eliminated eleven of the most powerful chieftains and consolidated control of all the Za clans under his banner. The Za clans are united for the first time since the Age of Confusion.
- 615 The Sultan of Zandu is assassinated by Heterodoxist cultists. His son, Faryan, is appointed as his successor.
- 618 Mandalan refugees arrive in the Seven Kingdoms, claiming that the Kang have quietly usurped control of the Quan Empire from the ruling-class Quan, whom they have chosen to retain as puppet dictators. Their claims are disputed until the Kang mobilize a massive force against their old enemies the Saurans of the Volcanic Hills in an operation long opposed by the Quan, who had previously elected to hoard the empire's resources for themselves.
- 619 Dracartan scouts report that the Rajans have begun to develop a rudimentary form of windship arcanology. The Farad are suspected of selling secrets to the Rajans. In response, the Seven Kingdoms and Carantheum suspend all trade ties with the Farad.
- 620 Rumor has it that the Tirshata is negotiating a possible pact of alliance with the Beastmen, as the Sub-Men tribes begin to gather in the Wilderlands.

Map Key

-  Mountains
-  Border
-  City
-  Inland Water
-  River





Scale 1"=160 miles

TALISLANTA: 620 N.A.

The year 620 of the New Age is the present time in the **Talislanta** game. Here, then, is an overview of the major regions and peoples of the Talislantan continent circa 620.

The Return of the Tirshata

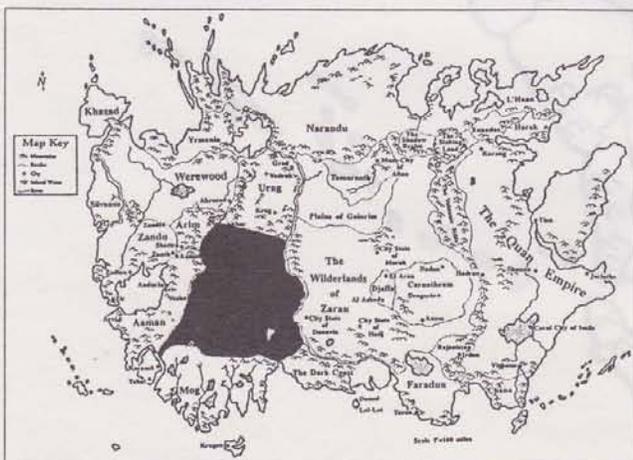
The year 613 of the New Age will be recalled with a sense of foreboding by future generations. For it was then that Talislantans learned of the second coming of the Tirshata, a legendary figure among the Za war clans of the Wilderlands.

It has long been the belief of the Za that, at the designated hour, "the Tirshata shall be revealed, and the Za will rise up and smite their enemies, until they alone rule the lands from east to west." While the identity of the mysterious individual who has proclaimed himself the Tirshata is not known, his uncanny ability to influence the Za clans is unquestioned.

The Tirshata has claimed that all the primitive peoples of Talislanta are descended from a single race—the Sub-Men, who in ancient times were driven from their lands by the Archaens. He has sworn to unite all the Sub-Men tribes on the continent: the Za, Beastmen, Druhks, Ur clans, Mondre Khan, Harakin, and others of mixed lineage. When this has been done, the Tirshata has promised to lead the Sub-Men in a great uprising that will sweep the descendants of the Archaens into the sea.

The Tirshata's powers should not be underestimated; already he has united the Za bandit clans, and taken steps to forge an alliance with the Beastmen tribes. The civilized peoples of Talislanta have been forewarned: the day of the Sub-Men is at hand.

The Seven Kingdoms



The territories designated as the Seven Kingdoms represent a confederation of seven separate city-states, each ruled by its own king or queen. Established during the New Age by the descendants of various peoples displaced by The Great Disaster, the Seven Kingdoms share a common government, known as the Council of Kings.

In the year 620 of the New Age, the Seven Kingdoms has come to be regarded as the most influential and enlightened nation on the continent. Its capital, the crystal city of Cymril, has become the most important center of trade and magical knowledge in all of Talislanta.

The seven nations of the confederation are:

Cymril

Cymril is the capital city-state of the Seven Kingdoms, as much for its central location as anything else. Sweeping hills and light forest dominate much of the Cymrilian countryside, which is largely uninhabited. The greatest part of the population lives in the enchanting metropolitan area, a crystal city of convoluted spires and archways originally constructed almost entirely of green glass.

Here dwell the Cymrilians, the descendants of a race of magicians exiled long ago from the now-defunct Phaedran Empire. Tall and slender in stature, they have pale green skin and hair, with golden eyes and handsome features. There are no wrong choices regarding fashion; all types of exotic apparel are in vogue, though magicians continue to favor the high-collared cloaks worn by their ancient ancestors, the Phandre.

Within the crystal city, the Cymrilian magicians practice their arts, creating wondrous windships, potions, powders, and other magical adjuncts. Caravans from many lands come here to trade for Cymrilian wares, including the costly Cymrilian liqueur aquavit, and goods from across the Seven Kingdoms. Once each year, the city of Cymril hosts the Magical Fair, a colorful spectacle lasting two weeks and attended by folk from all across Talislanta.

The ruler of Cymril is known as the Wizard King or Wizard Queen. Usually the most capable of Cymril's spellcasters, the Wizard King or Queen is elected by popular vote, and serves a term of seven years. If he or she is a reasonable sort of person, the populace will allow the Wizard King or Queen to remain in power for the full term.

Of the confederation's seven member states, Cymril has perhaps undergone the most profound transformation in the last two decades. Following an attempt by Tanasian traditionalists to regain control of the throne in the year 603, the Wizard King ordered the magicians of the Lyceum Arcanum to open the institute's secret archives, which had been



A Tanasian Wizard

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sealed for centuries. In the ensuing revelations certain age-old scandals involving the Tanasians were made known, and their supporters were swept from power. Some were imprisoned for their crimes while others fled to distant locales.

With the members of the former ruling class gone, many of the old traditions and proscriptions have fallen out of vogue. The Cymrilian obsession with the color green has given way to an avid appreciation of multichromaticism. This is most evident in the recent popularity of elixirs used to alter the color of the drinker's skin and hair, a practice that was once popular with the early Archaens. Yet even greater changes were destined to occur when the contents of the Lyceum's secret archives were subjected to study.

Upon close scrutinization, the Lyceum archives proved to contain numerous artifacts from the Forgotten Age: archaic grimoires, pandects, histories, compendia, ancient stone tablets, runestones engraved with glowing symbols, intricate magic boxes, and other artifacts the early Tanasians had interred. The extent of these discoveries was such that Cymrilian scholars estimate that it may take decades to decipher and analyze the complete contents of the archives. Yet the most extraordinary item retrieved from the archives was the *Archaen Codex*.

The *Archaen Codex* is an iron-bound tome of great antiquity. Upon deciphering the contents of the book, the Lyceum's scholars found that it contained a comprehensive system of magic forgotten since the time of The Great Disaster. This system divided the occult sciences into distinct fields of magical study, including mysticism, enchantment, witchcraft, primitive magic, invocation, and the four elemental fields. The discovery has revolutionized the study and

practice of magic in Talislanta. Yet even the *Codex* is not without its mysteries, for one of the magical fields cited in the index, sorcery, is missing from the book.

Astar

Astar is a land of sylvan glades, lakes, and streams. Here dwell the last of an ancient and enchanting race of beings known as the Muses. Nymphlike creatures believed to be of magical origin, the Muses are the most beautiful of the humanoid races. Their bodies are slender and lithe, their features delicate and exquisitely fashioned. They dress in translucent robes shaded in hues complementing the colors of their skin, hair, and butterfly wings—pastel blue, aquamarine, turquoise, violet, and rose, to name just a few.

The Muses of Astar are generally considered flighty and irresponsible by nature. Most seem content to lie about, dreaming secret dreams, sipping the nectar of flowers, or gazing at butterflies, birds, and Muses of the opposite sex. In actuality, Muses shun mundane activities in favor of telepathy, the ability to communicate via complex thought images. All Muses possess this unusual talent, the range and scope of which increase with practice.

The Muses have no permanent settlements, but tend to congregate in small groups scattered throughout the scenic woodlands of Astar. They possess a natural talent for all artistic pursuits, and create enchanting musical instruments, tapestries of colored gossamer, and other fine goods, but only when stricken by inspiration. Though some few of curious bent become adventurers, most Muses are quite content to spend their lives in Astar.

The Muses have no full-time King or Queen. Instead, they draw straws once each month to determine who is to represent their people at the Council of Kings in Cymril. The holder of the short straw is then temporarily crowned King or Queen.

In the year 620, the Muses of Astar remain as before—aloof, and seemingly preoccupied with their own concerns. The full extent of their extraordinary telepathic powers is only now beginning to be understood by the other member races of the Seven Kingdoms.

Durne

Durne is a windswept land of rugged hills, precarious peaks, and sparse woodlands. These regions are uninhabited except for herds of wild erd, wandering malathropes, kite-winged batranc, and other wild beasts. It is below the surface that the humanoid inhabitants dwell, in the subterranean city of Durne.

The people who live here, known as the Gnomekin, are a diminutive folk who average just over three feet in height. They have nut-brown complexions, muscular bodies, and wide-eyed, almost childlike features. Both the males and females have a crest of soft, black fur running from the center of the forehead to the small of the back. Despite their small size, the Gnomekin are quite strong, and are extremely agile and sure footed. Their speech sounds much like the purring of cats.

The subterranean city of Durne provides the Gnomekin with all they need. Constructed some two hundred feet below ground, the settlement consists of numerous cave dwellings connected by a complex maze of tunnels. Large caverns are used for the growing of mushrooms and tubers, and underground lakes serve as hatcheries for several species of subterranean fish and mollusks. The Gnomekin also grow various types of crystals, which are useful in the making of magical orbs, windship levitationals, and scrying devices.

Durne is ruled by a pair of hereditary monarchs known as the Gnome-King and Gnome-Queen. The Gnome-Queen is the matriarch of all Gnomekin families. She is responsible for determining fair prices for the goods produced in Durne's subterranean gardens, which are delivered to Cymril via the Underground Highway. The Gnome-King serves as commander-in-chief of the country's small but fierce army.

The discovery of the *Archaen Codex* has led to a renewed interest in the study of crystalomancy, a field of magic practiced extensively by the Gnomekin. With crystals now an important power source, efforts have begun to reinforce the security of the Underground Highway, a subterranean road that extends throughout Talislanta and is vital to the Gnomekin crystal trade.



A Sindaran Mesa City

Kasmir

Kasmir is an arid region bordered to the south by the Jaspur Mountains and to the east by the Wilderlands of Zaran. The folk who live here, called the Kasmirans, are short and lean with odd-looking, shriveled features. They dress in hooded cloaks, loose robes, and sandals, and carry concealed weapons such as spring-knives and blade staves on their persons at all times.

The Kasmirans are a wealthy people, though how they acquired their fortune is unknown; some say they were once partners of the Djaffir. Whatever their history, the Kasmirans are renowned throughout the continent as misers. Kasmiran moneylenders and appraisers are unmatched in their craft. They finance caravans, purchase and resell large quantities of goods, and lend money to fund ventures of many different sorts, typically at somewhat high rates. Their trapmages construct the most ingenious and elaborate locking mechanisms, traps, and vaults. The Djaffir merchant tribes, who still do business with the Kasmirans from time to time, commonly refer to them as *tu-beshal*, which means "blood-suckers," though the term carries certain lewd connotations as well.

The capital city of Kasmir is a veritable fortress, the outer walls of which stand over one hundred feet in height. The Kasmirans live in windowless stone towers, their doors barred and locked to protect against thieves. The ruler of these people, known simply as the King or Queen of Kasmir, is allowed to remain in office only so long as the wealthy Kasmiran moneylenders feel he or she is effectively representing

their best interests. Any ruler who fails to live up to their expectations will be beheaded and replaced. Despite the high pay and numerous perquisites, the position of King or Queen is one to which few Kasmirans aspire.

In Kasmir, revelations from the Lyceum archives are considered of secondary importance to news of the threatened Sub-Men uprising. Many Kasmirans believe that the Borderlands Legion could not repulse a large-scale assault, and that the three border outposts provide insufficient protection for Kasmir. Accordingly, the King of Kasmir has recommended that funds be raised for the construction of a so-called Wilderlands Wall, which would extend from Sindar to the southern border of Astar. The project would cost millions of gold lumens, however, and some Kasmirans have already begun to grumble about having to bear such an expense. Others, such as the Kasmiran weaponsmiths, are optimistic and see an opportunity to profit by the upcoming war.

Sindar

Sindar is a land of towering mesas, arches, and strange configurations of time-worn stone. Underground springs and geysers are the only sources of water in this region, which is bordered to the east by the barren canyons of the Dead river. The folk who live here are known as the Sindarans, a race of dual-encephalons whose origins have long posed a mystery to Talislantan scholars.

The Sindarans live in small communes situated atop the many large mesas that dot this region. Their dwellings are elegant, tiered structures built of carved stone blocks and hardwoods imported from Vardune and Taz. Gossamer curtains, dyed various shades of orange, serve as the outer walls of these unique structures. Communication between Sindaran communes is possible by means of large, reflective crystals mounted on tripods and used to flash messages from one outpost to the next. In this way, information passes rapidly throughout the country.

The Sindarans are renowned as collectors of everything from menageries of rare beasts to ancient scrolls, coins, curios, and objects of art. To finance their private collections, they create fine silver goods and alchemical wares, which they sell in Cymril. When not preoccupied with their collections, Sindarans enjoy playing Trivarian, a complex game other races find incomprehensible. The drinking of skoryx, a potent liquor of rare qualities, is also a favored pastime.

Talislantan scholars are now certain that the Sindarans did not originate on the world of Archaeus. Evidence from the Lyceum's archives indicates that the dual-encephalons are descended from an alien race called the Neurians, who came to Archaeus from another world, or another dimension.

Taz

Taz is a land of dense jungle fading into the swampy mire of neighboring Mog. Here live a race of humanoids known as the Thralls. Bred by the sorcerers of some ancient and forgotten kingdom as an army of slave warriors, the Thralls are tall and muscular of build. Hairless and devoid of pigmentation, they are distinguishable only by sex; otherwise, all Thralls look exactly alike. In defiance of this inbred genetic trait, Thralls decorate their bodies from head to toe with wildly elaborate tattoos, thereby attaining some degree of individuality.

The Thralls of Taz live in great communal complexes constructed of cut stone blocks, all of which look very much alike. Bred for combat, Thralls know no other life. Most serve as protectors of the Seven Kingdoms, guarding the border regions or working as sentinels, caravan guards, and so on. Those of a more creative nature sometimes hire out as mercenaries.

The Thralls are ruled by an individual known as the Warrior King or Warrior Queen of Taz. The position is open to challenge by duel once every year, with the winner given ruling status.

Recently, the Warrior King of the Thralls has been under increasing pressure to provide sufficient forces to defend the confederation from possible attack by the Sub-Men. Rumors of an alliance between the Beastmen and Za have impelled Thrall commanders to augment their forces throughout the Borderlands. To date, the possibility that the Lyceum archives may prove to contain information about the origins of the Thralls has aroused no great interest in these folk.

Vardune

Vardune is a densely forested region bordered by the Axis river to the west. The winged folk who live here were once known as the Ardua. Evidence recently unearthed from the Lyceum's secret archives has proven that they are descended from the Aeriad, an avian race who fled the continent of Temesia following The Great Disaster. Upon learning the truth about their origins, the Ardua officially adopted their ancestral race-name, and now wish to be known as the Aeriad.

There are two sub-races of Aeriad: Green Aeriad, who seldom exceed five feet in height, and the taller and somewhat more aggressive Blue Aeriad. Both species are slender and frail in stature, and have skin that glistens with a metallic sheen. A crested cox-comb of feathers adds to the distinctive appearance of these folk.

Formerly a race of sky-roving hunters and gatherers, the Aeriad were forced to abandon their

traditional way of life when their ancestral homeland was annexed by the forces of the old Phaedran regime. They settled in the forests of Vardune and built a number of small settlements along the eastern banks of the Axis river. The Blue Aeriad, hunters by trade, became the protectors of their race; the Green Aeriad, with their knowledge of seeds and fruit-bearing plants, became horticulturists. They soon adapted to their new existence, and their settlements grew and prospered.

The Aeriad are in the process of devolving from an avian to a ground-dwelling species. The Aeriad's vestigial wings, once used for flying, have atrophied from disuse. For the majority of Aeriad, these appendages are more decorative than functional, though some still use them for gliding. In the last two decades the avians have become even more manlike in appearance. None are now capable of true flight without the aid of magic. Some attribute the process of devolution to the aftereffects of The Great Disaster, though this theory has never been proven.

The largest of the Aeriad's settlements is the river city of Vashay, renowned as a producer of useful herbs and plants. Vashay's most important crop is viridia, a giant species of pod-bearing plant. The breathtaking bridge at Vashay and the triple-tiered terrace dwellings of the Aeriad are all made of woven viridia tendrils, as are many other products sold in this region. The ruler of the Aeriad is the River King or Queen, who may be either a Blue or Green Aeriad.

The Wilderlands of Zaran



From the borders of the Seven Kingdoms to the Volcanic Hills, the vast territories of the Wilderlands of Zaran occupy much of the central sector of Talislanta. Here lie the ruins of many long-dead civilizations of the Forgotten Age. Much of the devastation caused by The Great Disaster took place within this region, which has remained largely uncivilized since that time. While featureless wastelands comprise much of the Wilderlands of Zaran, the area is not without certain points of interest.

The Aberrant Forest

The Aberrant Forest is a weird and grotesque woodland, the origins of which may be attributed to The Great Disaster. All manner of bizarre flora and fauna can be found in this place, though nothing that lives here is as nature intended it to be. The plants and trees of this region appear heedless of natural law, growing to immense proportions or becoming impossibly gnarled and twisted in form. Murky streams flow uphill, stagnant ponds move slowly across the land, and at times the very ground seems to undulate as if alive. The forest was once home to the mad wizard Rodinn, whom some believe was responsible for causing The Great Disaster.

The Labyrinths of Sharna

South of the desert kingdom of Carantheum stand the Labyrinths of Sharna, a group of mazelike structures of certifiable antiquity. Some scholars attribute these ruins to the Sharn, a long-dead race of whom little is known; others say the nomenclature is incorrect, and that these structures should be attributed to the Shan, another ancient race whose homeland was destroyed by fire during The Great Disaster. The area about the ruins is populated by Ferrans, rodentlike humanoids of short stature who live in underground tunnel complexes, coming forth in groups to scrounge for food or to rob unwary travelers of their possessions. Also found in this region are the Wanderers of Ashann, who represent the last of the Shan. They are sometimes encountered walking among the rubble of Talislanta's ruined cities, as if searching for something lost long ago.

The Kharakhan Wastes

To the northeast lie the Kharakhan Wastes, a region despoiled by firestorms and other unnatural phenomena during the time of The Great Disaster. The burned and blackened ruins of Kharakhan, a city once occupied by a race of giants, stand here like massive tombstones, dismal monuments of a bygone era. Oversized artifacts and curios litter the subterranean levels of the ruined city. This region is now home to the Araq, a hybrid of man and Sauran created during the Forgotten Age. The Araq are warlike and prejudiced in the extreme, marking all other races as hated foes.

The Barrens

The Barrens is a region of rocky hills, salt flats, and scrub plains. Herds of land lizards, valued throughout Talislanta as pack and burden beasts, roam this area in great numbers. Also native to the alkali plains of this sector are mangonel lizards, a combative species of reptile employed as war-steeds by the Thralls of Taz and the primitive tribes who dwell in this desolate sector, the Danelek.

The City-State of Maruk

The city-state of Maruk was once a prosperous center of trade until it gradually fell into ruin, the victim of a mysterious curse. The impoverished inhabitants, called the Marukans, are considered harbingers of doom in many lands, and are shunned as if they were carriers of the plague. With the Sub-Men threatening, many of the downtrodden denizens of Maruk are preparing to flee to safer locales.

The City-State of Danuvia

The city-state of Danuvia is a great stone citadel established long ago by moderate factions who fled the old Phaedran Empire around the time of the Cult Wars. The city is ruled by a gynocracy, with females holding all positions of importance, including all military positions. In the face of recent developments, Danuvia has mobilized for war with the Sub-Men.

The City-State of Hadjistan

The city-state of Hadjistan, formerly Hadj, is situated in the middle of an arid plain that stretches for miles in all directions. The folk who live here, called the Hadjin, are among the wealthiest of all Talislanta peoples. The source of their great fortune comes from the Hadjin Ruins, ancient hollow obelisks that contain the mummified remains of a race of magician-kings interred along with their most prized possessions. Since Farad mercantilists acquired a controlling interest in the city-state in the year 609, Hadjistan has become renowned as a resort for wealthy Talislantans. The problem posed by the Sub-



The Sad Plains

Talislanta: An Overview

Men has the Farad consortium incensed; they consider the Sub-Men "bad for business."

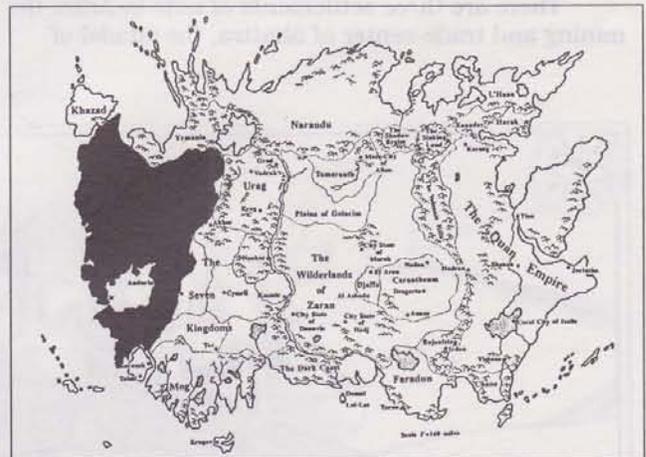
The Displaced Peoples

A number of displaced peoples inhabit or traverse the territories of the Wilderlands. Most are descended from those who survived The Great Disaster, their homelands long abandoned and fallen into ruin. Some are refugees from the Quan Empire; others are members of dying races. The most common of these include the Bodor, consummate musicians who possess the ability to see sound as colors; the Nagra, a primitive folk renowned as spirit trackers; the Rahastrans, a people skilled in the art of cartomancy; the Xambrians, whose ancestors were nearly exterminated by the ancient Quaranians and who now operate as wizard hunters; and the Yitek, a race of nomadic tomb robbers.

The Za

The Za tribes constitute a savage race of Sub-Men who range far and wide throughout much of the Wilderlands. Claiming descent from the original folk of the lost kingdom of Zaran, the Za have long contended that the Wilderlands territories are rightfully theirs. The Za clans have recently been united under an individual claiming to be the Tirshata, the legendary ruler of the Sub-Men tribes during the Age of Confusion. The Tirshata has sworn that the Za and their allies will come together and conquer the civilized peoples throughout the Talislanta continent.

The Western Lands



Aaman

Aaman is a land of low hills and wooded glens, bordered to the east by the Axis river and to the west by the Sea of Sorrow. Formerly part of the old Phaedran Empire, Aaman was one of the independent nations formed following the long and bloody Cult Wars, which pitted the Orthodoxists against the

Paradoxists. The people of Aaman, called the Aamanians, are governed by an intolerant theocracy under the Hierophant, high priest of the Orthodoxist Cult and absolute ruler of the realm.

The capital of Aaman is Aamahd, a city of faceless white buildings. The Hierophant lives here in a mighty tower of ivory-colored stone, attended by his most trusted advisors. These include the monitors, who keep a watchful eye on the populace, and the inquisitors, who are entrusted with the ritual "purification" of sinners. Aamahd overlooks the most bizarre and spectacular structure in the region, the Great Barrier Wall that separates Aaman from its traditional enemy Zandu.

In the last few years, the new Hierophant has solidified his position in the theocracy, employing cadres of witch hunters to liquidate his enemies. Under his direction, the Aamanians have intensified their efforts to gain converts to the Orthodoxist Cult. Sources in neighboring Zandu claim that an unwontedly large number of these converts are being used to expand the Aamanian military. Of concern to the Seven Kingdoms is the rumor that the Hierophant covets the *Archaen Codex*, which he claims is a lost book of the *Omnival*, the cult's sacred scriptures.

Arim

Arim is a land of rough and irregular hills, interspersed with grassy steppes and thickets of stunted oak and briar. The people who live in this gray and windy realm, known as the Arimites, are a dour and moody lot. They have no love of song or dance, but favor *chakos*, a fiery liquor brewed in black iron kegs.

There are three settlements of note in Arim: the mining and trade center of Shattra, the citadel of

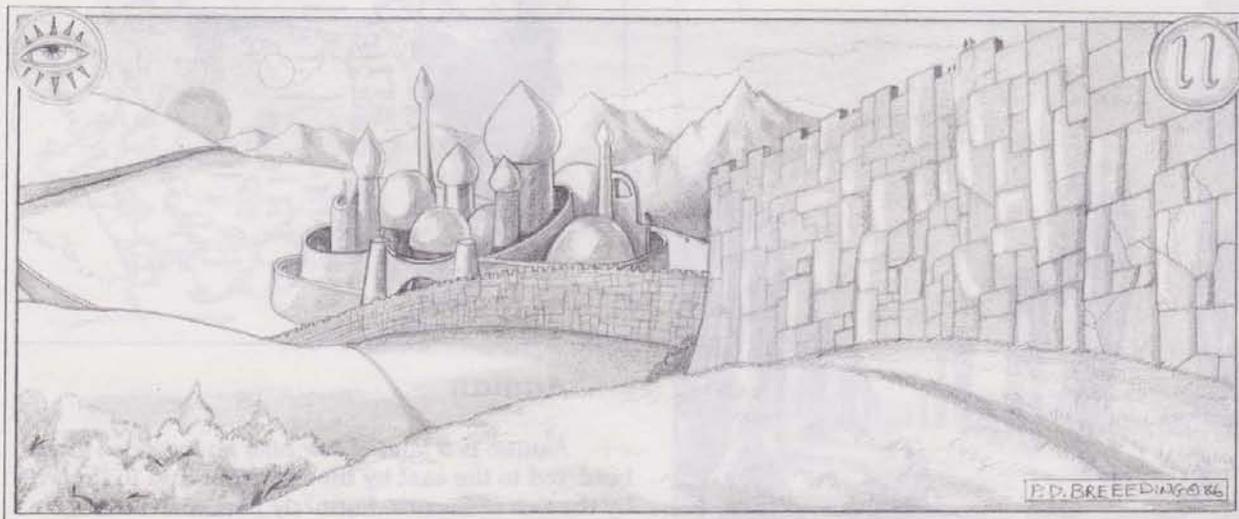
Akbar, and the Forbidden City of Ahrazahd. The country is ostensibly ruled by a figure known as the Exarch, a recluse who dwells in the Forbidden City. In reality, the true power in Arim lies in the hands of the Revenants, a cult of assassins who specialize in "revenge-for-hire." Their leader is said to be a powerful assassin-mage who lives in a mountaintop sanctum. The Revenants' influence is now believed to extend across the continent, though they have tempered their methods somewhat in order to increase profitability. It is now possible to "buy back" a contract—at double the original price.

Silvanus

Silvanus is a hilly, woodland region located to the west of the Necros river and the Forests of Werewood. These scenic woodlands serve as home base for the Sarista gypsy tribes, a nomadic folk of indistinct origin. The Sarista are renowned for their talents as folk healers, fortune tellers, and performers—or as mountebanks, charlatans, and tricksters, depending upon your point of view. They travel in loose-knit tribal groups, carrying all that they own in wagons or on the backs of burden beasts. Their caravans roam the western lands from Silvanus to the Seven Kingdoms.

Werewood

Werewood is a dark and tangled forest situated to the north of Zandu. The sunless woods of this region reverberate with strange and frightening sounds: the baleful cries of werebeasts on the hunt, the sinister laughter of banes, the rustling of mandragores as they uproot themselves and scuttle through the underbrush. Underground, the subterranean creatures known as weirdlings hoard their wealth in garishly decorated burrows, while Gnorls gather secrets for sale. The Dhuna, a pagan people



The Great Barrier Wall between Aaman and Zandu

regarded as witches, make their home in the deep forests of this region.

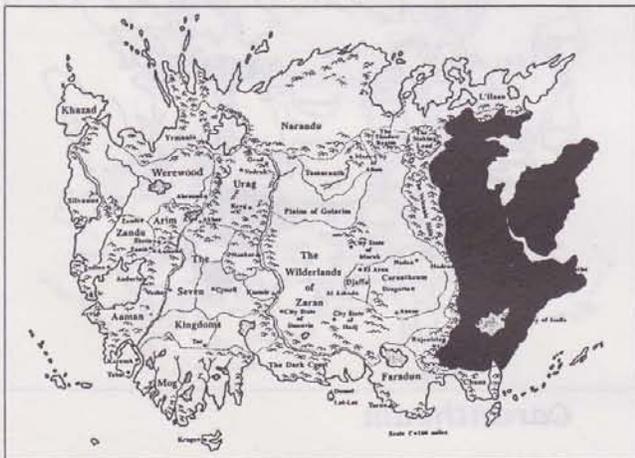
Zandu

Zandu is a land of gentle hills and sparse woodlands, shifting to deep forests along its northern borders and western coast. The inhabitants of this region are the Zandir, a people diametrically opposed to their neighbors, the Aamanians. Unlike their drab counterparts in Aaman, the Zandir are known for their colorful customs and liberal sensibilities. Most are Paradoxists, who profess to be mystified by their own existence. The tenets of the Zandir "religion" are perhaps best explained in the Paradoxist text *The Great Mysteries* (author unknown), a lengthy book filled with over one hundred thousand questions, and no answers.

Zanth is the capital of Zandu and a beautiful city of copper spires, minarets, and arched causeways. The Sultan of Zandu lives here, in a fabulous palace gilded with silver and gold leaf. Like Aamahd, the capital of Aaman, Zanth was once part of the ancient Phaedran city of Badlujan, which was divided in two following the conclusion of the Cult Wars.

In response to the increasingly militaristic posturing of neighboring Aaman, the Sultan of Zandu has placed the Zandir military on full alert and fortified the Great Barrier Wall that separates the two rival states. These moves have served to increase tensions between the two rival states and have led to speculation that a second series of Cult Wars may be imminent.

The Eastern Lands



The Quan Empire

The Quan Empire extends from the southern borders of Chana to the northern foothills of the Opal Mountains. Throughout much of the New Age the empire has been ruled by the Quan, a decadent people descended from barbarian stock. Their

subjects include the Vajra, a subterranean race of miners and builders; the Sunra, a race of semi-aquatic seafarers; the Mandalans, a passive folk of scholarly mien; and the Kang, a race of crimson-skinned warriors who serve as protectors of the empire. The empire's major cities include the capital of Tian, also known as the Golden City, the coastal city of Jacinthe, the coral city of Isalis, and the military outposts of Karang, Vishana, Shonan, and Hadran.

Since the Silent Insurrection of 611, the Kang have taken control of the Quan Empire. The Kang Warlord Rakshan now wields total control over the empire; the Kang's former masters, the Quan, have been reduced to the status of puppets. With the Warlord allocating most of the empire's resources to his armies, the Crimson Horde has grown in power and may now be the single greatest military force on the continent. This development is viewed with alarm by the Dracartans, and to a lesser extent by the inhabitants of the Seven Kingdoms.

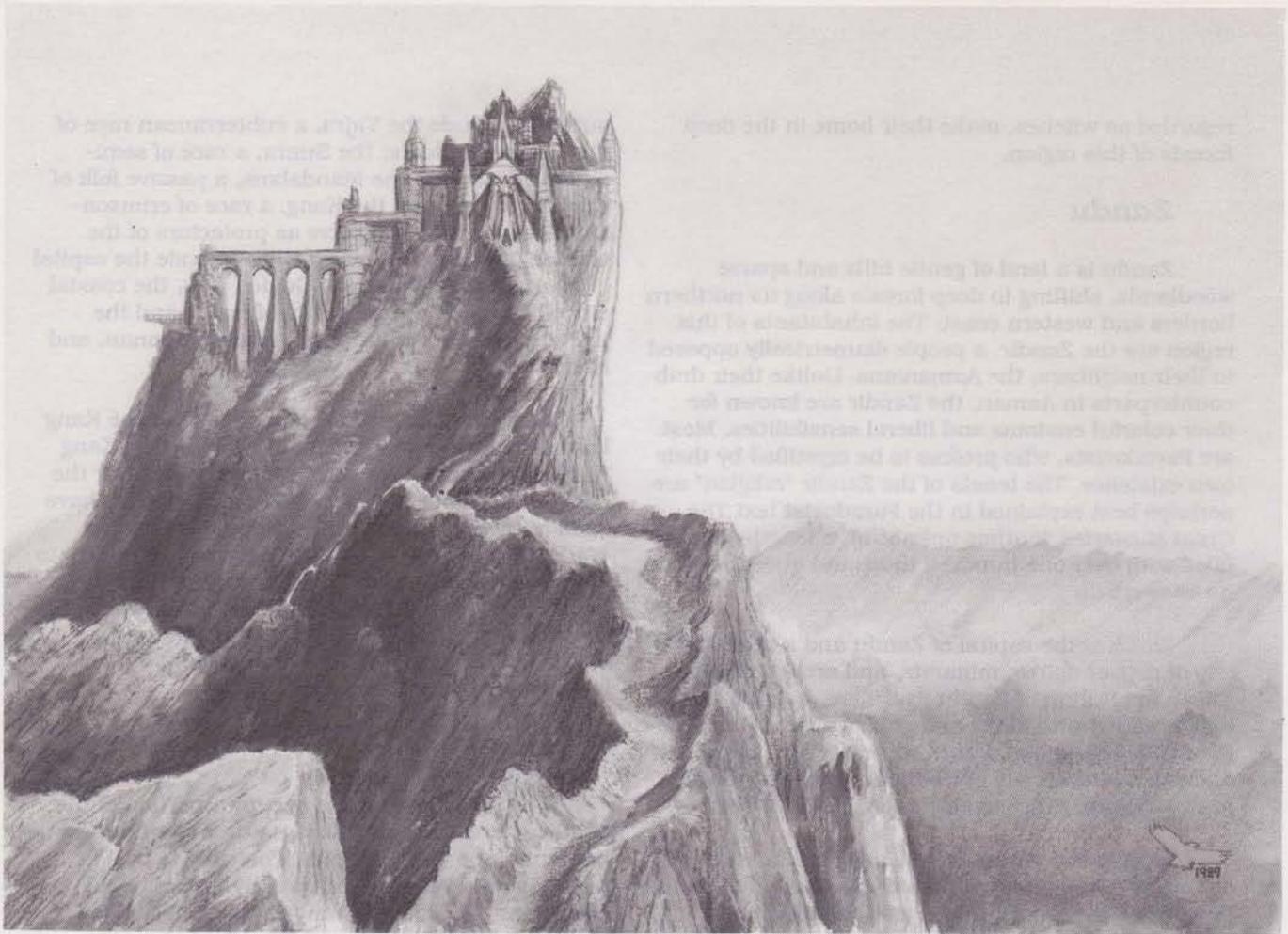
Chana

The jungles of Chana occupy a portion of the southeastern coast of Talislanta, from Faradun to the borders of the Quan Empire. The climate in this region is hot, wet, and unbearably humid, ideal conditions for Chana's many varieties of tropical plants and trees, which can literally spring up overnight after a drenching rain. The humanoid inhabitants of this domain are the Witchfolk, a people of dark and sinister repute whose tastes for such pastimes as headhunting and cannibalism have endeared them to few other races. The Witchfolk continue to be a thorn in the side of the Quan Empire. Fortunately for the Kang, the Witch tribes have their hands full with their traditional foes, the shapechanging Manra and the Nagra spirit trackers.

Harak

Harak is a bleak and desolate land, hemmed in on all sides by mountains and swept by frigid winds from the north. Here, in this most inhospitable of regions, dwell the fierce warrior clans known as the Harakin, a hard-hearted people utterly devoid of mercy or compassion. The ultimate survivalists, the Harakin view all other living creatures as prey. Their clans are nomadic, traveling from place to place in search of food and water, both precious commodities in this region.

In the last ten years, increasingly harsh conditions have forced the Harakin tribes to migrate southwards towards the Quan Empire. Border skirmishes with the Kang military are becoming increasingly frequent. As the Harakin grow more desperate, the situation becomes increasingly volatile.



The Temple of the Seven Moons in Xanadas

Xanadas

Xanadas is an isolated land located high amid the towering peaks of the Opal Mountains. At the summit of Mount Mandu stands an ancient edifice known as the Temple of the Seven Moons. Within, the fabled savants known as the Chroniclers of Xanadas dwell, observing all that transpires throughout the continent of Talislantan. Every event of note is recorded in massive, leather-bound tomes, which when full are stored in the temple's archives. The Chroniclers continue to carry out their duties to the present day, using enchanted seeing stones fashioned from spheres of polished blue diamond.



The Desert Kingdoms



Carantheum

The kingdom of Carantheum is located in the Red Desert, a great expanse of scarlet sand surrounded on all sides by the Wilderlands of Zaran. This region is home to the Dracartans, a race of former nomads who settled in the Red Desert centuries ago. Carantheum is famed for its thaumaturges, who are greatly esteemed for the wondrous products they create. The city of Dracarta, its towering obelisks

and three-fold outer walls plated with red iron, stands as a testament to their extraordinary abilities. Goods from Dracarta are transported across the desert in sail-powered land barges and duneships, vessels that traverse the crimson sands just as seagoing ships ply the seas.

In the year 620, Carantheum faces perhaps its greatest challenge. After decades of prosperity, the kingdom now finds itself besieged by hostile forces on all sides. The unification of the Za tribes has damaged trade with the Seven Kingdoms, the Dracartans' primary source of vital trade goods and resources. To the south, the Khadun of Rajanistan has amassed a great army, and a third jihad seems inevitable. To the east, the emergence of the warlike Kang is yet another source of concern, and the city of Dracarta has become a haven for nomads seeking safety from the threat of the Sub-Men.

Djaffa

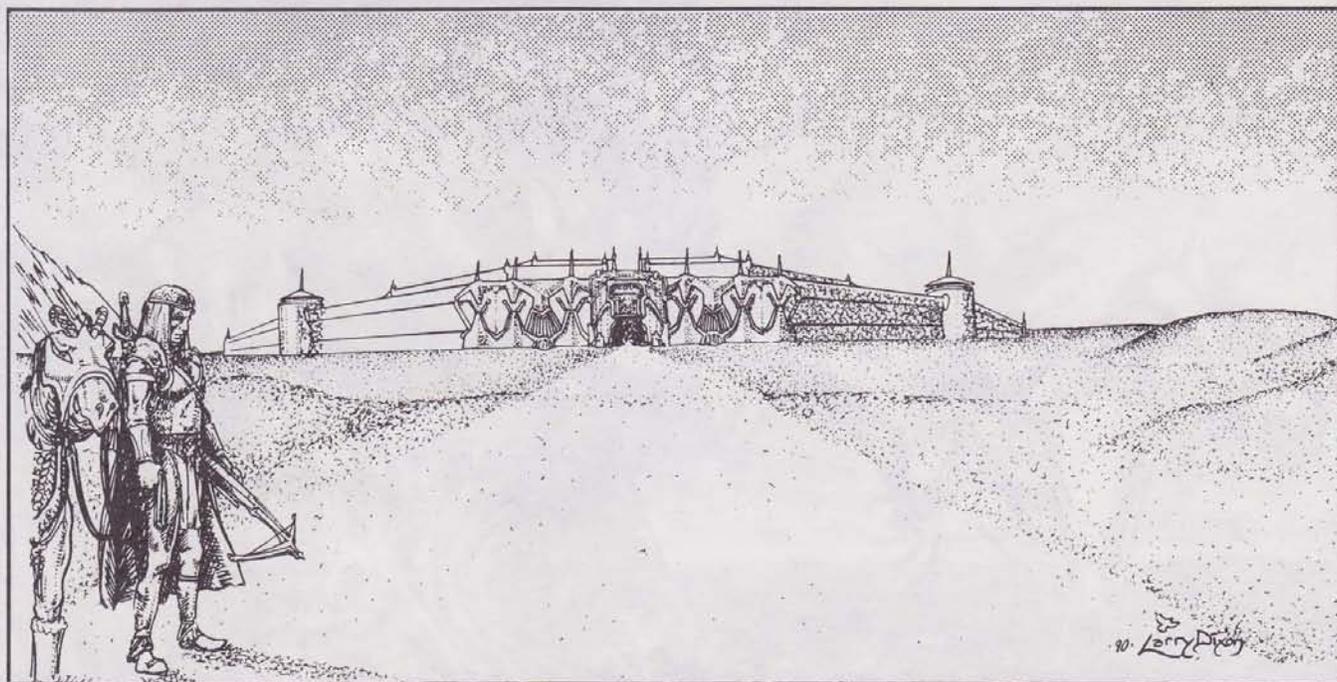
The land of Djaffa consists primarily of scrub plains and parched desert interspersed with a few scattered oases. This place is home to a nomadic folk known as the Djaffir, who are divided into two tribes: merchant traders and bandits. The caravans of the merchant tribes carry goods to and from the civilized countries of Talislanta, from as far west as Zandu to the eastern lands of the Quan Empire and even Xanadas. The Djaffir bandit tribes, though fewer in number, are nearly as ubiquitous as their mercantile counterparts. The similarities are such that some believe the distinction between Djaffir merchants and bandits is one of semantics only. Both tribes are governed by a single ruler, who is known as the Caliph.

As in the past, the Caliph remains among Carantheum's staunchest allies. However, he is beset by troubles of his own. The Beastmen and Za tribes have inhibited the ability of the Djaffir merchant tribes to convey goods through the Wilderlands territories. In response, the Djaffir have taken up arms against their enemies, and have increased security on all caravans passing through the Wilderlands.

Rajanistan

The nation of Rajanistan lies east beyond the scorching sands of the Red Desert. The rulers of this arid realm are the Rajans, a race of fanatics who are utterly devoted to the Khadun. The Khadun is the mystic ruler of the Nihilist Cult, formerly known as the Black Mystics, the state religion of Rajanistan. The Rajans have long coveted the ore-rich sands of the Red Desert, but have thus far been unable to wrest these territories away from the Dracartans, whom they envy and despise.

Rajanistan remains the primary military threat to the other kingdoms of this region. This situation was exacerbated with the rise of the new Khadun, a powerful assassin-mage who rose through the ranks to become the founder and leader of the Nihilist Cult. The Rajans have acquired knowledge of windship arcanology from the unscrupulous Farad, and have declared their intention to wage a dark Jihad against their old enemies, the Dracartans.



The Crimson Citadel of Dracarta, Capital of Carantheum

The Northlands



Khazad

Khazad is a bleak and largely unknown realm located in the farthest northwestern reaches of Talislanta, a region that is practically inaccessible to all but the most determined and knowledgeable travelers. Scattered throughout the country are the ruins of a long-forgotten civilization and ancient burial grounds denoted by row upon row of age-worn stone markers. There is a legend that claims a vast complex of ruins lies far to the north. Though this legendary set of ruins is referred to as Necron on many ancient maps, the Sarista call it the City of the Dead. Here, it is believed, are buried the mummified remains of an entire city's population. The Seven Kingdoms have sent several expeditions into the

region in the hope of locating the City of the Dead, thus far without success.

L'Haan

L'Haan is a land of vast snow fields, glittering ice peaks, and frozen lakes. The only civilized folk native to L'Haan are the blue-skinned Mirin, a people who live in crystalline ice castles and are skilled in the arts of alchemy and natural magic. Situated on opposite shores of the Sea of Ice are the twin cities of L'Lal and Rhin, the latter of which is the capital and home of the Snow Queen, ruler of L'Haan. Most people who travel between the two cities take ice schooners, majestic sail-driven vessels that glide across the Sea of Ice on runners made of gleaming adamant. A deeply religious people, the Mirin revere Borean, God of the North Wind.

Over the last twenty years, the kingdom of L'Haan has steadily declined in power. Weakened from within by the machinations of Rasmirin anarchists, those Mirin who have been declared outlaw or outcast from the general Mirin society, the Mirin now find themselves hard pressed by ever-increasing numbers of Ice Giants from the northwestern land of Narandu. Without assistance from outside forces L'Haan may soon be overrun by these invaders.

Narandu

Narandu is a frozen wasteland that stretches across much of the far northern regions of Talislanta. Here, jagged mountains of ice pierce the bleak tundra



The Cliffs of Khazad

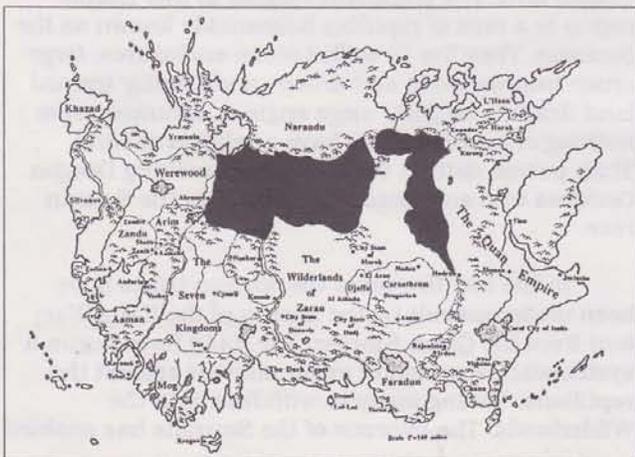
and frigid winds howl through chasms ringed with hoarfrost. This torturous region is home to the monstrous beings known as the Ice Giants, creatures comprised of animate ice who are ruled by a mysterious entity known only as the Ice King. Advancing farther and farther south each year, the Ice Giants have slowly extended their territories, converting temperate lands to bleak tundra. To date, they have engulfed parts of western L'Haan, northern Urag, and sections of Harak and Yrmania. The prophecies of the avian Gryphs of Tamaranth, which foretold the jihad of the Ice Giants against the other races of Talislanta and the extension of their rule over all of the continent, were once considered preposterous by scholars from the Western Lands, but now echo ominously from the past.

Yrmania

Yrmania is an untamed wilderness region that lies to the west of the barren ice fields of Narandu. This savage realm is home to two distinct humanoid tribes: the savage Wildmen and the Jaka, last of a race of intelligent beasts who roamed the forests of Talislanta in ancient times. The Wildmen are believed to be declining in number, due as much to the gradual depredations of invading Ice Giants as to the Wildmen's propensity for ritual drug use. Many Jaka have migrated southwards, following the wild herds from which they derive sustenance. Some have left Yrmania for the Western Lands, while others have joined the Seven Kingdoms' Borderlands Legion.

Along the eastern borders of Yrmania lies the flat wasteland known as the Lost Sea, a dried-up seabed littered with the ancient skeletons of giant sea dragons and other aquatic monsters. Some claim that half-sunken sea vessels of unknown origin can be found in isolated parts of this region, many containing fabulous artifacts and treasures from a lost age. As the Ice Giants advance southwards, scholars have begun to fear that the Lost Sea may soon be sealed under glacial ice.

The Central Regions



The Plains of Golarin

The Plains of Golarin is a wide expanse of savannah littered with the crumbling ruins of an unknown number of ancient civilizations. In the north central region stands the Watchstone, an immense pillar of gray basalt several miles in height. Packs of heavily armed Beastmen roam the Plains of Golarin in force, preying upon caravans from the Seven Kingdoms, Carantheum, and the Western Lands. An impending alliance between the Beastmen and Za clans is rumored, and seems more likely with each passing day.

Tamaranth

Tamaranth is the oldest and most impressive of Talislanta's woodland regions. Two intelligent species of humanoids live here: the avian Gryphs and the mystical Ariane. The Gryph clans live in eyries built in the tops of the tallest span-oaks, and consider themselves the guardians of Tamaranth and the surrounding environs. Through their travels and communication with other avian species, the Gryphs are often aware of events that have transpired in even the most distant places.

The Ariane are practitioners of a mystic doctrine known as transcendancy that enables them to commune with all things in nature, including animals, plants, and even earth and stone. The majority of the Ariane spend their entire lives in the maze city of Altan, meditating on the mysteries of the natural world. For some, the search for enlightenment leads beyond the forests of Tamaranth to distant lands. Such individuals, called Seekers, may be encountered almost anywhere in Talislanta.

Following recent developments with the Sub-Men, the Gryph clans have increased the number and frequency of surveillance flights over the plains region and have fortified their eyries against possible forays by the Beastmen. From their refuge deep in Tamaranth Valley, the Ariane continue to send forth Seekers, hoping to gain greater understanding of what is occurring in the outside world.

The Shadow Realm

The Shadow Realm is an eerie place haunted by the ghosts of a dozen vanished civilizations. Shattered ruins, worn beyond recognition by centuries of time, are found throughout the region. Among the few intelligent beings known to inhabit this forsaken land are the Malum, spectral entities who hail from the Nightmare Dimension. They dwell within the Iron Citadel, a ruined structure of ancient and obscure origins. From within the dark confines of their sanctum, the Malum reputedly consort with creatures from the lower planes.



Saurans and Land Dragon in Battle Regalia

The Sinking Land

The Sinking Land is situated in the farthest northeastern reaches of the Wilderlands of Zaran, just west of the Volcanic Hills and south of the Opal Mountains. The skies above this region are always dark and gray, the earth below a vast quagmire of inert, brown sludge. A few species of plants and animals have somehow managed to adapt to this bleak and depressing environment, including several varieties of giant fungi, the barge tree, and the mud-dwelling snipe, an intelligent species of mollusks that possess the ability to move swiftly through the muddy ground of the Sinking Land as easily as fish swim through water.

Urag

Urag is a harsh, wind-swept region of arid plains, winding canyons, and sprawling mountain ranges. Once a thriving forest, the area has slowly been reduced to a near wasteland by centuries of neglect and abuse. The individuals responsible for defiling this land are the bestial humanoids who dwell here—the Ur, a warlike race who rule by force of arms. Their subjects include the Darklings, a wretched race of humanoids who once controlled the region known as the Darklands, and the Stryx, a race of bat-winged scavengers who serve the Ur as aerial scouts.

The Ur clans have three large settlements: Krag, Vodruk, and Grod. These places are havens for disease and filth, and contribute much to the pollution of the local environs. The Ur have no deity, but

prostrate themselves before immense stone idols. The nature and origin of these monstrous effigies is unknown even to the Ur themselves; scholars believe they were built long before the Ur clans settled in Urag.

Unsettled by recent events, the Ur keep a watchful eye to the north, fearful of the encroaching hordes of Ice Giants who are slowly making their way southwards into Ur lands. Those monitoring the Sub-Men situation wonder whether the Ur Clans will join the Tirshata's ever-growing armies or opt for independence.

The Volcanic Hills

The Volcanic Hills is one of the most desolate and forlorn sectors of Talislanta, marked by clouds of smoke and ash, sulfurous fumes, and rivers of molten lava. The dominant species in this hostile region is a race of reptilian humanoids known as the Saurans. They live in walled stone enclosures, forge crude iron weapons and armor, and employ trained land dragons as giant siege engines. Saurans know nothing of magic, but do have a religion of sorts. Their patron deity is Satha, a fire-breathing Dragon Goddess who supposedly gave birth to the Sauran race.

In the last five years the Sauran tribes have been under assault by the armies of the Kang Warlord from the Quan Empire. The Kang have begun a systematic campaign of extermination against the reptilians, forcing many to withdraw into the Wilderlands. The absence of the Saurans has enabled

the indigenous raknid population to increase by leaps and bounds. Great swarms of these hostile insectoids now roam the subterranean depths of the Volcanic Hills. Some fear that they will find their way into the Underground Highway, to the detriment of all Talislantans.

The Wild Coasts



Batre

Batre is a small tropical island located to the south of the Dark Coast. The inhabitants, known as Batreans, are a primitive folk of peculiar habits. The males are huge, dull-witted, and remarkably ugly. Conversely, Batrean females are exceedingly intelligent and lovely beyond compare. Until the island was annexed by the Imrians in 602, it was the peculiar custom of Batrean males to sell their womenfolk for

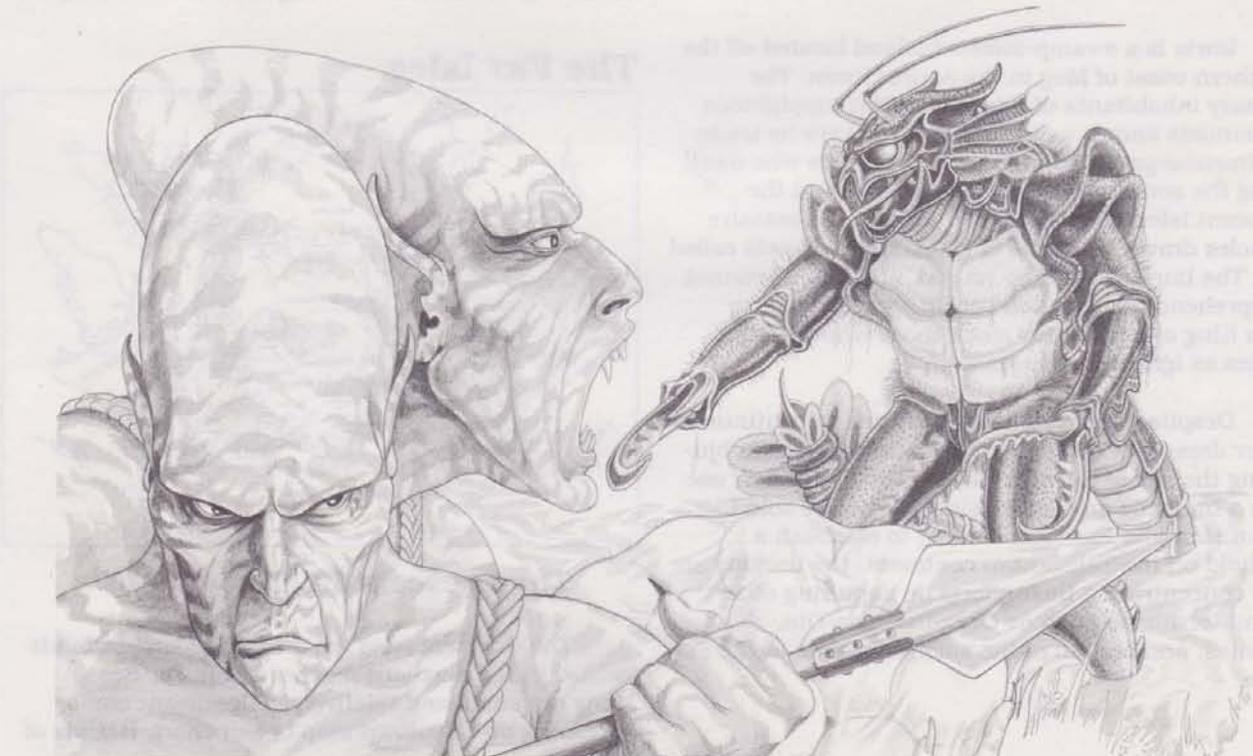
gold, a practice many believe the females instigated as a means of escaping their boorish mates. The Batrean males have since been relegated to the status of breeders, and the Imrian slavers now control the sale of Batrean females.

The Dark Coast

The Dark Coast region is dominated by thick, tangled jungle interspersed with sections of marshland and tropical forest. The Boru and Kiru rivers effectively divide the land into three separate territories: the western rain forests, home of the peaceful, symbiotic Green Men; the central swamplands, home of the amphibious Mud People; and the eastern junglegrounds, territories inhabited by the fierce, four-armed Ahazu. Despite the danger posed by warring bands of Ahazu and Mud People, explorers from the Seven Kingdoms have come here of late, searching for signs of a great fleet of windships that went down here in ancient times during a terrible battle between the Elande and the windship pirates of Baratus.

Faradun

Faradun is acknowledged as the wealthiest mercantile state on the continent, primarily due to the widespread sale of contraband drugs and weapons. The sprawling port of Tarun, with its ominous and impregnable defenses, is the capital and center of all trade. The inhabitants of this land are the Farad, a mercantile folk known for their singularly unscrupulous business practices; the Farad will buy or sell anything from anyone, with no questions asked. Their ruler is the Kral, a powerful monopolist who dictates



Two Jhangarans and a Water Raknid

the price of all goods bought or sold in Tarun. The Farad have a religion of sorts, revering the god Avar, deity of material wealth and personal gain. Avar's followers do not erect temples in his name, but prostrate themselves before golden idols purchased in the shops of Tarun.

The Farad's unscrupulous trade policies have brought them great prosperity as well as the enmity of many Talislantans; following the sale of stolen windship arcanology to the Rajans, Farad mongers and procurers were banned from both the Seven Kingdoms and Carantheum. Faradun has established trade ties with the Imrian slavers and is known to supply weapons to hostile regimes in Rajanistan and Aaman.

Gao-Din

Gao-Din is a small and rocky island located some ten miles off the western coast of Mog. The only settlement on the island is the rogue city of Gao. Formerly a penal colony of the old Phaedran Empire, Gao-Din was abandoned by its makers during the Cult Wars of the early New Age. Showing a degree of ingenuity born of desperation, the prisoners salvaged an abandoned Phaedran vessel and embarked upon a career as sea-roving pirates. Since that time the Sea Rogues of Gao-Din have prospered, primarily at the expense of such folk as the Imrian slavers and the Farad. Unlike the vicious Mangar corsairs, the Sea Rogues are notable for their gallantry and swash-buckling style. Their ruler is known as the King or Queen of Thieves.

Imria

Imria is a swamp-infested island located off the southern coast of Mog in the Azure Ocean. The primary inhabitants of this isle are the amphibious humanoids known as the Imrians. Slavers by trade, the Imrians prey upon the primitive tribes who dwell along the southern coasts of Talislanta and the Crescent Isles. They range far and wide in massive coracles drawn by teams of giant, sightless eels called kra. The Imrians worship no god, and indeed cannot comprehend any position bearing greater esteem than King of Imria; they mock those who do have deities as ignorant savages.

Despite many setbacks, the Imrians continue to foster dreams of conquest. They succeeded in subjugating the Isle of Batre in the year 602, and now use it as a breeding ground for slaves, who are sold to Rajanistan and Faradun. Failing to establish a foothold on the Talislantan continent, the Imrians are now concentrating their efforts on acquiring other island territories such as Oceanus, Gao-Din, Phantas, and certain of the smaller islands in the Far Seas.

Jhangara

Jhangara is a hot and humid land consisting mainly of jungle, murky swamp, and bog that becomes progressively more dense and inhospitable towards the southern coastal regions. The humanoid denizens of this land are the Jhangarans, an uncivilized race, odd and ungainly in appearance. They live in tribal groups, typically comprised of individuals of the same occupation. The strangest of these are the Outcasts, who wander the swamps and jungles of Jhangara in ragged bands. The other tribes regard them with superstitious dread, for it is the belief of the Jhangarans that all Outcasts bear with them the "stigma of doom."

A primitive and impoverished country, Jhangara has little or no influence among the other nations of Talislanta. With little hope for the future, some Jhangarans have been attracted to the overtures of Aamanian missionaries, and have been converted to the intolerant tenets of the Orthodoxist Cult. Jhangaran mercenaries now comprise a sizable part of the Aamanian military.

Mog

Mog is a vast swampland cut by countless small tributaries of the Axis river and teeming with a variety of unusual plant and animal species. The primary inhabitants of this region are the Mogroth, slothlike humanoids who live in rude huts erected in the branches of large mung-berry trees. Normally slow moving and placid by nature, Mogroth traders sometimes travel to the Seven Kingdoms, bearing sacks of gold and amber dredged from the swamps.

The Far Isles



The Crescent Isles

The Crescent Isles are a chain of small islands located in the northern reaches of the Far Seas. Many are small and relatively insignificant atolls, appearing on no known map or sea chart. Islands of



The Stone Images of Fetish Isle

note include Fahn, a veritable paradise populated by a tribe of albino humanoids known as the Sawila; Donango, a peaceful-seeming isle similar in appearance to Fahn, but infested by sea demons; the Mangar Islands, a cluster of four small isles whose hidden coves serve as bases for the murderous Mangar corsairs; and Pana-Ku, a volcanic isle wreathed in jungle and inhabited by a race of demonoids known as the Na-Ku.

Nefaratus

The Isle of Nefaratus is a shadowy mound of black iron-rock rimmed with jungle. Bleak towers of stone dot the isle, each a hundred feet in height and decorated with the graven images of leering devils. Within these towers dwell the only known inhabitants of Nefaratus—the Black Savants, members of a secret magical order that dates back to the Forgotten Age. The Black Savants are scholars of the occult whose interests range from diabolism to all aspects of the lower planes. Their midnight-black vessels are rumored to sail the cursed waters that lie at the edge of the world. Sailors who have encountered such vessels at sea claim that they are propelled by the efforts of demons chained to the oars with silver shackles and driven on by giant, brass-skinned devils.

Oceanus

Oceanus is a waterborne city established some centuries ago by wandering tribes of Sea Nomads. Built entirely upon great barges made of plant fibers and tethered to each other in intricate fashion, the city has no permanent location, but floats freely on the waves.

Phantas

Phantas is a semi-tropical isle, covered in vegetation and surmounted on all sides by wavering

cliffs of white stone. High above the island, tethered to the ground by chains of adamant, is a singular structure: a great castle built in the clouds, called Cabal Magicus. Here dwell the last descendants of an ancient race of magicians and thaumaturges known as the Phantasians. Once among the most skilled practitioners of the magical arts, the Phantasians have forgotten nearly all of the fabled knowledge possessed by their ancestors, who built Cabal Magicus. Among the few secrets left to them are the talents associated with the building of windships and the art of distilling dream essence.

Thaecia

Thaecia is an island of rare and splendid beauty, located off the southwestern coast of the Talislanta continent in the Azure Ocean. This scenic isle is home to an advanced and prosperous people known as the Thaecians. Renowned throughout Talislanta for their hedonistic appetites, the Thaecians are devout pleasure seekers who indulge in all manner of stimulating pastimes. They are skilled in the making of scintillant spheres of amberglass called Thaecian orbs, wondrous items imbued with illusory panoramas and other enchantments. The single Thaecian settlement of note is Caprica, site of the Festival of the Bizarre, an annual exhibition of oddities and diversions attended by people from all over Talislanta.

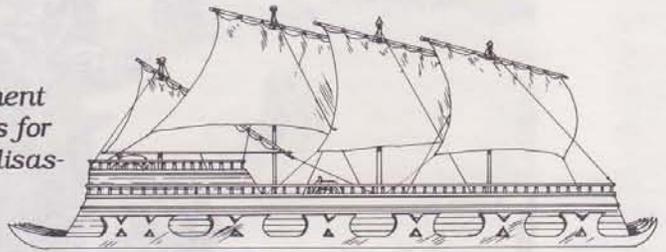
The Thaecian Isles

Islands in the Thaecian Isles chain include Peridia, a rocky isle known for its underwater grottos; Dallia, a place of scenic vistas inhabited by a species of parasites known as neurovores; Garganta, a great mound of volcanic rock that serves as home to the gigantic stone entities called Monoliths, who are believed the oldest creatures in the world; and Cella, rumored to be the retreat of a powerful magician known only as the Enchantress of the Shoals.

A TRAVELER'S GUIDE TO TALISLANTA

"To the neophyte traveler or explorer, the Talislantan continent and its surroundings present nearly unlimited opportunities for discovery and adventure. Conversely, the possibilities for disaster are at least as numerous"

— Excerpted from the journal of the wizard Tamerlin



The following traveler's guide features general information on local customs, roadways, and currencies, as compiled by the wizard Tamerlin following his fourteen-year sojourn across the continent of Talislanta. The information in this section can be considered common knowledge to most Talislantan characters.

Local Customs

For those who may be unfamiliar with the many unusual races, cultures, and creatures native to this realm, Talislanta is a dangerous place indeed. For example, in the Western Lands, discussions of religious beliefs and morality are to be avoided at all cost. The Orthodoxists of Aaman are zealots who regard nonbelievers as infidels. Unconventional behavior and dress can quickly attract the unwanted attention of the cult's monitors, who spy upon the populace through the use of All-Seeing Eyes, icons that serve as enchanted scrying devices and are found throughout the country. Conversely, the Paradoxists of Zandu do not take kindly to criticism of their liberal moral beliefs.

While in Arim, it is wise to refrain from addressing an Arimite in any way that might be construed as insulting or demeaning. The shadowy Revenant Cult operates openly here, specializing in revenge-for-hire at reasonable rates.

In the Eastern Lands, foreigners must obtain a permit before being allowed to travel across the Quan Empire. These devices cost upwards of one thousand gold lumens to obtain, and are issued in the form of a lead tablet stamped with the Emperor's seal, a holdover from the time when the Quan ruled the empire. As before, any individual accused of breaking the law can expect to be hauled before a Kang magistrate and sentenced without trial.

The Seven Kingdoms' confederation is widely renowned as the most enlightened of Talislantan states, although prejudice towards the Sub-Men tribes is common in some regions. As for local customs, a few words of advice are in order. First, never boast of your martial prowess while in Taz. The indigenous Thralls consider such talk a personal challenge to battle, and will be only too happy to test the braggart's mettle. Also, be sure to read the fine print before signing a contract with the moneylenders

of Kashmir, or face the prospect of paying exorbitant interest rates, agent's fees, and tariffs.

While in Sindar, never touch a collector's cherished wares, or you may be accused of attempted theft. Do not throw stones in the crystal city of Cymril, or hunt winged creatures for sport in Vardune; both are regarded as criminal offenses. Similarly, the Muses of Astar do not take kindly to individuals who bathe in their lakes and rivers without asking permission, while the Gnomekin of Durne do not allow outsiders to dig holes in their land.

The Wilderlands of Zaran present even more daunting challenges to the neophyte traveler. The Danelek tribes consider it their right to ambush and kill outsiders who drink from their oases. Orgovian traders take offense if offered coin instead of barter for their wares, and may accuse the unwitting offender of attempting to rob them, generally with disastrous results. Among the savage Za war clans, it is customary to drink the blood of slain enemies in order to acquire their strength.

In the Desert Kingdoms, it is considered taboo to touch the fetish masks that are worn by members of the Djaffir tribes. Similarly, it is not permitted to speak or make noise while in a Dracartan temple, lest the faithful miss any pronouncement of the god Jamba. Even more importantly, never agree to let a Rajan convert you to the morbid tenets of the Nihilist Cult. This will result in your immediate conversion by the sword, a fatal and irreversible condition.

In the Northlands, it is best to avoid all contact with the Wildmen tribes of Yrmania, who are known for their unpredictable behavior. The Mirin of L'Haan offer their hospitality freely, though the accommodations in this frigid land leave something to be desired for those who do not possess the Mirin's immunity to cold.

If you are passing through the Central Regions, be advised that the Beastmen are known to hunt Men for sport when not engaged in their usual activities, which include pillaging and cold-blooded murder. The Gryphs of Tamaranth forest are exceedingly protective of their domains; as such, it is unwise to hunt or cut timber in their territories without their permission. The Ariane of Altan are reclusive by nature, and rarely allow visitors into the maze city except by invitation.

The inhabitants of the Wild Coasts and Far Isles exhibit a variety of colorful and even unusual customs. In Faradun, goods stolen from other lands can legally be resold as "pre-owned" merchandise. Among the Sea Rogues of Gao-Din, thievery is considered an admirable profession except within the precincts of the rogue city of Gao, where such activities are expressly forbidden. In Jhangara, it is the custom to eat with the left hand, using the right hand to wipe your mouth or nose. The Imrians find most common types of food and drink revolting, but regard slugs and giant water bugs as great delicacies.

Currency

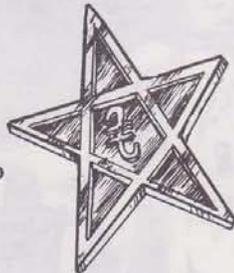
The **gold lumen**, minted to traditional specifications by most of the civilized nations on the continent, is the standard coin of the realm. A single gold lumen is equivalent in value to ten silver pieces, or one hundred copper pieces. As a general rule, twenty standard-sized coins of any type weigh approximately one pound.

Other means of exchange include **Aamanian coppers**, waferlike coins that are in wide use only in Aaman. At one hundred to the pound, Aamanian coppers are considered practically worthless, and are spurned in other regions.

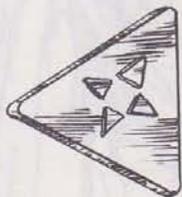


In Zandu, **Zandir crescents** are valued at ten gold lumens, but are worth a single gold lumen in other lands, when they are accepted at all.

Gold pentacles are popular in the Seven Kingdoms, and are worth five gold lumens throughout the continent. As their intricate shape renders them difficult to counterfeit, these coins are especially favored by merchants.

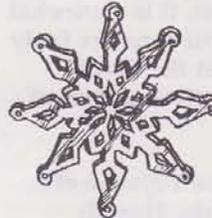


In Carantheum, the standard is the **Dracartan pyramid**. These triangular coins are made of red iron and are valued at five silver pieces each. They are honored in all lands except Rajanistan, where the ownership of even a single such coin is deemed an offense punishable by death.



Imrian brass rings are worth two copper pieces each, and are worn about the neck on strings or chains. Those lands which outlaw slavery, such as the Seven Kingdoms, will not accept Imrian coinage.

Oceanian radiants are not coins per se, but are in fact the iridescent scales of ancient sea dragons. In Oceanus, a radiant is worth one gold lumen; elsewhere, the radiant is considered an attractive curio at best.



L'Haan adamants are rarely seen outside of the Northlands, where they are valued at one silver piece each. They are worth five silver pieces in other lands, where adamant is much more rare.

The **Orgovian yatma** is a lead coin that was rendered totally worthless following the dissolution of the old Kingdom of Orgovia. Disillusioned by the devaluation of the yatma, Orgovian traders now accept only barter in exchange for their goods, hence the expression, "not worth a lead yatma."

Quan emperors are redeemable for one hundred gold lumens anywhere throughout the Quan Empire. Elsewhere, the coins are valued at only ten gold lumens.



Although they are no longer accepted as currency, many types of antique coins are valued by Talislanta collectors and curio dealers. The most notable include: coins of the old Phaedran or Mazdak dynasties, worth twice their intrinsic value; skull-visaged coins from the tombs of Khazad, worth up to five times their value as bullion; any coin dating from the Time Before Time, the period of time predating the Forgotten Age and all other recorded histories of Talislanta, which may be worth as much as one hundred times its value as bullion.



Roads

Beyond the walls of even the largest Talislantan cities one often finds little but wilderness and near-impassable terrain. In many such regions, safe and reliable roadways are practically nonexistent, a situation that can turn even the most mundane journey into an exercise in survival techniques.

Particularly unsafe is the so-called Wilderlands Road, an ancient and decrepit affair that runs from the eastern border of Kasmir of the Seven Kingdoms through the Wilderlands of Zaran and the desert kingdoms of Djaffa, Carantheum, and Rajanistan. Traveling the Wilderness Road is best done in the company of a large and well-armed caravan, due to the presence of malicious predators such as the Beastmen and especially the war clans of the Za.

The old Phaedran Causeway runs from Zandu through Aaman and terminates at the Axis river on the western border of the Seven Kingdoms. The road is patrolled by Aamanian witch hunters to the east and Zandir swordsmages to the west. It is somewhat haphazardly maintained, and obstructions are fairly common. A modest toll is charged at the Great Barrier Wall that separates the two rival nations of Aaman and Zandu.

The Seven Kingdoms has its own system of roadways, known as the Seven Roads. Though augmented in recent years, the roads are subject to a variety of maintenance problems. These include the sudden appearance of fissures in Sindar, shifting sand dunes that tend to obliterate the road in Kasmir, and encroaching jungle vegetation in Taz. Crews of giant Monads, directed by Gnomekin engineers, struggle to keep the roads open as best they can. The Seven Roads are patrolled by heavily armed contingents of Thralls, particularly along the Eastern Borderlands. Blue Aeriad scouts provide aerial reconnaissance as weather conditions permit.

The Emperor's Road, which winds its way through the eastern territories of the Quan Empire, is the only thoroughfare on the continent that offers a semblance of security and convenience on a regular basis. Built by Vajra engineers, the roadway is a marvel of design and is always well maintained. Foreigners must pay a prohibitive toll of five gold lumens at all bridges and city gates, a stricture intended to discourage traveling musicians, peddlers, and other undesirables from traipsing about the empire.

Seas and Waterways

The Axis river in the west and the River Shan in the east are both important waterways, and are used extensively by the peoples of these regions. A number of lesser rivers, lakes, and inland seas are also considered navigable, to one extent or another.

Few Talislantan sailors dare to venture into open waters, a phobia not entirely attributable to mere superstition. The seas and oceans surrounding the continent virtually teem with dangerous creatures and roving corsair bands. Accordingly, most Talislantan sea vessels navigate by hugging the coastline. Exceptions to this rule include the Imrians, Sunra dragonhunters, Parthenians, and the mysterious Black Savants.

Land Travel

Aside from the slow but reliable expedient of pedal ambulation, many forms of overland conveyance are available to the Talislantan traveler. In any fair-sized city, a mount of one sort or another can be easily obtained, though prices may vary according to supply and demand.

The most reliable steed is the equus, a hybrid that is well suited to the harsh Talislantan environment. There are several sub-species of equus; the swiftest is the silvermane, followed by its cousins, the northern snowmane and graymane. The darkmane, a mean-tempered creature, is generally employed only by the Beastmen tribes.

In desert climes the ahtra, a hybrid created by the Djaffir tribes, is most suitable. There are three types: the one-humped ontra, bred for speed; the two-humped batra, bred for endurance; and the three-humped tatra, bred for strength. A four-humped hybrid has been attempted, though without success.

The stubborn but powerful quadrupeds known as land lizards are best suited to towing carriages or wagons. Most are tamed beasts from the Wilderlands of Zaran, though some are bred domestically. The Thralls of Taz regularly employ a relative of the land lizard, the mangonel lizard, as armored battle steeds.



Aamanian Pilgrims

Elsewhere, the Orgovians prefer the loper, a bipedal creature possessed of a particularly nasty temperament. The Kang of the Eastern Lands employ striders as steeds, while the Saurans ride giant land dragons into battle. The murderous Araq of the northern Wilderlands ride duadir, a species of fierce, two-headed reptilians.

In Carantheum, duneships are favored for military purposes, while land barges are most suitable for hauling heavy cargoes. With the influx of the Za war clans, groups of refugees from the Wilderlands and other regions have begun to flee the region in great wheeled ships called land-arcs. At the opposite end of the spectrum, wealthy aristocrats from Hadjistan to the Quan Empire continue to favor the comfort of slave-borne palanquins.

Waterborne Travel

Various types of watercraft are available in many parts of Talislanta. The Aeriad patrol the Axis river in barge-forts made of living viridia trees, while the Parthenians sail the seas in brass-prowed triremes. Imrian slavers ply the oceans in coracles drawn by pairs of giant kra, sightless cave eels that must be drugged in order to be utilized in such a fashion.

The Zandir, Aamanians, and Farad make serviceable galleys, though these require large teams of slaves to work the oars. The finest sailing ships in Talislanta are probably the dragon barques of the Sunra, though the carracks of the Mangar corsairs may be more swift. The capabilities of the ominous sailing vessels of the Black Savants, like those of their mysterious owners, remain largely unknown.

Airborne Conveyances

Where methods of land and water travel fail, there is always the possibility of obtaining passage on a windship. In the past, only the magicians of Cymril and Phantas knew the secret of making these wondrous vessels, which traverse the air as sailing ships do the water. This is no longer the case, though windships are still so costly to make and maintain that few can afford to own such magnificent craft.

Since the Farad discovered—some say stole—the secret of windship arcanology, they have built a small fleet of windships. Some fear that the Rajans are building aerial craft of crude design, possibly using arcanology purchased from the Farad. Despite increasing competition, the ships of the Cymrilians, powered by enchanted crystals, continue to be recognized as the most efficient and reliable of all airborne craft.

As for other means of aerial transport, the crested dragons once employed as steeds by the

Rajans are now virtually extinct. Dractyl can still be found amidst the wastelands of Harak, but only the fierce Harakin tribes bother to use these ungainly and foul-tempered creatures as steeds.

The race of Aeriad, devolved almost to the status of land-dwellers, can now fly only by means of enchanted bracers. The ghastly Stryx of Urag are somewhat more proficient, using their batlike wings to glide upon the winds like hideous carrion birds. Yet the most powerful of flyers remain the Gryphs of Tamaranth forest, majestic winged beings who some scholars believe most closely resemble the Aeriad of ancient times.

In summation, while traversing the Talislantan continent, you are best advised to avoid incautious behavior at all costs, and to tactfully accede to the customs and beliefs of the natives no matter how odd or irrational these may seem. Traveling in groups of trustworthy companions, wielding cogent magics, and carrying concealed weapons on your person are also advisable, unless you prefer trusting all to luck.

So much for our traveler's guide. Having mastered the information contained within these introductory pages, you are now ready to venture forth into the strange and exotic land known as Talislanta. Good fortune to you, in all your future endeavors!

— The Wizard Tamerlin,
Year 620 of the New Age



TALISLANTAN COSMOLOGY

"Archaeus is a great sphere of earth and water and æther that revolves about a pair of stars. Seven smaller planetoids, which we call moons, accompany our world upon its endless journey through space. And these are as grains of sand in comparison to the vastness of the Omniverse."

— Astrologius, renowned in history as the founder of the field of astromancy

"The world is flat, and that is that."

— Old Alcedonian proverb

For untold millennia, the inhabitants of Talislanta have pondered the nature of their world. The earliest men and women gazed in awe and fascination at the celestial objects that coursed across the skies above them, naming them after gods or demons. Not until the Archaen Age and the advent of the study of astromancy was it understood that these heavenly bodies were not living beings, but stars, moons, and planetoids.

Even this revelation did not suffice to explain the mysteries of the cosmos, however. For true understanding of Talislantan cosmology was not possible until Talislantans understood more about their own world.

The World of Archaeus

Even as late as the year 600 N.A., many scholars believed that the world was flat and that traveling too far in any direction would result in falling off the edge of the world. Only in the last century have Talislantans discovered that their continent is but a small part of an entire world, which the ancients called Archaeus.

The Twin Suns

Scholars of the New Age know of nine celestial objects that revolve around Archaeus, though a tenth has sometimes been theorized. Two of these are the twin suns of Archaeus, which rise and set in unison. The larger of these is blood red in hue, and is known as the greater sun, or old sun. The smaller, a mass of golden fire, is called the lesser sun, or new sun.

The Seven Moons

Also in orbit around Archaeus are its seven moons, each of which reigns in its full phase over one of the forty-nine day months of this world. These moons and the months named after them are: purple Ardan, the moon of romantic love; amber Dromé, which is associated with protection and conjuration; crimson Jhang, whose light shines kindly on hunters and warriors; blue Laeolis, the

moon of sorrow; green Phandir, sphere of mystery and reputed to be a home of Destiny; silver Talisandre, a capricious influence; and black Zar, an ally of Death. Each of the seven months consists of seven weeks, each of which has seven days.

Aspiring astromancers would do well to note that the suns and moons of Archaeus follow no known rules of physics, but are instead influenced by the mutable principles of metaphysics.

Astrological Events

There are three events of astrological significance that occur yearly. The first is the conjunction of the twin suns, which happens on the last day of Phandir; at noon on this day, one of the suns eclipses the other for a period of up to an hour. Astrologers have proven unable to predict the length of the eclipse or which sun will eclipse the other in any given year, making this celestial event of great interest to gamblers and speculators. The conjunction of the twin suns is a time of feasting and dancing for many of the inhabitants of Talislanta.

The septenarial concordance is a peculiar event that occurs each year, when all seven of Talislanta's moons align themselves in the night sky. The concordance remains in alignment for fourteen days, during which time no Jhangaran will dare to set foot into the swamps by night. According to Jhangaran legend, a monstrous creature known as the horag stalks the swamps during this time, searching for humanoid victims. Though no one has ever seen the horag, the Jhangarans' belief in this legendary creature is quite unshakable; Jhangarans who are accidentally caught in the swamplands after sunset during the time of the septenarial concordance have been known to slit their own throats rather than face this fearsome creature.

Finally, on the forty-ninth of Laeolis occurs a phenomenon known as the Ghost Moon. On this night, the moon Laeolis passes in front of the moon Phandir, leaving a weirdly glowing "ghost" image in its wake. This is considered an evil sign by most Talislantans.

THE OMNIVERSE: AN OVERVIEW

The Omniverse is a term used by Talislantan metaphysicists to describe infinity, or the cosmos. The most recent theories propose that the Omniverse consists of seven known planes of existence, each of which is comprised of an infinite number of dimensions. The seven planes are often depicted as a series of concentric spheres separated from each other by the Continuum, a neutral medium sometimes referred to as the dimensional fabric or the space between dimensions, which permeates the entirety of the Omniverse.

The Seven Planes of Existence are as follows:

- **The Elemental Plane:** Situated at the center of the Omniverse, the elemental plane is the source of all matter from which the countless universes of the material plane are derived. The Green World, home of plant elementals and nature spirits, forms the outermost layer of this reality.

- **The Material Plane:** The material plane consists of an unknown number of dimensions, within which may exist an infinite number of universes. Each universe is in turn comprised of an infinite number of worlds. The world of Archaeus, home to the continent of Talislanta, is situated on the material plane, which Talislantans refer to as Primus.

- **The Ethereal Plane:** The ethereal plane is a surreal realm normally accessible through the subconscious mind; it surrounds the material plane. The Dream Dimension and the Nightmare Dimension are located on this plane.

- **The Astral Plane:** The astral plane is a vast, gray void that encompasses the ethereal plane. It is the domain of shadowforms, nightstalkers, phasms or astral vampires, and a host of relatively minor spirit entities.

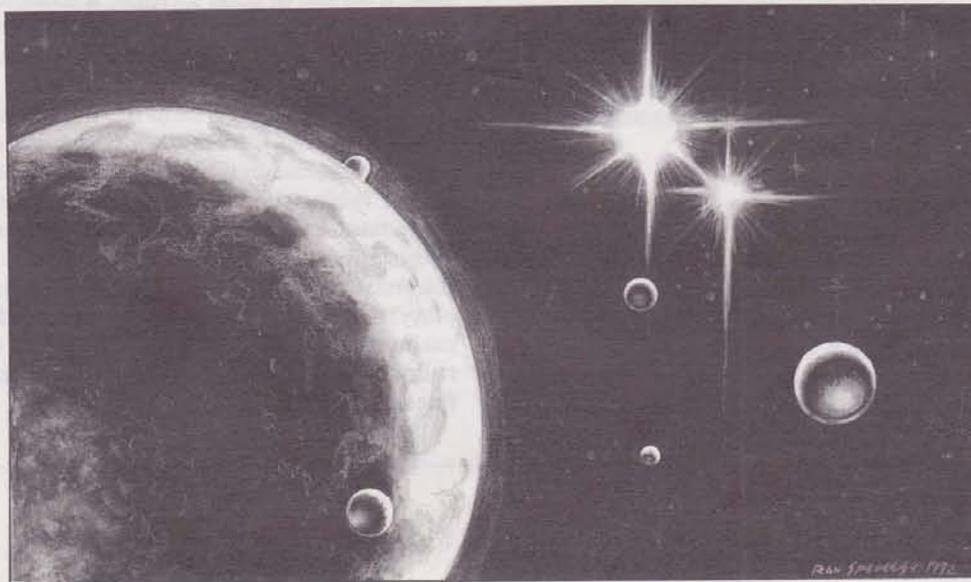
- **The Outer Plane:** The outer plane surrounds the astral plane and is divided in two by the Continuum. The upper realms are beautiful, and are regarded as heavens by many mortal races. Many of the ancient gods of Talislanta are believed to reside on this plane.

The lower regions are permeated by darkness, and are sometimes referred to as hells. The race of Devils resides here, in a dimension called Oblivion, which is described as a vast, bottomless pit.

- **The Positive Energy Plane:** This brilliant realm is home to the radiant spirit beings known as the Archons, entities revered for their benevolence and wisdom by the inhabitants of many millions of worlds. At the center of this region is the Light, a shimmering intelligence to which all higher forms are drawn. The Light is known by many names; Talislantans call it Creator.

- **The Negative Energy Plane:** The negative energy plane is not a true sphere, but encompasses only the lower planes of existence. It is separated from the positive energy plane by the Continuum, preventing a clash of opposing forces that would result in the destruction of the Omniverse. Here, in this tenuous last outpost of existence, dwell the races of demons. Their sole purpose is the annihilation of all lifeforms, all matter, all structure, and all form.

It is argued by some that wittingly or not, demons serve a practical purpose by assisting in the disintegration of substances en route to the Void. Deep in the lower realms of this plane is a negative entity known as the Dark, or Nihilus. One aspect of this entity is the being known as Aberon, who is revered as a demonlord by some Talislantans.



2

The Rules

"It's a simple game. The two of us fight. Whoever remains standing at the end is the winner."

—The Thrall commander Barax describing the rules for Thrall mock combat

"The game is a complex amalgam of abstract concepts, strategic advances and withdrawals, subtle intrigues, and unexpected reversals. It is in fact very much like life, only the participant is allowed more than one opportunity to play."

—Nadir Salu, attempting to explain Trivarian to a non-Sindaran



PLAYING THE GAME

Talislanta is a roleplaying game designed for group play. Any number of people can take part in the game, though it is easier to play with a relatively small group; two to six players plus a gamemaster (GM) will do.

Object of the Game

In roleplaying games, there are no winners or losers. The object is to have a good time. All participants take an active part in determining what will transpire in the game, which is like an ongoing saga divided into episodes called adventures.

The Players

Each player chooses a character *archetype* whose persona he or she will adopt during the game. A player may choose to be a warrior, a magician, or any of over a hundred different archetypes found in Talislanta. These player characters (PCs) are the focal point of the group's adventures; their adventures are what the game is all about.

Note to Gamemasters and Players

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

The players can help the gamemaster by offering specific information on what their characters plan to do before they roll on the Action Table. They can also help by allowing the gamemaster to embellish Action Table results without interfering in the course of the game. Gamemasters must earn the trust of their players by being fair and objective, and by maintaining a degree of moderation in their rulings. Imaginative and inventive narration is fine, as long as it's not overdone.

The Gamemaster

The gamemaster serves as a narrator and moderator, setting the stage for the player characters' adventures and adopting the roles of any *non-player characters* (NPCs) and creatures that the players meet during the course of their game careers. The gamemaster's primary objective is to entertain; if the players are enjoying the game, he or she is doing a good job.

The Dice

Talisanta uses six kinds of dice, with the twenty-sided die being the most common. The type of die called for in the rules is designated by "dX," where X is the number of sides on the die. Thus, "d4" means a four-sided die. Likewise, "d4+1" means a four-sided die with one added to the roll, producing a range between two and five. The term "2d4" means two four-sided dice with their rolls added together, producing a range between two and eight.

Sometimes a range of numbers is given, rather than specified dice. A monster's level, for example, may be described as "1-4." This is a range from which the GM selects a number. He or she may decide that the monsters that the characters meet are all level 1, that they are all level 2, that some are level 1 but they are led by a 4th-level monster, and so forth. Alternately, he or she may devise a die roll that would randomly generate a number in the range (such as d4, in this case) and determine the specific number by a die roll.

Time in the Game

In game terms, time is measured in increments known as *rounds*. A round is six seconds of time in the game world. In one round there is sufficient time for:

- Two opposing groups of antagonists to exchange attacks.
- A spell to be cast from memory or a device; two rounds are required to cast a spell from a book or scroll.

- An individual or creature to move up to the maximum distance allowable based on its speed rating.
- An individual or creature to perform any action that could conceivably be undertaken in approximately six seconds of real time.

THE ACTION TABLE

Most actions in the Talisanta game are resolved by rolling a twenty-sided die (d20) and consulting the Action Table. This table is used by the gamemaster to determine whether an attempted action is successful or not. The gamemaster then takes this basic information and expands upon it, adding details according to the circumstances of play.

Action Table

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

How to Use the Action Table

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

ratings are always added to the Action Table die roll. For example, if the Ferran thief Pix decides to attack the Thrall warrior Ramm, the gamemaster will give both characters modifiers on their combat rolls based on their relative *skill* with their weapons and their relative ratings in dexterity, the *attribute* that is used in combat. If Pix decides to pick Ramm's pocket instead, the modifiers to her roll would include her skill at picking pockets, her dexterity rating, and Ramm's perception rating.

Degree of Difficulty

If a character attempts an action that is either very easy or very difficult, the gamemaster may elect to apply a degree of difficulty modifier to the usual Action Table die roll. This modifier is based on a scale of 1-10, with a bonus of +1-10 applied for easy actions, or a penalty of -1-10 for difficult actions.

Action Table Modifiers

Action Table die rolls may be subject to bonuses or penalties for any of the following:

- Attribute or skill ratings
- Degrees of difficulty
- Resisted actions
- Opposed actions

Attribute and Skill Ratings

Attributes are a character's natural abilities; skills are abilities acquired through training, including combat and magic. A character's applicable attribute or skill

Resisted Actions

A resisted action occurs when the character attempting an action meets active resistance of some sort. This is the case in most close combat situations, when two or more opponents are resisting each other's attacks. For resisted actions, the gamemaster should subtract the opponent's skill or attribute rating from the character's roll in addition to using any of the other types of modifiers that are appropriate.

Opposed Actions

Sometimes a character can prevent another character from succeeding at a task by opposing it directly. If a character wishes to do so, he or she rolls normally and prevents the other character from succeeding if he or she can roll at least equal to the other character's roll. The difference between a resisted action and an opposed action is one of focus. In combat situations, most actions will be resisted actions since the characters will generally be splitting their attention between watching what their opponents are doing, keeping track of where they're going, looking out for stray missiles, and deciding what their next moves will be. If a character wants to ignore these kinds of perceptions and concentrate solely on parrying an incoming attack, that would be an opposed action.

This rule can also be used for dodging magical bolts or casting a simultaneous counterspell.

Action Table Key

The Action Table key is provided as an aid to the gamemaster in interpreting Action Table die rolls. These are examples only; the GM should embellish these results according to the circumstances of play.

Skill or Attribute Results

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

- **Critical success:** The attempted action is successful, and achieves the most desirable result. Examples include performing a skill to perfection, avoiding all damage from a spell or other attack, emerging unscathed from an accident, and so forth.

Combat Results

- **Mishap:** The attack fails due to a mishap of some sort; the attacker slips and falls, a bowstring snaps, a weapon is dropped or broken, the attacker hits an unintended target, or something similar.
- **Failure:** The character's attack fails to achieve the desired result.
- **Partial success:** A glancing blow is struck; roll for damage as usual, but divide the total by two, rounding up.
- **Success:** The attacker strikes the intended target. Roll for damage as usual.
- **Critical success:** The attacker lands a very good blow. Generally, this means doubling the damage normally scored, but if the attacker was trying something fancy such as disarming the opponent, another effect is possible (see Rules for Combat).

Magic Results

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

- **Critical success:** The spell or item yields a better than normal result, usually double damage or double duration.

RULES FOR ATTRIBUTES

Attribute ratings describe the character's natural abilities such as strength, intelligence, and dexterity. All attributes are rated according to a "plus or minus" system. Exceptional attributes are rated at +1 or better, with higher numbers indicating proportionally greater natural ability. Disadvantageous attributes are rated at -1 or lower, while average attributes are rated at zero. When the rules say to roll versus a particular attribute, this means the player should roll a d20 and add that attribute rating to the roll.

In the **Talisanta** game system, there are eight different attribute ratings:

Intelligence Rating	INT
Will Rating	WIL
Perception Rating	PER
Charisma Rating	CHA
Strength Rating	STR
Dexterity Rating	DEX
Constitution Rating	CON
Speed Rating	SPD

Intelligence Rating (INT)

This is a measure of the individual's intellect and powers of reason. A character's intelligence rating determines:

- how many languages the character can learn
- how many additional skills the character can acquire
- the character's magic rating

Will Rating (WIL)

This is a measure of the individual's willpower, determination, faith, and wisdom. Characters will roll against their will ratings to:

- resist spells of influence or control
- resist temptation, bribery, or seduction
- resist torture, coercion, or interrogation

Perception Rating (PER)

This is a measure of the individual's sensory awareness, taking into account the abilities of sight, hearing, smell, taste, and touch, plus such intangibles as instinct, intuition, and psychic talents. Characters will roll against their perception ratings to:

- detect unseen presences or ambushes
- detect illusions
- locate lost or hidden articles
- use any sensory ability in a special way

Charisma Rating (CHA)

This is a measure of the individual's powers of persuasiveness, including such intangibles as charm and the ability to command the respect of others. Roll versus charisma rating whenever a character attempts any of the following actions:

- bribe or persuade with words
- make a favorable impression
- negotiate, bargain, or haggle

Strength Rating (STR)

This is a measure of an individual's physical power. Roll versus strength rating whenever a character attempts any of the following actions:

- restrain another individual by force
- lift heavy objects
- bend or break things with bare hands
- open doors by force

Dexterity Rating (DEX)

This is a measure of the individual's agility, coordination, and maneuverability, important factors in combat and many other skills. Roll versus dexterity rating whenever a character attempts any of the following actions:

- dodge or evade an attack
- attempt to avoid a fall or land safely
- catch a thrown object

Constitution Rating (CON)

This is a measure of the individual's endurance and overall health. Characters will roll versus their constitution ratings to:

- resist the effects of disease or wounds
- resist poisons and toxins
- endure exposure, hunger, thirst, and so forth

Speed Rating (SPD)

Speed is a measure of how swiftly an individual is capable of moving, either on land, in the water, through the air, or by other means. Characters will roll versus their speed ratings to:

- determine initiative in combat
- escape pursuit
- chase another character or creature

Attribute Modifiers

Attribute ratings are used as modifiers for applicable skills; an example would be using the dexterity rating to modify a Lockpicking skill. Attribute ratings are also used to determine a character's combat rating and magic rating, and as modifiers for actions that do not apply to any specific skill or talent.

Limitations of Attributes

Unlike skill ratings, attribute ratings do not improve as characters advance in levels of ability.

If desired, a character can elect to use an attribute in place of a skill that he or she does not have, such as rolling versus dexterity when trying to pick a lock. However, any such attempt is subject to the standard *non-proficiency penalty*, which requires the player to roll 1d10 instead of 1d20.

Factors Related to Attributes

Common Skills

A character may begin the game with three common skills, plus one extra per point of intelligence. Languages are considered common skills.

Reaction Rolls

The first impression that a character makes on any new acquaintance is determined by making a charisma rating roll on the Action Table. Failure may indicate an unfavorable or even hostile reaction; success may indicate acceptance or at least ambivalence, while critical success will always yield the most favorable response possible under the prevailing circumstances. At the gamemaster's discretion, reaction die rolls may be employed for encounters of almost any sort.



Movement

Individuals and creatures can move up to one hundred feet in one round's time, plus twenty feet per +1 speed rating, or minus ten feet per -1 speed rating. This speed assumes an even surface, a straight course of travel, and limited encumbrance. Under ideal conditions, a character's speed may be greater, but under most conditions, it may be much worse. To adjudicate speeds, remember that one mile per hour is equivalent to about nine feet per round. Normal walking speed for most humanoid creatures is about twenty feet per round.

Chase and Escape

A chase or attempted escape is resolved as follows:

- *Step 1.* Compare the speed ratings of the pursuer and the intended victim. If the intended victim's speed rating is higher, only a delay of some sort should prevent a successful escape.
- *Step 2.* If the pursuer is faster, determine how much distance separates the pursuer from the intended victim. Find out the difference between the two speeds. Divide the distance by the difference in speed. This results in the number of rounds it will take the faster character to catch the slower.

Examples of Attribute Use

The Ferran and the Magician

The Ferran thief Pix is caught in the act of trying to rob the home of the Cymrilian magician Etarre. Incensed, Etarre casts an Arcane Bolt at the Ferran thief. The spell description states that Pix is allowed a chance to dodge the bolt by rolling versus his dexterity rating.

This is an opposed action that pits Etarre's spell versus Pix's dexterity. Etarre's character has a bonus of +4 for this spell, while Pix's dexterity is +8. Both roll simultaneously. Etarre gets a 7 and adds her bonus of +4 for a modified result of 11. On the Action Table, this result is a success. But Pix rolls an 8 and adds his dexterity modifier of +8 for a total of 16. Even though Etarre's roll was a success, Pix's roll beat it, so Pix has dodged the bolt.

Captured by the Beastmen

The Thrall warrior Ramm was taken in his sleep by a pack of Beastmen. For sport, they have bound his hands and feet and staked him to the ground, leaving him to perish under the scorching light of the twin suns. Ramm has other plans; as soon as the Beastmen ride away, he attempts to burst his bonds.

Ramm's strength is +5, but the bonds are strong. The gamemaster applies a degree of difficulty modifier of -7. Ramm therefore must subtract 2 from his roll on the Action Table; his +5 for STR and the -7 for degree of difficulty result in a final modifier of -2.

Ramm's player rolls an 18; subtracting 2 yields a total of 16, a success. The gamemaster tells the Thrall's player that Ramm has uprooted the stakes and is able to free himself.

For example, if someone with a +1 SPD (120 feet/round) is chasing someone with a -1 SPD (90 feet/round), the faster character will eventually catch the slower. Imagine the two are 50 feet apart when the chase begins. Each round, the faster character runs 30 feet farther than the slower character. In two rounds, the faster character has run 60 feet farther than the slower, and has caught the escaping character.

Note that in two rounds the fleeing character would have traveled 180 feet. If a safe haven were only 150 feet away, the fleeing character would have been able to reach it before the pursuer caught him or her.

Instead of the calculations described above, a chase can be resolved by having both characters simply make SPD rolls, with the higher roller outdistancing the other. If this is the case, the GM may apply penalties for encumbrance, terrain, distance between the characters at the start of the chase, and so forth. If the characters are evenly matched for SPD, the GM may call for CON rolls to see who can keep running the longest.

Encumbrance

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

Hit Points

The character's number of hit points determines the amount of physical damage the character can sustain before dying. The average number of hit points that an individual or creature possesses is determined by race. This total is modified, one time only for beginning characters, by adding a number of points equal to the individual's constitution rating. Thereafter, individuals gain an additional two hit points per every level of ability gained.

Combat Damage

Damage totals for physical attacks employing natural or other weaponry are modified according to the attacker's strength rating. Missile weapons such as arrows do not receive this bonus, although thrown weapons such as javelins do.

Healing

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

Life and Death in the Game

Individuals or creatures reduced to zero or fewer hit points are rendered unconscious and considered on the verge of death. At the end of the next round, the gamemaster must roll a d20 in secret on the Action Table, using the victim's constitution rating and current hit points as modifiers.

If the modified die result indicates a success or critical success, the victim will be able to make a full recovery. A result of partial success indicates that the victim may recover with medical or magical attention, but will suffer permanent damage of some sort. Possibilities include disfiguring scars, reduction of an attribute rating by one point, loss of an eye or appendage, recurring fainting spells or seizures, amnesia, or whatever disability the GM finds appropriate. Experienced adventurers may, over the course of time, accumulate many such battle scars, and may eventually have to retire due to disability. If there is no way to take care of a wounded character—no healing spells, no healing elixirs, nobody skilled in medicine, no physicians nearby—then a partial success usually means the character dies.

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

In the heat of combat, the gamemaster may wish to delay rolling for unconscious characters until someone has time to check them.

For example, Etarre the magician is struck by a rival spellcaster's Arcane Bolt and has -6 hit points. She is unconscious and nearly dead. As soon as the next round begins, her companion pours a healing elixir down her throat, restoring 10 of Etarre's lost hit points. Etarre now has 4 hit points, and must roll versus her CON with a +4 bonus for these hit points. Her CON is 0, so she gets a total of +4 on the Action Table. On a roll of 1, modified to 5, she dies regardless of the valiant effort to save her. On a roll of 2 to 6, modified to 6 to 10, she will survive, but will suffer permanent damage from the brush with death. On a roll of 7 or better she will be able to recover completely.

Recovery

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

Even with the benefits of magical healing, the victim of a serious injury may lose consciousness, go into shock, or experience a period of weakness, dizziness, or disorientation. The gamemaster should roll versus the victim's constitution rating any time such an injury occurs, with a result of failure or mishap indicating that the victim suffers complications of some sort.

RULES FOR SKILLS

Skill Rating

Skills are abilities that are acquired as a result of training, study, and practice. *Skill rating* is the term used to describe the level of expertise that an individual has developed in a given skill. The higher an individual's skill rating, the greater his or her ability with that skill. First-level characters begin play with all known skills rated at +1, plus applicable attribute modifiers. Where the rules say to roll versus a skill rating, the player should roll d20 and add that skill rating to the roll. If the character does not have that skill, he or she must roll d10 instead, with no skill bonus to the roll.

Types of Skills

There are three types of skills in the *Talisanta* game:

- **Primary Skills:** Skills that are directly related to a character's chosen profession and are the primary focus of his or her training. Most skills possessed by archetypes are considered primary skills.
- **Secondary Skills:** Skills that are related to a character's profession, but are not the sole focus of his or her training. For beginning archetypes, there are only two skills of this sort: secondary magic and secondary combat.
- **Rudimentary Skills:** Generally speaking, these are skills that have little or no relation to the character's profession. Few beginning archetypes have rudimentary skills; most acquire them later on in their game careers. All skills that are acquired during play (*i.e.*, are not part of the beginning archetype) are rudimentary skills.

Attribute Modifiers for Skill Ratings

Attributes are the natural abilities upon which skills are based. Every skill has its own attribute modifier; for example, dexterity rating is used to modify the Pick Pockets skill as well as most combat skills.

The Non-Proficiency Penalty

Should a character attempt to use any skill in which he or she is not proficient, the character will roll d10 instead of d20 on the Action Table and then add any other modifiers that may be applicable. Usually this means just adding the attribute modifier for the skill. If a character tries to make a Ride roll without the Ride skill, the player just rolls d10 +DEX.

Sometimes, however, the GM may rule that a character may use a skill, but must roll d10 instead of d20 because of unfamiliar circumstances. For instance, a character trying to find healing herbs in a foreign environment may use the Herb Lore skill as a modifier, but with a d10 instead of d20 because the character is not "proficient" with the new environ-

ment. This use of the non-proficiency penalty is strictly under the control of the GM.

Multiple Actions

If a character tries more actions than are normally allowed in a given amount of time, he or she receives a -5 penalty per extra action attempted. This penalty applies to each roll, not just to the extra ones. For example, if a pickpocket tries to pick two pockets in one round, he or she receives a -5 penalty on each Pick Pockets roll. Similarly, if a lock has three separate mechanisms, a character normally needs to spend at least three rounds picking the lock, one round for each roll. A thief who tries to pick all three locks in one round would suffer a -10 penalty on each of the three rolls.

Skill Categories

There are nine categories of skills in the *Talisanta* game: combat, common, language, magic, scholarly, survival, thieving, trades and crafts, and wilderness skills. These categories are guidelines for determining who might know which skills and where training in these skills might be found. For instance, Tailing is a thieving talent. A character who wants to learn the skill of Tailing, therefore, might have to contact the criminal element to find a teacher.

Ambush and Surprise

Skills such as Stealth and Ambush allow individuals to gain an undefended attack by taking an enemy by surprise. Characters and creatures who do not possess such skills must accept a non-proficiency penalty (d10 on the Action Table) if attempting an ambush. Intended victims are allowed a chance to detect the ambush in advance, but only if they have declared themselves in a state of alertness. The target rolls on the Action Table, using his or her perception rating as a modifier in this case. This is an opposed action, so the ambusher's roll must beat the victim's PER roll to be successful.

If the victims of an attempted ambush have not specifically stated that they are on the alert, the effectiveness of the ambush is checked as for a resisted action by rolling on the Action Table, using the intended victims' perception ratings as a penalty on the ambush attempt. In most cases it is preferable to allow each target to roll versus PER in order to facilitate involvement in the game.

RULES FOR COMBAT

Combat Training

An individual's skill in combat is based mainly on his or her degree of training. There are three categories of combat training:

- **Primary Combat:** Combat skills are the primary focus of the character's profession. Individuals with a primary combat rating increase all combat skills by +1 per level of ability gained.

- **Secondary Combat:** Combat skills are a secondary focus of the character's profession. Individuals with a secondary combat rating increase all combat skills by +1 per every two levels of ability gained.
- **Rudimentary Combat:** Combat skills are not integral to the character's profession. Individuals with a rudimentary combat rating can only increase their combat skills through the expenditure of experience points.

Combat Rating

A character's basic combat rating (BCR) equals his or her skill rating in a beginning archetype's weapon or unarmed combat skill plus his or her dexterity rating. Usually, a character's combat rating (CR) with any given weapon equals that character's BCR, and the CR is added to the character's d20 roll to hit with the weapon.

Through the practice of *concentration*, which involves extended, intensive training with a specific weapon, a character can spend experience points to increase his or her combat rating with that weapon.

Characters who do this will have CRs with those weapons that are always higher than their BCRs. See the rules for experience at the end of this chapter.

If characters use weapons with which they are not proficient, they may add their BCRs to their to hit rolls, but they roll only a d10 instead of a d20.

Characters who do not have rudimentary, secondary, or primary combat ratings will have no BCRs and instead add just their DEX to their combat rolls, which are rolled on d10.

The Combat Round

In a single combat round of six seconds, there is sufficient time for all opponents to move at speeds up to their maximum allowable movement rates, draw hand-held weapons, face off for weaponless combat, or exchange attacks. Movement rates are based on the characters' speed ratings.

Close Combat

This form of combat takes place at close range, and may involve weapons or weaponless combat

Example of Skill Use

Borderlands Scouting Mission

The Blue Aeriad Kwill flies a scouting mission over the Eastern Borderlands. She decides to scan the surrounding area for signs of Beastmen. Kwill's Scout skill is +3 (+1 because she is 1st level, and +2 for her perception rating). The person playing her character rolls a d20 and gets a 6. The gamemaster adds Kwill's Scout skill to this roll for a total of 9. On the Action Table, this yields a result of partial success.

The GM tells the player that Kwill thinks she sees something moving in the rocks below, but is uncertain. If Kwill wants to know more, she could fly closer and make another Scout roll.

Kwill decides to move closer, and adds that she intends to drift slowly so as not to draw attention to herself as she approaches.

First the GM has her make another Scout roll, this time with a +3 bonus because she is moving closer. She rolls a 10, which with +3 for her Scout skill and +3 for her difficulty modifier yields a 16, full success. The GM tells her that she sees six Beastmen on foot, prowling through a narrow gorge as if looking for something.

To find out whether the Beastmen spot Kwill, the GM has her make another Scout roll. This is a resisted action, with the PER of the Beastmen (+2) used as a penalty on her roll. She rolls a 6, which with +3 for her Scout skill and -2 for the Beastmen's PER yields 7, a partial success. The GM tells her that she has not been seen yet, but that she will probably be spotted soon unless she flies away or lands and finds cover.

The roll would have been different if the Beastmen had thought to place a guard. In that case, instead of a resisted action it would have been an opposed action. Kwill would have made her Scout roll at +3 for her Scout skill, and the Beastman guard would have made a PER roll at +2. If the Beastman's roll beat Kwill's, he would have spotted her, even if her roll would normally have been a success.

Kwill counts herself lucky that the Beastmen are poorly organized.



techniques. The following procedure for combat is followed:

Procedure for Combat

- **Roll for Initiative:** The two opponents roll a d20 and add their speed ratings to the die result. The individual with the highest total has the initiative. In group combat situations, the individuals with the highest speed ratings represent their respective groups. This roll is made once at the beginning of combat rather than at the beginning of each round.
- **Choose Targets:** Each character chooses the target for his or her attack. Non-player characters and monsters choose opponents at the discretion of the GM.
- **Roll d20:** Each attacker on the side that won initiative rolls 1d20 and adds his or her CR to the total. If the defender is maintaining an active defense, subtract his or her CR from the roll.
- **Roll Damage:** If the Action Table indicates a success of some kind, the attacker rolls for damage; the possible range will depend on the attacker's weapon. After the defender's armor's protection rating has been deducted, any remaining points of damage are deducted from the defender's hit points. If the defender now has zero or fewer hit points, he or she is incapacitated and on the edge of death; see "Life and Death in the Game" on page 43.
- **Turn Tables:** Any surviving characters on the side that lost the initiative now roll for their attacks as described above.

Ranged Combat

Ranged combat involves the use of light or heavy missile weapons, ship's weapons, or other long-range weaponry. The procedure is very similar to that for close combat, with the following exceptions:

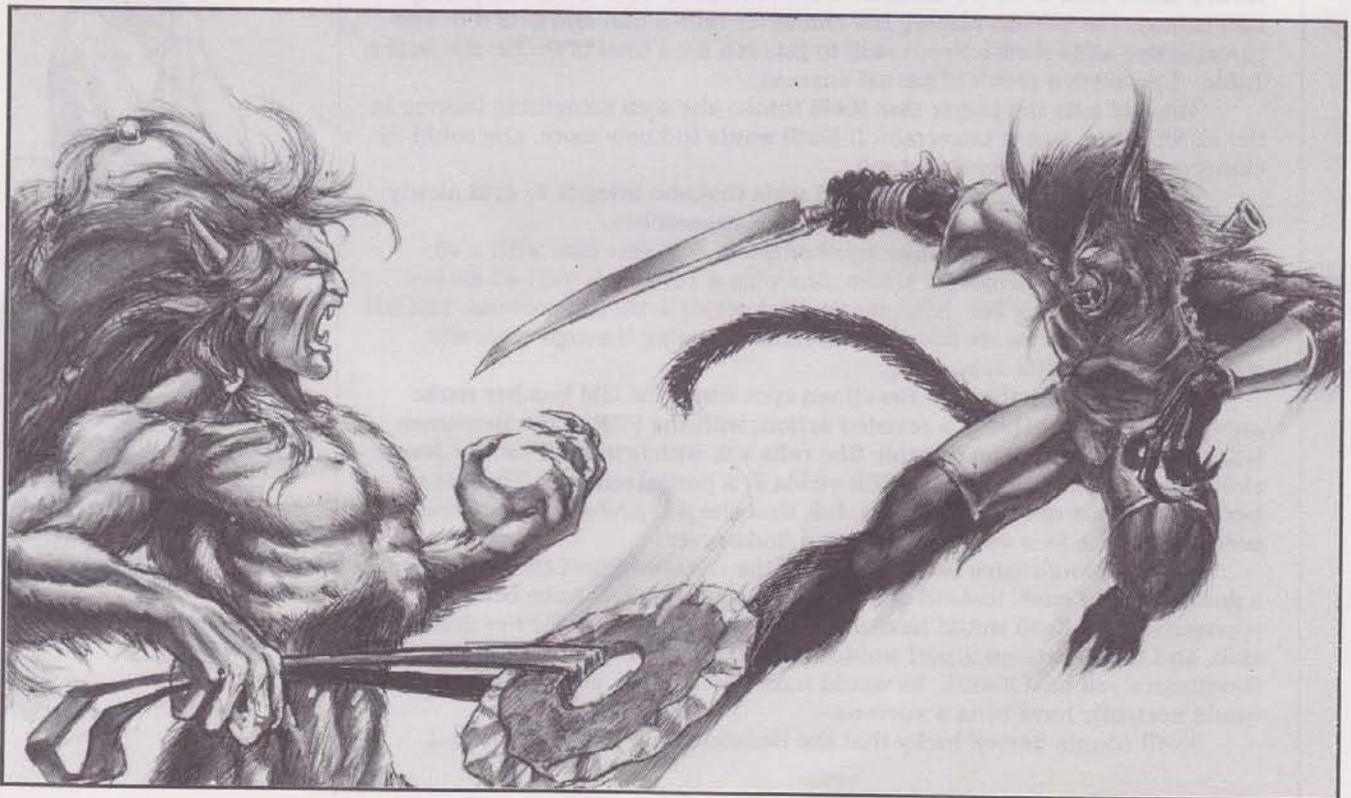
Attackers add their CRs with their weapons to their rolls to hit, but the CR of the target only comes into account if the target attempts to dodge the missile; dodging is described later in this section. In addition, the attacker may suffer penalties for range and other factors.

The farther away the target is, the greater the attacker's penalty for degree of difficulty. Generally the penalty is -1 per 10 feet of distance. In addition, all shots beyond the effective range of the weapon in use entail an additional -5 penalty. Shots beyond double the weapon's effective range are not possible. The effective ranges for missile weapons are given below.

Moving or evading targets, small targets, or targets protected by cover are also harder to hit, resulting in increased penalties for degree of difficulty as determined by the GM.

Damage for a successful hit is figured normally. If the weapon is a thrown weapon, such as a javelin, add STR to the damage. If the weapon is a missile weapon, such as a bow, do not add STR to the damage.

Some missile weapons require time to load or cock, so characters must spend a certain number of rounds between attacks doing this. This is explained on the Ranged Weapon Chart on the next page.



Yrmanian Wildman and Jaka Manhunter

Shields

Hand-held shields protect by making defenders more difficult to hit. A shield reduces an attacker's roll to hit by two.

Weapon Damage

Weapons cause damage to lifeforms, ships, and structures by reducing hit points. The amount of damage varies according to weapon type, as detailed in Chapter Six. The attacker's STR is added to damage totals for hand weapons and weaponless combat techniques. If a negative STR modifier brings the damage rolled to zero or lower, one point of damage is still done.

Armor and Protection

Armor, including natural armor such as hide or scales, affords protection by reducing the amount of damage sustained from magical or nonmagical attacks. The heavier the armor, the more damage it can sustain and the more protection it can provide, but a character must also be stronger to wear heavier armor. Each set of armor has a protection rating such as 1, 2, or 5. This is the number of points absorbed from each attack. Thus, an attack that does 8 points of damage against someone with 3 points of armor will only do 5 points of actual damage to the target. If the damage is reduced to 0 or lower, the defender takes no damage.

Stats and descriptions for armor are given in Chapter Six.

Combat Modifiers

Defensive Capabilities

The number of assailants against which an individual can effectively defend in simultaneous combat is equal to half the defender's combat rating, with a minimum of one. A shield increases this total

by +1, or by +2 if it is enchanted. If the number of assailants facing a single opponent exceeds his or her defensive capabilities, the "additional" assailants gain undefended attacks.

Undefended Attacks

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

In some circumstances, the penalty of a 0 CR is no penalty at all. A gigantic, clumsy creature like a behemoth, for instance, may have a 0 CR already or even a negative CR; treating its CR as zero temporarily would obviously not do it any harm. If the defender's CR is already zero or below, the GM should leave the CR as it is and simply give the attacker a +1 bonus to hit.

Retreat

Individuals who attempt to flee from any close-quarters combat situation subject themselves to one round of undefended attack by their opponents. Two alternatives to this hazardous option are the "fighting withdrawal" and diversion.

In the fighting withdrawal, the object is to wait for a break in the enemy's attack, use that free moment to back up out of reach, and then turn tail and run. To do this, the retreating character must score at least a partial success with an attack. The character can then choose not to apply any damage that would have resulted from the attack and instead can flee without penalty. The successful "attack" here represents forcing the enemy away, creating enough space to allow the character to flee. If the character misses the attempt, he or she must keep fighting another round or give the attacker an undefended



Ranged Weapon Chart

Ranged Weapon	Rounds to Reload	Effective Range
All hand-thrown	0	50 ft. (+10 ft. per +1 STR)
Blowgun	0	50 ft.
Crossbow, heavy	2	200 ft.
Crossbow, light	1	150 ft.
Dart-thrower (Aeriad)	0	75 ft.
Flange-bow (Oceanian)	2	100 ft. (20 ft. underwater)
Hurlant (Dracartan)	1	100 ft.
Iron crossbow or krin (Harakin)	2	100 ft.
Rod of alchemy	0	15 ft.
Short bow	0	150 ft.
Sling	0	100 ft.
Spring-knife (Kasmiran)	1	10 ft.
Tri-bow (Aeriad)	2	150 ft.

attack in order to flee. Only the enemy who would have been hit by the character's "attack" is prevented from attacking the retreating character. It is very difficult to retreat safely from a number of attackers.

When relying on a diversion, one or more members of the withdrawing force attempt to distract their antagonists and so effect an escape. The gamemaster determines if any attempt at diversion will succeed, based on the type of distraction employed and the nature of the antagonists.

Enchanted Armaments

Armor, shields, and weapons can be enchanted to make them stronger, sharper, harder, and so forth. The power of the enchantment is rated as a bonus. Thus a character may use a +1 bow, a +2 shield, or a set of +4 battle armor.

An enchanted weapon does extra damage; the bonus is added to each damage roll. A +2 two-handed

sword, therefore, would do $d12 +2$: $d12$ for the normal two-handed sword damage and +2 for the enchantment. The enchantment does not increase the chance to hit.

An enchanted shield protects its user; the bonus is subtracted from the attackers' rolls to hit, along with the normal penalty of -2 for an unenchanted shield.

Enchanted armor stops more damage; the bonus is added to the protection value of the armor.

Weapons can also be enchanted in other ways. For more details, see Chapter Six.

Capture

This is an attempt to hold and restrain an opponent by the use of a capture-weapon or by grappling. If a character is using a capturing weapon, such as the Imrian capture-pole, roll to hit normally. If the character is grappling bare-handed, the target



Examples of Combat

The Hunter

A Jaka hunter, Tane, spots a crag spider perched on a rock at a range of about 50 feet. Tane is +5 with her short bow (+3 for DEX and +2 for being 2nd level), and the spider is within the bow's effective range. Because the crag spider does not see Tane, the gamemaster rules it is an undefended attack. Nevertheless, Tane will receive a -5 penalty for the distance.

Tane receives a +5 bonus for skill and a -5 range modifier, leaving her even on. She rolls a 17 for a full success, and then rolls $d8$ for the damage, scoring a full 8 points. The crag spider has 6 points of armor, so it only takes 2 points of damage. It had 30 hit points, so now it has 28. Hurt but not seriously injured, the crag spider retreats into its lair. Tane clammers up the rocks and follows it in.

Ramm's Revenge

Ramm, a Thrall warrior, confronts a Beastman scout at close range. Both characters roll for initiative, each adding their respective speed ratings to the die result. Ramm rolls a 4 and has a speed rating of +3, giving him a total of 7. The Beastman has just an average speed rating (0, for no bonus) but rolls an 8 so he gets to make the first attack.

The Beastman is rated at +4 with his longsword; this rating includes his skill level and DEX bonus. The Thrall is rated at +7 with his two-handed sword. Therefore, the Beastman attacks at a penalty of -3.

The Beastman attacks with his long sword, rolling 11. The roll becomes 8 because of his -3 modifier, so he scores a partial success. He rolls $1d10$ for damage and scores 5. He adds +2 for his STR, but divides the total by 2 because he scored only a partial success. His total damage is 4 points. Ramm catches the blow on his garde, which stops 3 points, but he still takes 1 point of damage.

Now it is Ramm's turn to strike, at +3 because his CR is 3 points higher than the Beastman's. He rolls a 17, which becomes 20—a critical success. His two-handed sword normally does $d12$ damage, +4 for his STR. Because of the critical success, he does $2d12 +8$, for a total of 21 points. Even though the Beastman's leathery skin stops 1 point of damage, he still takes 20 points of damage. Since he has only 20 hit points, he is now knocked out with 0 hit points. He would have a good chance to recover if anyone were inclined and able to help him, but Ramm is not about to share his last healing potion with his opponent.

gets a DEX roll and avoids the attack if his or her DEX roll at least equals the attack roll. If a capture attempt is successful, the defender is held immobile. The captured defender is allowed a chance to escape on the following round; the attacker and defender each make a STR roll, and the immobilized character can escape if his or her STR roll exceeds the attacker's. If the attacker's roll to capture the defender was a critical success, then the attacker receives a +5 bonus on his or her STR rolls on each round until the captured character breaks free.

Subdue

This is an attempt to stun or knock out an opponent. Record subdual damage separately from wounding damage. When the target drops to 0 hit points from subdual damage, he or she is unconscious but not in risk of death. Half of the damage done is temporary, recovered at the rate of 1 point per round.

Blunt weapons used to subdue do their normal damage. Edged weapons do half normal damage, with STR and enchantment bonuses added normally, because the subduing character must use the flat of the blade. It is impossible to subdue with puncturing weapons; just imagine trying to fire an arrow at someone so that it hits with the blunt part of the arrow! However, it is possible to do most of the damage to an opponent with normal attacks and then attempt to subdue. If a character decides to switch to subdual damage, previous wounding damage can be added to the subdual damage total, though it will continue to be treated as wounding damage for purposes of recovery.

Unarmed Combat

Punches, kicks, head butts, and so forth do one point of damage, plus STR bonuses as usual.

Miscellaneous Damage

Sources of damage other than enemies' weapons can kill a character as certainly as a sword point. Here are some damage ratings for various hardships and incidents:

- Acid or other caustic substance: d8.
- Drowning or suffocating: 1 point of damage per round after 10 rounds plus 1 round per CON.
- Exposure to elements: d4 to 2d20 per day, depending on climate.
- Falling: d8 per 10 feet.
- Hunger: 1 point per day.
- Thirst: 2 points the first day, 4 the second, 8 the third, and so on.

Advanced Combat Tactics

Parry or Dodge

An opponent who does not have the initiative or who willingly surrenders the initiative may attempt either to block an attack with a weapon, armor, or shield, or to dodge an attack altogether. To do so, the

defender must announce the intent to parry or dodge before the opponent rolls for the attack. The defender and opponent then roll simultaneously as if attacking each other; if the defender's modified die result is equal to or greater than the attacker's roll, the attack is avoided. If the attacker's roll exceeds the defender's, the attacker hits as normal.

There are two ways to both attack and dodge or parry in the same round. Zandir swordsmen and swordswomen have the skill Swordsmanship, which allows this tactic. And if the character decides to forfeit his or her next round's action, it is possible to attempt a secondary parry, dodge, or attack with a -5 modifier.

Aimed Shot

This is an attempt to hit a specific, vulnerable part of an opponent, structure, or conveyance. The player must inform the gamemaster of the intent to take an aimed shot before rolling for the attack, and must accept a degree of difficulty penalty ranging from -1 to -10 (gamemaster's ruling). Victims of a successful aimed shot suffer damage as per a standard attack against an unarmored opponent. On a result of critical success, the target of an aimed shot is disabled.

Disarm

When attempting to disarm an enemy, a character makes the attack roll as normal, but the target rolls a STR roll, with a +5 bonus if his or her weapon is held in two hands. The attacker disarms the defender if his or her attack roll is successful and exceeds the defender's STR roll. The weapon lands d10 feet away in a random direction. If the disarmed character moves to retrieve the weapon, the attacker can make an undefended attack on the weaponless character.

Force Back

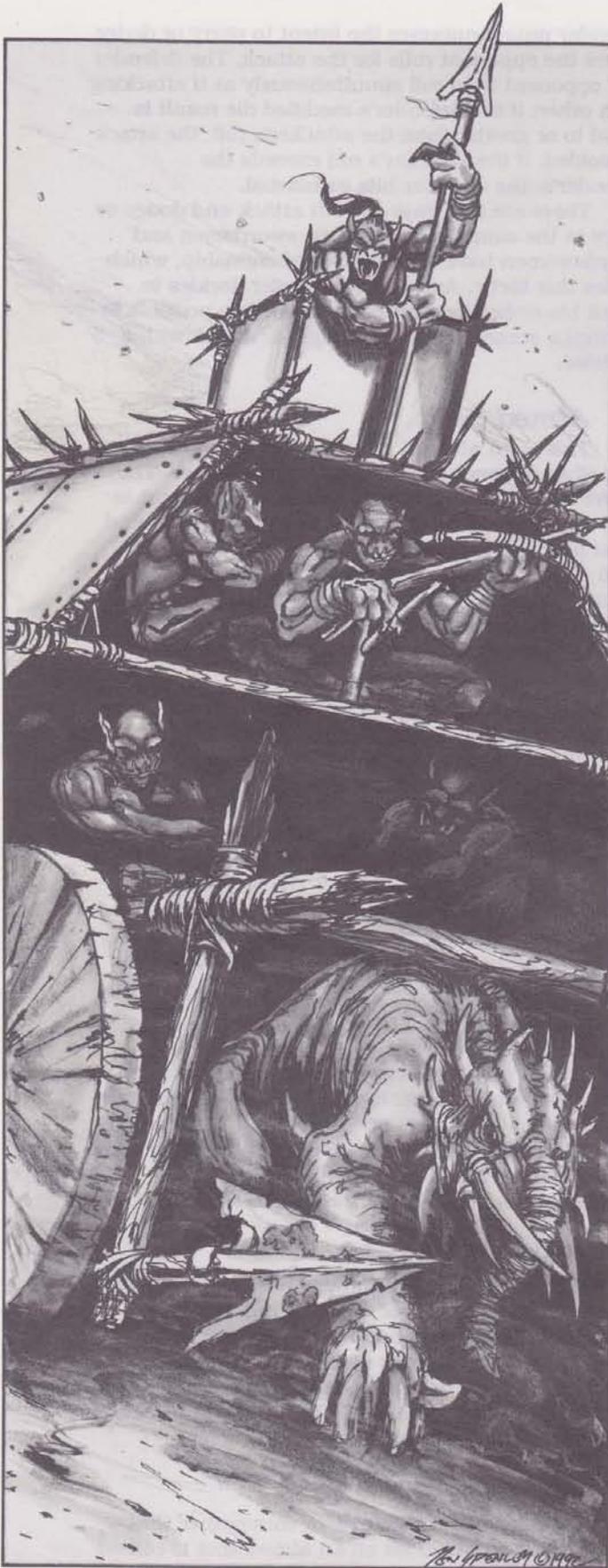
This is an attempt to drive an opponent back with a concerted attack. If such an attack is successful, the defender suffers no damage but is forced backwards d10 feet away from the attacker; the GM should halve this distance on a result of partial success or double it on a critical success.

Multiple Attacks

With melee weapons only, a character can make more than one attack per melee round. For each additional attack, the character must accept a -5 penalty on all attack rolls made that round. For instance, a character with a +12 CR could make one attack at +12, two attacks at +7 each, three attacks at +2 each, or even four attacks at -3 each.

Disable

An individual, structure, or conveyance that has suffered a critical hit on an aimed shot is considered disabled. A living creature who has been disabled suffers a penalty of -5 on all die rolls until returned to full hit points. The gamemaster deter-



Kharakhan War Wagon

mines whether there are any additional effects based on the stated location of the aimed shot. For instance, an avian whose wing was disabled may be unable to fly.

Dirty Tricks

Any conceivable type of trick may be attempted, including tripping, eye-gouging, throwing dirt or sand into an opponent's face, and so forth. Results are determined by the gamemaster, based on the nature of the trick.

Additional Combat Modifiers

- Charge: -1 CR, +2 damage
- Opponent under cover: -1 to -10 on missile weapon attacks (GM's ruling)
- Attack/defend from above: +1 CR
- Attack/defend from below: -1 CR
- Mounted opponent versus unmounted opponent: +2 CR to mounted opponent
- Darkness or heavy fog: -1 to -4 on all attack rolls, and a diminished range for missile weapons

If more than one of these modifiers applies, the effects are cumulative.

RULES FOR MAGIC

Magic Training

The amount of time and training that an individual devotes to the study and practice of magic is the primary factor in determining his or her level of magical ability, as follows:

Primary Magic: Magic is the individual's main occupation. The character's basic magic rating (BMR) increases by +1 per level of ability.

Secondary Magic: Magic is the individual's secondary occupation. The character's basic magic rating increases by +1 per every two full levels of ability.

Rudimentary Magic: The character has learned the basics of magic, but is not an active practitioner. The character's BMR does not advance, and improving magical ability is only possible through concentrating in specific spells (see "Rules for Experience" at the end of this chapter).

The Beginning Spellcaster

All beginning spellcasters with primary, secondary, or rudimentary magical training are considered to have completed a successful apprenticeship under an accomplished master. During this period, the novice will have acquired the following basic skills:

- How to read magical scripts.

- How to inscribe scrolls. One ounce of magical ink and one blank piece of parchment are required per scroll. It takes a total of one week to inscribe a scroll, at a total cost of 26 g.l.
- The procedure for casting spells.
- How to detect magic by sight. Roll versus perception rating, adding basic magic rating as a modifier. This ability enables the magician to detect the presence of magical auras and their relative strength, but nothing more. A minimum of one minute of total concentration is required before a magician can make such a determination.
- Knowledge of the basic spells associated with the magician's chosen magical field or fields of study. A magician may learn spells from other fields if he or she devotes time and experience points to doing so.

Magic Rating

A character's basic magic rating (BMR) measures his or her ability to cast spells. At first level, a character's BMR is 1 + INT. Thus, a 1st-level magician with a +4 INT would have a BMR of +5. BMRs increase as described above. A character's magic rating (MR) represents his or her ability to cast a specific spell. Usually, a character's MR with any given spell equals the character's BMR. There are, however, two instances in which a character's MR with a specific spell is different from the BMR: concentration and spells from new fields of magic.

Through concentration, a character can improve his or her MR with specific spells. For instance, a wizard with a +7 MR could spend 5 experience points to raise his MR to +8 with a single, specific spell. From then on, his MR with that spell will always be 1 point higher than his BMR. See the rules for experience at the end of this chapter for more details.

Additionally, a character can learn spells from other fields of magic than those given in his or her archetype. If this is the case, the magician's MR with the new spell has no relation whatsoever to her BMR. Instead, the magician's MR with the new spell improves only when she concentrates on it, expending experience points to improve her MR with that spell. A character's MR with a new spell begins at +1. Again, see the rules for experience at the end of this chapter for more details.

Note that it is possible for a non-magician to learn spells even though magic is not part of the character's archetype. In this rare case, the character has an MR for each spell learned, but no BMR at all.

Casting Spells

Procedure for Spellcasting

In Talislantan magic, a spell may be cast from memory, from a written work such as a scroll or book, or via the use of a magic item such as a wand

or staff. Regardless of the method employed, the procedure is as follows:

- **Choose the Spell:** The magician must indicate which spell will be cast.
- **Determine Spell Level:** If casting the spell from memory, a scroll, or a crystalomantic crystal, the magician can choose the level at which the spell will be cast. If a magic device such as a ring or wand is employed, the spell can only be cast at its stated level.
- **Determine Action Table Modifier:** For a spell cast from memory, add the caster's MR with that spell and subtract the spell's level. For a magic device, the modifier is simply the character's WIL.
- **Roll for Success:** Roll d20, add the modifier, and consult the Action Table for results.
- **Magic Resistance:** If the spell is successfully cast upon an inanimate object or a non-resisting subject, the desired effect is achieved automatically. Some spells allow the intended subject a chance to resist or diminish the power of the spell. This is done by making a roll versus the attribute rating most suitable to resist the spell's potential effect. For instance, a character would roll versus dexterity to dodge a magical bolt.

Casting Spells from Memory

Casting a spell from memory is a complex procedure requiring great concentration and expenditure of mental energy. To do so, the magician must concentrate only on the act of casting the spell. No other action can be undertaken while casting a spell from memory. The caster must have free use of both hands in order to execute the spell's required gestures.

Distractions such as getting wounded, sudden noises, blinding lights, and so forth may break a spellcaster's concentration and entail a penalty on the roll to cast the spell.

The number of spells that a magician can cast from memory per day is equal to his or her basic magic rating plus one. If the character does not have a BMR, then the number of spells he or she can cast per day equals his or her INT+1.

Magicians who have used their total allowable number of spells for a given day will no longer be able to focus sufficient mental energy to cast spells from memory or written works. Magic items may still be used to cast spells, but the magician will require a period of rest before the ability to cast spells from memory or written works is regained. Once magicians have cast all their spells, their capacity to cast more returns as follows:

- 8 hours = full complement of spells restored
- 6 hours = three-fourths of spells restored
- 4 hours = half of spells restored
- 2 hours = one-fourth of spells restored

Casting Spells from Written Works

Casting a spell from a written reference such as a scroll takes a minimum of two rounds, which limits the conditions under which this type of spellcasting can be employed. The caster must concentrate fully on the spell, and must have free use of both hands. A light source sufficient to clearly illuminate the written work must be present.

The roll to cast the spell is the same as if the spell were cast from memory, and the casting counts normally against the number of spells that can be cast per day.

If the user knows the spell on the scroll, he or she rolls as if casting the spell normally but with a +3 bonus on the roll. If the user knows the field of magic from which the spell comes, but not the spell itself, he or she makes an INT roll to cast the spell. If the user does not know the field of magic from which the spell comes but knows the language in which it is written and knows how to cast at least one other spell, he or she makes an INT roll at a -3 penalty to cast the spell. If the user has no ability to cast spells from memory, he or she cannot use the scroll even if he or she can read the language.

Note that magicians can use their spell books, written works that detail the arcane lore and symbols needed to memorize and cast spells as well as research notes related to the spells, to increase their abilities with a spell. There are several disadvantages to doing so, however. First, spell books are written for study and learning, while scrolls are written expressly to aid in casting spells. Because of this, casting from a spell book takes four rounds instead of two and the +3 bonus to the casting roll is reduced to +2. If the character doesn't know the spell, subtract 1 from the INT roll to cast the spell; if the character knows neither the spell nor the field of magic in question, subtract 5 from INT roll to cast the spell. Also, something as valuable as a spell book rightly belongs in a safe place, making it inaccessible during adventures.

Casting Spells via Magic Items

Any intelligent creature or being may attempt to cast a spell from an enchanted item. When a character casts a spell from an item, a die roll is required to determine if the device functions as intended, and, if appropriate, to determine the roll that the target must meet in order to resist the spell. Individuals who are skilled in primary, secondary, or rudimentary magic can use their basic magic ratings as modifiers for this roll. All others roll versus their intelligence ratings.

The level of the spell does not affect the roll to cast a spell from a magic item. Also, casting a spell from a magic item does not count against a spellcaster's maximum number of spells per day.

Miscast Spells

Miscast spells and other types of magical mishaps can cause a variety of unpredictable and often dangerous effects. The gamemaster determines the nature of these effects, based on the type of spell

or magical adjunct being employed at the time of the mishap. Possibilities include:

- spell yields reverse effect
- spell rebounds upon the caster
- uncontrolled magical energy courses through caster (d2 damage per level)
- spell opens interplanar rift
- spell opens temporal rift
- spell causes a "cursed" effect
- whatever twisted idea the GM can come up with

Each spell in the field of wizardry includes a sample mishap appropriate to it. The gamemaster can use these as examples for adjudicating mishaps for other spells.

Magicians in Combat

Magic Resistance

Most spells that damage or dominate others provide their targets with a resistance roll. There are several types of resistance rolls possible.

- **Opposed Roll:** The target must match or beat the spellcaster's roll on a die roll of his or her own, usually against DEX to dodge a bolt or against WIL to resist a charm-type spell. These resistance rolls are hard to make because a magician may develop a very high MR, whereas DEX and WIL do not increase with experience.
- **WIL+level Roll:** The target must make a successful WIL+level roll, which puts the target's level and will rating versus the level of the spell. This type of resistance roll is relatively easy to make, especially for higher-level characters. This type of resistance roll is especially common for spells that dominate or control people. These spells are powerful and difficult to master, so the resistance roll is relatively generous.
- A character may substitute BMR for WIL or WIL+level in any resistance roll. Characters who have learned magic piecemeal rather than as a beginning skill do not have a BMR so they cannot take advantage of this option.
- Amulets can increase a character's rolls to resist magic of all kinds.

To determine which roll is needed to defend versus a specific spell, see the spell description in Chapter Five.

Counterspells

While magicians may terminate any of their own magics at will, the only way to dispel another caster's magics or remove a spell of "permanent" duration is through the use of an appropriate counterspell. A spell may be countered by casting the identical spell in reverse, or by casting a spell of opposite or contradictory effect, such as casting a Spell of Light to counter a Spell of Darkness.

A counterspell must be greater in level in order to dispel another caster's magic.

Magical Combat

Magical combat between two or more spellcasters is resolved simultaneously. If physical combat is also taking place, the exchange of spells takes place at the end of the round after physical combat has been resolved. Use the following procedure:

- **Determine Spells:** Each player secretly writes down the spell and level that his or her spellcasting character will attempt. If the character wishes to attempt a nonmagical ploy, he or she should write down this ploy instead.
- **Reveal and Roll:** The players reveal the spells they are casting and roll for them as described earlier.

Examples of Magic Use

Dueling Magicians

Two Cymrillian magicians, Sharde and Gentiene, prepare to engage in a duel for wagers. Both have magic ratings of +7 with all their spells. For the purposes of the wager, the duel will last for three spells. The two opponents write down the spells that each will use on the first round of combat and then reveal their choices simultaneously.

Sharde has chosen a 5th-level Arcane Aura, a good defensive spell. She rolls an 8, adds +7 for her magic rating, and subtracts 5 for the spell's level. Her total is 10, a partial success, meaning that her spell was only half as effective as she had hoped. Since an Arcane Aura usually blocks 4 points per level, her shield will only stop 2 points per level, or a total of 10.

Gentiene is more aggressive by nature. He has chosen to cast an Arcane Bolt at level 7, hoping to wound his opponent and intimidate her into conceding defeat. He rolls a 19; subtracting 7 for the spell level and adding 7 for his MR equals 19. He scores a full success. Sharde sees the bolt coming and tries to dodge it, but her DEX roll is only 11, not enough to dodge the bolt. Gentiene rolls 7d4 for damage, and gets a result of 18. That's enough to shatter Sharde's aura and do an additional 8 points of damage to her. Sharde, a 4th-level character, has 18 hit points, so she still has 10 left.

In a normal combat situation, Gentiene would be able to cast another spell before Sharde could cast one back because she gave up her next action to try to dodge his bolt. But this is a duel for wagers; proper etiquette demands that Gentiene wait patiently to see how hurt Sharde is and whether she will acknowledge defeat. Determined to put Gentiene in his place, Sharde decides to cast her next spell rather than bow out of the challenge, and both players write down their spells for the next round.

The Magician and the Brigand

The magician Tandala is accosted by a highwayman while traveling the road from Kasmir to Cymril. Tandala decides to use an Arcane Bolt to drive off the robber. Unfortunately for her, magical combat comes after physical attacks so the brigand can act first. As Tandala is preparing her spell, the brigand fires his crossbow at the magician, rolling a 13 to score a hit, then rolling a 6 for damage. The gamemaster rules that the bolt hits Tandala in the shoulder. The magician's concentration is broken, and as a result, her spell fails.

Chastened by this experience, Tandala draws an enchanted wand from her belt. The brigand does not have enough time to reload his crossbow and fire this round, so he draws his knife and advances.

In the third round, the brigand slashes at Tandala and scores a hit, but the attack does only 2 points of damage.

This time Tandala is using an enchanted item, so she cannot lose her spell. She aims the wand and fires; Tandala's player rolls versus her basic magic rating and gets a 7. Adding her BMR of 9, she gets a 16 and scores a hit. The highwayman tries to dodge the bolt, but his DEX roll is only 8, not equal to Tandala's roll of 16. She rolls for damage; the wand contains a level 7 Spell of Elemental Fire, so she rolls 7d4. The brigand takes 17 points of damage and perishes in a burst of flame.



- **Resolution:** All successful spells have their normal results. Counterspells and protective spells take precedence, so if you cast a bolt while your opponent casts an aura, assume that the aura was cast soon enough to protect your enemy from your bolt. If the two spells have contradictory effects, such as two wizards using Spellbind on each other, only the higher-rolling spell succeeds. Since spells are otherwise simultaneous, it is possible for two wizards to slay each other with bolts or similar spells.

Weapons and Armor for Magicians

Spellcasters can use any type of weapon that they have the strength to employ, and may wear any type of protective gear except partial plate and full battle armor, both of which are too restrictive to permit spellcasting. Magicians generally find that their STR is a major limiting factor in the choice of armor, making spangalor (metallic cloth), red iron, blue iron, and enchanted armor very attractive to them.

Other Magical Activities

Detecting Magic

All spells, curses, and enchanted items radiate an aura of magical energy. The relative strength of this aura varies according to the level of the magic. Certain types of spells can be used to detect magic, and it is also possible to make such a determination by rolling versus an individual's perception + BMR, though at least a minute of concentration is required to do so.

Identifying Enchanted Items

Anyone with at least rudimentary training in magic can attempt to identify an enchanted item. Many such items bear a sigil or other markings that may provide some clue as to the device's function, at the gamemaster's option. Generally a PER roll is necessary to gain some idea of what an item does. Certain types of spells may also be useful in this regard. If all else fails, a character may simply attempt to use the item in order to determine its capabilities. In the latter case, caution is advised.

Concocting Alchemical and Magical Mixtures

Alchemists and many magicians are able to create alchemical or magical mixtures or devices. Doing so requires access to a laboratory and to the ingredients described for the various products. Information on these processes can be found in Chapter Five.

Learning New Spells

While it is assumed that all beginning magicians have learned the basic spells and skills from their chosen field or fields of study, spells and skills

that fall outside of the caster's chosen field may also be learned. Rules for learning new spells and magical skills are similar to those for learning other new skills. See the rules for experience later in this chapter for more details.

The basic spells for all known magical fields of study are listed in Chapter Five. However, there are many other spells, buried beneath the ruins of archaic cities, hoarded in the folios and collections of powerful wizards, or inscribed in cryptic form within the pages of mundane-seeming tomes. It is the life's ambition of many spellcasters to unearth the secret knowledge of the ancient masters of magic, such as Koraq, Viridian, and Mordante.

Level of Ability and Titles

In the Seven Kingdoms and similarly civilized areas, magicians are rated according to title or rank. In ascending order, these are:

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

Note that a character with secondary magic progresses through these ranks at roughly half speed. Someone with rudimentary magic only progresses through special application at the Lyceum Arcanum or a similar institution.

Two characters of equal title, such as two 2nd-degree adepts, may have different practical abilities depending on differences in INT, whether or not they have concentrated on any spells, whether they have picked up marginal magical spells in their studies, and so forth. While Cymrilians take these titles very seriously indeed, many less civilized practitioners of magic find them pointless and even distracting or vain.

RULES FOR EXPERIENCE

Level of Ability

The term *level of ability* represents the measure of an individual's capabilities with regard to the skills used in his or her chosen profession. For monsters and wild beasts, the term represents natural ability.

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

Earning Experience Points

Experience points (XP) are awarded to characters for adventures (1-10 points per adventure) and good roleplaying (1-3 points per adventure). The gamemaster determines the exact number of points to be awarded at the conclusion of each adventure, depending on how demanding the adventure was and how much the party accomplished. Every character in the group gets the same number of XP for the

adventure, but each player can get a different XP reward for individual roleplaying.

A character can also gain XP through training, at the rate of 1 XP per week. Training costs 10 gold lumens per week for general skills and combat skills. For magical training, students must pay 20 g.l. per week. Note that characters can only earn XP for generalized training in a broad skill category, such as magic, combat, or thievery skills. It is not possible to earn experience points to buy a skill while training for it.

A character can only have 50 XP accumulated at a time. Any points gained in addition to this must be spent immediately or be lost.

Characters can use XP to increase in overall level, to acquire new skills, or to improve skills they already have. Note that any increase that does not require training can happen "in the field," while a character is on an adventure. The GM, however, may ask the player to justify any increase that does not make use of training. A character who has never used a bow, for example, cannot concentrate in it without taking some time to practice with it first.

Advancing in Level

The number of experience points required for a character to advance in level of ability is 25. When a character has 25 or more XP, he or she can trade them in for an advance in level. The player then subtracts 25 from the character's accumulated XP and adds 1 to the character's level.

When a character advances a level, he or she receives the following benefits:

- 2 additional hit points.
- All primary skill ratings increase by +1.
- All secondary skill ratings increase by +1, but only per every two levels gained; secondary skills will increase at level 2, level 4, level 6, and so on.

In addition, a character's level is sometimes used as a bonus on rolls to resist certain types of magic, especially magic that dominates or controls the target.

Rising in level is the simplest, most common, and overall the most efficient way to improve a character. When creating experienced NPCs, the GM may simply assume the NPCs have used this method exclusively to improve themselves, thus making the calculation of CR, MR, and skill levels very easy.

Learning and Improving Skills

A character can use earned experience points to learn a new skill. The character must first find a teacher and then spend the required amount of time studying. At the end of this period, the character expends the required experience points and then has the skill. List the skill in the rudimentary skills section on the character sheet. When it is first learned, the skill level equals the appropriate attribute modifier +1. This skill will never improve automatically. The character must pay XP each time he or she wants to improve in levels with this skill. The amount of time and XP required to learn a skill is



A Black Savant Summons a Minor Fantasm

described in the skill description, either for the specific skill or for the general skill category.

Generally a teacher expects pay of 10 g.l. per week to train a student, though teachers of magic charge twice that. For esoteric or rare training, students may have to pay even more, if they can find the teachers in the first place.

A character can also use XP to improve a skill he or she already has. This is called *concentration*. For each 10 XP expended on a specific skill, the character receives a +1 bonus on that skill. It does not matter whether the skill is part of the character's archetype or has been gained during play.

Note that *special abilities* are not skills. Rather, these talents are derived as a result of an individual's race, background, or culture. Special abilities may not be acquired as additional skills.

Gaining and Improving Weapon Skills

The rules for learning weapon skills are slightly different from those for learning other skills.

First is the question of proficiency. A beginning character is proficient with only a limited number of weapons. Using a weapon with which the character is not proficient means the character must roll d10 instead of d20 on the Action Table. To become proficient with a new weapon, a character must study for two weeks and pay 10 XP. As with other training, such training generally costs 10 g.l. per week. After this training, the character's combat rating with the weapon equals his or her basic

combat rating and he or she can roll the full d20 when using it.

On the other hand, characters without primary, secondary, or rudimentary combat are not proficient with any weapons. They roll d10 in combat and add just their DEXs to the roll. If such characters train with weapons, their beginning CRs will be their DEX +1. They will never get a BCR, however. No matter how good they become with specific weapons, they will never get better at weaponry in general.

Characters who wish to improve their ability with weapons with which they are already proficient may concentrate on those weapons. For each 10 XP they spend, they get a +1 bonus with these weapons, making their CRs with those weapons higher than their BCRs.

All characters with rudimentary, secondary, or primary combat are proficient in unarmed combat. A character with no such combat skill, however, can learn unarmed combat just as if learning any other weapon.

Characters can only increase their BCRs through rising in level, and then only if they have primary or secondary combat.

Learning and Improving Magical Ability

Improving magical ability is different from either improving general skills or improving combat skills.

To learn a new spell, a magician must first be familiar with the field of magic from which the spell comes. For instance, to learn Faith Healing a magician must first become familiar with the field of invocation.

Becoming familiar with a field of magic requires 3 months of study plus 10 XP. A teacher usually expects 20 g.l. per week, for a total of 420 g.l. Even after characters become familiar with a new field of magic, they will not know all of the spells and skills in that field as they do for the fields that were part of their archetypes. Learning a specific spell requires 1 week at 20 g.l. plus 5 XP. After learning a new spell, the magician has an MR with that spell equal to his or her INT+1. This MR will not increase automatically as those for the magician's original spells do. Only by concentrating can a magician improve his or her ability to cast these spells. When a character learns a spell, he or she automatically learns its reverse, if any, as well.

Characters can also learn spells from scrolls, in which case they need not pay an instructor, but must still spend the time and XP.

Once a character knows a spell, he or she can increase his or her magic rating with that spell by +1 for every 5 XP spent on it. This bonus applies only when casting that specific spell. If the spell has several dissimilar functions, such as Crystalomantic Force or Moon Sign, this concentration must be applied to a specific function, not the general spell as a whole. If the spell has several closely related functions, such as Brilliance, then the bonus applies



A Ferran Thief Meets a Wanderer from Ashann

to all those functions. Likewise, the bonus applies to reverse forms of the spell, if any.

Magical skills, such as the alchemical skill *Concoct Elixirs*, are treated exactly as spells. If a character archetype has a magical skill without the basic field of magic from which the skill comes, the character must still become familiar with that field of magic before learning any other skills in that field.

The only way characters can increase their BMRs is by rising in overall level, and then only if they have primary or secondary magic.

A character can also develop a "skill" with the use of a certain magic device. Normally a character makes a WIL roll to cast a spell from a magic device, but for each 5 XP devoted to becoming familiar with the device's operation, a character may receive a +1 bonus on the roll, but only when using that specific device. Another device with exactly the same effect does not benefit from this expertise; magic devices are essentially unique, even if two of them do the same thing. Learning to use one better does not help when using others.

Examples of Experience

Reward for Valor

The Thrall Ramm, having returned safely to his homeland, has earned a total of 32 XP. He has decided it's time to cash them in for some tangible improvement. If he wishes, he can spend 25 XP to rise from 5th to 6th level, leaving him with 7 XP. This increase in levels would increase his BCR (and thus all weapon skills), his Mounted Combat skill, and his Tazian Combat skill by +1. It would also give him +2 hit points. On the other hand, during his venture into the Borderlands he stumbled upon a mace imbued with elemental force, something capable of doing more damage than his two-handed sword. Unfortunately, he is not proficient with maces, and he currently has to roll d10 instead of d20 when using this weapon.

Instead of rising a level, Ramm decides to use 10 XP to learn to use the mace. Finding a weapons instructor in his homeland of Taz is never a problem; he pays the traditional 20 g.l. for two weeks of training, reduces his XP to 22, and becomes proficient in the use of a mace. He may now roll d20 with his mace and use his BCR as his CR with the mace. Since he is fifth level, has primary combat, and has a DEX of +2, his CR with the mace is +7.

With 10 of the remaining XP, Ramm concentrates on his mace skill and improves it by +1, to +8. His BCR is still only +7, and whenever he increases his BCR, his CR with the mace will also increase. His CR with the mace will always be +1 more than his BCR, at least until he concentrates more on the mace.

With 12 XP left over, Ramm could concentrate further on the mace, concentrate on Tazian Combat, or acquire a new skill, but he decides to hang onto these 12 XP and wait until he accumulates 25 XP so he can go up to 6th level. Not only will that improve all his skills, but he will also get +2 hit points, something he cannot get by concentration.

The Study of Witchcraft

The wizard Tandala has arrived at Cymril, where she intends to study at the Lyceum Arcanum. Her goal is to learn witchcraft so that she can learn several witchcraft spells that she has found on scrolls. She has accumulated 18 XP.

First, she finds a teacher and studies for 3 months, paying 420 g.l. for the service. She also expends 10 XP, dropping her total to 8. She now knows how witchcraft works and can learn the spells she wishes from her scrolls. Remembering her eventful trip to Cymril three months earlier, she decides to practice with her Wand of Elemental Fire. She expends 5 XP and gains +1 on her WIL rolls to use this specific wand. She has only 3 XP remaining.

Tandala would like to be able learn a witchcraft spell immediately upon returning to Kasmir, so she studies two more weeks in general magic theory at the Lyceum, which costs her 40 g.l. This study raises her XP to 5, enough to learn a new spell from her scrolls.



Archetypes



"The continent of Talislanta is home to a remarkably diverse array of races. The Cymrilians, Thaectians, Hadjin, and Phantasians can trace their ancestry from the early Archaens. The Za, Druhks, and Beastmen claim to be descended from the elder race of Sub-Men, while peoples such as the Bodor and Thiasians would seem to be the offspring of the many sorcerous hybrids called neomorphs created by the ancient Archaens. Others, most notably the four-armed Ahazu and the four-legged Moorg-Wan, can only be mutations caused by The Great Disaster. As for the rest, one can only guess."

— Excerpted from the journal of the wizard Tamerlin

CHARACTER CREATION

The following outline provides a general overview of the procedure for character creation. Having a character sheet in front of you will make the process much easier. The character sheet is the last page of the book.

The Archetype

The first step in creating a character is choosing an archetype. The archetype describes the character's race and profession, which in turn determine most of the character's attributes, skills, possessions, and so forth. To select an archetype, ask your GM which archetypes would be most appropriate based on the location of the campaign. If you are in a campaign based in the Seven Kingdoms, choose from the archetypes in the table on the next page. If you wish to play a different archetype, ask your GM for permission and advice.

Race, Profession, and Homeland

Take this information from the archetype, a description of which can be found later on in this chapter, and write these facts on your character sheet.

Age

Look at the lifespan chart at the back of this chapter and select an age for your character. Write it in the space provided.

Physical Characteristics

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

Attributes

In pencil, write the attributes from the archetype you selected onto your character sheet. For a description of what these attributes mean, see Chapter Two. If desired, you may alter the attributes slightly to make your character different from the average character of your type. To do so, you may add +2 points to your attributes, either +2 on one attribute or +1 on two separate attributes, but you must then subtract a like number from other attributes. If you decide only to add +1 to one attribute, you only have to subtract 1 from one other attribute.

Note that "0" is an average attribute for most humanoid races. Anything higher than that is above average, and anything negative is below average.

Level, Experience, and Hit Points

Your level is 1; your experience 0. For your hit points, add your character's CON to the number listed for hit points in the archetype. This is your beginning total. As your character adventures, he or

Table 3.1 — Appropriate Archetypes for the Seven Kingdoms

Aerid (blue) scout— semi-avian scout

Aerid (green) botanomancer— semi-avian plant magician

Ariane Seeker— mystic wanderer

Arimate knife-fighter— knife-fighting specialist

Batrean concubine— beautiful, beguiling escaped slave

Batrean warrior— brutish escaped slave

Cymrilian magician— expert in things magical

Cymrilian rogue magician— outlaw wizard

Cymrilian warrior mage— skilled in magic and fighting

Danuvian swordswoman— mercenary adventurer from Zaran

Dracartan desert scout— from Carantheum, ally of the Seven Kingdoms

Ferran thief— rodentlike adventurer

Gnomekin crystalomancer— diminutive practitioner of crystal magic

Gnomekin warrior— diminutive, tough underground warrior

Jaka manhunter— bestial tracker, "gone civilized"

Jhangaran mercenary— perhaps a deserter from the Aamanian army

Kasmiran weaponsmith— shrewd weaponcrafter

Kasmiran trapmage— shrewd trapcrafter and magician

Mandalan Mystic Warrior— refugee from the Quan Empire, martial artist

Muse telempath— butterfly-winged aesthete

Sarista rogue— wanderer in search of good fortune

Sindaran collector— dual-encephalon with genius-level intelligence

Thaecian enchanter/enchantress— hedonistic wizard from a distant isle

Thrall warrior— bred and born for battle

Zandir charlatan— flamboyant trickster

Zandir swordmage— flamboyant wizard and warrior

Zandir swordsman/swordswoman— unsurpassed with a dueling sword

she will accumulate experience points that can be traded in for an increase in level or in specific skills or spells. Each time your character's level increases, he or she receives +2 additional hit points.

Skills

Record your language or languages and special abilities in the skill section. If you have the language Talislan, decide whether it is the Common Talislan spoken by laborers, the uneducated, poor immigrants, and so forth, or High Talislan, spoken by aristocrats, wizards, scholars, and the like. These two languages are essentially the same, though High Talislan is much more sophisticated and formal sounding.

Now record the skills listed for your archetype. Unless a skill says "secondary" or "rudimentary" in front of it, it is a primary skill. For each skill, record your current skill level; this is equal to the appropriate attribute modifier +1. You can find the attribute modifiers in the descriptions of the skills in Chapter Four. For instance, if you have the skill Scout, which uses PER as its attribute modifier, add +1 to your PER and record the total after Scout on your character sheet under the primary section.

If you have primary, secondary, or rudimentary combat, you must select the weapons with which you are proficient. For primary combat, you may select five weapons; for secondary combat you may select two, and for rudimentary combat you may select only one. You may wish to wait until you have selected the

weapons you will be able to buy (see "Wealth and Possessions" below) before determining the weapons with which you are proficient.

Now select common skills from those described in Chapter Four. You may have 3 + INT common skills, always at least one. So if your INT is +1, you may select 4 common skills. Your level with each skill equals its attribute modifier +1. One of these skills must be a customs skill that will represent your background. You may choose more than one customs skill if you have lived in more than one type of society for a fair length of time.

Note that languages are considered common skills for this purpose. You may want to select other languages and add those to the others listed for your archetype, especially if you do not speak Talislan. It is also handy to be able to speak both Common Talislan and High Talislan so that you can fit in with people at both ends of the social spectrum.

If you wish you may select trades and crafts, but each one of these takes the place of two common skills you could otherwise select. So if you can take four common skills, you can take one trade or craft plus two common skills, one of which must be a customs skill.

If you wish, you may also select a scholarly pursuit, representing a formal education, but each scholarly pursuit takes the place of three common skills you could otherwise select. So if you can take a total of four common skills, you could instead select one scholarly pursuit and one common skill, which must be a customs skill.

Magic

If you have a magic skill, record your field or fields of magic. Your basic magic rating equals your INT +1. Your number of spells per day equals your basic magic rating +1.

Additionally, you can write down the spells and skills from your field of magic on the back of your character sheet.

Wealth and Possessions

Roll as directed for your beginning wealth and record it on the back of your sheet. Then record your beginning possessions as listed for the archetype.

You may wish to buy some equipment before the game begins, so look at the price lists in Chapter Six to see what is available and what you can afford. As you buy goods, deduct the price from your beginning wealth.

If you are a magician, you may have scrolls of spells indicated for your archetype. If so, decide which of your spells you want to have written on scrolls. You may want to choose spells that you usually cast at leisure because it takes extra time to cast a spell from a scroll. See the rules for magic in the previous chapter for more details.

Combat

If you have primary, secondary, or rudimentary combat, your basic combat rating equals your DEX +1. If you have no combat skills, write "d10+[DEX]" on the sheet. In this case, your DEX is your basic combat rating, but you only roll d10 instead of d20 when rolling to hit; see the rules for combat in the previous chapter.

Write your total hit points where the sheet says "Current Hit Points." As your character takes damage, you will take points from this figure, but don't change the general hit point score recorded above it. The figure above is to remind you how many hit points you have when you are not wounded.

Record each weapon you have in the weapons section. Under "CR," write your basic combat rating. Under "Damage" write the damage listed in the Chapter Six plus your STR. Under "Wt." list the weapon's weight. Be sure your STR is enough to use these weapons.

Note that, for now, your CR with each weapon equals your basic combat rating; later on, if you decide to concentrate on a weapon, your CR with that weapon might increase beyond your BCR.

If your weapon list includes a weapon with which you are not proficient, put "d10" before the CR figure for that weapon. This means you roll only d10, not d20, when rolling to hit with that weapon.

Roleplaying

The "Roleplaying" section of the archetype describes what this type of character is usually like. Familiarize yourself with these traits, and then add

whatever other personal details you wish, making your character differ from the norm. Enter these notes in the "Personality Traits" section of the character sheet.

Name

Now go back to the top of the character sheet and invent a name. For characters from the Seven Kingdoms, use the following guidelines:

Aeriad names sound something like bird calls. Cha-Chik and Kree, for example, are common Aeriad names.

Cymrilian names are like those in books by Jack Vance or Lord Dunsany, such as Zaveron or Avernar.

Gnomekin names tend toward sing-song, such as Ebo Surabia or Indo Nobio.

Kasmiran names sound rather Semitic. Adn il Kasr and Anash al Din, for example, are typical Kasmiran names.

Muse names are usually based on flowers. Lilyandre and Davallia are both common.

Sindaran names often sound ominous, and female names often start with vowels. Anden is a common female name, and Kahutan is common for males.

Thrall names are based on weaponry or military terminology, such as Cestus, Axxa, and Ramm.

Contacts

As a beginning character, your character may have one important contact, someone to whom he or she can turn for advice, assistance, support, and so forth. Depending on your character, this contact may be a parent, a former mentor, a childhood friend, a traveling companion who came to Cymril with you, a former schoolmate, a sibling, or just about anyone. Decide who this person is, how you know him or her, and what resources this contact may have. Talk this over with your gamemaster to make sure the contact fits the setting. Remember that the GM can veto your idea if it is too outrageous, such as having the Wizard King Azradamus as your best buddy. Write down this information on the back of the character sheet.

Background

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

The character is now ready to enter the world of Tallanta.



TALISLANTAN ARCHETYPES

The following is a list of Talislantan archetypes, featuring game stats, equipment, and possessions. Each entry represents an "average" first-level member of the type depicted, and is ready to play as is.

The format used to describe each archetype is as follows:

Description

This section features general information on the archetype's race, nationality, and profession.

Homeland

This indicates the archetype's place of origin.

Language

This indicates the native language spoken by this race. If this language is Talislan, the player may choose Common Talislan or High Talislan.

Physical Characteristics

This is a listing of the archetype's physical proportions (height, weight, etc.), usually expressed as a range; players may determine specifics as desired. Other distinguishing features associated with the archetype will also be listed here.

Attributes

This is a listing of the average attribute ratings possessed by the archetype.

Hit Points

This indicates the average number of hit points possessed by the archetype at first level. If creating an archetype of higher level, add 2 points per each level above the first.

Special Abilities

This indicates any special abilities possessed by all archetypes of this sort. Those that are not self-explanatory are described in the "Skills" section.

Skills

This is a list of skills typically possessed by the archetype. In some cases, the character is allowed a choice of several skills in a given area.

Equipment

This is a list of the basic equipment and possessions owned by the archetype at first level. In some cases, the character is allowed to choose the type of weapons he or she will own.

Wealth

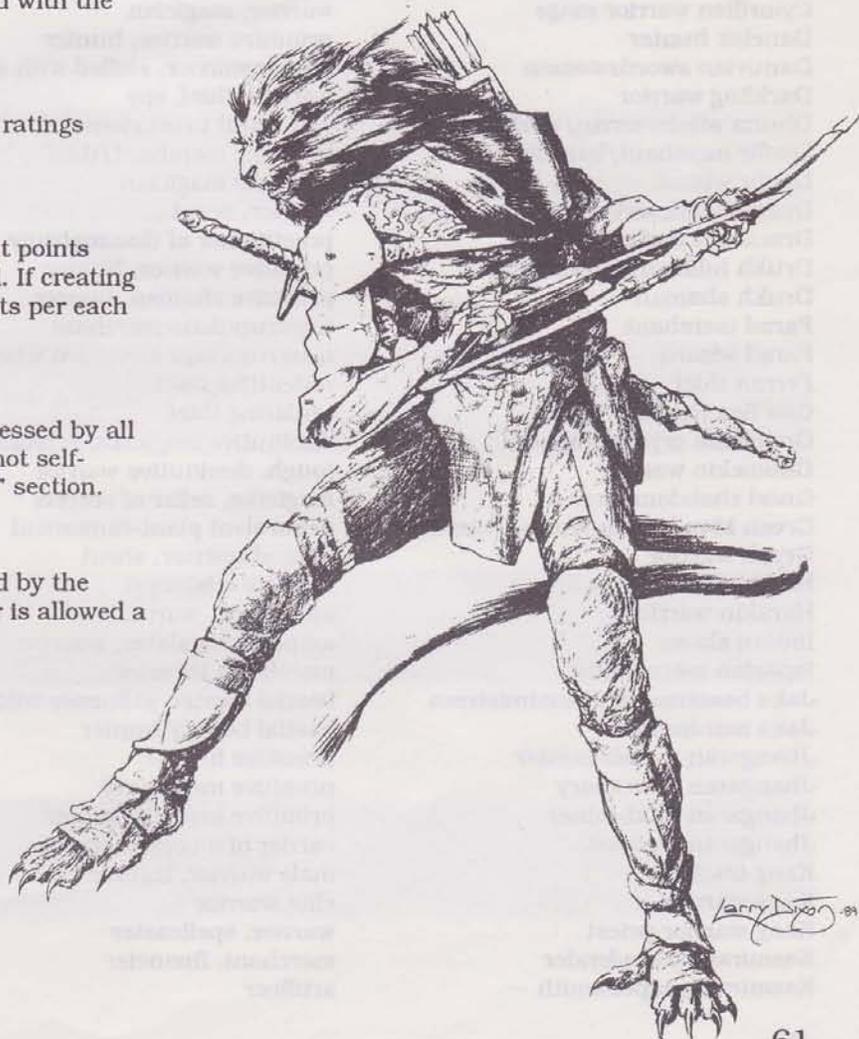
This figure indicates the amount of wealth possessed by the archetype at first level, expressed as a range. Multiply the figure given here by the type of die indicated to determine the archetype's starting wealth. To create higher-level characters, use the same procedure, and then multiply the total by the character's level of ability.

Roleplaying

This section includes information on customs, beliefs, and motivations generally associated with the archetype. Note that this is a general guide only; archetypes may also have individual quirks and behaviors that do not coincide with all members of their race and nationality.

Archetype Descriptions

The following is a comprehensive list of the 118 current archetypes in Talislanta. These archetypes are listed in alphabetical order by region, with listings of mental, physical, social, and other characteristics that will help you determine which archetype best fits your needs as a player character. Please refer to the section on character creation at the beginning of this chapter in order to modify your character to fit your requirements.



Master List of Archetypes

The following is an alphabetical listing of all the archetypes native to the continent of Talislanta and the surrounding environs. The list includes a brief description of each archetype, along with the major region in which each can be found.

Type	Description	Region
Aamanian inquisitor	Orthodoxist Cult interrogator	Western Lands
Aamanian warrior-priest/priestess	Orthodoxist Cult priest, warrior	Western Lands
Aamanian witch hunter	Orthodoxist Cult tracker, spellcaster	Western Lands
Aeriad (blue) scout	semi-avian archer	Seven Kingdoms
Aeriad (green) botanomancer	semi-avian plant magician	Seven Kingdoms
Ahazu warrior	four-armed warrior, savage	Wild Coast
Araq warrior	hybrid reptilian, hunter	Wilderlands
Ariane mystic	transcendent mystic	Central Regions
Ariane Seeker	travelling mystic	Central Regions
Arimate knife-fighter	knife-throwing warrior, hunter	Western Lands
Arimate Revenant	cult assassin	Western Lands
Batrean concubine	beautiful woman with beguiling scent	Wild Coast
Batrean warrior	brutish male fighter	Wild Coast
Beastman/Beastwoman hunter	bestial hunters, warriors	Central Regions
Bodor musician	consummate musician, sound-sight ability	Wilderlands
Callidian cryptomancer	cryptologist, magician, scholar	Wilderlands
Chana warrior	primitive warrior, headhunter	Eastern Lands
Chana witchman/witchwoman	primitive shaman, headhunter	Eastern Lands
Cymrilian magician	magic specialist	Seven Kingdoms
Cymrilian rogue magician	magician, thief	Seven Kingdoms
Cymrilian warrior mage	warrior, magician	Seven Kingdoms
Danelek hunter	primitive warrior, hunter	Wilderlands
Danuvian swordswoman	female warrior, skilled with swords	Wilderlands
Darkling warrior	warrior, thief, spy	Central Regions
Dhuna witchwoman/warlock	witchcraft practitioner	Western Lands
Djaffir merchant/bandit	nomadic merchant/thief	Desert Kingdoms
Djaffir wizard	nomadic magician	Desert Kingdoms
Dracartan desert scout	warrior, scout	Desert Kingdoms
Dracartan thaumaturge	practitioner of thaumaturgy	Desert Kingdoms
Drukh hillman/hillwoman	primitive warrior, hunter	Western Lands
Drukh shaman	primitive shaman, hunter	Western Lands
Farad merchant	unscrupulous merchant	Wild Coast
Farad wizard	unscrupulous merchant wizard	Wild Coast
Ferran thief	rodentlike thief	Wilderlands
Gao Sea Rogue	seafaring thief	Far Isles
Gnomekin crystalomancer	diminutive magician, crystalomancy	Seven Kingdoms
Gnomekin warrior	tough, diminutive warrior	Seven Kingdoms
Gnorl rhabdomancer	magician, seller of secrets	Western Lands
Green Man/Green Woman symbiont	benevolent plant-humanoid	Wild Coast
Gryph warrior	winged warrior, scout	Central Regions
Hadjin aristocrat	wealthy aristocrat	Wilderlands
Harakin warrior	survivalist, warrior	Eastern Lands
Imrian slaver	amphibious slaver, warrior	Far Isles
Ispasian mercantillist	merchant, investor	Eastern Lands
Jaka beastmaster/beastmistress	bestial hunter, influence wild animals	Northlands
Jaka manhunter	bestial bounty hunter	Northlands
Jhangaran marsh-hunter	primitive hunter	Wild Coast
Jhangaran mercenary	primitive mercenary	Wild Coast
Jhangaran mud-miner	primitive sapphire miner	Wild Coast
Jhangaran Outcast	carrier of a cursed stigma	Wild Coast
Kang tracker	male warrior, tracker	Eastern Lands
Kang warrior	elite warrior	Eastern Lands
Kang warrior-priest	warrior, spellcaster	Eastern Lands
Kasmiran moneylender	merchant, financier	Seven Kingdoms
Kasmiran weaponsmith	artificer	Seven Kingdoms

Kasmiran trapmage	trap specialist, magician	Seven Kingdoms
Kharakhan warrior	giant warrior	Wilderlands
Mandalan Mystic Warrior	non-lethal martial artist	Eastern Lands
Mandalan savant	scholar, magician	Eastern Lands
Mangar corsair	sea-roving pirate	Far Isles
Manra shapechanger	primitive shapechanger	Eastern Lands
Marukan talismancer	minor magician, luck charms	Wilderlands
Mirin alchemist	alchemist, immune to cold	Northlands
Mirin priest/priestess	spellcaster, immune to cold	Northlands
Mirin tundra scout	warrior, scout, immune to cold	Northlands
Mogroth amber trader	peaceful, slothlike trader	Wild Coast
Monad servitor	giant servitor, passive	Wilderlands
Mondre Khan warrior	savage warrior, tracker	Eastern Lands
Mud People shaman	amphibious, four-legged shaman	Wild Coast
Mud People swamp-warrior	amphibious, four-legged warrior	Wild Coast
Muse telemath	butterfly-winged, telempathy	Seven Kingdoms
Nagra shaman	primitive spellcaster, hunter	Eastern Lands
Nagra spirit tracker	primitive tracker, warrior	Eastern Lands
Na-Ku cannibal	primitive warrior, demonoid	Far Isles
Na-Ku witchdoctor	primitive shaman, demonoid	Far Isles
Oceanian Sea Nomad	seafaring warrior	Far Isles
Orgovian trader	nomadic trader, warrior	Wilderlands
Parthenian sea trader	seafaring merchant, automaton	Far Isles
Phantasian astromancer	magician, windship pilot	Far Isles
Phantasian dream merchant	merchant, windship pilot	Far Isles
Phantasian guardian	warrior, magician, windship pilot	Far Isles
Pharesian peddler	traveling merchant, magician	Seven Kingdoms
Quan noble	decadent, wealthy aristocrat	Eastern Lands
Rahastran cartomancer	traveling fortune teller, magician	Wilderlands
Rajan assassin	Nihilist Cult assassin	Desert Kingdoms
Rajan assassin-mage	Nihilist Cult assassin, magician	Desert Kingdoms
Rajan desert warrior	warrior, scout	Desert Kingdoms
Rajan necromancer-priest	Nihilist Cult priest, male	Desert Kingdoms
Rasmirin anarchist	warrior, magician	Northlands
Shadinn executioner	demi-giant warrior, executioner	Desert Kingdoms
Sarista gypsy	charismatic thief	Western Lands
Sauran dragon priestess	reptilian warrior-priestess, female	Central Regions
Sauran dragon rider	reptilian warrior, dragon rider	Central Regions
Sawlla spellweaver	primitive magician, songs are magical	Far Isles
Sindaran collector	dual-brained intellectual	Seven Kingdoms
Stryx necromancer	hideous avian, cult magician	Central Regions
Stryx warrior	hideous avian, warrior, scout	Central Regions
Sunra aquamancer	aquatic spellcaster	Eastern Lands
Sunra dragon hunter	aquatic hunter, warrior, tracker	Eastern Lands
Sunra mariner	aquatic pilot, warrior	Eastern Lands
Tanasian wizard	exiled magician	Seven Kingdoms
Thaeclan enchanter/enchantress	artificer, magician	Far Isles
Thiasian performer	dancer, singer, acrobat	Far Isles
Thrall warrior	hybrid warrior, immune to fear	Seven Kingdoms
Ur clan shaman	brutish warrior-shaman, read emotions	Central Regions
Ur warlord	brutish warrior, read emotions	Central Regions
Vajra engineer	warrior, engineer, armored scales	Eastern Lands
Vird infantry	expendable warrior, mixed race	Desert Kingdoms
Xambrian wizard hunter	warrior, magician, tracker	Wilderlands
Xanadasian chronicler	scholar, magician	Eastern Lands
Yassan technomancer	engineer, artificer, artisan	Desert Kingdoms
Yitek tomb-robber	nomadic thief, warrior	Desert Kingdoms
Yrmanian wildman/wildwoman	savage warrior, erratic behavior	Northlands
Za raider	primitive warrior, robber	Wilderlands
Zandir charlatan	mountebank, magician, thief	Western Lands
Zandir swordsmage	warrior, magician	Western Lands
Zandir swordsman/swordswoman	flamboyant sword expert	Western Lands

AERIAD (BLUE) SCOUT

Blue Aeriad scouts serve as aerial reconnaissance in the Borderlands Legion, as windship guides, and as adventurers. They are fine archers, employing either the tri-bow or dart-thrower. As the species is no longer capable of sustained flight, Blue Aeriad must use enchanted Bracers of Levitation to augment their aerial capabilities.



Homeland: Vardune of the Seven Kingdoms.

Language: Talislan.

Physical Characteristics: 5'6"-6", 80-120 lbs. Iridescent blue plumage, vestigial wings.

Attributes:

INT 0 PER +2

WIL 0 CHA 0

STR -1 DEX +4

CON -1 SPD +2

Hit Points: 12

Special Abilities: Gliding (up to twenty-five yards, wind permitting), expertise with dart-thrower, tri-bow, and crescent knife (+1 bonus when employing these weapons).

Skills: Secondary combat, archery, scout; plus weaponer, artisan, or artificer.

Equipment: Viridian linen cloak and tunic, Bracers of Levitation, sandals, two crescent knives, dart-thrower with quiver of ten darts or tri-bow with five clips, stoppered gourd flask with vinesap, pouch.

Wealth: d10 x 10 gold lumens in mixed coins.

Roleplaying: The Aeriad are a race in the process of devolving from an avian to a ground-dwelling species. Of the two sub-species of Aeriad, Blues are more high-strung and aggressive. They detest the prospect of devolution, and embrace the ways of their wild ancestors. Aeriad speech is characterized by a slight stutter, evident only on words that begin with a hard "C" or "K" sound. This is because the Aeriad's vestigial beak has not yet devolved sufficiently to allow for all nuances of the Talislan tongue.

AERIAD (GREEN) BOTANOMANCER

Green Aeriad botanomancers are members of a respected magical fraternity that reveres as its inspiration the great Viridia, a fabled sorcerer of ancient times who is credited with the creation of the viridia plant and many other useful hybrids. Green Aeriad are concerned with the preservation of their wooded homeland and the restoration of the Talislantan environment to its natural, pre-Disaster state.



Homeland: Vardune of the Seven Kingdoms.

Language: Talislan.

Physical Characteristics: 4'10"-5'2", 70-90 lbs. Iridescent green plumage, vestigial wings.

Attributes:

INT +3 PER 0

WIL +1 CHA 0

STR -3 DEX +2

CON -2 SPD 0

Hit Points: 10

Special Abilities: Gliding (up to twenty yards, wind permitting).

Skills: Primary magic (botanomancy), agriculture, herb lore, alchemical skills of Concoct Elixir, Concoct Poison, Concoct Potion, and Concoct Powder (but only those mixtures that use exclusively plant ingredients).

Equipment: Viridian linen cloak and tunic, staff, scroll of two spells, d4 books on plants and herbs, pouches (seeds, reed pen, inkwell), stoppered gourd flask (vinesap).

Wealth: d20 x 10 gold lumens.

Roleplaying: Of the two sub-species of Aeriad, Green Aeriad are more inquisitive and intellectual than their relatives. They accept devolution as a natural and unalterable process and have adopted certain of the ways of civilized folk, including the study of magic, agriculture, and writing. See *Aeriad, Blue* for more details.

CYMRILIAN MAGICIAN

Cymrilian magicians receive their training at the Lyceum Arcanum, Cymril's foremost institute for the study of the arcane arts. As such, they may become proficient with any chosen magical field of study except primitive enchantment, shamanism, and spellweaving.

Homeland: Cymril of the Seven Kingdoms.

Language: High Talislan, Archaen.

Physical Characteristics: 6'-6'4", 120-160 lbs. Light green skin (may be colored by enhancements), slender build.

Attributes:

INT +3 PER 0

WIL 0 CHA 0

STR -1 DEX -1

CON 0 SPD 0

Hit Points: 12

Special Abilities: None.

Skills: Primary magic (enchantment plus choice of second magical field), arcane lore.

Equipment: High-collared cloak and robes of spinifax of various colors, leather and silver-bound spell book, pouch, d4 potions in amberglass vials, scroll of two spells, staff.

Wealth: d20 gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece).

Roleplaying: Cymrilians possess an insatiable curiosity as pertains to magic; roll versus will rating to resist the temptation to examine unknown magical items or related phenomena. They covet enchanted items, arcane formulae, and magical tomes above all other things. Most are quite eccentric by nature, favoring high-collared cloaks and other flamboyant attire as well as personal enhancements, such as skin and hair coloring, unusual hairdos, etc.



CYMRILIAN ROGUE MAGICIAN

Rogue magicians are spellcasters who have elected to use their magical talents for thievery or adventuring. Some are outcasts from Cymrilian society who may be wanted criminals, miscreants, or rebels. With access to the sages of Cymril, they can learn any magical field except primitive enchantment, shamanism, and spellweaving.

Homeland: Cymril of the Seven Kingdoms.

Language: High Talislan, Archaen.

Physical Characteristics: 6'-6'4", 120-160 lbs. Light green skin (may be colored by enhancements), slender build.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary magic (choice of magical field), secondary combat, any three thieving skills.

Equipment: Cloak, breeches, and tunic, choice of two weapons, pouch, shoulder bag, equus steed, spell book, scroll with one spell.

Wealth: d10 x 10 gold lumens in coins.

Roleplaying: Rogue magicians are nonconformists who typically exhibit a flexible sense of morality. Most seek to acquire magical knowledge through the quickest and easiest means, even if illegal methods must be employed to meet these ends. See *Cymrilian magician* for more details on Cymrilians.



CYMRILIAN WARRIOR MAGE

Cymrilian warrior mages are trained in the arts of wizardry and combat. They are primarily employed as pilots, navigators, and crew aboard Cymril's contingent of windships. Due to their limited magical abilities, warrior mages are generally accorded lesser esteem than full-fledged magicians.

Homeland: Cymril of the Seven Kingdoms.

Language: High Talislan, Archaen.

Physical Characteristics: 6'-6'5", 130-200 lbs. Light green skin (may be colored by enhancements), slender but muscular build.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary combat, secondary magic (wizardry), pilot (windship), arcane lore.

Equipment: Cloak and garments of spanglor (metallic cloth), Arcane Longsword, dagger, leather and silver-bound spell book, pouch.

Wealth: d12 gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece).

Roleplaying: Warrior mages are intrigued by magic, though primarily as pertains to its use in combat. See *Cymrilian magician* for more details on Cymrilians.



GNOMEKIN CRYSTALOMANCER

Gnomekin crystalomancers are experts at growing, polishing, cutting, and appraising all types of crystals and gemstones. Those who live in the subterranean city of Durne typically serve as overseers of a crystal garden or crystal-selling concern. Others travel abroad buying, selling, or prospecting for fine crystals and gemstones.

Homeland: Durne of the Seven Kingdoms.

Language: Talislan.

Physical Characteristics: 2'10"-3'6", 60-100 lbs. Nut-brown skin, soft black mane, large green eyes, childlike features.

Attributes:

INT +2	PER 0
WIL 0	CHA +2
STR 0	DEX +4
CON +6	SPD 0

Hit Points: 16

Special Abilities: Natural climbing ability, night vision.

Skills: Secondary magic (crystalomancy), agriculturist (crystal grower), artificer, appraise treasure (crystals and gemstones).

Equipment: Cloak, loincloth for males, knee-length smock for females, pouch with crystals for Crystalomantic Force spell (carats equals character's magic rating), and amber opticals that serve to protect the eyes from light while above ground.

Wealth: d10 x 20 gold lumens in crystals.

Roleplaying: Gnomekin are friendly and industrious folk who live in underground cavern-cities and travel far and wide by means of a network of subterranean trails known as the Underground Highway. They tend to be cheerful and optimistic by nature, and have a deep reverence for the earth. Gnomekin are so modest and unassuming by nature that they never refer to themselves in conversation; for example, "Am pleased to see you" means "I am pleased to see you."



GNOMEKIN WARRIOR

Gnomekin warriors are the protectors of their homeland, and will not hesitate to fight in order to defend their homes, families, or friends. After serving a tour in the Gnomekin militia, some opt for a career as adventurers.

Homeland: Durne of the Seven Kingdoms.
Language: Talislan.
Physical Characteristics: 2'10"-3'6", 60-100 lbs. Nut-brown skin, soft black mane, large green eyes, childlike features.
Attributes:
 INT 0 PER 0
 WIL 0 CHA +1
 STR +1 DEX +4
 CON +6 SPD 0
Hit Points: 16

Special Abilities: Natural climbing ability, night vision.
Skills: Primary combat; plus weaponer, armorer, or artificer.
Equipment: Scale armor over a rough linen tunic, crystalblade, sling with pouch of twenty stones, d4 pottery vials of stenchroot sap and/or orange fungus, and amber opticals that serve to protect their eyes from light when above ground.
Wealth: d10 x 10 gold lumens in crystals and/or coins.
Roleplaying: See *Gnomekin crystalomancer*.



KASMIRAN MONEYLENDER

Kasmiran moneylenders are shrewd and renowned for their business acumen. They will eagerly finance ventures that afford a good chance for profit, provided adequate guarantees of payment are made in advance.

Homeland: Kasmir of the Seven Kingdoms.
Language: Talislan.
Physical Characteristics: 4'6"-5', 70-110 lbs. Mahogany brown skin, shriveled features, hunched posture.
Attributes:
 INT +2 PER 0
 WIL +2 CHA 0
 STR -1 DEX +2
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, moneylender, administrator, artificer (locks and trap mechanisms), lockpicking, disarm/detect traps.
Equipment: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass keyring (affixed to belt via chain), Kasmiran spring-knife (with pouch of six blades), Kasmiran blade-staff, locksmith's tools.
Wealth: d20 x 200 gold lumens (hidden in vaults).
Roleplaying: Kasmirans are a suspicious folk who live in windowless towers. They are widely regarded as misers, and often exhibit a sour disposition. Fearing theft, Kasmirans carry hidden weapons and place all their valuables under lock and key.



KASMIRAN WEAPONSMITH

Kasmiran weaponsmiths are artificer-magicians who specialize in the making of elaborate and sophisticated weaponry. Among their creations are such devices as spring-knives, bladestaves, blade bracers, and various types of concealed weaponry. Some specialize in weapons that appear to be harmless items, such as combs or ornate fans, but contain hidden blades or other dangerous devices.

Homeland: Kasmir of the Seven Kingdoms.
Language: Talislan.
Physical Characteristics: 4'6"-5', 70-110 lbs. Mahogany brown skin, shriveled features, hunched posture.
Attributes:
 INT +2 PER 0
 WIL +2 CHA 0
 STR -1 DEX +2
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, secondary magic (enchantment), artificer (locks and trap mechanisms), weaponer.
Equipment: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass keyring (affixed to belt via chain), Kasmiran spring-knife (with pouch of six blades), Kasmiran blade-staff, locksmith's tools, locking iron-bound spellbook.
Wealth: d20 x 200 gold lumens (hidden in vaults).
Roleplaying: See *Kasmiran moneylender*.



KASMIRAN TRAPMAGE

Homeland: Kasmir of the Seven Kingdoms.
Language: Talislan.
Physical Characteristics: 4'6"-5', 70-110 lbs. Mahogany brown skin, shriveled features, hunched posture.
Attributes:
 INT +3 PER 0
 WIL +1 CHA 0
 STR -1 DEX +3
 CON 0 SPD -1
Hit Points: 12

Kasmiran trapmages are artificer-magicians who specialize in the design and construction of sophisticated traps, security devices, locks, and other mechanisms. Their services are in demand throughout the continent of Talislanta.

Special Abilities: None.

Skills: Secondary magic (wizardry), artificer (locks and trap mechanisms), lockpicking, disarm/detect traps, engineer, rudimentary combat.

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

Wealth: d20 x 100 gold lumens (hidden in vaults).

Roleplaying: See Kasmiran moneylender.



MUSE TELEMPATH

Muse telepaths are able to use their uncanny abilities to influence other sentient creatures, which they do by projecting emotions and mental images; victims must roll versus will rating to resist. Accustomed to communicating via this method, they tend to regard common speech as dull and uninteresting. Muses love music and art but are averse to toil; hence, they create only as the mood suits them. Their wares, including musical instruments, gossamer tapestries, and other artistic creations, are treasured throughout the Seven Kingdoms and beyond.

Homeland: Astar of the Seven Kingdoms.
Language: Talislan, Sylvan.
Physical Characteristics: 5'6"-6', 80-140 lbs. Skin and hair colored either turquoise, violet, rose, or aquamarine; delicate features, butterflylike wings.
Attributes:
 INT +3 PER +3
 WIL -4 CHA +4
 STR -3 DEX +3
 CON 0 SPD -4*
 *on the ground only; SPD 0 when airborne.
Hit Points: 10

Special Abilities: Natural telepath, limited flight.

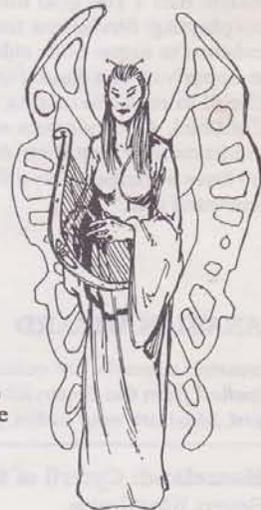
Muses can use their wings to remain airborne for only two minutes per level of ability, then must rest for at least twice as long before again taking to the air.

Skills: Secondary magic (natural magic), art, musicianship, artificer (musical instruments), herb lore.

Equipment: Gossamer robe, one or more musical instruments, loom (for weaving gossamer), pouch (pigments, blossoms, nectar), pet whip (see below).

Wealth: None; Muses care nothing for riches.

Roleplaying: To non-telepaths, Muses often seem distracted, disinterested, and aloof. In fact, they are contemplative by nature, and are highly perceptive to their surroundings. They rarely speak, preferring to communicate via telepathic thought-images. When telepathic contact is either not possible or undesirable, Muses may use their pet whisks to speak for them. These creatures can be quite talkative, humorous, or even sarcastic by nature, according to prevailing circumstances. Muse player characters are allowed to roleplay their own whisks; as long as the Muse character does nothing to place the whisk in jeopardy, it will remain a faithful friend and ally.



PHARESIAN PEDDLER

Pharesian peddlers are a class of Cymrilians who serve as itinerant merchant-magicians. They travel throughout the Seven Kingdoms and beyond, hawkking various medicinal mixtures, curios, and minor magical adjuncts.

Homeland: Cymril of the Seven Kingdoms.
Language: Common Talislan, Archaen.
Physical Characteristics: 6'-6'4", 120-160 lbs. Skin and hair dyed with bright iridescent colors, slender build.
Attributes:
 INT +2 PER +2
 WIL 0 CHA 0
 STR 0 DEX +1
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.

Skills: Secondary magic (wizardry), merchant, appraise treasure, alchemical skills of Concoct Elixirs, Concoct Medicinal Mixtures, Concoct Powders.

Equipment: Patchwork cloak and robes of bright colors, wand or staff, satchel (filled with salves, medicants, charms, curiosities, etc.), spell book.

Wealth: d20 x 5 gold lumens in coins and mixtures.

Roleplaying: Pharesian peddlers are a persistent lot, and are regarded as public nuisances in many places. Though they are technically considered citizens of Cymril, few Pharesians profess allegiance to the Seven Kingdoms, most preferring the role of free agents. Like other Cymrilians, Pharesians are enamored of magic in all its forms and must struggle to resist the temptation to examine any magical find (roll versus will rating). They tend to be very eccentric in terms of dress, favoring vibrant colors and garish facial paints.



SINDARAN COLLECTOR

Sindaran collectors are eccentric individuals who combine their chosen profession with a passion for collecting things. Like all Sindarans they are dual-encephalons, capable of using each of their two brains independently. Sindaran collectors tend to specialize in a single type of collectible, such as antique artifacts, books, scrolls, curios, or plants.

Homeland: Sindar of the Seven Kingdoms.
Language: Talislan.
Physical Characteristics: 7'-7'4", 180-220 lbs. Rough, sandy-hued skin, ridge of six hornlike protrusions running along crest of skull, bony chin spur, emaciated appearance.
Attributes:
 INT +8 PER 0
 WIL 0 CHA 0
 STR -1 DEX 0
 CON 0 SPD 0
Hit Points: 10

Special Abilities: Dual-encephalon; all Sindarans are ambidextrous, can concentrate on two different subjects simultaneously, and can avert the need for sleep by resting one brain at a time. They are also allowed two attempts for any die roll to resist mental influence.

Skills: Secondary combat, collecting (includes ability to appraise the specific type of commodity being collected), plus one of the following professions and related skills:

- Alchemist: primary magic (alchemy).
- Scholar: any 8 scholarly pursuits.
- Investigator: tracking, pilot (windskiff), interrogate.

Equipment: Silk loincloth or kaftan, arm and leg bracers, cape, bandolier pouches (with 2d6 amberglass vials of various powders), rod of alchemy, silver earrings and necklace, Trivarian game, collection (scrolls, curios, antiques, or some other category of collectibles), flask of skoryx (Sindaran liquor),



alchemical apparatus (alchemist only), library of informational tomes (scholar only).

Wealth: d20 x 100 gold lumens in coins and collectibles.

Roleplaying: Sindarans tend to be verbose and are partial to the use of multisyllabic words. It is not uncommon for a Sindaran to argue both sides of an issue, a practice directly related to having two independently functioning brains. If given the opportunity, a Sindaran can go on for hours about almost anything. Sindaran collectors are completists who find it difficult to resist indulging in their obsession (roll versus will rating if faced with the temptation to examine a favored type of collectible). All Sindarans are fascinated by Trivarian, a complex game that is incomprehensible to non-Sindarans. Sindarans may lose their dual-encephalic abilities through accident, injury, or attempting to practice magic. Individuals who have suffered such a fate often become irrational and unpredictable and are called "Sindra," a respectful term meaning "demented one."

TANASIAN WIZARD

Tanasian wizards are outcasts, members of the former ruling class of Cymril who were expelled from the Seven Kingdoms in the year 603 N.A. for attempting to overthrow the government. Most are now exiles, forced to leave Cymril and take up residence in distant lands.

Homeland: Cymril of the Seven Kingdoms.
Language: Talislan.
Physical Characteristics: 6'-6'4", 140-160 lbs. Light green hair and skin, plain features, narrow build.
Attributes:
 INT +2 PER 0
 WIL +2 CHA 0
 STR 0 DEX 0
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.

Skills: Primary magic (wizardry plus one additional field of choice), arcane lore.

Equipment: High-collared cloak and robes of green fustian, leather-bound spell book, scroll of two spells, gauntlets, staff.

Wealth: d20 x 10 gold lumens in gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece).

Roleplaying: Tanasians tend to be haughty by nature, regarding themselves as superior to other magicians. Many are bitter regarding their loss of status and expulsion from Cymril, and spend their time plotting to gain revenge upon the current Cymrilian government. They tend to be reclusive, fearful that they will one day be captured and brought to trial by wizard hunters in the employ of the Seven Kingdoms. It is



widely known that the Tanasians favor a return to the old days, when they were the rulers of their own nation. They are fascinated by magic; see Cymrilian magician for details.

THRALL WARRIOR

The Thralls are a race created by sorcerous hybridization. Bred for combat, they excel as warriors but possess little aptitude for any other profession. Except for differences in sex, all Thralls look exactly alike. To compensate for this, Thralls decorate their bodies from head to foot with elaborate and highly individualistic tattoos. These markings represent the individual's place of birth, clan affiliation, rank, and achievements, and constitute a great source of pride. Thralls can "read" the tattoos of others of their race and learn much about them without the need for verbal communication.

Homeland: Taz of the Seven Kingdoms.

Language: Talislan.

Physical Characteristics: 6'8", 300 lbs. (male); 6'4", 200 lbs. (female). Hairless, devoid of pigment, body covered with colorful tattoos, muscular build.

Attributes:

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

* as pertains to non-combat situations only; in combat situations INT = +3

Hit Points: 16

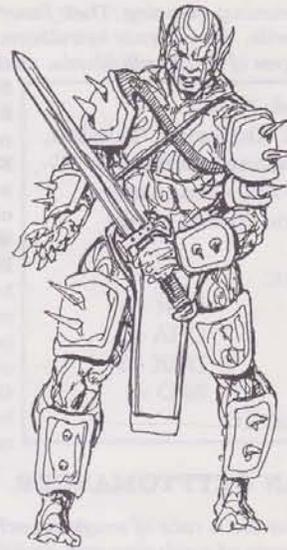
Special Abilities: Immunity to fear, inability to comprehend magic.

Skills: Primary combat, mounted combat, Tazian combat.

Equipment: Loincloth for males, short leather tunic for females, sandals, dagger, greatsword with shoulder sheath, garde (parrying armor), mangonel lizard or graymane steed.

Wealth: d20 x 5 gold lumens in mixed coins.

Roleplaying: Thralls are fearless in combat, though generally not to the point of recklessness. In all matters pertaining to combat and warfare they are skilled tacticians who possess an instinctive ability to grasp even the most complex military strategies. Conversely, Thralls have little interest in other skills and professions, which they generally do not comprehend. Accordingly, other peoples often find them a bit dull witted.



The Seven Kingdoms
 The Wilderlands of Zaran

ARAQ WARRIOR

Araq warriors roam the Wilderlands in small war bands, preying upon land dragons and other humanoid species. They have hunted the land dragon almost to the point of extinction, using the horns, bones, and hides of these massive creatures to make their weapons and equipment.

Homeland: The Kharakhan Wastes.

Language: Talislan, Sauran.

Physical Characteristics: 6'-6"6", 130-230 lbs. Scaly, light brown hide, dorsal membrane, snakelike features, claws, fangs.

Attributes:

INT 0 PER 0
 WIL 0 CHA 0
 STR +2 DEX +2
 CON +7 SPD

Hit Points: 12

Special Abilities: Survive for up to six weeks without food or water, communicate with reptilian species, hide provides 1 point of armor protection.

Skills: Primary combat, mounted combat (duadir), tracking, stalking.

Equipment: Arm wrappings, boots, breechclout (both males and females) and shield of land dragon hide; saw-edged dagger, spear and mace made of dragon bone; shoulder pouch, backpack, duadir steed with baggage.

Wealth: None.

Roleplaying: A sorcerous hybrid of Sauran and Man, Araq display the worst traits of both these races. They are extremely aggressive and have a taste for humanoid flesh. Araq shun all goods and weapons produced by other peoples, considering such devices tainted. Only through conscious effort are Araq able to restrain

their murderous impulses; roll versus will rating or feel the urge to kill if provoked in any way.



BODOR MUSICIAN

Bodor musicians are the most accomplished musicians in Talislanta. They possess the ability to see sound waves as a series of colors, and they converse by means of a musical language that requires no words to convey meaning. Their favorite instruments include the tambour (tuned drums), glass flute, glass bells, the intricate spiralhorn, and the four-player bellows-pipes. Most Bodor travel in musical troupes of 3-12 individuals, seldom staying in one place for any great length of time.



Homeland: None.
Language: Bodorian, Talislan.
Physical Characteristics: 5'-5'6", 180-240+ lbs. Amber skin, round-faced, portly build.
Attributes:
 INT +1 PER +3
 WIL 0 CHA +2
 STR -1 DEX +3
 CON 0 SPD -1
Hit Points: 10

Special Abilities: Bodorian sound-sight.
Skills: Musicianship (any three instruments), diplomacy, merchant (selling services as musician).
Equipment: Three musical instruments of choice, Bodor smock, blousy pantaloons, chain-loop earrings and bracelets of lacquered metal, traveler's satchel.
Wealth: d10 x 5 gold lumens plus d10 x 5 silver pieces.
Roleplaying: Bodor tend to be quiet and softspoken offstage, but quite animated when performing. Though able to converse in the common tongue, they much prefer their own musical language. Bodor tend to be clannish and regard other peoples as outsiders. They are sometimes amused by the pitch changes that accompany the normal speech patterns of other races, which inadvertently convey other meanings to a Bodor. Bodor are the only other race capable of learning the Sawila's musical art of spellweaving.

CALLIDIAN CRYPTOMANCER

The Callidians are a race of magician-scholars whose ancestors were displaced by The Great Disaster. They are experts at analyzing and deciphering all types of charts, maps, and written works. Callidians possess the ability to "speak in tongues"—to comprehend and converse in any language. Their natural abilities, combined with an intense interest in the study of cryptography and linguistics, have made them much in demand as scribes, translators, and cartographers. The race is said to be dying out, and only a few hundred Callidians remain on the continent.



Homeland: None.
Language: Any (see special abilities).
Physical Characteristics: 6'-6'7", 140-180 lbs. Orange skin, large cranium, narrow build.
Attributes:
 INT +4 PER +2
 WIL +3 CHA 0
 STR 0 DEX -2
 CON +1 SPD -1
Hit Points: 14

Special Abilities: Speak in tongues; Callidians can speak and understand any language.
Skills: Secondary magic (cryptomancy), arcane lore, cryptography, cartography, linguistics (reading).
Equipment: Starched headdress and robes of yellow linen, leather-bound spellbook, magnifying crystal (for examining scripts and symbols), 2d4 scrolls or reference works (on ancient scripts, cryptology, symbology, etc.), pack or shoulder satchel, pouch with quill pens and inks.
Wealth: d10 x 10 gold lumens in various currencies.
Roleplaying: Callidians are serious and studious by nature. They prefer to spend their time reading, and are normally averse to frivolous behavior. Callidians are fascinated by books and unfamiliar writings; roll versus will rating or be unable to resist the urge to study the work in question.

DANELEK HUNTER

Danelek hunters roam the Barrens region of the Wilderlands of Zaran, hunting for land lizards and wild game. They are a primitive people of harsh and occasionally cruel habits; some regard them as a race of Sub-Men. Danelek trade in salt, which they mine from the nearby salt plains of this region. There are many Danelek tribes, each of which is led by a hereditary family leader known as the Naz. Traders who have dealt fairly with the Danelek in the past may be allowed to meet with the Naz in order to sell or barter their wares. Among the Danelek tribes, salt crystals are used as currency.



Homeland: The Barrens.
Language: Talislan, Sign.
Physical Characteristics: 5'8"-6'2", 100-200 lbs. Skin blackened by exposure to the suns, hair bleached white and worn in dreadlocks.
Attributes:
 INT -1 PER +2
 WIL -1 CHA +1
 STR +2 DEX 0
 CON +4 SPD 0
Hit Points: 14

Special Abilities: None.
Skills: Secondary combat, mounted combat (land lizard), stealth, waylay, ambush, tracking, wilderness survival.
Equipment: War flail, short bow and quiver with 20 arrows, dagger, breechclout, brief halter for females, leg and arm wrappings of land lizard hide, land lizard steed with side bags.
Wealth: d10 x 3 gold lumens in salt crystals, land lizard hides, and/or assorted coins.
Roleplaying: Danelek are savage and somewhat grim by nature, and tend to prefer the company of their own kind. They are generally distrustful of strangers, and consider it their right to ambush and kill travelers who stop to rest at the oases that dot their territories. Warriors attain status according to the number of "kills" they have made, regardless of the means employed.

DANUVIAN SWORDSWOMAN

Danuvian swordswomen are among the most skillful warriors in Talislanta, and are much in demand as mercenaries. All serve a tour of duty in the Danuvian military, after which many find gainful employment with the Seven Kingdoms' Borderlands Legion, or in the company of adventuring groups.

Homeland: The Independent City-State of Danuvia.
Language: Talislan.
Physical Characteristics: 6'2"-6'6", 160-200 lbs. Bronze skinned, black mane, strong features, face decorated with pigments.
Attributes:
INT 0 PER 0
WIL 0 CHA +1
STR +3 DEX +3
CON +1 SPD +2
Hit Points: 14

Special Abilities: None.

Skills: Primary combat, mounted combat (eques), command; plus armorer, weaponer, or animal handler.

Equipment: Black iron corselet and wrist bracers, padded bodysuit, hip-high leather boots, shoulder pouch, halberd, long sword, poignard (treat as dagger, in sheath tied to leg), earrings, torc, equus steed.

Wealth: d20 x 10 gold lumens.

Roleplaying: Danuvian females are aggressive by nature. They are quite tired of hearing disparaging remarks about women, and do not refrain from demonstrating their skills on those who insult them in this manner. Conversely, Danuvian males are docile and subservient to the female population. Though Danuvian females can only procreate with males of their own race, many actively seek males of other races as consorts.



FERRAN THIEF

Ferrans are found throughout the Wilderlands region, and to a lesser extent in civilized lands. Ferrans sometimes travel to civilized regions, where they may operate as thieves, spies, and adventurers. They are seldom welcome among civilized peoples, for the Ferran scent is considered offensive by most other races, particularly those that possess a keen sense of smell.

Homeland: The Wilderlands of Zaran.
Language: Talislan.
Physical Characteristics: 3'6"-4'4", 50-75 lbs. Coarse brown fur, rodentlike features, hairless tail.
Attributes:
INT +2 PER +8*
WIL -2 CHA -4
STR -3 DEX +8
CON +2 SPD +4
* as regards sense of smell only; otherwise, +3.
Hit Points: 4

Special Abilities: Emit foul odor three times per day; victims roll versus CON to resist or are nauseated for d4 rounds.

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

Equipment: Loincloth for males, tattered tunic for females, pouch, scavenged bits of clothing and gear, dagger.

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

Roleplaying: Ferrans are scavengers by trade and preference; a Ferran will not acquire by honest means anything that he or she can steal. Sly and crafty, they avoid direct conflict whenever possible, preferring instead to utilize stealth, speed, and the element of surprise. They tend to rely upon their keen olfactory abilities rather than their other senses, and constantly sniff the air to gather information about their surroundings.



HADJIN ARISTOCRAT

Hadjin aristocrats are perhaps the wealthiest of the various peoples who claim descent from the ancient Archaens. They live in splendor in the highly exclusive precincts of the city-state of Hadjistan, which in recent years has gained popularity as a resort for the rich.

Homeland: The Independent City-State of Hadjistan.
Language: High Talislan.
Physical Characteristics: 6'-6'6", 140-180 lbs. Light green skin and hair, plain features, narrow build.
Attributes:
INT 0 PER 0
WIL 0 CHA 0
STR 0 DEX 0
CON 0 SPD 0
Hit Points: 10

Special Abilities: None.

Skills: Administrator, arcane lore, antiquarian lore, appraise treasure.

Equipment: Layered robes, distinctive headwear, long gloves, scented fan, money purse, silvermane-drawn carriage, small estate.

Wealth: d6 x 1,000 gold lumens, plus an inheritance of ten times this figure in property and other valuables.

Roleplaying: Born into great wealth, the Hadjin consider themselves superior to common folk. Most are snobbish by nature, affecting a standoffish attitude towards other peoples. They are in the habit of waving themselves with scented fans when in the presence of outsiders, whom they deem odious and coarse. The Hadjin shun hard work of any sort.



KHARAKHAN WARRIOR

The Kharakhan are a race of giants whose war clans range the Wilderlands of Zaran in great battle wagons drawn by teams of ogriphants. Once numerous, only a few hundred of these savage folk still remain on the continent. Some theorize that the Kharakhan are descended from a race of neomorphs created by the early Archaens for the purpose of battling the Drakken, a race of giant reptilians who once ruled the continent of Talislanta. If true, this could explain why the Kharakhan are the only Talislantans who are able to decipher the strange glyphs that are found engraved upon certain ruins now attributed to the Drakken.

Homeland: The Kharakhan Wastes.
Language: Talislan (rough, obscure dialect).
Physical Characteristics: 10'-15', 1,000-1,200+ lbs. Massive physique, dusky gray-black skin, savage countenance.
Attributes:
 INT -4 PER +3
 WIL +6 CHA +3
 STR +8 DEX -4
 CON +9 SPD -4
Hit Points: 18

Special Abilities: Skin acts as 1 point of armor, fist does d8 + STR damage, use giant-sized weapons, can use two-handed melee weapons of normal size in one hand, able to detect the scent of Men at a range of about 50 feet.
Skills: Primary combat, mounted combat (ogriphant, behemoth, or Kharakhan war wagon); plus armorer, weaponer, or artificer.
Equipment: Leather harness, pack, d4 pouches, loincloth for males, voluminous fur garment for females, black iron shield, choice of two giant-sized weapons, ogriphant steed (high-level characters may own a behemoth steed).
Wealth: d10 gold lumens.
Roleplaying: Kharakhan giants are gruff and crude by nature, with little knowledge of civilized customs and manners. They speak an ancient and obscure dialect of common Talislan, which to the ears of civilized Talislantans makes them sound even more

savage and unsophisticated than they are. The Kharakhans' great size is both an advantage and a disadvantage, a fact that Kharakhan player characters would do well to keep in mind.



MONAD SERVITOR

Monads are a race of sorcerous hybrids created in ancient times by the magicians of Phandril. They are sexless beings who reproduce by a process similar to cell division. Bred strictly for size and strength, these huge creatures possess no skills per se. They follow instructions well, however, and are tireless and loyal workers. Despite appearances, the race of Monads does not lack intelligence. They are mute, but communicate both in common sign language and a complex variation of sign that they devised.

Homeland: None.
Language: Sign.
Physical Characteristics: 7'-7'6", 500-700+ lbs. Striated black and white skin, tiny cranium, immense torso and limbs.
Attributes:
 INT 0 PER 0
 WIL -6 CHA 0
 STR +8 DEX -4
 CON +9 SPD -4
Hit Points: 22

Special Abilities: None.
Skills: None, per se; Monads must be instructed in any task that requires a certain amount of skill. They can perform any relatively simple or mental skill at their current level of ability.
Equipment: Loincloth and sandals.
Wealth: d10 gold lumens, unless a slave.
Roleplaying: Most Monads are gentle by nature and prefer to abstain from violent professions. If forced to defend itself, a Monad will use its great bulk to knock down or restrain an attacker while continuing to maintain an outwardly placid demeanor.



MARUKAN TALISMANCER

Marukan talismancers are minor magicians who specialize in the making of luck medallions and other enchanted items. They claim to be masters of talismanancy, a field of magical study considered somewhat specious by other Talislantans. Marukan talismancers provide the city-state of Maruk with the luck medallions that make their cursed lives bearable. Like all Marukans, they suffer from

Homeland: The Independent City-State of Maruk.

Language: Common Talislan.

Physical Characteristics:

5'4"-6'2", 80-200 lbs. Pale complexion, sunken eyes, limp brown hair.

Attributes:

INT 0 PER 0

WIL 0 CHA -2

STR 0 DEX 0

CON 0 SPD 0

Hit Points: 12

an ancient curse that has brought ill fortune down upon their heads. In other lands, Marukans are regarded as harbingers of sorrow and gloom.

Special Abilities: None.

Skills: Secondary magic (talismanancy), artificer, con.

Equipment: Gray vestments, pouch (with d4 talismans), traveler's cloak, Marukan luck medallion, spell book, scroll of one spell.

Wealth: d6 x 5 copper pieces.

Roleplaying: Marukans are perhaps the most downtrodden and unlucky of all the Talislantan races. They tend to be gloomy and fatalistic by nature, attributing any problems that may arise to the ancient curse that has followed their people for centuries. Marukans are utterly dependent upon their luck talismans, without which they feel defenseless.



ORGOVIAN TRADER

The Orgovians are a nomadic people who roam the Wilderlands of Zaran and surrounding regions, making a living as traders. They ride vicious steeds called lopers and carry fierce-looking prod-hooks and star-throwers to defend themselves against thieves and brigands. Orgovians will not accept coin for their wares, but deal exclusively in barter, an old habit adopted by their ancestors following the devaluation of the Orgovian yatna, a lead coin deemed worthless after the dissolution of the old Kingdom of Orgovia.

Homeland: The Wilderness of Zaran.

Language: Talislan, Sign.

Physical Characteristics:

5'4"-6', 90-160 lbs. Dusky orange skin, narrow, protruding chin, squinty eyes, lean build.

Attributes:

INT +1 PER +1

WIL 0 CHA 0

STR 0 DEX +3

CON +2 SPD 0

Hit Points: 12

Special Abilities: None.

Skills: Secondary combat, mounted combat, barter, appraise treasure, beast handler.

Equipment: Loper steed, leather vest and boots, loincloth, brown felt headdress, 10-20 iron armbands, prod-hook and star-thrower with a dozen "shooting stars," pouches, bundles, and sacks.

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

Roleplaying: Orgovians are normally subdued by nature, tending to keep their thoughts to themselves. The traders have few reservations about whom they deal with, provided they are offered fair value for their wares. They despise bandits and cheats, however, and routinely kill such individuals in order to trade their scalps and possessions for useful goods.



RAHASTRAN CARTOMANCER

Rahastran cartomancers are traveling magicians who wander from place to place, earning a living as fortune tellers or gamblers. It is the custom of these individuals to trust to the luck of the Zodar, a card game believed to have magical properties.

Homeland: The Wilderlands of Zaran.

Language: Talislan, Archaen.

Physical Characteristics:

5'8"-6'4", 130-190 lbs. Dark complexion, black hair, bright blue eyes, angular frame.

Attributes:

INT +3 PER +4

WIL -2 CHA 0

STR 0 DEX 0

CON 0 SPD 0

Hit Points: 12

Special Abilities: None.

Skills: Primary magic (cartomancy), alchemical skills of Concoct Powders and Concoct Elixirs, rudimentary combat, herb lore.

Equipment: Long coat, breeches, cloak and cap of blue fustian, belt and bandolier pouches, 2d4 amber crystal vials (elixirs), Zodar deck with ivory case inlaid with serpentine, amethyst pendant, traveler's satchel, graymane steed.

Wealth: d10 x 4 gold lumens plus a like quantity of silver.

Roleplaying: Moody and introspective, Rahastrans ascribe sentient virtues to their cards, which they claim can be used to predict the future. To these individuals, life is an intricate game of chance. Most tend to be loners, though some are able to tolerate the company of a few trusted companions, at least for a time.



XAMBRIAN WIZARD HUNTER

Xambrian wizard hunters are the last survivors of a race whose ancestors were subjected to genocide by the necromancers of ancient Quaran. These grim folk are dedicated to hunting down the reincarnated forms of their ancient enemies. In this they claim to be directed and even possessed by the spirits of their ancestors. To support themselves, Xambrian wizard hunters sometimes take work as bounty hunters who specialize in hunting down outlaw spellcasters, or as mercenaries and adventurers. Chaotic and unpredictable, they are regarded with suspicion in many lands.

Homeland: The Wilderlands of Zaran.
Language: Xambrian, Talislan, Archaen.
Physical Characteristics: 5'6"-6'2", 100-180 lbs. Deathly white skin, raven hair, dark violet eyes, hard features.
Attributes:
 INT +1 PER +2
 WIL +1 CHA -4
 STR +1 DEX 0
 CON 0 SPD 0
Hit Points: 12

Special Abilities: Spirit guidance (see below).
Skills: Secondary combat, secondary magic (mysticism), tracking, stalking, stealth, interrogate, disarm/detect traps, set/detect snares, tailing, hide.
Equipment: Vest, tight breeches and boots of black strider hide, gauntlets of fine silver chain mesh, cloak, graymane or ontra steed, large shoulder pouch, twin daggers, choice of second weapon, large scroll of spells made of animal hide (this serves as a spell book) and bone case, scroll with one spell.
Wealth: d10 x 20 gold lumens.
Roleplaying: Xambrians are tormented souls, sworn to carry out an ancient vendetta against the enemies of their race. At any time, Xambrians may receive "the calling"—a psychic summons from the spirits of their ancestors that informs them that one of the enemies of



their people has returned to Talislanta in the form of a reincarnator (see Chapter Eight). When this occurs, the wizard hunters must travel to Omen, the mountain of skulls. Here, ancestral spirits will possess the Xambrians, instilling in them the knowledge of how to locate the enemy and investing the wizard hunters with a portion of their spiritual strength. From this moment on, the Xambrians will not rest until they have carried out the vendetta.

ZA RAIDER

Za raiders are the bane of the Wilderlands, preying upon merchant caravans, land-arcs, and all those who hail from the civilized lands of Talislanta. Formerly divided into a number of motley bandit gangs, the Za clans are now united under the legendary ruler of their people, an individual known as the Tirshata.

Homeland: The Wilderlands of Zaran.
Language: Talislan, Sign.
Physical Characteristics: 5'6"-6', 90-190 lbs. Wrinkled yellow-green skin, deep-set eyes, shaved skull; males wear mustaches in long braids.
Attributes:
 INT -1 PER 0
 WIL -1 CHA 0
 STR +2 DEX 0
 CON +4 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat (proficiency in all weapons listed below), mounted combat, tracking, stalking, scout, camouflage, appraise treasure.
Equipment: Loincloth, tight hide chest binder for females, harness of studded land lizard hide, blade-bracers, whipsash, Za broadsword, necklace of hammered black iron disks, horn short bow with quiver of twenty barbed arrows, graymane steed (mane braided).
Wealth: d10 x 5 gold lumens in plunder.
Roleplaying: Za are fierce and cruel, seldom taking prisoners in their raids. It is their custom to drink the blood of valorous opponents from skull cups in the belief that this will bestow upon them an additional measure of courage and strength. Since the return of their legendary ruler, the Tirshata, the Za have but one goal: to eradicate the civilized peoples of Talislanta.



AAMANIAN INQUISITOR

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

Homeland: Aaman.

Language: Talislan.

Physical Characteristics:

5'8"-6'2", 110-180 lbs. Topaz skin, green eyes, lean physique, all facial and bodily hair removed.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary combat, secondary magic (invocation), interrogate, torture, coerce, espionage.

Equipment: Cult mask and headdress, d3 concealed weapons, cloak, robes, gloves, boots, pouch (for instruments of torture), manacles, spell book.

Wealth: Only 4d10 gold lumens; the Orthodoxist Cult clothes and feeds its loyal servants.

Roleplaying: Aamanian cultists are an intolerant and highly conservative people who revere Aa the Omniscient and consider nonbelievers infidels. Devout fundamentalists, they shun any form of merrymaking or improper behavior, and never question the dictates of their superiors. Aamanians tend to dress alike, act alike, and think alike; creative speech is typically shunned in favor of cult slogans, dogma, and scriptures. Important

to all Aamanians is the desire to attain mana, so that they may rise in status and piety in the eyes of the Orthodoxist Cult.



AAMANIAN WARRIOR-PRIEST/WARRIOR-PRIESTESS

The warrior-priests and warrior-priestesses of Aaman are dedicated to the propagation of the Orthodoxist Cult and to the conversion of infidels to the tenets of Orthodoxy. Since the rise to power of the new Hierophant, Omnus I, all priests and archimages of the cult have been required to serve in the capacity of "holy warriors." They protect the temples of Aa the Omniscient and serve as commanders of Aaman's holy armies.

Homeland: Aaman.

Language: Talislan.

Physical Characteristics:

5'6"-6', 100-180 lbs. Topaz skin, green eyes, all facial and bodily hair removed.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary combat, secondary magic (invocation), mounted combat, metaphysical doctrines (Orthodoxy).

Equipment: Black iron partial plate armor worn over coarse undyed woolen garments, helm and shield (lacquered white), mace, heavy crossbow, cloak, graymane steed (fully caparisoned), leather-bound book of spells, iron holy symbol of Aa.

Wealth: d20 x 20 gold lumens in offerings.

Roleplaying: See Aamanian Inquisitor.



AAMANIAN WITCH HUNTER

Aamanian witch hunters are loyal servants of the Orthodoxist Cult of Aaman. They roam the Western Lands and beyond, hunting down and capturing enemies of the cult: black magicians, witches, warlocks, and any whom the Hierophant declares enemies of the Orthodoxists.

Homeland: Aaman.

Language: Talislan.

Physical Characteristics:

5'6"-6', 100-180 lbs. Topaz skin, green eyes, all facial and bodily hair removed.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary magic (invocation), oratory, metaphysical doctrines (Orthodoxy), tracking.

Equipment: Wide-brimmed hat, cloak, iron-bound spell book, iron holy symbol of Aa, longsword, pack, bedroll.

Wealth: d20 x 100 gold lumens in bounties.

Roleplaying: See Aamanian Inquisitor.



ARIMITE KNIFE-FIGHTER

Arimite knife-fighters are highly regarded as mercenaries, and are considered unsurpassed in terms of skill and ferocity. They are employed to guard the Arimite Citadel of Akbar, and as border scouts or caravan guards.

Homeland: Arim.
Language: Common Talislan.
Physical Characteristics: 5'2"-6'2", 90-170 lbs. Swarthy complexion, black hair, dark eyes, hatchetlike features.
Attributes:
 INT 0 PER 0
 WIL 0 CHA 0
 STR +1 DEX +3
 CON +2 SPD +1
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, Arimite knife-fighting, mounted combat, mountain climbing, hunter/gatherer.
Equipment: Fur vest, hide boots, sackcloth breeches, armbands and earrings of black iron, four throwing knives, choice of two other weapons, pouch, iron flask of chakos.
Wealth: d10 x 2 gold lumens in silver pieces.
Roleplaying: The Arimites are a dour and moody folk who find no joy in song, dance, or revelry. They drink heavily, favoring chakos, a bitter and metallic-tasting liquor. Due perhaps to the reputation of the Revenant Cult, Arimites are regarded in many lands as a race of cutthroats, an assessment that many other peoples consider quite accurate.



ARIMITE REVENANT

The Revenants are members of a secret society that specializes in carrying out acts of vengeance for its clients. Anyone can obtain the services of the Revenants, whose specialties range from delivering insults and threats to arson, coercion, muggings, and murder-for-hire. Revenant fees range from as little as ten silver pieces to 100,000 gold lumens or more; the only way for an intended victim to cancel a Revenant contract is to buy it back—at twice the original price. The cult is prevalent throughout Arim, and its influence is believed to be spreading across the continent.

Homeland: Arim.
Language: Talislan.
Physical Characteristics: 5'2"-6'2", 90-170 lbs. Swarthy complexion, black hair, dark eyes.
Attributes:
 INT +1 PER +2
 WIL 0 CHA 0
 STR 0 DEX +2
 CON +2 SPD +1
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, Arimite knife-fighting, assassinate, stealth, hide, tailing, lockpicking, Concoct Poisons (as per alchemy).
Equipment: Night-gray cloak, veil, gloves, and garments, pouch with d4 vials of poison (various types), coin purse, choice of two weapons.
Wealth: d20 x 10 gold lumens in mixed coins and other valuables (received in payment for services).
Roleplaying: See Arimite knife-fighter.



DHUNA WITCHWOMAN/WARLOCK

The Dhuna are practitioners of an ancient form of witchcraft, the tenets of which have been all but forgotten by Talislantans of the current age. They hail from the deep forests of Werewood, and live in close-knit groups or clans called covens or esbats. Though often accused of practicing black magic, the majority of Dhuna are practitioners of a benign form of paganism, the origins of which predate the Forgotten Age.

Homeland: Werewood.
Language: Elder, Talislan.
Physical Characteristics: 5'-5'10", 90-130 lbs. Olive skin, black hair, entrancing features and form (female), dark and melodramatic appearance (male).
Attributes:
 INT +2 PER 0
 STR 0 DEX 0
 CON 0 SPD +1
 WIL 0
 CHA +6 (females) +1 (males)
Hit Points: 14

Special Abilities: Dhuna witchwomen can capture a man's heart with a single kiss; victims must roll versus WIL to resist, at -1 per level of the witchwoman.
Skills: Secondary magic (witchcraft), rudimentary combat, alchemy skill of Concoct Elixirs, healer, herb lore, tracking, set/detect snares, seduce.
Equipment: Long cloak, frock or shirt and breeches of spun linen, animal hide boots, scroll of spells (as spell book; made of animal hide), pouch (d4 elixirs), staff or wand, graymane steed.
Wealth: d10 x 10 gold lumens in rare herbs and small, semi-precious stones.
Roleplaying: Dhuna tend to be strange and mysterious by nature, exhibiting a considerable distrust of outsiders. They have been persecuted by the Orthodoxists for centuries, and therefore bear a great hatred for Aamanians.



DRUKH HILLMAN/HILLWOMAN

The Drukhs are a savage race of Sub-Men who dress in the skins of wild beasts and dye their skin with the juice of purple barb-berries. They prey upon caravans that travel the roads in and around Arim, and occasionally come down from the mountains to launch raids upon small villages or outposts. They are the enemies of the Arimites, who have tried for centuries to drive the Drukhs

tribes from the wooded hills of Arim. Some of the tribes are able to communicate by means of smoke signals.

Homeland: Arim.

Language: Sign, Common Talislan.

Physical Characteristics: 5'2"-6', 80-160 lbs. Skin and hair dyed purple, bestial features, wild gray eyes.

Attributes:

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

Hit Points: 14

Special Abilities: None.

Skills: Secondary combat, mounted combat (eques), mountain climbing, tracking, hunter/gatherer, stalking, torture, set/detect snares; plus scout or healer.

Equipment: Headdress, vest, breeches, and boots of tundra beast hide, stone war club, bone dagger, pouch, graymane steed (also dyed purple).

Wealth: d8 x 5 gold lumens in ivory, hide, or gold dust.

Roleplaying: A violent and cruel folk, the Drukhs find enjoyment in capturing and torturing individuals who trespass into their territories. In battle, Drukhs warriors use enchanted flutes and drums to achieve a type of trance-state. Drukhs who have been so affected will continue to attack even if badly afflicted with normally incapacitating wounds; they fight until reaching -10 hit points.



DRUKH SHAMAN

Drukhs shamans revere Noman, dark ruler of the Nightmare Dimension. In battle, they wield bone flutes, playing the ancient Drukhs "Song of Death," which renders their warriors immune to pain and is purported to strike fear into the hearts of their enemies; victims must roll versus will rating or fight at a -1 penalty.

Homeland: Arim.

Language: Sign, Common Talislan.

Physical Characteristics: 5'2"-6', 80-160 lbs. Skin and hair dyed purple, bestial features, wild gray eyes.

Attributes:

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

Hit Points: 14

Special Abilities: None.

Skills: Secondary magic (shamanism and primitive enchantment), musicianship, rudimentary combat, mounted combat (eques), mountain climbing.

Equipment: Fur and bone headdress, vest, breeches and boots of yaksha (werebeast) hide; stone war club, bone dagger, pouch, graymane steed (also dyed purple), d4 wooden vials (magical pigments and/or medicinal mixtures), bone flute.

Wealth: d10 x 5 gold lumens in ivory, hide, or gold dust.

Roleplaying: See Drukhs hillman/hillwoman.



GNORL RHABDOMANCER

Gnorls are a race of strange, gnarled humanoid believed to be related to Gnomekin, or possibly weirdlings; no one is quite sure. They live in underground nooks, typically built into the side of a hillock and situated in uncultivated woodland regions. Gnorls are skilled in an ancient form of witchcraft known as rhabdomancy, the "art of divining secrets." Some earn a living by selling, buying, and trading secrets. Others work as healers, offering their services in exchange for secret knowledge. Like Gnomekin, they prefer to travel via the subterranean roads known as the Underground Highway. Unlike their relatives,

Homeland: Werewood.

Language: Talislan, Elder, Archaen.

Physical Characteristics: 3'-4', 60-80 lbs. Wizen features, dark brown skin, glowing eyes deep-set beneath a furrowed brow, squat physique.

Attributes:

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

Hit Points: 10

however, Gnorls are not overly sensitive to light. Only Gnorls may learn the spell Rhabdomantic Divination (see "Witchcraft" in Chapter Five).

Special Abilities: Night vision.

Skills: Secondary magic (witchcraft and primitive enchantment), healer, herb lore, arcane lore.

Equipment: Wardrobe comprised of odd and colorful garments (turbans, sashes, beads, bangles, scarves, etc.), walking stick or staff, leather-bound spell book, pouch or satchel (with d3 medicinal mixtures, d3 ounces of incense for producing magical fumes, 2d4 drams of dried herbs, quill pen, and vial of ink).

Wealth: d10 x 6 gold lumens.

Roleplaying: Gnorls are very secretive by nature, and will never give information without receiving something in return. They tend to be crabby, short-tempered, and demanding, particularly as regards unwanted visitors.



SARISTA GYPSY

The Sarista gypsy folk hail from the woodlands of Silvanus, but may be encountered almost anywhere throughout the continent traveling in wagons, small bands, or alone. Many tell fortunes, sing, or dance in order to earn a living—or so they claim, for the Sarista are also renowned for their thieving talents. Sarista who have decided to leave their band or who have been banished from the clan for one reason or another sometimes find gainful employment with a troupe of adventurers.

Homeland: Silvanus.
Languages: Sarisa, Common Talislan.
Physical Characteristics: 5'-6', 80-180 lbs. Olive complexion, green eyes, black hair, males wear neatly trimmed mustaches and beards.
Attributes:
 INT +1 PER 0
 WIL 0 CHA +2
 STR 0 DEX +4
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, rudimentary magic (witchcraft), legerdemain, any two additional performing talents, any five thieving talents except assassinate.
Equipment: Colorful cloak, sash, beret, flamboyant garments, high boots of soft animal hide, pouch (thieves' tools), dueling sword, dagger, graymane mount, spell book.
Wealth: d10 x 5 gold lumens, plus half this figure in silver and copper pieces.
Roleplaying: Sarista are highly animated and emotional in nature, equally partial to song, dance, romance, food, and drink. They revere the goddess Fortuna, whom they believe granted the poor Sarista people the right to steal whatever they need; hence, Sarista do not think that it is wrong to steal, and often trust all to luck. Educated from childhood in the traditions of their ancestors, they are



expert thieves, performers, and con artists. Accordingly, they are regarded with some suspicion by other folk, and seldom stay in one place for long.

ZANDIR CHARLATAN

Zandir charlatans are regarded as seers of the Paradoxist cult by their people, and so are much admired in Zandu. Elsewhere, they are considered on a par with mountebanks, frauds, and other con artists.

Homeland: Zandu.
Language: Talislan.
Physical Characteristics: 5'6"-6', 100-180 lbs. Topaz skin (enhanced with colored pigments), black hair, green eyes.
Attributes:
 INT +2 PER 0
 WIL -2 CHA +2
 STR 0 DEX +2
 CON 0 SPD +1
Hit Points: 12

Special Abilities: None.
Skills: Secondary magic (wizardry), legerdemain, oratory, alchemical skills of Concoct Elixirs and Concoct Powders, rudimentary combat, any two thieving talents.
Equipment: Cape of silken brocade, velvet blousy shirt and trousers, curl-toed boots, hair confined in silver bands, leather-bound spell book, pouch (with d4 elixirs), choice of one weapon.
Wealth: d20 x 5 gold lumens in Zandir crescents.
Roleplaying: The Zandir are amorous and hot-blooded, and find it difficult to control their passions; roll versus will rating to resist attractive individuals. Most Zandir give credence to the somewhat vacuous tenets of the Paradoxist Cult, whose motto is "Nothing is known." They have a great dislike for the Orthodoxists of Aaman, their traditional enemies since the time of the now-defunct Phaedran dynasty.



ZANDIR SWORDSMAGE

Zandir swordsmages are members of a class of professional duelists, known in Zandu as the Certaments. They earn a living by dueling for wagers, by hiring out as bodyguards for wealthy Zandir nobles, or by signing on with a group of adventurers. Faryan, the Sultan of Zandu, has a personal retinue of forty expert swordsmages at his beck and call.

Homeland: Zandu.
Language: Talislan, Archaen.
Physical Characteristics: 5'6"-6'2", 100-200 lbs. Topaz skin (enhanced with colored pigments), black hair, green eyes.
Attributes:
 INT +1 PER 0
 WIL 0 CHA 0
 STR +1 DEX +2
 CON 0 SPD +3
Hit Points: 12

Special Abilities: None.
Skills: Secondary magic (wizardry), Secondary combat, mounted combat (equis).
Equipment: Velveten cloak, leather shirt and breeches, high-top boots, sash, gloves, dueling sword, dagger, spell book.
Wealth: d20 x 10 gold lumens.
Roleplaying: See Zandir charlatan.



ZANDIR SWORDSMAN/SWORDSWOMAN

Zandir swordsmen and swordswomen are considered unmatched in the use of the dueling sword. Those who are not employed in the service of the Sultan of Zandu often hire out as mercenaries, adventurers, and sell-swords.

Homeland: Zandu.

Language: Talislan.

Physical Characteristics: 5'6"-6'2", 100-190 lbs. Topaz skin (enhanced with colored pigments), black hair, green eyes.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary combat, swordsmanship, mounted combat.

Equipment: Dueling sword, dagger, suit of fine black iron chain mail over fine leather undergarments, cloak, knee-high boots, wineskin, graymane steed.

Wealth: d20 x 10 gold lumens if in the service of the Sultan; otherwise, half this.

Roleplaying: See Zandir charlatan.



The Western Lands
The Eastern Lands

CHANA WARRIOR

Chana warriors are members of the Witchfolk tribes who inhabit the dark and dangerous jungles of Chana. They bear an unsavory reputation as cannibals and headhunters, and so are shunned by most civilized Talislantans. The Chana are believed to be related to the Za clans of the Wilderlands, and are considered Sub-Men.

Homeland: The Jungles of Chana.

Language: Chanan.

Physical Characteristics: 5'10"-6'4", 110-170 lbs. Gray-green skin, cadaverous, teeth filed to points, lacquered hair.

Attributes:

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

Hit Points: 10

Special Abilities: None.

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

Equipment: Loincloth (both males and females), spear or blowgun with ten venomwood darts in pouch on belt, bone dagger, shoulder pouch, trained wrist viper.

Wealth: None.

Roleplaying: The Chana are a dark and sinister race ruled by superstition and prone to dark and evil moods. They have an unreasoning fear of water, which they believe is the domain of hostile elemental spirits. Ritual sacrifice and cannibalism are common among the various Chana tribes. They bear a long-standing hatred of the Manra tribes, whose lands they covet, and the Nagra, whom they fear.



The Eastern Lands

CHANA WITCHMAN/WITCHWOMAN

Chana witchmen and witchwomen are practitioners of a primitive form of black magic. They revere the forces of darkness, and despise those who worship the gods of light and order. Most witchmen and witchwomen are users of the drug kesh, which enables them to commune with spiritforms.

Homeland: The Jungles of Chana.

Language: Chanan.

Physical Characteristics: 5'10"-6'4", 100-160 lbs. Gray-green skin, cadaverous features, teeth filed to points, lacquered hair.

Attributes:

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

Hit Points: 10

Special Abilities: None.

Skills: Secondary magic (shamanism and primitive enchantment), rudimentary combat, camouflage, stalking, healer.

Equipment: Loincloth (both males and females), shrunken head fetish (worn on cord around neck), pouch (herbs), d4 wooden vials of kesh, d4 stone vials (poisons and/or magical pigments), spear or blowgun with ten venomwood darts in pouch, ritual drum, trained wrist viper.

Wealth: None.

Roleplaying: See Chana warrior.



HARAKIN WARRIOR

The Harakin are a barbaric race of Sub-Men who hail from the far northern realm of Harak, where they struggle to eke out a living in a harsh and unforgiving land. Some use winged dractyl as steeds, when the creatures are not needed for food. Small bands of Harakin have been known to travel as far south as the Volcanic Hills and eastern Wilderlands regions; however, such occurrences are considered quite rare.

Homeland: Harak.

Language: Sign, Common Talislan.

Physical Characteristics: 6'-6"6", 140-220 lbs. Gray skin, hard features, lean and rugged.

Attributes:

INT 0	PER 0
WIL +3	CHA 0
STR +3	DEX +2
CON +5	SPD 0
Hit Points: 16	

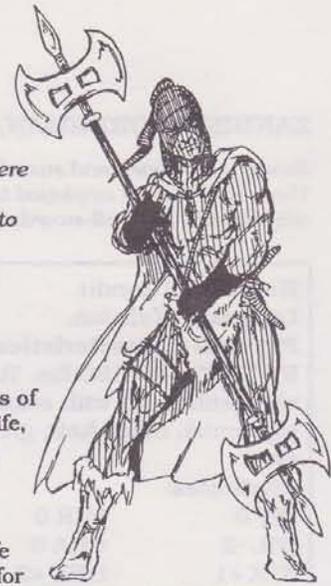
Special Abilities: None.

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

Equipment: Loincloth for males, rough fur or leather tunics for females, cowl, high boots and thick gauntlets of reptile hide, fur cloak, iron boomerang, two-bladed knife, four-bladed axe or iron crossbow (with quiver plus ten black iron bolts), shoulder pouch, dractyl steed with saddlebags and harness.

Wealth: None.

Roleplaying: The Harakin are a grim race who view life as a constant struggle for survival. They care nothing for the ways of civilized people, which they consider useless. Raised in the hostile environment of Harak, they are able to endure great hardships. All Harakin are warriors, and of necessity, survivalists.



ISPASIAN MERCANTILIST

The Ispasians are a mercantile people who were subjugated by the Quan in the early days of the Quan Empire. Their agents now serve the Kang, helping them manage the empire's finances. The most powerful of these individuals deal in vast sums of money, goods, and commodities, covertly investing in foreign interests and international markets. Ispasian agents are known to travel across the extent of Talislanta, and are believed to secretly have clients in such far-distant lands as Faradun,

Homeland: The Quan Empire.

Language: Quan, High Talislan.

Physical Characteristics: 5'10"-6'4", 100-180 lbs. Lemon-yellow skin, expressionless features, slender build.

Attributes:

INT +3	PER +1
WIL +2	CHA 0
STR -2	DEX 0
CON 0	SPD 0
Hit Points: 12	

Rajanistan, and Kashmir of the Seven Kingdoms, among others.

Special Abilities: None.

Skills: Merchant, litigator, diplomacy, linguistics, appraise slaves, appraise treasure, bribe.

Equipment: Gold or silver tiara, 2d4 sets of fine silkcloth robes, small villa or estate in Ispasia (inherited from ancestors), 2d4 slaves (various races).

Wealth: d20 x 1,000 gold lumens in various currencies and investments, plus property worth an additional d6 x 1,000 + 4,000 gold lumens.

Roleplaying: Ispasians regard all relationships as business transactions, and can be somewhat off-putting. They claim to have no personal feelings towards clients, and prefer to maintain a "cool" exterior, seldom showing outward emotion except when under great stress.



KANG TRACKER

Kang trackers are renowned less for their hunting skills—their hunting beasts do most of the tracking—than for their tenacity and merciless efficiency. They are employed as scouts, border troops, and to hunt down criminals, dissidents, and escaped slaves.

Homeland: The Quan Empire.

Language: Quan.

Physical Characteristics: 6'-6"8", 120-220 lbs. Crimson, leathery skin, brutal features, white pupilless eyes, long black hair worn in queue.

Attributes:

INT 0	PER +1
WIL 0	CHA 0
STR +2	DEX +3
CON +3	SPD 0
Hit Points: 15	

Special Abilities: None.

Skills: Secondary combat, Kanquan, mounted combat, tracking, animal handler, stalking.

Equipment: Strider hide armor (treat as leather) over thickly quilted Mandalan silk undergarments (a sign of arrogance rather than functional feature of Kang clothing), gauntlets and high boots, cloak, light crossbow with quiver and twelve quarrels, dagger, pouch, tarkus tracking beast with black iron chain and muzzle, feedbag.

Wealth: d20 x 10 gold lumens; the Kang are the de facto rulers of the Quan Empire.

Roleplaying: Kang are aggressive and hot-tempered. If insulted or provoked, Kang find it difficult to restrain themselves; roll versus will rating or challenge the offending party to a duel. They revere Zoriah, the Red God of War, and consider it an honor to die on the field of battle. The majority of Kang encountered west of the Volcanic Hills are deserters or rebels who have fled the Quan Empire, though some may be loyalists sent to track down fugitives who have escaped from the empire. Some believe the Kang are descended from a race of neomorphs created by the ancient Archaens.



KANG WARRIOR

Kang warriors are members of a vast army known as the Crimson Horde, a force that now wields control of the Quan Empire. They have a long tradition of warlike behavior and an ingrained

Homeland: The Quan Empire.
Language: Quan.

Physical Characteristics: 6'-6'8", 120-220 lbs. Crimson, leathery skin, brutal features, white pupilless eyes, long black hair worn in queue.

Attributes:

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

Hit Points: 15

respect for individuals of higher rank. In battle, Kang are fierce fighters, neither giving nor expecting any quarter from their foes.

Special Abilities: None.

Skills: Primary combat, Kanquan, mounted combat, command.

Equipment: Battle armor over fine Mandalan silk undergarments, gauntlets and helm, cloak, twin dragon-pommel long daggers, broadsword, choice of third weapon, graymane steed.

Wealth: d20 x 10 gold lumens, double for Elite Troops.

Roleplaying: See Kang tracker.



KANG WARRIOR-PRIEST

Kang warrior-priests are the spiritual advisors of their people. They revere Zorlah, the Red God of War, whose name and spirit they invoke in battle. Though they possess limited spellcasting abilities, Kang warrior-priests are most renowned for their prowess in battle. Only Kang males can be warrior-priests of Zorlah.

Homeland: The Quan Empire.
Language: Quan.

Physical Characteristics: 6'-6'8", 120-220 lbs. Crimson, leathery skin, brutal features, white pupilless eyes, long black hair worn in queue.

Attributes:

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

Hit Points: 15

Special Abilities: None.

Skills: Secondary combat, Kanquan, rudimentary magic (invocation), mounted combat, command.

Equipment: Red iron battle armor over well-padded Mandalan silk tunic (more a status symbol for the Kang than for any real function), gauntlets, and helm; holy symbol, cloak, twin dragon-pommel long daggers, broadsword, graymane steed, spell book.

Wealth: d20 x 20 gold lumens.

Roleplaying: See Kang tracker.



MANDALAN MYSTIC WARRIOR

Mystic Warriors are the secret defenders of the seemingly passive Mandalan people. Most lead double lives, serving the Kang or their Quan puppets by day and engaging in covert activities by night. Those who operate in this fashion must keep their true identities a secret. Occasionally, small groups of Mystic Warriors will retreat to the hills or countryside, establishing pockets of resistance within the empire. Some have departed the Eastern Lands, and are active abroad. Mystic Warriors are strict proponents of non-lethal force and will not kill other living creatures, preferring instead to subdue or restrain their enemies.

Homeland: The Quan Empire.

Language: Quan, Talislan.

Physical Characteristics: 5'6"-6', 90-170 lbs. Golden skin, almond-shaped eyes, placid features, shaven head; females may wear a top-knot.

Attributes:

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

Hit Points: 10

Special Abilities: None.

Skills: Secondary magic (mysticism), Mandaquan, stealth, acrobatics, disarm/detect traps, lockpicking, set/detect snares, evasion, elude.

Equipment: Robe of Mandalan silkcloth, sandals, Mystic Warrior costume concealed in pouch or pocket, lockpicks, 25 feet of strong silkcord worn as a belt, spell book.

Wealth: None; Mandalans are slaves of the Quan. If a refugee from the Quan Empire, d10 x 4 gold lumens.

Roleplaying: Mandalans are outwardly passive by nature, but possess great inner strength and force of will. Most Mandalans encountered outside of the Quan Empire will be escaped slaves, emissaries in the service of a Quan noble, or Mystic Warriors.



MANDALAN SAVANT

Mandalan savants are learned men and women who prefer to occupy themselves in scholarly pursuits. Like sages, they generally specialize in one or two fields, such as mysticism, art, music, ancient lore, and so forth.

Homeland: The Quan Empire.
Language: Quan, High Talislan, Archaen.
Physical Characteristics: 5'6"-6', 90-170 lbs. Golden skin, almond-shaped eyes, placid features, shaven head; females may wear a top-knot.
Attributes:
 INT +2 PER +3
 WIL +3 CHA +1
 STR 0 DEX 0
 CON 0 SPD 0
Hit Points: 10

Special Abilities: None.
Skills: Secondary magic (mysticism), rudimentary Mandaquan (practiced mainly for its physical benefits), agriculture, herb lore, plus any three scholarly pursuits or trades and crafts.
Equipment: Silkcloth robe, sandals, 2d4 scrolls (up to 4 spells and other writings), shoulder pouch, spell book.
Wealth: None; Mandalans are slaves of the Quan. If a refugee from the Quan Empire, d10 x 8 gold lumens.
Roleplaying: See *Mandalan Mystic Warrior*.



MANRA SHAPECHANGER

The Manra are a primitive people who live in the mountains that border the Jungles of Chana. Their shapechanging abilities are made possible through the ritual ingestion of certain rare plant extracts, and enable them to adapt quickly to the hostile environment of their homeland.

Homeland: Chana.
Language: Chanan.
Physical Characteristics: 5'-6', 90-170 lbs. Golden skin, almond-shaped eyes, brown hair, slender build.
Attributes:
 INT 0 PER +2
 WIL 0 CHA 0
 STR 0 DEX +2
 CON +6 SPD 0
Hit Points: 12

Special Abilities: Shapechange.
Skills: Secondary combat, tracking, stalking; plus set/detect snares and scout, or herb lore and healer.
Equipment: Abbreviated garments of coarse cloth, pouch, three-strand whipsash and stone club.
Wealth: d8 x 10 gold lumens in rare herbs, semi-precious stones and/or bits of gold.
Roleplaying: The Manra are a pleasant and peaceful folk who prefer to avoid contact with civilization. They love nature, and consider their shapechanging abilities a means of attaining a deeper understanding of the natural world. The Manra mark the Kang and especially the Chana Witchfolk as enemies, and actively defend their lands against invasion by these warlike races. Conversely, they regard the Nagra tribes with considerably less ill will, primarily due to their mutual hatred of the Chana.



MONDRE KHAN WARRIOR

The Mondre Khan are a savage race of Sub-Men who live in the wooded hills and mountains of the eastern Quan Empire. They are the avowed enemies of the Quan Empire, whose forces the Mondre Khan have successfully resisted for centuries. They possess the ability to make crude metal weapons and armor, and are experts in the art of covert warfare.

Homeland: The Quan Empire.
Language: Chanan, Sign.
Physical Characteristics: 6'-6'6", 160-250+ lbs. Mane of coarse black hair, bestial features, shaggy forearms and forelegs, claws, leathery brown skin.
Attributes:
 INT -1 PER 0
 WIL 0 CHA -2
 STR +3 DEX +3
 CON +2 SPD +1
Hit Points: 14

Special Abilities: Claws can be used as weapons (d4 damage) and to climb (+3 on climbing rolls).
Skills: Secondary combat, assassinate, waylay, scout, stalking, ambush, hide, camouflage, sabotage.
Equipment: Leather and plate armor, rasp, caltrops, 2d4 blade stars, hide breechclout (both males and females), pouch, rope and small grapnel, tinderbox.
Wealth: d10 x 2 gold lumens in semi-precious stones, gold dust, or ivory.
Roleplaying: The Mondre Khan are savage and feral by nature, often exhibiting the ferocity and cunning of wild beasts. They find it extremely difficult to repress their bestial side; roll versus WIL if subjected to any form of stress, or react in the manner of a wild animal. Some Talislantan scholars theorize that the species is gradually devolving back to its animalistic origins with each passing generation. Mondre Khan encountered

outside of the Quan Empire will usually be fugitives or outcasts.



NAGRA SHAMAN

Nagra shamans are the spiritual advisors of their race, a primitive folk who inhabit the Jungles of Chana. They employ spells of summoning in order to commune with spiritforms and pseudo-demons of various sorts, from whom they derive knowledge of the spirit plane. With this information, Nagra shamans are able to predict the future and divine the secrets of past ages.

Homeland: The Jungles of Chana.

Language: Chanan, Sign.

Physical Characteristics: 5'2"-6', 80-160 lbs. Mottled gray-green skin, ebony eyes, peaked skull, black fangs.

Attributes:

INT +1	PER +3
WIL 0	CHA -1
STR 0	DEX +1
CON +5	SPD +1

Hit Points: 14

Special Abilities: Spirit tracking.

Skills: Secondary magic (shamanism and primitive enchantment), rudimentary combat, tracking, hunter/gatherer, stalking, herb lore, healer.

Equipment: Loincloth for males, tunic for females, cape of animal hide, pouches (shoulder and belt), d4 vials (magical pigments and mixtures), ankle and wrist bands of woven fibers, spirit jar, exomorph or tarkus-fang earrings, blowgun with pouch of twenty venomwood darts, bone long knife (treat as dagger).

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

Roleplaying: Nagra are a savage and primitive race who generally have a low regard for the ways of civilized peoples. They shun mounts and conveyances and are tireless runners, able to cover distances of up to thirty miles a day with ease. Other peoples tend to find the Nagra

somewhat weird, and even eerie. This is particularly true as regards the Nagra's taste for serpents, which they eat uncooked and alive. All Nagra wear stone spirit jars about their necks in order to protect their souls from evil spiritforms. They bear an undying hatred of the Witchtribes of Chana.



NAGRA SPIRIT TRACKER

Homeland: The Jungles of Chana.

Language: Chanan, Sign.

Physical Characteristics: 5'2"-6', 80-160 lbs. Mottled gray-green skin, ebony eyes, peaked skull, black fangs.

Attributes:

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

Hit Points: 14

Nagra spirit trackers are the most accomplished trackers in Talislanta, possessing the uncanny ability to follow the faint traces left by the spiritforms of their prey. Though fierce and aggressive by nature, they are valued as scouts and guides.

Special Abilities: Spirit tracking.

Skills: Secondary combat, tracking, hunting, stalking, set/detect snares, camouflage, mountain climbing, alchemical skill of Concoct Poisons; plus scout, or healer and herb lore.

Equipment: Loincloth for males, tunic for females, cape of animal hide, pouch, exomorph or tarkus-fang earrings, ankle and wrist bands of woven plant fibers, spirit jar, blowgun with packet of twenty venomwood darts, bone long knife (treat as dagger).

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

Roleplaying: See Nagra shaman.



QUAN NOBLE

Formerly the rulers of the Quan Empire, the Quan have been superseded by their former subjects, the warlike Kang. They are now nothing more than puppets of the Kang, who allow them to maintain the facade of nobility in return for their services as administrators and functionaries; the Kang Warlord prefers to occupy himself with military matters, and has little interest in the more mundane activities associated with running an empire.

Homeland: The Quan Empire.

Language: Quan, High Talislan.

Physical Characteristics: 5'-6', 180-280+ lbs. Pale skin, bloated and corpulent physique, unhealthy appearance.

Attributes:

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

Hit Points: 8

Special Abilities: None.

Skills: Administrator.

Equipment: Rich apparel (robes, slippers, etc.), costly jewelry of all sorts, a palatial estate with d20+20 slaves, harem of 20+ male and/or female consorts from various lands, makeup case (both males and females).

Wealth: d20 x 5,000 gold lumens in Quan emperors (worth 100 gold lumens apiece) and other valuables.

Roleplaying: Despite their loss of status, the Quan continue to regard themselves as a noble race. They refuse to perform physical labor of any sort, and must constantly be attended by hosts of fawning servitors and slaves. Among these degenerate folk, obesity is considered a sign of success, and ostentatious displays of wealth continue to be much in vogue.



SUNRA AQUAMANCER

Sunra aquamancers are commonly found aboard their magnificent dragon barques, typically in command of a crew of Sunra mariners. They also serve in the capacity of navigators, healers, and readers of omens and sea-signs, assisted by their knowledge of the ancient art of aquamancy.

Homeland: The Quan Empire.
Language: Sunran, Quan.
Physical Characteristics: 5'10"-6'4", 120-180 lbs. Skin covered with fine silvery scales, deep blue eyes.
Attributes:
 INT +3 PER +2
 WIL +1 CHA 0
 STR 0 DEX 0
 CON 0 SPD +4*
 * underwater only; otherwise 0.
Hit Points: 10

Special Abilities: Semi-aquatic; can breathe underwater for up to twenty-four hours. Sunra can survive out of water for indefinite periods without discomfort.
Skills: Primary magic (aquamancy), cartography, healer, pilot (navigation only, in most cases).
Equipment: Cloak, loincloth of Mandalan silkcloth for males, Mandalan silk robes for females, boots of rainbow kra hide, silk headband, astrolabe, spell book, scroll of two spells, quill pen, and crystal vial of sepia ink.
Wealth: None; the Sunra are slaves of the Quan Empire.
Roleplaying: The Sunra are an advanced, semi-aquatic race whose origins predate The Great Disaster; it is now believed that they are descended from a race of amphibious neomorphs created by the ancient Archaens. Sunra are an egalitarian people who shun crass materialism in favor of cooperation and sharing. Their race is devoted to



learning, and they measure status in their society by the level of education achieved. Those Sunra that for any reason are unable or unwilling to achieve higher learning are treated with contempt. They have a great love of the sea, and revere the moonfish as an avatar of their elemental deity.

SUNRA MARINER

Sunra mariners are unsurpassed as sailors, and are among the few Talislantan races who do not fear to sail the open sea. They hail from the coral city of Isalis, and serve the Quan Empire as pilots, navigators, and fishermen.

Homeland: The Quan Empire.
Language: Sunran, Quan.
Physical Characteristics: 5'10"-6'4", 120-180 lbs. Skin covered with fine silvery scales, deep blue eyes.
Attributes:
 INT +1 PER +2
 WIL 0 CHA 0
 STR +1 DEX +1
 CON 0 SPD +4*
 * underwater only; otherwise 0.
Hit Points: 10

Special Abilities: Semi-aquatic; can breathe underwater for up to twenty-four hours. Sunra can survive out of water for indefinite periods without discomfort.
Skills: Secondary combat, pilot (dragon barque), cartography.
Equipment: Cloak and tunic of Mandalan silkcloth, boots of rainbow kra hide, spear, dagger, astrolabe, sea chart (scroll with kra scrimshaw case), quill pen, and crystal vial of sepia ink.
Wealth: None; Sunra are slaves of the Quan Empire.
Roleplaying: See Sunra aquamancer.



SUNRA DRAGON HUNTER

Sunra dragon hunters are the descendants of an ancient race of seafarers who once spanned the oceans, hunting sea dragons for their meat, ivory, and shining scales. Unlike other Sunra, they escaped from the Eastern Lands in time to avoid subjugation by the Quan and fled to secret island havens beyond the Far Seas. Their ships may sometimes be encountered far from shore, laden with sea dragon ivory, scales, and sunken treasure.

Homeland: The Quan Empire.
Language: Sunran, Quan, Sign.
Physical Characteristics: 6'-6'4", 120-180 lbs. Skin covered with fine silvery scales, deep blue eyes.
Attributes:
 INT +1 PER +3
 WIL 0 CHA 0
 STR +2 DEX +1
 CON 0 SPD +4*
 * underwater only; otherwise 0.
Hit Points: 10

Special Abilities: Semi-aquatic; can breathe underwater for up to twenty-four hours. Sunra can survive out of water for indefinite periods without discomfort.
Skills: Primary combat, sea dragon hunter, pilot (dragon barque).
Equipment: Armor of sea dragon scales over padding and Mandalan silk undergarments, boots of rainbow kra hide, spear, dagger, astrolabe, sea chart (scroll with kra scrimshaw case), quill pen, and crystal vial of sepia ink.
Wealth: d8 x 10 gold lumens in pearls, scavenged treasure, and mixed coins.
Roleplaying: Sunra dragon hunters are similar in most respects to other Sunra, but are more rugged and are better adapted to the hard sea hunting life of their ancient ancestors. Dragon hunters value freedom above all things, and would sooner die than serve under a master.



VAJRA ENGINEER

Vajra engineers enjoy a well-deserved reputation as skilled stoneworkers and are unsurpassed in the art of subterranean excavation and construction. Their tough, scaled hide renders them impervious to cuts and abrasions and serves as a natural form of armor. Accustomed to defending

Homeland: The Quan Empire.

Language: Quan.

Physical Characteristics: 4'8"-5'4", 140-200 lbs. Body covered with overlapping orange-brown scales, squat, heavy-limbed.

Attributes:

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

* as pertains to vision only; Vajra are a bit nearsighted, but possess keen hearing rated at +4.

Hit Points: 16

themselves from hostile subterranean creatures such as satada and subterranooids, Vajra are also skilled in combat, wielding the heavy iron spears that double as excavating tools.

Special Abilities: Plated skin equals 3 points of armor, burrow in ground (one foot per round).

Skills: Secondary combat, engineer (mines, fortifications, siege engines, and one specialty of choice), geography.

Equipment: Loincloth (both males and females), wide belt for tools, iron spear, shoulder pack.

Wealth: None; Vajra are slaves of the Quan Empire.

Roleplaying: The Vajra are a humorless race of subterraneans who are believed to be descended from a species of neomorphs created in ancient times by the Archaens. They are industrious creatures who believe in the value of hard work. Vajra live in underground tunnel complexes and revere the Earth Goddess Terra. They serve the empire only out of concern for the survival of their offspring.



XANADASIAN CHRONICLER

The Chroniclers of Xanadas are recluses who dwell in the Temple of the Seven Moons high atop Mount Mandu. There, the Chroniclers gaze into crystal spheres, recording events of note in massive leather-bound tomes. Once referred to as savants, the inhabitants of the Temple of the Seven Moons adopted the title of Chroniclers after the discovery of certain ancient documents that were purported to have been written by Xanadas, the original Chronicler. Those who visit the temple seeking knowledge and enlightenment are treated with hospitality; individuals who come seeking personal gain may find the Chroniclers less than personable hosts.

Homeland: Xanadas.

Language: Quan, High Talislan, Archaen.

Physical Characteristics: 5'10"-6'2", 130-170 lbs. Golden skin, almond-shaped eyes, white hair, slender build.

Attributes:

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

Hit Points: 12

Special Abilities: None.

Skills: Secondary magic (astromancy), Talislantan history, Talislantan culture, linguistics, plus any three scholarly pursuits or trades and crafts.

Equipment: Silver and black robes, cloak and cap decorated with arcane symbols, large leather-bound tome, amberglass inkwell, quill pens, amberglass scrying sphere, scrolls (as spell book).

Wealth: None; Xanadasian Chroniclers value knowledge, not gold.

Roleplaying: Chroniclers value knowledge above all things, particularly as regards events that occurred in the distant past, prior to the time when Xanadas began to compile his extensive archives. The task of chronicling leaves them with little time for frivolity.



DJAFFIR MERCHANT/BANDIT

The Djaffir merchant tribes range far and wide across the central deserts of Talislanta and beyond, selling steeds, beasts of burden, and goods acquired from distant lands. Not coincidentally, the Djaffir bandit clans also range throughout these territories, leading some to believe that the difference between a Djaffir merchant and a Djaffir bandit is largely one of semantics. Despite such conceptions, few will argue with the quality of Djaffir merchandise, which is typically very good.

Homeland: Djaffa.
Language: Nomadic, Talislan.
Physical Characteristics: 5'-6', 80-160 lbs. Dark brown skin, hair, and eyes, wiry build.
Attributes:
 INT +3 PER 0
 WIL 0 CHA 0
 STR 0 DEX +1
 CON +1 SPD 0
Hit Points: 14

Special Abilities: None.
Skills: Secondary combat, mounted combat, merchant, appraise treasure; plus animal handler or caravan master.
Equipment: Traditional leather fetish mask (+10 protection versus spells of influence and control), cloak, robes, and headdress of light linen cloth, boots of soft ahtra hide, curved dagger, horn short bow with quiver of twenty arrows, belt and shoulder pouches, ahtra steed with cooking utensils and other baggage.

Wealth: d20 x 5 gold lumens in assorted coins.

Roleplaying: The Djaffir are a clannish folk who are closed and secretive by nature, at least as pertains to outsiders. Among their own kind, they are talkative and

outgoing. It is the custom of all Djaffir to wear fetish masks, which confer protection against mind-controlling magic; it is a saying among these folk that "The face mirrors the soul." Others believe that the Djaffir wear these masks simply to conceal their identities. In any case, a Djaffir will never remove his or her mask in public.



DJAFFIR WIZARD

Djaffir wizards are well regarded by their people, who consult them as seers and mystics. Like all Djaffir, they are superstitious and tend to interpret events and occurrences as omens. The Djaffir wizards make traditional fetish masks of cured ahtra leather that protect the wearer from magical spells of influence and control; all Djaffir wear them.

Homeland: Djaffa.
Language: Nomadic, Archaen, Talislan.
Physical Characteristics: 5'-6', 80-160 lbs. Dark brown skin, hair, and eyes, wiry build.
Attributes:
 INT +2 PER 0
 WIL +1 CHA +2
 STR 0 DEX +2
 CON +1 SPD 0
Hit Points: 12

Special Abilities: Can make a Djaffir fetish mask; treat as a standard enchantment skill, with the level of the enchantment equal to the bonus that the mask provides against spells of influence and control.

Skills: Secondary magic (wizardry), alchemical skill of Concoct Elixirs, rudimentary combat, mounted combat, healer.

Equipment: Traditional leather fetish mask (+15 protection against spells of influence and control), cloak, robes, and headdress of linen, boots of soft animal hide, curved dagger, hide-bound spell book, d4 amber crystal vials (elixirs), belt and shoulder pouches, ahtra steed with baggage.

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

Roleplaying: See Djaffir merchant/bandit.



DRACARTAN DESERT SCOUT

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

Homeland: Carantheum.
Language: Nomadic, Talislan.
Physical Characteristics: 6'-7', 125-240 lbs. Jade-green skin, chiseled features.
Attributes:
 INT 0 PER +2
 WIL 0 CHA 0
 STR +2 DEX 0
 CON +2 SPD 0
Hit Points: 14

Special Abilities: None.

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

Equipment: Vest of red iron disks padded with fine linen, red iron tunic and bracers, linen and chain mesh headdress, breechclout, longsword with shoulder sheath, hurlant with quiver and twelve bolts, choice of third weapon.

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

Roleplaying: The Dracartans are a moody and introspective race, prone to brooding. They rarely laugh and exhibit none of the eccentricities that characterize such races as the Cymrillians and

Thaectans. Since settling in the Red Desert they have known nothing but strife; despite Carantheum's prosperity, the ever-present threat of war with Rajanistan remains a source of deep concern. The possible threat of a Sub-Men uprising has only made the Dracartans more determined than ever to survive, despite the obstacles.



DRACARTAN THAUMATURGE

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

Homeland: Carantheum.
Language: Nomadic, Archaen, Talislan.
Physical Characteristics: 6'-7", 120-220 lbs. Jade-green skin, chiseled features.
Attributes:
 INT +2 PER +2
 WIL +2 CHA 0
 STR 0 DEX 0
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Primary magic (thaumaturgy), engineer (one specialty only), alchemical skill of Alchemical Training.
Equipment: Thaumaturge's robes and cap, cloak, caduceus, red iron torc and bracers, spell book, scroll with one spell.
Wealth: d20 x 20 gold lumens in Dracartan pyramids (Carantheum's national currency).
Roleplaying: See *Dracartan desert scout*.



RAJAN ASSASSIN

Rajan assassins are members of the Torquar, a secret society of assassins. They serve as a branch of the Nihilist Cult, which exports terrorism and subterfuge throughout the Eastern Lands. Elite Torquar may be assigned to work as torturers, inquisitors, or personal bodyguards of the Khadun of Rajanistan and his necromancer priests.

Homeland: Rajanistan.
Language: Rajanin.
Physical Characteristics: 5'4"-6'4", 100-200 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.
Attributes:
 INT +1 PER 0
 WIL 0 CHA 0
 STR +1 DEX +2
 CON 0 SPD +2
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, assassinate, alchemical skill of Concoct Poisons, hide, tracking, tail, stalk, torture, interrogate.
Equipment: Veiled headdress, cloak, loose-fitting garments cinched at wrists and ankles with silken cords also used for strangling, pouch (with 2d4 vials of poison and/or toxic powders), clawed gauntlets, two daggers.
Wealth: d20 x 10 gold lumens; Rajan assassins are paid by the necromancers of the Nihilist Cult.
Roleplaying: The Rajans are a race of fanatic cultists who mindlessly obey the dictates of their ruler, the Khadun, spiritual leader of the Nihilist Cult. They revere a somewhat twisted representation of the dread entity known as Death, and are morbid and fatalistic



by nature. Certain Talislantan scholars believe that the Rajan races may be related to the Sub-Men, a theory the Rajans themselves vehemently deny.

RAJAN ASSASSIN-MAGE

Rajan assassin-mages serve as underlings of the Rajan necromancers, and as administrators of the Nihilist Cult's hosts of Torquar assassins. They are experts in the arts of torture and interrogation, and are sadistic even by Rajan standards.

Homeland: Rajanistan.
Language: Rajanin.
Physical Characteristics: 5'6"-6'6", 130-230+ lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.
Attributes:
 INT +2 PER +1
 WIL +1 CHA -3
 STR 0 DEX +2
 CON 0 SPD +1
Hit Points: 12

Special Abilities: None.
Skills: Secondary magic (necromancy), rudimentary combat, assassinate, alchemical skills of Concoct Poisons and Concoct Powders, torture, interrogate, administrator.
Equipment: Cloak, headdress, garments, gloves, and mask of black strider hide; iron-bound spell book, clawed gauntlets, two daggers, pouch (with 2d4 vials of poison and powders), various devices used for torture.
Wealth: d20 x 25 gold lumens; Rajan assassin-mages are paid by the Nihilist Cult.
Roleplaying: See *Rajan assassin*.



RAJAN DESERT WARRIOR

Rajan desert warriors comprise the bulk of Rajanistan's massive army. They are a rugged lot, renowned more for their ability to withstand the harsh desert climate than for their actual fighting capabilities.

Homeland: Rajanistan.
Language: Rajanin.
Physical Characteristics: 5'4"-6'4", 100-200 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.
Attributes:
 INT -2 PER +2
 WIL 0 CHA -2
 STR +1 DEX 0
 CON +2 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, mounted combat (ahtra, land lizard, or equus), scout.
Equipment: Cloak, veiled turban, partial plate armor of black iron over thinly padded bodysuit, shield, scimitar, dagger or horn short bow with quiver of twenty arrows, pouch, and ahtra, land lizard, or graymane steed.
Wealth: d10 x 5 silver pieces.
Roleplaying: See Rajan assassin.



RAJAN NECROMANCER-PRIEST

Rajan necromancers are the high priests of the Nihilist Cult. They serve their ruler, the Khadun, offering advice and council and carrying out his edicts without question. The most powerful necromancer-priests acquire the magical ability to manifest a third eye that is capable of seeing astral or invisible presences. Only males can be necromancer-priests.

Homeland: Rajanistan.
Language: Rajanin.
Physical Characteristics: 5'4"-6'4", 100-200 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.
Attributes:
 INT +2 PER 0
 WIL +3 CHA +2
 STR -1 DEX 0
 CON -2 SPD 0
Hit Points: 10

Special Abilities: At 12th level, necromancers gain the ability to manifest a third eye that detects invisible and astral presences at ranges of up to 100 feet. It does not detect things hidden by magic of a level higher than the character's level.
Skills: Primary magic (necromancy and invocation), alchemical skills of Concoct Poisons and Concoct Elixirs.
Equipment: Gray cloak, robes, headdress, and gloves, black iron death mask, ornate belt, staff with death's head, spell book, scroll of two spells, 2d4 amberglass vials in pockets of cloak (toxic powders and elixirs).
Wealth: d20 x 200 gold lumens in coins, gems, and other valuables.
Roleplaying: See Rajan assassin.



SHADINN EXECUTIONER

Shadinn are veritable giants, massively built and very powerful. Some scholars have theorized that the Shadinn were created by the ancient Quarantians and are a sorcerous hybrid of Man and Kharakhan giant. Their executioners are trained as warriors and also serve as elite guards or land lizard cavalry in the armies of the Rajans.

Homeland: Rajanistan.
Language: Rajanin.
Physical Characteristics: 6'8"-7'4", 300-450+ lbs. Dark brown skin, horns, black hair, blood-red eyes, clawed hands and feet.
Attributes:
 INT -2 PER 0
 WIL 0 CHA -1
 STR +5 DEX -2
 CON +4 SPD -1
Hit Points: 14

Special Abilities: None.
Skills: Primary combat, torture, interrogate.
Equipment: Black headdress, loincloth (both males and females), war axe, black partial plate, choice of two other weapons.
Wealth: d10 x 10 gold lumens.
Roleplaying: Shadinn are blunt by nature, refusing to disguise their true feelings in consideration of others, a practice they deem false. Tactfulness is not a Shadinn virtue, nor is pity or mercy; it is little wonder that these folk are often employed as executioners. The Shadinn bear a long-standing grudge against the Yitek tribes, whom they accuse of defiling the tombs of their ancient ancestors.



VIRD INFANTRY

Homeland: Rajanistan.
Language: Rajanin.
Physical Characteristics: 5'-6', 90-160 lbs. Dusky black skin (lined and creased), sparse black hair, deep-set eyes (blood-red in color), clawed hands and feet.
Attributes:
 INT -1 PER +2
 WIL 0 CHA -2
 STR 0 DEX 0
 CON 0 SPD 0
Hit Points: 12

The Virds are a nomadic people descended from survivors of The Great Disaster. They are regarded as inferiors by the Rajans; the classification "Vird" is used to describe any Rajan of mixed blood, including the Aramut and Zagtr tribes. Virds are employed as light infantry by the Rajans, who consider them expendable.

Special Abilities: None.
Skills: Secondary combat, plus three skills selected from thieving talents, wilderness skills, or trades and crafts.
Equipment: Cloak, veiled turban, armor and shield of land lizard's hide (treat as leather) over thinly padded bodysuit, scimitar, dagger, pouch.
Wealth: d4 x 5 silver pieces.
Roleplaying: The Virds suffer from feelings of inferiority, and so are bitter and resentful of other more prosperous races. Some Virds harbor the belief that they are related in some way to the Za, and secretly yearn to desert the Rajan army and join the Sub-Men uprising.



YASSAN TECHNOMANCER

The Yassan are a nomadic people displaced during the aftermath of The Great Disaster. They are skilled in technomancy, a branch of the occult sciences that is practically unknown to Talislantans of the New Age. Yassan are able to repair, assemble, disassemble, or modify just about anything that has working parts, including the most complex windship levitationals and essence accumulators. Their fees are high but their speed and skill are unsurpassed. Yassan are in great demand in civilized regions, where their clans (extended

Homeland: The Red Desert.
Language: Nomadic, Talislan.
Physical Characteristics: 5'-6", 120-220 lbs. Metallic gray skin, "flat" features, squat physique, six-fingered hands.
Attributes:
 INT +2 PER +2
 WIL 0 CHA 0
 STR +1 DEX +9*
 CON 0 SPD 0
 * fine manipulation only; overall DEX is 0
Hit Points: 14

family businesses) are involved in maintenance, engineering, and construction.

Special Abilities: Exceptional manual dexterity (see above).
Skills: Secondary magic (technomancy), engineer, artificer, artisan, rudimentary combat.
Equipment: Hooded yellow tunic (with utility pouches) and breeches, heavy leather boots, gloves, pouches; black iron strongbox for technomancer's tools and elemental actuator.
Wealth: d20 x 100 gold lumens; most stored in Dracartan vaults.
Roleplaying: The Yassan are devoted to their clans and feel no strong alliance to any government or nation. This may in part be due to their uncertainty as regards the origins of their people, whom most scholars believe are descended from a race of neomorphs created by the Archaens. Perhaps for this



reason, it is typical of the Yassan to immerse themselves in their work and think of little else. Generally speaking, Yassan do not trust the Kasmirans, whom they accuse of stealing certain of their trade secrets.

YITEK TOMB-ROBBER

The Yitek are a nomadic people who earn a living by recovering—others would say stealing—ancient artifacts and salvage from ancient tombs. They are experts at disarming traps, locating hidden doors and passageways, and preserving objects that have been subjected to the effects of extreme age or weather. With the recent emphasis on discovering lost secrets of the past, the Yitek tribes have grown in stature over the course of the last twenty years, and have come to be regarded as skilled craftspeople.

Homeland: The Red Desert.
Language: Nomadic, Sign.
Physical Characteristics: 5'6"-6'4", 85-185 lbs. Brown skin and hair, angular features, lean build.
Attributes:
 INT +2 PER +3
 WIL 0 CHA -3*
 STR 0 DEX +2
 CON +1 SPD 0
 * due to nature of profession
Hit Points: 12

Special Abilities: See well in darkness.
Skills: Secondary combat, mounted combat (ahtra), lockpicking, disarm/detect traps, stealth, antiquarian, merchant.
Equipment: Veiled headdress, cape, loose-fitting garments of woven gauze; pouch and shoulder sack, thieves' tools, dagger, scimitar, batra or tatra steed.
Wealth: d20 x 10 gold lumens in various coins and curios.
Roleplaying: The Yitek are known for their morbid sense of humor, a trait that is perhaps essential to their trade but that others often find somewhat distasteful. Indeed, the nature of the Yitek's profession causes many people to avoid prolonged or unnecessary contact with these nomadic folk. Few of the Yitek evince any great concern for how they are viewed by other peoples, since most are



preoccupied with the work of locating and robbing tombs. The Djaffir mark these nomadic folk as friends, in part because both share a common hatred of the Farad.

JAKA BEASTMASTER/BEASTMISTRESS

Jaka beastmasters are the last of a dying breed, a race of highly evolved animals whose ancestors once guarded the forests of ancient Talislanta from the depredations of the Sub-Men tribes. They often keep one or more wild beasts as companions, using the beast lore skills of their ancestors to call, communicate with, and befriend these creatures.

Homeland: Yrmania.
Language: Sign, Talislan.
Physical Characteristics: 5'8"-6', 120-180 lbs. Black fur, silver-gray mane, features a cross between wolf and panther.
Attributes:
 INT -1 PER +4
 WIL 0 CHA -2
 STR 0 DEX +4
 CON +1 SPD +3
Hit Points: 12

Special Abilities: Land on feet after falls of up to thirty feet, natural stealth ability (+3 on stealth-related rolls), night vision, sixth sense, beast lore.

Skills: Secondary combat, mounted combat, tracking (by scent), set/detect snares, hunter/gatherer, stalking, stealth.

Equipment: Vest, loincloth, and boots of tundra beast hide, luck talisman worn on thong around neck, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, longsword, knife, rope, graymane steed, nighthawk or other animal.

Wealth: d20 x 10 gold lumens in skins, hides, and coins.

Roleplaying: The Jaka claim to be descended from a noble race of intelligent animals who once roamed the forests of northern Talislanta before the coming of the Archaens. They do not identify with the Sub-Men, and consider themselves superior to such races as the Beastmen and Mondre Khan. Jaka tend to be suspicious by nature, a trait that is perhaps attribut-

able to their uncannily acute senses. Most prefer to live in the wild, though some readily associate with civilized peoples. Jaka have a superstitious dread of magic, and wear primitive talismans to protect themselves from "the evil eye" (+1 on all magic resistance rolls versus curses and black magic). These items work only for their Jaka makers.



JAKA MANHUNTER

Jaka manhunters are bounty hunters of exceptional skill. Unlike Jaka beastmasters, they have adapted to the ways of more "civilized" folk, forgoing the ways of their ancestors in favor of a mercenary lifestyle. They usually work alone or in pairs, tracking down and capturing escaped

Homeland: Yrmania.
Language: Sign, Talislan.
Physical Characteristics: 5'8"-6', 120-180 lbs. Black fur, silver-gray mane, features a cross between wolf and panther.
Attributes:
 INT -1 PER +5
 WIL 0 CHA -2
 STR +1 DEX +3
 CON 0 SPD +3
Hit Points: 12

felons and other undestrables for pay. Some few are known to work as professional assassins.

Special Abilities: Land on feet after falls of up to thirty feet, natural stealth ability (+3 on stealth-related rolls), night vision, sixth sense.

Skills: Secondary combat, ambush, camouflage, tracking (by scent), set/detect snares, hunter/gatherer, stalking, stealth, waylay.

Equipment: Vest, loincloth, and boots of tundra beast hide, luck talisman worn on thong around neck, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, long sword, knife (treat as dagger), rope, graymane steed.

Wealth: d20 x 10 gold lumens.

Roleplaying: See Jaka beastmaster/bestmistress.



MIRIN ALCHEMIST

Mirin alchemists are normally employed by the Royal Government of L'Haan, though some leave L'Haan to seek employment elsewhere. They excel at forging magical metals such as adamant, and take great care not to damage the environment; to the Mirin, the practice of alchemy is considered a "joining of the mind and spirit with the forces of nature."

Homeland: L'Haan.
Language: Elder Tongue.
Physical Characteristics: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair.
Attributes:
 INT +3 PER 0
 WIL +2 CHA 0
 STR -1 DEX 0
 CON +2 SPD -1
Hit Points: 12

Special Abilities: Immunity to cold, melding (see below). Mirin are most comfortable in frigid climes, but can survive in temperate regions. However, they tend to lose their blue coloration and their immunity to cold after a few weeks of exposure to warmer weather. Both effects are reversible.

Skills: Primary magic (alchemy), rudimentary combat, artificer; plus weaponer, armorer, or healer.

Equipment: Garments, robe, and headdress of frostwre hide, alchemical apparatus, d4 potions and d4 powders in amber crystal vials, choice of one weapon.

Wealth: d20 x 5 L'Haan adamants (Mirin coins worth twenty gold lumens apiece).

Roleplaying: The Mirin are a deeply religious people who



revere Borean, God of the North Wind. They have a great respect for the natural world and feel deep resentment for those who wreak destruction upon the environment. It is the custom among the Mirin to undertake a ritual bonding of spirits with a chosen mate or close friend. The procedure, known as melding, creates a type of innate psychic link between the two individuals. While melded individuals cannot actually communicate via this ability, each will instinctively know if the other is in danger or great distress.

MIRIN TUNDRA SCOUT

Mirin tundra scouts form the basis of L'Haan's army, which is reckoned among the best trained and equipped forces on the continent. Units of ten to twenty tundra scouts guard the most remote border regions of L'Haan, keeping watch over the movements of the Ice Giants of Narandu and the Haraktin tribes of Harak.

Homeland: L'Haan.
Language: Elder Tongue.
Physical Characteristics: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair.
Attributes:
 INT 0 PER +2
 WIL 0 CHA 0
 STR +1 DEX +2
 CON +2 SPD 0
Hit Points: 14

Special Abilities: Immunity to cold, melding (see Mirin alchemist).
Skills: Primary combat, tracking, scout, mountain climbing.
Equipment: Partial plate over fine silks or linens, helm and shield of adamant, +1 adamant sword, choice of two additional weapons, shoulder and belt pouch, cape of frostwre hide, snowmane steed.
Wealth: d10 L'Haan adamants (Mirin coins, worth twenty gold lumens apiece).
Roleplaying: See Mirin alchemist.



MIRIN PRIEST/PRIESTESS

Mirin priests and priestesses are the spiritual advisors of their race. They revere Borean, God of the North Wind, whom they regard as the protector of their land and its ecology.

Homeland: L'Haan.
Language: Elder Tongue.
Physical Characteristics: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair.
Attributes:
 INT +3 PER 0
 WIL 0 CHA +2
 STR 0 DEX 0
 CON 0 SPD 0
Hit Points: 12

Special Abilities: Immunity to cold, melding (see Mirin alchemist).
Skills: Primary magic (invocation and natural magic), alchemical skill of Concoct Potions, metaphysical doctrines (theology).
Equipment: Cloak and garments of frostwre hide, adamant-bound spell book, adamant wand with blue diamond headpiece, scroll of two spells.
Wealth: None; priests and priestesses of Borean do not accept gold for their services.
Roleplaying: See Mirin alchemist.



RASMIRIN ANARCHIST

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

Homeland: L'Haan.
Language: Elder Tongue, Sign.
Physical Characteristics: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair, features decorated with Rasmirin cult markings.
Attributes:
 INT +2 PER 0
 WIL 0 CHA -1
 STR +1 DEX +1
 CON +1 SPD 0
Hit Points: 12

Special Abilities: Immunity to cold as per Mirin.
Skills: Secondary magic (invocation and witchcraft), secondary combat, choice of two thieving talents.
Equipment: Cloak of frostwre hide, partial chain and hide armor, hide boots, mail gauntlets, iron-shod staff, dagger, pouch, scroll of spells (as spell book).
Wealth: 10 x 50 gold lumens in small blue diamonds, ivory, and/or hides.
Roleplaying: The Rasmirin are an embittered and sinister people who care only for the destruction of L'Haan and those agencies they consider inimical to their ultimate goal: total anarchy. They crave destruction of the existing order, and will do anything within their power to further the forces of chaos.



YRMANIAN WILDMAN/WILDWOMAN

The Yrmanians are a race of Sub-Men who may be related to the Drukhs of Arim. They are primitive and possess no knowledge of metallurgy. Most have been rendered unstable, if not actually insane, from ritual use of the drug skullcap. Yrmanian shamans may or may not possess any magical abilities; if so, add secondary magic (primitive enchantment) and the healer skill.

Homeland: Yrmania.

Language: Sign.

Physical Characteristics:

5'6"-6'2", 130-230 lbs. Light brown skin, bestial features, simian build, hair worn in numerous braids.

Attributes:

INT -6 PER -4

WIL +6 CHA -4

STR +2 DEX +3

CON +4 SPD +1

Hit Points: 14

Player character Yrmanian shamans should be allowed to have these magical abilities.

Special Abilities: None.

Skills: Secondary combat ("secondary" because of mental instability), tracking, hunter/gatherer, mountain climbing, herb lore (as pertains to skullcap only).

Equipment: Animal hide loincloth, rough closed hide vest for females, arm and leg wrappings, pouch (slung over shoulder on cord), singing axe.

Wealth: d10 x 10 gold lumens in semi-precious stones.

Roleplaying: Most wildmen and wildwomen are truly insane. To simulate this, roll versus intelligence rating any time an Yrmanian character or group of Yrmanians must make a decision of any sort. Failure indicates a totally irrational response of the gamemaster's choice.



The Northlands The Central Regions

ARIANE MYSTIC

Ariane mystics are practitioners of a unique mental discipline that combines elements of mysticism and natural magic and is known as transcendency. In essence, transcendency is the art of directing one's own incarnation through an understanding of the perpetual cycle of life, death, and renewal. An Ariane mystic may spend several lifetimes attempting to master the transcendent arts.

Homeland: Tamaranth.

Language: Elder Tongue, Archaen, Talislan.

Physical Characteristics:

5'8"-6'2", 100-180 lbs. Onyx-black skin, white hair, silver-gray eyes, slender build, white circle sign on forehead.

Attributes:

INT +2 PER +2

WIL +4 CHA +3

STR 0 DEX 0

CON 0 SPD 0

Hit Points: 12

Special Abilities: Immunity to spells of influence or control, commune with nature, night vision.

Skills: Primary magic (mysticism and natural magic), alchemical skill of Concoct Elixirs, metaphysical doctrines (transcendency).

Equipment: Spinifax cloak, boots, headband, and garments, staff, tamar, spinifax shoulder pouch, spell book, scroll of two spells.

Wealth: None; Ariane mystics shun material possessions.

Roleplaying: All Ariane are joined in spirit as members of the nature-oriented "cult" of transcendency. They are disinclined towards displays of emotion, and refrain from violence except as a last recourse. Ariane often affect a mystical sensibility, as if deep in thought or dreaming. Among their own people they do not use names, for each knows who the other is.



ARIANE SEEKER

An Ariane Seeker (or Druas, in the language of the Ariane) is an individual who has chosen to leave the maze city of Altan in order to explore distant lands. Seekers record their experiences on orbs of polished stone called tamar, which can be "read" by touch. Deeper meaning and insight may be gained by communing with these devices, which retain a portion of the spirit essences of their makers. All Seekers must return to Altan once every seven years in order to share their experiences with the rest of the Ariane.

Homeland: Tamaranth.

Language: Elder Tongue, Archaen, Talislan.

Physical Characteristics:

5'8"-6'2", 100-180 lbs. Onyx-black skin, white hair, silver-gray eyes, slender build.

Attributes:

INT +2 PER +2

WIL +3 CHA 0

STR 0 DEX 0

CON +1 SPD 0

Hit Points: 12

Special Abilities: Immunity to spells of influence or control, commune with nature, night vision.

Skills: Secondary magic (mysticism and natural magic), secondary combat, mounted combat, tracking, herb lore, healer.

Equipment: Cloak, garments, boots, and headband of spinifax, spinifax pouch and shoulder pack, Ariane bow with quiver of twenty Ariane arrows, Ariane mace, silvermane steed, tamar, spell book.

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

Roleplaying: See Ariane Mystic.



BEASTMAN/BEASTWOMAN HUNTER

Beastmen hunters are the scourge of the Plains of Golarin. Mounted on darkmane steeds, they roam the plains regions in packs that generally range in size from 4-40 individuals. Skilled trackers, Beastmen will never quit a blood trail. They sometimes set cruel snares in the hope of trapping unwary creatures, and have been known to hunt Men for sport.

Homeland: The Plains of Golarin.
Language: Sign, Common Talislan.
Physical Characteristics: 5'10"-6'2", 140-220 lbs. Body covered with bristling brown fur, bestial features, fangs.
Attributes:
 INT -2 PER +2
 WIL -2 CHA -2
 STR +2 DEX -2
 CON +1 SPD +1
Hit Points: 15

Special Abilities: Thick hide provides 1 point of armor, claws and bite do damage, d4 +1 combat bonus versus wounded opponents.
Skills: Secondary combat, mounted combat (darkmane), tracking (by scent), stalking, set/detect snares, hunter/gatherer, torture.
Equipment: Animal-hide boots and loincloth (both males and females), pouch, darkmane steed, long dagger, choice of second weapon.
Wealth: d20 x 5 gold lumens in coins and stolen valuables.
Roleplaying: Beastmen are vicious and bloodthirsty creatures with the mannerisms of wild dogs or jackals. They find it difficult to restrain their baser urges, and may break off combat in order to feast on fallen opponents, carrion, or other types of food; roll versus will rating or be unable to resist the urge to feed.



DARKLING WARRIOR

Darkling warriors are creatures of subterranean origin who some scholars believe may be a mutated species of Gnomekin or Gnorl. The Ur clans of Urag employ them as spies, thieves, and low-class infantry, using intimidation and fear tactics to keep the Darkling hordes in line.

Homeland: Urag.
Language: Northron.
Physical Characteristics: 4'-5', 90-130 lbs. Soot-gray to black skin, distorted features, fangs, sinuous tail.
Attributes:
 INT -4 PER +3
 WIL -4 CHA -5
 STR -2 DEX 0
 CON 0 SPD -1
Hit Points: 8

Special Abilities: Night vision, sense living creatures by scent at a range of 100 feet, hide in darkness (-2 to opponent's detection roll), see poorly in light.
Skills: Secondary combat, stalking, stealth, swipe, hide.
Equipment: Loincloth, brief binding chestband for females, pouch, spear, dagger or sling with two dozen stones in shoulder pouch.
Wealth: d6 x 2 gold lumens in mixed coins and/or miscellaneous baubles.
Roleplaying: Darklings are miserable creatures, sinister and conniving in nature. If given a choice, a Darkling will always lie rather than tell the truth. Physically unimposing and prone to cowardly actions, they are only marginally effective as warriors. Most excel as thieves, however, an occupation to which they are inevitably drawn; roll versus will rating to resist the urge to steal if given the opportunity.



GRYPH WARRIOR

Gryph warriors are the protectors of the forest of Tamaranth. They hunt predatory beasts such as omnivrax and malathropes and follow the movements of the Beastmen tribes by air. Gryphs are able to communicate with all avian species, from whom they learn much of what is transpiring across the continent.

Homeland: Tamaranth.
Language: Avian, Talislan.
Physical Characteristics: 6'10"-7'2", 220-280 lbs. Brilliant red and orange plumage, hawklike visage, wings with 24+ foot wingspan, lean and muscular physique.
Attributes:
 INT 0 PER +4
 WIL 0 CHA 0
 STR +3 DEX +2
 CON +3 SPD +8*
 * airborne only; +2 on land
Hit Points: 16

Special Abilities: Flight, converse with all avian species, superior vision (see precise details at ranges of up to one mile), talons do d4 damage.
Skills: Primary combat, hunter/gatherer, scout (airborne); plus healer and herb lore, artificer, or weaponer.
Equipment: Loincloth (both males and females) and bracers of exomorph hide, shoulder pouch, double-pronged spear, heavy crossbow with quiver of twenty quarrels.
Wealth: d20 x 5 gold lumens in small, semi-precious stones.
Roleplaying: Gryphs are aggressive protectors of their territories and their friends. They are a noble race known for their valor in combat. Gryphs are uncomfortable in enclosed spaces and cannot survive for long in captivity.



SAURAN DRAGON PRIESTESS

Sauran dragon cultists revere Satha, the giant Dragon Goddess who the Saurans believe is the mother of their race. Priestesses of the cult possess no true magical abilities, but have some talent for healing and for the making of cult icons. Only females can be Sauran dragon priestesses.

Homeland: The Volcanic Hills.

Language: Sauran.

Physical Characteristics: 6'4"-7', 300-400 lbs. Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail.

Attributes:

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

Hit Points: 16

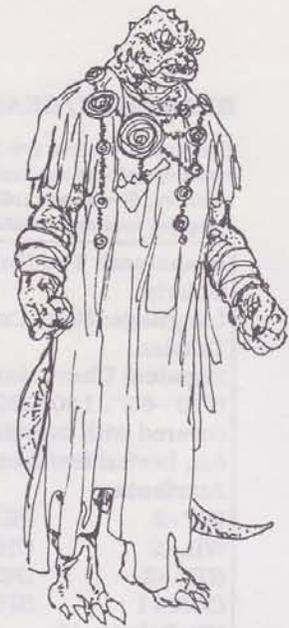
Special Abilities: Hide provides 1 point of armor, immunity to poison, converse with all reptile species, can use tail to strike opponents if attacked from behind or from the sides (damage: d8). Rendered sluggish by cold (-2 penalty on all Action Table rolls), unaffected by heat (half damage from fire), might have chameleonlike ability to change color of skin at will (roll d10; the Sauran has the ability on a roll of 10).

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

Equipment: Ritual vestments made from strips of dragon hide, bone, and red iron, all stamped with the Dragon Cult icon, necklace and armbands of hammered red iron disks, ceremonial dagger, pouch, dragon icon (red iron alloy, affixed to an iron staff), crude metalworking tools.

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

Roleplaying: Saurans are normally aggressive and warlike, though not all are the enemies of Men. As cold-blooded



creatures, they tend to be somewhat slow to react, and are normally not easily provoked. Saurans possess a natural affinity with all natural reptilian species, but mark the Kang, raknids, and Araq as their foes. Their speech is typified by a sibilant S or hissing sound similar to the sound made by a serpent.

SAURAN DRAGON RIDER

Sauran dragon riders are warriors who are skilled in the handling of giant land dragons, which they use as steeds and beasts of burden. The Sauran tribes also employ these creatures as living siege engines, using them to batter down fortifications.

Homeland: The Volcanic Hills.

Language: Sauran.

Physical Characteristics: 6'6"-7', 350-450 lbs. Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail.

Attributes:

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

Hit Points: 16

Special Abilities: Hide provides 1 point of armor, immunity to poison, converse with all reptile species, can use tail to strike opponents if attacked from behind or from the sides (damage: d8). Rendered sluggish by cold (-2 penalty on all Action Table rolls), unaffected by heat (half damage from fire), might have chameleonlike ability to change color of skin at will (roll 1d10; Sauran has the ability on roll of 10).

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

Equipment: Roughly cut animal hides and furs, necklace and armbands of hammered red iron disks, Sauran war axe, war whip, dagger, pouch, dragon icon (red iron alloy, worn on cord around neck).

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

Roleplaying: See Sauran dragon priestess.



STRYX NECROMANCER

Stryx necromancers revere Taryx, the Scavenger of Souls, a creature purported to be a minion of the entity known as Death. The so-called "Servants of Taryx" consider carrion a gift from their dark patron, and often perform grisly sacrificial rituals in honor of their morbid god. The Taryx

Homeland: Urag.

Language: Northron, Archaen.

Physical Characteristics:

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

Distorted carrion-bird features, leathery wings with 20-foot wingspans, horns, clawed appendages.

Attributes:

INT +2	PER +3
WIL 0	CHA 0
STR -1	DEX 0
CON 0	SPD +5*

*airborne only; -1 on the ground.

Hit Points: 10

Cult has adherents throughout Urag, but is limited to the race of Stryx, who populate the cliffs and crags of Urag.

Special Abilities: Flight, night vision, detect carrion by scent at a range of 5 miles.

Skills: Secondary magic (necromancy and primitive enchantment), rudimentary combat.

Equipment: Animal hide loincloth (both males and females), black iron bracers, scroll of spells (as spell book, animal hide with bone case), bone or iron dagger.

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

Roleplaying: Stryx are vile entities who feed on carrion and creatures weaker than themselves. They are morbid by nature and regard themselves as servants of Taryx, an avatar of Death. Talisnantan scholars believe that the species is a mutated variety of Aeriad that has degenerated over the course of several thousand years. For reasons as yet unknown, the process of degeneration seems to have accelerated among the Stryx during the last twenty years.



STRYX WARRIOR

Stryx warriors are the erstwhile allies of the Ur clans, who employ them as airborne troops and reconnaissance. They possess limited combat capabilities, and in truth prefer eating carrion to fighting.

Homeland: Urag.
Language: Northron.
Physical Characteristics: 5'10"-6'2", 140-180 lbs. Distorted carrion-bird features, leathery wings with 20-foot wingspans, horns, clawed appendages.
Attributes:
 INT 0 PER +3
 WIL 0 CHA -2
 STR +1 DEX -2
 CON 0 SPD +6*
 *airborne only; -1 on the ground.
Hit Points: 10

Special Abilities: Flight, night vision, detect carrion by scent at a range of 5 miles.
Skills: Secondary combat, scout (airborne), hunter/gatherer, interrogate, torture, coerce.
Equipment: Animal-hide loincloth, torso harness of leather, black iron bracers, necklace of uncut semi-precious stones, dagger, pole-hook, pouch.
Wealth: d10 x 5 gold lumens in mixed coins and gemstones.
Roleplaying: See *Stryx necromancer*.



UR CLAN SHAMAN

Ur shamans are inept spellcasters whose limited powers may be derived through their reverence of the mysterious stone idols found scattered across the land of Urag. They possess rudimentary alchemical skills, particularly those involving the mixing of poisons and toxic agents, which they discard without consideration for the local environment. As such, much of Urag is polluted with alchemical wastes.

Homeland: Urag.
Language: Northron.
Physical Characteristics: 7'-8', 500-600+ lbs. Yellow-gray hide, black eyes with white pupils, bestial features, shaven head.
Attributes:
 INT -1 PER 0*
 WIL +4 CHA 0
 STR +4 DEX -3
 CON +5 SPD -1
 *+6 when reading emotions
Hit Points: 16

Special Abilities: Night vision, read strong emotions such as hate, fear, love, and so forth at a range of 20 feet.
Skills: Secondary combat, rudimentary magic (shamanism and alchemy), primitive enchantment skill of Make Necromantic Fetish, healer.
Equipment: Yaksha (werebeast) hide cloak, fur-lined vest for females, loincloth, boots, bone dagger, necklace of claws and fangs, shoulder and belt pouches, three-eyed stone idol icon.
Wealth: d20 x 10 gold lumens in mixed coins and gemstones.
Roleplaying: The Ur are a cruel and domineering race of Sub-Men bent on conquest of the Western Lands. They are crude and brutish, with the manners of swine, and are prone to outbursts of violence; roll versus will rating or attack if provoked in any way.



Whenever possible, the Ur use their ability to read emotions to gain advantage over their enemies and rivals. The Ur clans have absolutely no regard for the natural environment, leaving deforested wastelands and polluted streams in their wake.

UR WARLORD

Ur warlords serve as commanders of the armies of the Ur clans, which range far and wide across the ravaged terrain of Urag. They are the masters of the Darkling race and allies of the Stryx. Warlords vary in rank from the lowest of sub-commanders to the three rulers of Urag, the rival Ur Kings. Only males can be Ur warlords.

Homeland: Urag.
Language: Northron.
Physical Characteristics: 7'-8', 500-600+ lbs. Yellow-gray hide, black eyes with white pupils, bestial features, hair worn in double or triple topknots.
Attributes:
 INT -2 PER 0*
 WIL 0 CHA 0
 STR +6 DEX -2
 CON +6 SPD -2
 *+6 when reading emotions
Hit Points: 20

Special Abilities: Night vision, read emotions at a range of up to 20 feet.
Skills: Primary combat, mounted combat (ogriphant), command or engineer (siege and fortifications).
Equipment: Spiked black iron partial plate, bracers, and armbands, yaksha (werebeast) hide loincloth, cloak, and boots, necklaces of fangs and claws, Ur club, stone war axe and dagger, pouch.
Wealth: d6 x 100 gold lumens in mixed coins, gemstones, and plunder from raids.
Roleplaying: See *Ur clan shaman*.



AHAZU WARRIOR

The Ahazu are a savage and warlike people who inhabit the deep jungles of the Dark Coast region. Their warriors wield heavy three-bladed throwing knives in combat and are absolutely fearless; there are few more terrifying experiences than an all-out charge by a band of screaming, blood-crazed Ahazu. The Ahazu excel at jungle warfare, since their striated coloration enables them to blend into the surrounding vegetation.

Homeland: The Dark Coast.

Language: Ahazu, Sign.

Physical Characteristics:

6'8"-7'6", 160-260 lbs. Bright yellow skin with fiery red markings, four arms, forked tongue, diabolical features.

Attributes:

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

Hit Points: 16

Special Abilities: Since the Ahazu have four arms, they can make double the usual number of attacks. This ability applies only to combat.

Skills: Primary combat, stalking, scout or healer, hunter/gatherer.

Equipment: Loincloth, arm and leg wrappings of animal hide, primitive chest wrappings for females, shoulder pouch, throwing blade and war club.

Wealth: None.

Roleplaying: The Ahazu are a strange and moody race, prone to fits of *shan-ya*, literally "battle madness." Roll versus will rating anytime an Ahazu participates in combat; a result of mishap means the Ahazu goes into a killing frenzy, attacking everyone in sight for d20 rounds, even comrades. They adhere to a secret warrior code that prohibits them from attempting to escape if captured in battle; to do so is considered



a grave humiliation. If taken in such a manner, an Ahazu becomes the captor's slave for life. Only if attacked by its master is an Ahazu freed from this bond, though it is important to note that Ahazu may consider any physical contact a form of attack. Ahazu encountered outside of their war clan will either be slaves or former slaves who have been freed in this manner. The Ahazu tribes do not practice magic.

BATREAN CONCUBINE

Batrean females are considered among the most beautiful and desirable women in Talislanta. The Imrians, who conquered the isle of Batre in 602 N.A., breed them for sale as slaves and concubines in such distant lands as Faradun, the Quan Empire, and Zandu.

Homeland: Isle of Batre.

Language: Chanan, Talislan.

Physical Characteristics:

4'6"-5'6", 80-110 lbs. Ivory-skinned, hair dyed emerald green.

Attributes:

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

Hit Points: 10

Special Abilities: Beguile by scent; males must roll versus will rating to resist any suggestion that a Batrean female makes.

Skills: Secondary magic (natural magic), rudimentary combat, alchemist skill of Concoct Elixirs, dance, seduce, lip-reading.

Equipment: Cloth robe, pouch (for herbs, green dyes, etc.).

Wealth: None.

Roleplaying: All Batrean females possess the ability to emit a scent that beguiles males of almost all humanoid species, making them susceptible to suggestion; only Imrians and Batrean males are unaffected by this ability. They are exceedingly clever, and know some-



thing of magic. Once sold into slavery, Batrean concubines have been known to use their uncanny talents to gain considerable influence and even win their freedom.

BATREAN WARRIOR

Batrean males are ugly, huge, and brutish. Most were slain by the Imrians when they conquered Batre; the few remaining males are employed as breeders and unskilled laborers.

Homeland: Isle of Batre.

Language: Chanan.

Physical Characteristics:

7'-8', 250-350+ lbs. Dingy yellow skin, matted green hair, sloping shoulders, muscular physique.

Attributes:

INT -4	PER -2
WIL 0	CHA 0
STR +6	DEX -3
CON 0	SPD -2

Hit Points: 16

Special Abilities: Immune to Batrean females' ability to beguile.

Skills: Secondary combat, interrogate, torture, set/detect snares.

Equipment: Loincloth, giant wooden club, stone dagger, pouch.

Wealth: None.

Roleplaying: Batrean males are dull witted, boorish, crude, and slovenly. They hate the Imrians, but fear to confront them and obey their orders without question.



FARAD MERCHANT

Farad merchants begin their careers as mongers, or common sellers of goods. In time, they may work their way up to the rank of procurer (level 6-10), a buyer of large quantities of goods at wholesale prices. A few are able to attain the position of usurer (level 11-20), lending money at exorbitant rates to finance the ventures of lesser merchants. Only the most clever and unscrupulous Farad ever rise to the rank of monopolist (level 21+), an owner of a large business concern that typically employs a number of mongers, procurers, agents, and slave laborers.

Homeland: Faradun.
Language: Talislan.
Physical Characteristics: 5'8"-6'6", 100-200 lbs. Flint-gray skin, chiseled features, dark and narrow eyes, males wear beards in twin braids.
Attributes:
 INT +2 PER +1
 WIL +2 CHA -2
 STR -1 DEX 0
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, merchant, bribe, coerce, appraise treasure, caravan master or pilot (merchant galley), appraise slaves.
Equipment: For males, elaborate headdress, voluminous robes, sashes trimmed with tassels, velvet boots; for females, trailing silk gown, necklace of silver loops, rings on each finger; for both sexes, curved dagger (and/or scimitar if male), coin purse, ledger book (for business transactions).
Wealth: d20 x 25 gold lumens in coin and/or precious stones.
Roleplaying: The Farad are widely known for their unscrupulous business dealings and their overtly materialistic nature. Generally speaking, a Farad will do just about anything for money. Farad merchants usually require contracts of their own making for all but the most basic transactions.



FARAD WIZARD

Farad wizards study magic only to further their desire for wealth and power. Some work for a powerful procurer or monopolist; others act as procurer's agents, employing sizable contingents of slave laborers to harvest rare narcotic or magical herbs from the perilous southern jungles of Faradun. More than a few have made their fortunes by smuggling contraband to the eastern lands of Rajanistan and the Quan Empire.

Homeland: Faradun.
Language: Talislan.
Physical Characteristics: 5'8"-6'6", 100-200 lbs. Flint-gray skin, chiseled features, dark and narrow eyes.
Attributes:
 INT +2 PER +1
 WIL +1 CHA +1
 STR -1 DEX 0
 CON 0 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary magic (wizardry), rudimentary combat, merchant, administrator, bribe, coerce, arcane lore, appraise treasure, alchemical skill of Alchemical Training, appraise slaves.
Equipment: Headdress, voluminous robes, and cloak of colorful sateen; gold-bound spell book, coin purse, pouch, ledger book (for business transactions), choice of one weapon.
Wealth: d20 x 100 gold lumens in coin, precious stones, and narcotic herbs.
Roleplaying: See Farad merchant.



GREEN MAN/GREEN WOMAN SYMBIONT

Green Men are a race of sentient plant folk indigenous to the Dark Coast region. They are a peaceful folk who possess the ability to influence plants and enjoy a symbiotic relationship with their environment.

Homeland: The Dark Coast.
Language: The "secret language" of plants, Sign.
Physical Characteristics: 3'-3'6", 40-50 lbs. Mossy green skin and hair, bright yellow eyes.
Attributes:
 INT +4 PER +2
 WIL 0 CHA 0
 STR -4 DEX +3
 CON 0 SPD +3
Hit Points: 6

Special Abilities: Speak with plants, influence plants.
Skills: Set/detect snares, camouflage, herb lore, healer.
Equipment: D'oko (a living plant that provides food and shelter), loincloth and vest of woven mosses.
Wealth: None.
Roleplaying: Green Men are the gentlest and kindest of all Talislan races. They are nearly incapable of doing harm to other living things, regardless of the provocation. Their submissiveness and special abilities make them much in demand as slaves, and the race has suffered greatly at the hands of such folk as the Imrians and to a lesser extent the Farad and Rajans. Escaped Green Men slaves sometimes settle in woodland regions, particularly Vardune of the Seven Kingdoms, where they are welcomed for their horticultural talents.



JHANGARAN MARSH HUNTER

Jhangaran marsh hunters stalk the coastal regions of Jhangara hunting such creatures as marsh striders, which their people use as steeds. Their primary source of income comes from hunting for caches of scintilla, the luminous eggs of water raknid, which are valued across the continent as a source of illumination.

Homeland: Jhangara.
Language: Common Talislan, Sign.
Physical Characteristics: 5'7"-6'7", 100-200 lbs. Marbled brown and sepia skin, elliptical cranium, hairless.
Attributes:
 INT -1 PER +2
 WIL -2 CHA -1
 STR 0 DEX +2
 CON +2 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, tracking, stalking, hunter/gatherer, set/detect snares, herb lore, camouflage.
Equipment: Green cloth arm and leg wrappings, loincloth, brief laced cloth vest for females, shoulder pouch, dagger, two javelins, spool of cord for snares, two large sacks (for scintilla), marsh strider steed or small river skiff, flask of liquor.
Wealth: d20 x 5 gold lumens in mixed coins and/or scintilla.
Roleplaying: The Jhangarans are an ignorant and superstitious folk, considered primitive and boorish by most other Talislanans. They have a weakness for alcohol, which renders them mad and unpredictable. Jhangarans generally begin all conversation by the use of a single imperative, delivered in a gruff or forceful manner. This is depicted in written form with an exclamation point immediately preceding and following the statement, as in "Hold!" "Hear!" and the popular Jhangaran insult "Die!"



JHANGARAN MERCENARY

Jhangaran mercenaries are notable for their lack of discretion concerning the type of work they will accept. When gainful employment is scarce, many work as brigands, scouts, or bounty hunters. They are regarded as low-class infantry by most other nations.

Homeland: Jhangara.
Language: Common Talislan, Sign.
Physical Characteristics: 5'7"-6'7", 100-200 lbs. Marbled brown and sepia skin, elliptical cranium, angular build, hairless.
Attributes:
 INT -1 PER 0
 WIL -1 CHA -1
 STR +1 DEX +1
 CON +2 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, mounted combat (marsh strider), tracking, stalking, camouflage, hide, disarm/detect traps, set/detect snares, interrogate.
Equipment: Yellow cloth arm and leg wrappings, loincloth, brief laced cloth vest for females, backpack, cloak of yellow linen, choice of two weapons, marsh strider steed, flask of liquor.
Wealth: d10 x 5 gold lumens in mixed coin.
Roleplaying: See Jhangaran marsh hunter.



JHANGARAN MUD MINER

Jhangaran mud miners make their living by dredging the swamps of Jhangara for amber, gold, and sapphires. They are prejudiced against Jhangaran marsh hunters, and vice versa.

Homeland: Jhangara.
Language: Common Talislan, Sign.
Physical Characteristics: 5'7"-6'7", 100-200 lbs. Marbled brown and sepia skin, elliptical cranium, angular build, hairless.
Attributes:
 INT -1 PER +2
 WIL -2 CHA -1
 STR +1 DEX +1
 CON +1 SPD 0
Hit Points: 12

Special Abilities: None.
Skills: Secondary combat, engineer or laborer (mud mining), merchant, appraise treasure (gold, amber, and sapphire).
Equipment: Gray cloth arm and leg wrappings, loincloth, matching gray laced cloth vest for females, shoulder pouch, dagger, choice of second weapon, dredging net, flask of liquor.
Wealth: d20 x 5 gold lumens in amber and sapphires.
Roleplaying: See Jhangaran marsh hunter.



JHANGARAN OUTCAST

Jhangaran Outcasts are greatly feared by their people, who believe that they bear with them the "stigma of doom." A Jhangaran who is so much as touched by one of "the cursed ones" is immediately branded an Outcast. The Jhangarans will not dare to harm an Outcast, believing that such an action will bring down unlimited grief upon themselves and their families.

Homeland: Jhangara.

Language: Common Talislan, Sign.

Physical Characteristics: 5'7"-6'7", 100-200 lbs. Marbled brown and sepia skin, elliptical cranium, angular build, hairless.

Attributes:

INT -1	PER 0
WIL -1	CHA -10*
STR 0	DEX +1
CON +1	SPD 0

*with regard to non-Outcast Jhangarans only; otherwise, -2

Hit Points: 12

Special Abilities: None.

Skills: As per former status.

Equipment: Red cloth arm and leg wrappings, matching laced cloth vest for females, sack, shoulder pouch, loincloth.

Wealth: d20 x 10 gold lumens in coins and offerings.

Roleplaying: Jhangaran Outcasts are much like other Jhangarans in terms of manner of speech, dress, and lack of sophistication. They do not work, but demand alms and gifts from other Jhangarans, who dare not refuse them for fear that they will be cursed. See *Jhangaran marsh hunter* for details about Jhangaran customs.



MOGROTH AMBER TRADER

Mogroth amber traders earn a meager living by selling bits of raw amber dredged from the swamplands of Mog. They rarely venture beyond the borders of Taz, Vardune, or Jhangara.

Homeland: Mog.

Language: Common Talislan.

Physical Characteristics: 7'6"-8'2", 450-650 lbs. Body covered with thick, buff-colored fur, slothlike features.

Attributes:

INT -3	PER 0
WIL 0	CHA 0
STR +6	DEX +2
CON +6	SPD -4

Hit Points: 20

Special Abilities: Hide protects against biting insects and parasites, expert tree-climbers (+5 on tree-climbing rolls).

Skills: Secondary combat, merchant, herb lore.

Equipment: Loincloth (both males and females), pouch (mung berries and leaves), shoulder pouch, club, dredging net.

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

Roleplaying: Slow moving and rather dull witted, Mogroth are sometimes taken advantage of by crafty entrepreneurs from Faradun and Kashmir. These massive creatures are placid by nature and generally abhor violence, but can become extremely dangerous if driven to anger. They have a great appreciation of natural beauty and may stop to admire a particularly fascinating flower or crystal moth for hours at a time.



MUD PEOPLE (Moorg-Wan) SHAMAN

Mud People shamans are the spiritual advisors of their race. They are illiterate, and know next to nothing of spellcasting. Their limited shamanic powers are said to be derived from their reverence of Moorg, the Mud God.

Homeland: The Dark Coast.

Language: Mud People, Sign.

Physical Characteristics: 6'-6'4", 300-460+ lbs. Large folds of brown skin, four legs, heavy tail, toadlike features, webbed and clawed hands and feet.

Attributes:

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

*in water or mud only; -2 on dry land.

Hit Points: 18

Special Abilities: Amphibious, can strike with claws and tail for 1d8 damage each, can use tail simultaneously versus opponents attacking from behind, skin provides 1 point of armor, +5 on rolls to resist being tripped, knocked off balance, forced back, and so forth.

Skills: Secondary combat, rudimentary magic (shamanism).

Equipment: Thorn dagger, sack with cord (slung over back).

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

Roleplaying: The Mud People, also called Moorg-Wan (literally, "spawn of Moorg"), are belligerent and aggressive by nature. They are the traditional enemies of the Ahazu and despise the Imrians, who sometimes raid Moorg-Wan settlements for slaves. Their crude language is punctuated by much slurping, gurgling, and frothing at the gills.



MUD PEOPLE SWAMP-WARRIOR

Homeland: The Dark Coast.
Language: Mud People, Sign.
Physical Characteristics: 6'-6'4", 300-460+ lbs. Large folds of brown skin, four legs, heavy tail, toadlike features, webbed and clawed hands and feet.

Attributes:
 INT -3 PER 0
 WIL 0 CHA -2
 STR +4 DEX -3
 CON +2 SPD +2*
 *in water or mud only; -2 on dry land.
Hit Points: 18

Swamp-warriors are the protectors of the Mud People tribes, which inhabit the Dark Coast region. They are the sworn enemies of the Ahazu, and violent territorial disputes between the two races are common.

Special Abilities: Amphibious, can strike with claws and tail for 1d8 damage each; can use tail simultaneously versus opponents attacking from behind, skin provides 1 point of armor, +5 on rolls to resist being tripped, knocked off balance, forced back, and so forth.

Skills: Primary combat, engineer (mud mining only), weaponer or healer.

Equipment: Thorn dagger, bwan (thorn tree club), sack with cord (slung over back).

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

Roleplaying: See Mud People shaman.



GAO SEA ROGUE

The Wild Coasts
 The Far Isles

The Gao are the descendants of criminals and outcasts incarcerated on the isle of Gao-Din, once a penal colony of the ancient Phaedran dynasty. Pirates by trade, the Gao are notable for their washbuckling "thieves' code of honor" as well as their love of gold and plunder.

Homeland: Gao-Din or other lands.

Language: Sea Nomad, Talislan.

Physical Characteristics: Various; racially mixed.

Attributes:
 INT * PER *
 WIL * CHA *
 STR * DEX *
 CON * SPD *

*as per actual race; to create a Gao Sea Rogue, use a chosen race's original stats and substitute Gao skills.

Hit Points: As per race.

Special Abilities: According to ancestry.

Skills: Secondary combat (or secondary magic with appropriate field of magical study plus rudimentary combat), pilot (choice of craft), appraise treasure, plus any five thieving talents.

Equipment: Variety of colorful garments, usually of a mixed sort; choice of two weapons (dueling swords are a favorite), silver earring and other jewelry, spell book (only if a magician).

Wealth: d20 x 5 gold lumens in plunder of various sorts.

Roleplaying: Most Gao adopt a flamboyant persona of one sort or another, which often has the effect of romanticizing their illicit activities in the eyes of the common people, who tend to regard them as heroes. In observance of their unusual code of honor, they will not steal from other Gao, nor will they do harm to their innocent victims if such actions can be avoided. The Gao mark the Imrians, Aamanians, and Mangar corsairs as their most hated enemies.



IMRIAN SLAVER

Imrian slavers range throughout the southern seas in coracles drawn by teams of giant, sightless eels called kra. They prey on many primitive peoples, including the Green Men, Ahazu, Mud People, Sawlla, Batreans, and even the Chana Witchfolk. Their clients include the Parad, Rajans, and the Guan Empire.

Homeland: Imria.

Language: Common Talislan.

Physical Characteristics: 6'-6'6", 200-280+ lbs. Yellow-green scaly hide, webbed hands and feet, sharp fangs, body coated with slime.

Attributes:
 INT -1 PER 0
 WIL 0 CHA -3
 STR +4 DEX -4
 CON +2 SPD +5*

*in water only; -2 on land.

Hit Points: 16

Special Abilities: Amphibious, hide provides 1 point of protection, claws do d4 damage. The thin coat of slime that covers their bodies enables them to survive out of water for extended periods of time (up to one week, or about half this in hot, dry climates). Immune to Batrean females' beguiling scent.

Skills: Secondary combat, hunter/gatherer, stalking, set/detect snares, waylay, camouflage; pilot (coracle) or beast handler (kra), appraise slaves.

Equipment: Loincloth of kra hide (males and females), necklace of brass rings (Imrian coins), capture-pole, barbed bola with shoulder case, shoulder pouch, waterskin filled with brine.

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

Roleplaying: The Imrians are a cruel and domineering race who view themselves as superior beings; they

have no religion, since they are incapable of imagining any entities greater than themselves. Imrian slavers regard their victims as nothing more than merchandise to be captured and sold as they see fit. Imrians drink brine and feast on sea slugs and worms. As such, the majority of Talislantans find them repulsive, uncouth, and grotesque.



MANGAR CORSAIR

Mangar corsairs are the terror of the Far Seas. They range far and wide in their swift-moving carracks, preying on other vessels, torturing victims, and robbing them of their valuables.

Homeland: The Mangar Isles.
Language: Sea Nomadic, Sign.
Physical Characteristics: 5'8"-6'4", 130-230+ lbs. Dark brown skin, shaved head, narrow eyes, sea dragon tattoos on chest, arms, and/or back.
Attributes:
INT 0 PER +1
WIL 0 CHA -2
STR +2 DEX +1
CON +2 SPD 0
Hit Points: 14

Special Abilities: None.

Skills: Secondary combat, pilot (carrack), appraise treasure, waylay, gambling (Ska-Wae), interrogate, torture.

Equipment: High boots, blousy pantaloons, blouses for females, brass armbands, earring, curved daggers, Ska-Wae dice with hide pouch, cutlass or scimitar.

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

Roleplaying: The Mangar are vicious cutthroats, prone to violence and murder. They are enamored of Ska-Wae, a dangerous game played with curved daggers and dice. Mangar with less than the customary number of fingers are not uncommon, a direct consequence of poor Ska-Wae play. The corsairs have a great hatred for their rivals, the Sea Rogues of Gao-Din.



NA-KU CANNIBAL

Na-Ku are a species of demonoid (half-humanoid, half-demon) indigenous to the island of Pana-Ku. They prey on other humanoid beings, whom they capture and eat alive. Talisantan scholars believe that the entire species may have been spawned by the Na-Ku King, a creature whom many believe is an ancient sea demon of some sort.

Homeland: Pana-Ku.
Language: Chanan.
Physical Characteristics: 6'-6'2", 160-200 lbs. Oily, indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso.
Attributes:
INT -2 PER 0
WIL -2 CHA -4
STR +2 DEX +2
CON +2 SPD 0
Hit Points: 10

Special Abilities: Tail may be used to grasp.

Skills: Secondary combat, hunter/gatherer, stalking, tracking, camouflage.

Equipment: Loincloth of animal hide or skin (both males and females), bow, quiver of twelve venomwood arrows, bone dagger or spear, pouch.

Wealth: None.

Roleplaying: Superstitious and ignorant by nature, the Na-Ku are in awe of magic. They revere their horrible King as a god, and obey his decrees and the commands of his witch doctors without question, fearing to do otherwise. Na-Ku are shunned by most intelligent creatures, the majority of whom are repelled by demons of any sort.



NA-KU WITCHDOCTOR

Homeland: Pana-Ku.
Language: Chanan.
Physical Characteristics: 6'-6'2", 160-180 lbs. Oily, indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso.
Attributes:
INT +1 PER +1
WIL +1 CHA -4
STR +1 DEX +2
CON +2 SPD 0
Hit Points: 10

Na-Ku witchdoctors revere Aberon, Lord of Demonkind. They act as seers and spiritual advisors and serve the Na-Ku King, a horrible and obese creature rumored to be an ancient sea demon.

Special Abilities: Tail may be used to grasp.

Skills: Secondary magic (invocation, witchcraft, and primitive enchantment), rudimentary combat.

Equipment: Loincloth of humanoid skin (both males and females), necklace of bones, ritual bone flute and drum, scroll of spells (as spell book, made of skin), bone dagger, short bow, quiver of ten venomwood arrows.

Wealth: d20 x 20 gold lumens in uncut black diamonds.

Roleplaying: Na-Ku witchdoctors use fear to rule the tribesfolk, and are in turn ruled by their own fearsome King, whom they revere as a god. See *Na-Ku cannibal* for details.



OCEANIAN SEA NOMAD

The Sea Nomads are the inhabitants of the floating city of Oceanus, which rides the waters of the Azure Ocean. Talislantan scholars now believe that the Oceanians are descended from refugees who fled the continent of Simbar when it sank during The Great Disaster. Most live on Oceanus permanently, though a few of the Oceanian tribes continue to ply the open seas, operating as nomadic hunters and gatherers and trading with the folk of the floating city.

Homeland: Oceanus.
Language: Sea Nomad.
Physical Characteristics:
 5'-6", 100-200 lbs. Olive green skin, sea green hair.
Attributes:
 INT 0 PER 0
 WIL +2 CHA 0
 STR +1 DEX +2
 CON +3 SPD 0
Hit Points: 12

Special Abilities: None.

Skills: Primary combat, pilot (zaratan), hunter/gatherer (aquatic), plus one additional trade or craft.

Equipment: Silver-laced vest of iridescent scales, loincloth of rainbow kra hide, necklace of colored shells, lacquered tortoise-shell shield, blowfish helm, pouch, bone dagger, flange-bow with quiver and two dozen quill bolts, barbed spear or bone sword, zaratan steed.

Wealth: d10 x 10 gold lumens in radiants (Oceanian currency made of kra scales).

Roleplaying: The Oceanians are a superstitious folk who dare not set foot upon solid land, fearing that to do so will activate a curse placed upon their people in ancient times by a terrible witch named Jezem. Consequently, they have adapted well to their watery environs, and are excellent swimmers and divers.



PARTHENIAN SEA TRADER

The Parthenians are seafarers who range the oceans of Archaeus, searching for sunken treasure and valuable salvage. They are closed and secretive by nature, generally choosing to avoid other folk. Parthenians may sometimes be encountered on the high seas, sailing in great triremes with prows fashioned in the likenesses of giant idols. On rare occasions, Parthenian vessels have been known to stop in a port city in order to purchase provisions and slaves. They never stay long, and always pay in gold or silver ingots.

Homeland: Parthene.
Language: Archaen (ancient spoken form).
Physical Characteristics:
 6'8"-7", 180-220 lbs. Glossy bronze "skin" and "hair."
Attributes:
 INT +2 PER +1
 WIL 0 CHA 0
 STR +2 DEX 0
 CON +2 SPD -2
Hit Points: 14

Special Abilities: Automaton; immune to poisons, diseases, and magical influence, night vision, brass skin provides 3 points of armor.

Skills: Secondary combat, merchant, appraise slaves, appraise treasure, pilot (Parthenian trireme).

Equipment: Shimmering yellow cloak, vest of boiled sea dragon hide, fine mesh bronze breeches, lacquered iron arm and wrist bracers, scimitar, sea chest, trident.

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

Roleplaying: Long thought to be a race of xenophobes, the Parthenians are now known to be a variety of advanced automaton that survived The Great Disaster.

Who created the Parthenians and for what purpose remains a mystery. Parthenians speak a language that some scholars believe is an ancient form of the Archaen tongue. Their voices have a metallic, resonant sound. Though they seldom exhibit overtly hostile behavior, Parthenians are not known for personal warmth; this is not surprising, given the fact that they are intelligent mechanisms rather than living creatures.



PHANTASIAN ASTROMANCER

Phantasian astromancers serve as advisors and administrators, assigning Phantasian dream merchants to various locales, checking up on windship maintenance, inventories, gross receipts, and so forth. They use their expertise in astrology to determine the most favorable flight schedules and routes for the Phantasians' ancient fleet of windships.

Homeland: Phantas.

Language: High Talislan.

Physical Characteristics: 6'8"-7'2", 120-180 lbs. Pale skin, amber-colored hair, narrow build.

Attributes:

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

Hit Points: 12

Special Abilities: None.

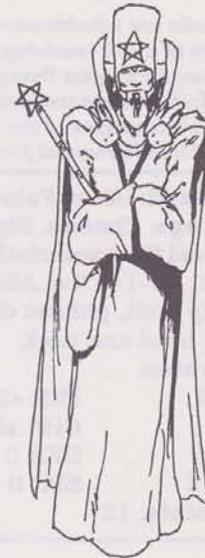
Skills: Primary magic (astromancy), alchemical skill of Alchemical Training, artificer or engineer (windships, levitationals), pilot (windship), and the thaumaturgic skills of Essence Accumulator (use only, not repair or construct), Derive Dream Essence, and Derive Distillation (intangible distillations only).

Equipment: Long robe, conical cap, necklace of colored crystals, spell book, scroll with three spells, sky chart (scroll with ivory case), pouch (magical pigments, ink sticks, etc.).

Wealth: d20 x 10 gold lumens in mixed coins.

Roleplaying: The Phantasians are the descendants of the ancient Archaens. They live in the last of the sky-cities, an archaic structure known as Cabal Magicus that floats

high above the Isle of Phantas. Once among the most skilled practitioners of magic, the Phantasians have forgotten much of the fabled knowledge possessed by their ancient ancestors. There is a sadness about these folk, whom many deem relics of a forgotten era.



PHANTASIAN DREAM MERCHANT

Phantasian dream merchants are purveyors of exotic alchemical goods and mixtures. They earn a meager living by selling dream essence, a costly product deemed too extravagant by the majority of Talislantan peoples. Dream merchants can sometimes be seen sailing across the skies of Talislanta in their archaic windships, most of which are somewhat decrepit and in need of repair.

Homeland: Phantas.

Language: High Talislan.

Physical Characteristics: 6'8"-7'2", 120-180 lbs. Pale skin, amber-colored hair, narrow build.

Attributes:

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

Hit Points: 12

Special Abilities: Detect magic by sight at a range of 5 feet; requires full concentration and a roll versus PER + the level of the magic.

Skills: Secondary magic (astromancy and alchemy), pilot (windship), and the thaumaturgic skills of Essence Accumulator (use only, not repair or construct), Derive Dream Essence, and Derive Distillation (intangible distillations only).

Equipment: Long robe, conical cap, necklace of colored crystals, spell book, sky chart (scroll with ivory case), 2d4 amber crystal vials of dream essence (various types).

Wealth: d10 x 2 gold lumens in mixed coins.

Roleplaying: See Phantasian astromancer.



PHANTASIAN GUARDIAN

The Phantasian guardians are members of an elite military order that has protected the floating city of Cabal Magicus for untold generations. Most continue to serve in this capacity, though the decline in Phantas's fortunes has compelled some to leave the island in search of work as mercenaries.

Homeland: Phantas.

Language: High Talislan.

Physical Characteristics: 6'8"-7', 160-200 lbs. Pale skin, amber-colored hair, narrow build.

Attributes:

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

Hit Points: 12

Special Abilities: Detect magic by sight at a range of 5 feet; this requires full concentration and a roll versus PER + the level of the magic.

Skills: Secondary combat, rudimentary magic (astromancy), pilot (windship or windrigger).

Equipment: Ceremonial armor (partial plate) over padded undergarments, ceremonial longsword, cloak, pack, scroll of spells (as spell book, in metal tube).

Wealth: d10 x 6 gold lumens; half this if a mercenary.

Roleplaying: See Phantasian astromancer.



SAWILA SPELLWEAVER

The Sawila are inhabitants of the island of Fahn, which is located in the Far Seas. Many are members of a cult revolving around the worship of Arial, Goddess of the South Wind. Sawila are able to weave magics through subtle means, such as their traditional songs and dances, but are most effective when working in concert with others of their race. Scholars now believe that the Sawila are a species of the avian Aeriad, who originated from the continent of Temesia but have devolved into humanoid form.

Homeland: Isle of Fahn.
Language: Chanan, Sign.
Physical Characteristics: 5'4"-6', 80-140 lbs. Albino, slightly built, plumes decorating head and neck.
Attributes:
 INT +3 PER +2
 WIL 0 CHA +8
 STR -1 DEX 0
 CON -2 SPD 0
Hit Points: 12

Special Abilities: Spellweaving.
Skills: Secondary magic (spellweaving), song, dance, seduce.
Equipment: Costume of colorful feathers, combs made of iridescent sea dragon scales (both males and females), fans made of feathers.
Wealth: d6 x 3 gold lumens in pearls.
Roleplaying: Sawila tend to avoid aggression, but will use their spellweaving abilities in defense of their settlements. They have long been victimized by the Imrians and Mangar, who covet the exotic-looking Sawila as slaves and consorts. If taken from their ancestral homeland, Sawila become even more passive and will almost never attempt to escape their captors.



THAECIAN ENCHANTER/ENCHANTRESS

Thaecian enchanters and enchantresses are renowned for the making of exotic enchanted items such as Thaecian orbs. Most are content to remain on their home island of Thaecla, though a few sometimes travel to distant lands in search of new experiences.

Homeland: Thaecla.
Language: High Talislan, Thaecian.
Physical Characteristics: 6'-6'6", 100-160 lbs. Silvery skin, deep blue hair, distinctive features, slender physique.
Attributes:
 INT +3 PER +3
 WIL -2 CHA +3
 STR 0 DEX 0
 CON 0 SPD 0
Hit Points: 10

Special Abilities: None.
Skills: Primary magic (wizardry and enchantment), artificer, brewer/vintner (Thaecian nectar).
Equipment: Diaphanous gossamer robes (both male and female), gossamer purse and shoulder pouch, silver-bound spell book, d4 amberglass vials (potions) and spheres (Thaecian orbs), flask of Thaecian nectar.
Wealth: d20 x 100 gold lumens in mixed coins and/or gemstones.
Roleplaying: Thaecians are devout pleasure-seekers who shun hard work in favor of more pleasant pastimes. They are enamored of magic and are partial to Thaecian nectar, a drink noted for its exotic flavor and exhilarating properties.



THIASIAN PERFORMER

Thiasians are renowned as performers of exceptional skill and can be found throughout much of the Talislantan continent. They specialize in dance, acrobatics, and juggling, among other talents. The majority of Thiasians encountered in Talislanta are either slaves or the descendants of slaves who have been taken from their home on Eros Isle.

Homeland: Eros Isle.
Language: Talislan.
Physical Characteristics: 5'-6', 80-170 lbs. Violet skin, black hair, lithe and slender physique, attractive, handsome features.
Attributes:
 INT 0 PER 0
 WIL -1 CHA +2
 STR +1 DEX +5
 CON 0 SPD +3
Hit Points: 12

Special Abilities: None.
Skills: Dance, acrobatics, plus any two additional performing talents and any three thieving talents.
Equipment: Costume of colored silkcloth plus any four of the following "props:" throwing knives, juggler's pins, makeup kit, spare costume of choice, thespian's mask, lockpicks.
Wealth: d10 x 4 gold lumens unless a slave; then, none.
Roleplaying: Thiasians are perhaps the most colorful and extroverted of the Talislantan races, reveling in song, dance, and merrymaking. They may sometimes be found in the company of Bodor musicians and other entertainers or in the homes of wealthy Talislantans, who favor Thiasians as consorts.



LIFE EXPECTANCY OF TALISLANTAN RACES

The following chart shows the average lifespan in Talislanta years of the various humanoid races of Talislanta. The four basic stages of humanoid development, and the corresponding effect on attributes of each stage, are as follows:

- **Youth:** Halve listed hit points and take a -2 penalty on all attributes until the character reaches the adult phase. If playing a pre-adult character, divide the period of youth by four; increases in hit points and attributes can be tallied each quarter. Note that youthful characters may not yet have acquired any skills; alternatively, the gamemaster may allow youths to have zero-rated or even negative-rated skills, talents learned through observation and imitation but as yet not fully developed.

- **Adult:** Hit points and attributes are as listed. The term "adult" is used here to denote physical maturation, as opposed to social status, which is subject to cultural mores and traditions.

- **Middle-Aged:** Middle age represents a period of gradual physical decline that may be tempered by the acquisition of wisdom and experience. In game terms, the gamemaster makes an unmodified roll on the Action Table at the onset of this period, and once again at the midpoint, for the following attributes: strength, dexterity, constitution, and speed. Failure indicates a -1

reduction for the attribute. Conversely, the gamemaster also rolls for intelligence, will, perception, and charisma; a full success indicates an increase of +1 for the attribute being checked.

- **Venerable:** Treat characters in this phase as per the latter category, only some physical decline is unavoidable. Subtract one point from strength, dexterity, constitution, and speed at the onset of this period. Roll again at the midpoint and in the last year indicated (before the figures listed in parentheses; see chart) to determine if further physical decline occurs. At both junctures, the gamemaster rolls to see if the character's intelligence, will, perception, and charisma increase by +1. Note that in this instance, *failure* indicates a -1 reduction in these attributes due to advanced age, possible senility, gradual decrease in sensory abilities, and so forth.

Once past the years allotted outside of the parentheses, the character risks dying of old age. The GM may secretly roll the dice indicated in the parentheses to see how many years the character will continue to live.

Note: Players may determine the age at which their characters will begin play in the campaign. If the gamemaster and players are experienced fantasy gamers, characters do not necessarily have to begin play at the first level of ability. Should the group desire to do so, the gamemaster may elect to run a campaign with intermediate or higher-level characters.



Life and Death in Werewood

LIFESPAN CHART: TALISLANTAN RACES

Race	Youth	Adult	Middle-Aged	Venerable	Race	Youth	Adult	Middle-Aged	Venerable
Aeriad	1-11	12-33	34-60	61-85 (+3d20)	Mogroth	1-29	30-79	80-119	120-160 (+3d10)
Ahazu	1-9	10-30	31-40	41-55 (+2d6)	Monad	1-3	4-25	26-30	31-35 (+d6)
Araq	1-3	4-19	20-24	25-30 (+d6)	Mondre Khan	1-14	15-29	30-40	41-50 (+d12)
Ariane	1-13	14-49	50-79	80-100 (+4d10)	Mud People	1-17	18-28	29-39	40-50 (+2d10)
Beastmen	1-11	12-25	26-39	40-50 (+d6)	Muse	1-49	50-75	76-95	96-125 (+2d10)
Bodor	1-19	20-50	51-75	76-100 (+4d6)	Nagra	1-15	16-49	50-69	70-90 (+d20)
Callidian	1-20	21-55	56-75	76-190 (+4d10)	Na-Ku	1-10	11-25	26-35	36-45 (+d10)
Chana	1-12	13-35	36-45	46-60 (+3d6)	Orgovian	1-12	13-36	37-55	56-75 (+2d6)
Danelek	1-19	20-40	41-60	61-75 (+d10)	Phantasian	1-17	18-40	41-75	76-120 (+d20)
Darkling	1-6	7-22	23-30	31-37 (+d10)	Rajan	1-12	13-35	36-55	56-75 (+2d20)
Druhk	1-13	14-29	30-49	50-60 (+d10)	Rasmirin	1-13	14-40	41-75	76-120 (+d20)
Ferran	1-4	5-14	15-25	26-35 (+d8)	Sauran	1-5	6-24	25-39	40-60 (+d20)
Gnomekin	1-4	5-50	55-100	101-150 (+5d10)	Sawila	1-20	21-45	46-75	76-100 (+2d20)
Gnorl	1-10	11-25	26-99	101-165 (+6d20)	Shadinn	1-14	15-35	36-45	46-55 (+d10)
Green Men	1-3	4-6	7-9	10-13 (+d4)	Sindaran	1-19	20-39	40-59	60-80 (+d20)
Gryph	1-10	11-35	36-45	46-55 (+d20)	Stryx	1-9	10-19	20-39	40-65 (+d20)
Harakin	1-5	6-25	26-34	35-40 (+1d10)	Sunra	1-24	25-35	36-49	50-70 (+2d20)
Imrian	1-8	9-24	25-40	41-65 (+d10)	Thrall	1-7	8-28	29-49	50-60 (+d20)
Isphasians	1-20	21-39	40-64	65-85 (+d10)	Ur	1-19	20-39	40-50	51-55 (+d10)
Jaka	1-11	12-35	36-60	61-80 (+d20)	Vajra	1-39	40-70	71-99	100-180 (+2d20)
Jhangaran	1-19	20-30	31-50	51-75 (+d10)	Vird	1-13	14-36	37-56	57-80 (+2d20)
Kang	1-13	14-45	46-54	55-60 (+d10)	Xambrian	1-14	15-49	50-89	90-130 (+d20)
Kharakhan	1-9	10-24	25-34	36-45 (+d6)	Yassan	1-10	11-40	41-75	76-90 (+2d12)
Manra	1-12	13-30	31-40	41-50 (+d20)	Yrmanian	1-15	16-25	26-35	36-50 (+d10)
Men*	1-17	18-40	41-65	66-80 (+2d20)	Yitek	1-15	16-38	39-63	64-78 (+2d20)
Mirin	1-13	14-40	41-75	76-95 (+3d20)	Za	1-12	13-30	31-45	46-60 (+1d20)

COMMENTS

*In Talislantan terms, the races of "Men" are now considered to include the Aamanians, Armites, Batreans, Cymrilians, Danuvians, Dhuna, Djaffir, Dracartans, Farad, Gao, Hadjin, Kasmirans, Mandalans, Mangars, Marukans, Oceanians, Pharesians, Quan, Rastrastrans, Sarista, Tanasians, Thaeccians, Thiasians, Xanadasians, and Zandr. Of these, the longest lived are the Dhuna (+5 years), Kasmirans (+10 years), Mandalans, and Xanadasians (both +20 years). The shortest lived are the unhealthy Quan (-20 years), the drug-ridden Farad (-10 years) and the Hadjin (-5 years).

• Ariane make a distinction between physical age and "spiritual age," which they define by the number of incarnations that a given spirit has gone through. Spirits who have experienced seven or more incarnations are deemed "wise" or "venerable" by the Ariane; all others are still considered "young."

• Araq are sorcerous hybrids genetically programmed to mature quickly. Once beyond the adult stage, Araq degenerate rapidly.

• Beastmen are a mongrel race, fairly short lived and susceptible to disease once past the adult stage. The female of the species commonly gives birth to two litters of 2-8 "pups;" as many as half of these may be deformed or stillborn.

• Chana are shortlived, primarily as a result of the ritual abuse of kesh, a potent narcotic.

• Darkling young are born without eyes, with latent optical nerves typically developing by the end of their sixth year.

• Gnomekin mature early, enjoy a long period of adulthood, and are among the longest-lived of the Talislantan races.

• The Gryph's high metabolism is believed to contribute to the relatively short lifespan of these avian beings.

• Imrians hatch from eggs, and spend their youth as water-breathing "newts." Lungs capable of breathing out of water develop by the end of the eighth year.

• Jaka females rarely give birth to more than two litters in their lifetimes, and almost always give birth to twins.

• On average, the Harakin live relatively short lives, due primarily to the hardships that they are forced to endure.

• The warlike Kang are most productive during the fairly long period of adulthood that is typical for members of this race. Once past their physical prime, however, most become depressed, often taking ill and dying within just a few years' time.

• The Manra's short lifespan is directly attributable to the physical stress inherent in the practice of shapechanging.

• Mogroth are especially long lived, a condition attributed to the slow metabolism of these great, slothlike creatures.

• The Mud People hatch from eggs, then spend the first seventeen years of life as legless, mud-dwelling newts. The customary six appendages develop soon thereafter, along with rudimentary lungs.

• Muses remain in the youth stage for almost fifty years before attaining physical maturity.

• Despite appearances, the Nagra are a robust and hearty folk who generally lead a long and productive adult life.

• Parthenians are automatons, and are therefore not subject to the normal aging process. Since they have survived unchanged since before the Great Disaster, Talislantan scholars assume that the mechanisms of which they are made can last indefinitely.

• Saurans hatch from eggs, developing from quadrupedal "hatchlings" to bipedal adults within five years.

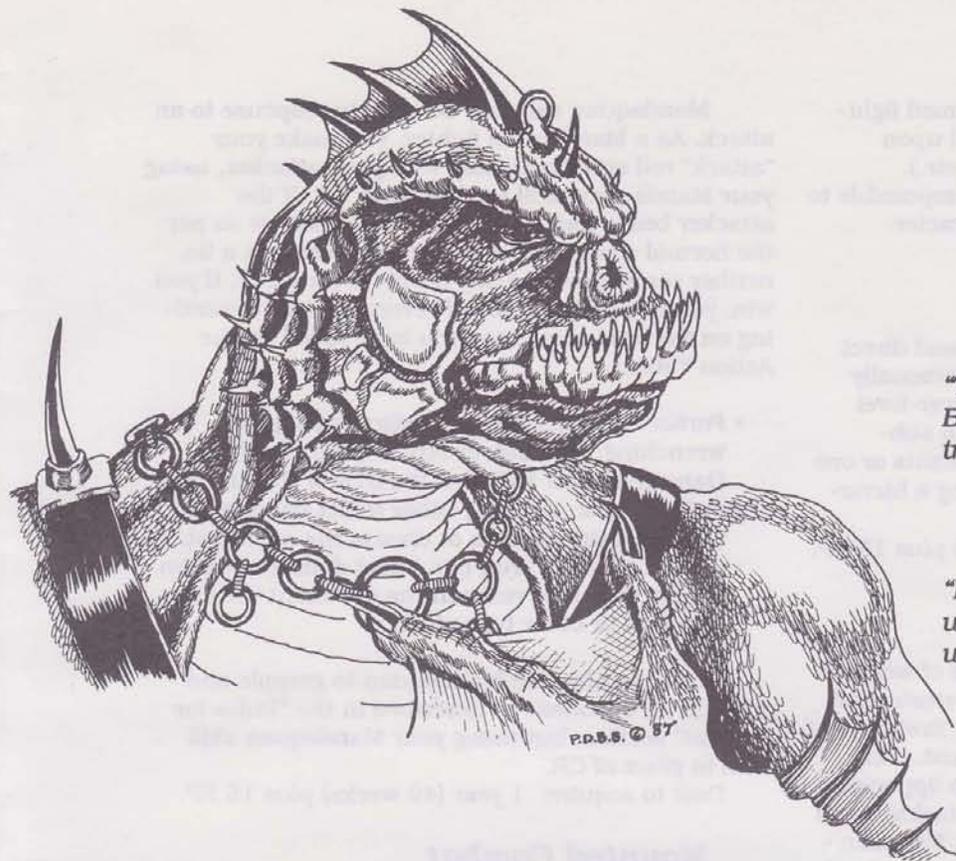
• Sindarans measure over three feet tall at birth, and have skin so thin as to be nearly translucent. With the exception of newborn Kasmirans, who are as shriveled and wrinkled as their parents, Sindaran infants are arguably among the least attractive babies of any humanoid species.

• The Thralls are a race bred for battle, maturing quickly and having a productive adulthood, but aging soon afterwards.

• Vajra spend their youths hibernating in subterranean burrows, awakening as mature adults.

• The short life expectancy of Yrmanian wildmen and wildwomen is attributed to their ritual ingestion of skullcap, a virulently toxic variety of mushroom native to Yrmania.

• Despite outward similarities, Xambrians are not normal Men, a fact attested to by their uncommonly long lifespans.



4 Skills

"The difference between Man and Beast is the difference between training and instinct."

— The noted naturalist
Thystram

"If we must, we stand and die. But we shall take many of them with us."

— The Thrall commander
Armar at the first Siege of
Ikarthis

This chapter describes the various skills that characters may have. Rules for skills are given in Chapter Two. Magic skills and spells are described separately in Chapter Five.

Combat Skills

Unless stated otherwise, the attribute modifier for all combat skills is dexterity rating.

Archery

Proficiency with one missile weapon, such as a bow or crossbow. In addition to using this skill level for your combat rating when using this weapon, you suffer a range penalty of only -1 per 20 feet from the target rather than the usual -1 per 10 feet.

Cost to acquire: 2 months (14 weeks) plus 20 XP.

Arimite Knife-Fighting

Proficiency in the Arimite style of combat using one or more throwing knives. Techniques include knife-throwing, double knife-throw (roll for each knife with no penalty for double attacks), and throat-slitting (effective only from behind versus an unwary opponent; base damage is double the weapon's normal plus any magical or STR bonuses as applicable). Use this skill level for your CR when performing any of these maneuvers.

Cost to acquire: 3 months (21 weeks) plus 10 XP.

Combat, Primary

A basic ability to use weapons to harm others and to keep from getting hurt. With primary combat you begin the game proficient in five weapons

plus unarmed fighting (kicks, punches, head butts, and so forth, which do one point of damage plus STR on a successful hit). Your skill level with this skill is your basic combat rating (BCR). If you use any weapon other than those with which you are proficient, you still receive your BCR bonus, but you roll only a d10 instead of a d20 when rolling to hit; this is the standard non-proficiency penalty. If you receive training to learn how to use a new weapon, you can then use that weapon at the level of your BCR. In addition, you can concentrate in a specific weapon, giving it a combat rating above your BCR.

Cost to acquire: Not applicable; it is impossible to acquire primary combat if the character archetype does not have it.

Combat, Rudimentary

Represents familiarity with one weapon and unarmed combat. Unlike other skills, your skill with rudimentary combat does not improve as your level improves.

Cost to acquire: Not applicable; it is impossible to acquire rudimentary combat if the character archetype does not have it.

Combat, Secondary

Like primary combat, except that you are

proficient in only two weapons plus unarmed fighting. Also, you only advance with this skill upon achieving even-numbered levels (2, 4, 6, etc.).

Cost to acquire: Not applicable; it is impossible to acquire secondary combat if the character archetype does not have it.

Command

The ability to organize, coordinate, and direct groups of trained combatants. You can personally command up to 10 combatants or one lower-level sub-commander per level of ability. Each sub-commander may in turn direct 10 combatants or one subordinate per level, thereby establishing a hierarchy of command.

Cost to acquire: 2 months (14 weeks) plus 15 XP.
Attribute modifier: CHA.

Kanquan

Proficiency in the vicious Kang style of weaponless combat. All Kang warriors, warrior-priests, and trackers are taught this ability from their first days of sentience. Basic moves include hand thrust, kick, double leaping kick (employed versus two opponents at close range, with no penalty for two attacks), head butt, throw, and various disabling blows. Kanquan emphasizes offense and attack at the expense of defense. Kanquan allows the specialist to achieve more lethal results with hand-to-hand combat. This results in the following modifiers to the action table:

- *Partial Success:* Opponent receives normal damage.
- *Success:* Opponent receives full normal damage, and must save versus CON or be stunned for 1d4 rounds. Subtract the attacker's STR from the CON roll.
- *Critical Success:* Opponent takes double normal damage, and must save versus CON or be stunned for 1d4 rounds. Subtract the attacker's STR + level at Kanquan from the CON roll.

Note: While you are utilizing the Kanquan style of combat, attackers receive +2 to hit your character.

Cost to acquire: 4 months (28 weeks) plus 15 XP.

Mandaquan

Proficiency in the Mandalan art of weaponless defensive combat. The basic principle of Mandaquan is passive resistance—in effect, turning the opponent's offensive energy back upon him or her, and avoiding harm by dodging or eluding attacks. Mandaquan can be used to evade almost any form of attack, including magical bolts, but cannot be used for offensive purposes. The art of Mandaquan includes the use of special defensive moves that are able to disarm opponents, incapacitate them peacefully, or render them unconscious.

Mandaquan can only be used in response to an attack. As a Mandaquan fighter, you make your "attack" roll simultaneously with your attacker, using your Mandaquan skill level for your CR. If the attacker beats you, he or she inflicts damage as per the normal combat rules. If the rolls result in a tie, neither combatant has any effect on the other. If you win, you can perform one of several moves, depending on the level of success you have rolled on the Action Table.

- *Partial Success:* You can inflict damage by wrenching, twisting, or striking the attacker. Damage equals 1d6 plus the STR of the attacker.
- *Full Success:* You can either inflict damage as with a partial success or disarm the opponent.
- *Critical Success:* You can inflict damage, disarm the opponent, or restrain the opponent with an arm lock or other type of pin.

You can also use Mandaquan to grapple and restrain an opponent as described in the "Rules for Combat" section, but using your Mandaquan skill level in place of CR.

Cost to acquire: 1 year (49 weeks) plus 15 XP.

Mounted Combat

The ability to fight from the back of a steed or mount. When fighting while mounted, your effective CR is limited to your skill with mounted combat. A character with a CR of +8 and a mounted combat rating of +5, for instance, would only fight with a +5 CR while mounted. Having a mounted combat skill level higher than your CR does not improve your CR, even when mounted. Characters without this skill must roll d10 instead of d20 when fighting mounted. You must have Ride to acquire mounted combat.

Cost to acquire: 2 months (14 weeks) plus 10 XP.

Swordsmanship

This swashbuckling style of combat was first made popular by the ancient Phaedrans and later adopted by the Zandir. This skill places a premium on flamboyant attacks and flourishes, using either a dueling sword or saber. Use level of swordsmanship as your CR when fighting with either of these weapons.

As a specialist in swordsmanship, you can use your skill either offensively or defensively.

Offensively, your speed and skill allow you to make multiple attacks with only a -3 penalty per extra attack rather than -5. For example, a character with a +12 swordsmanship could strike three times in a round at +6. A character with an ordinary combat skill of +12 would take a -10 penalty for the same maneuver, making each attack at +2.

Defensively, you can both parry one attack and make an attack in the same round. When attacked, you roll as if to hit, and you successfully parry the incoming attack if your roll at least equals your attacker's. Unlike a character with a standard combat skill, you may also strike normally in the

same round. If you try to parry more than one attack in a round, you take only a -3 penalty for each extra opponent you attempt to parry.

You cannot make multiple attacks and parry in the same round.

Cost to acquire: 1 year (49 weeks) and 15 XP.

Tazian Combat

Proficiency in the Thrall art of hand-to-hand combat, a complex mixture of fighting styles using the garde, a type of parry/attack armor that extends from shoulder to wrist. Maneuvers available include the following:

- **Garde parry:** Like a standard parry as described in the combat rules, but if you successfully parry with a critical success, the attacker is also disarmed.

- **Garde smash:** Standard attack with the garde, which does d6 damage.

- **Body slam:** Instead of doing damage, this attack stuns the target. The attack roll is made normally, but the defender must make a CON roll that at least matches the attack roll or be stunned for 1d4 rounds. The main disadvantage to this attack maneuver is that the target may strike you first, and if the target scores a critical hit on you, he or she does triple damage instead of double, since you have effectively thrown yourself on the target's weapon. The body slam is ineffective on anyone who weighs at least 10% more than you.

- **Grapple:** Instead of doing damage, this attack immobilizes an opponent. The attack roll is made normally, and the target may resist with a DEX roll. If the attack roll succeeds and beats the target's DEX roll, you have the target in a pin, lock, or hold. Each round thereafter, you can do your STR in damage, or you can just hold the character. The held character can try to escape each round by making a STR roll that beats your STR roll.

Individuals with a strength rating lower than +3 and a body weight less than 150 lbs. cannot learn Tazian combat.

Cost to acquire: 3 months (21 weeks) plus 15 XP.

Common Skills

Common skills are those abilities that are generally unrelated to specific professions. Do not confuse these skills with trades and crafts that may seem similar at first. A good haggler, for example, is not automatically a good merchant. The skill of Haggling represents your ability to dicker over a price, while the skill of Merchant includes knowledge of tariffs, taxes, licenses, dealers, retailers, marketing, seasonal changes in supply and demand, and more.

Every character must have a customs skill representing his or her background.

Cost to acquire (unless otherwise specified): 2 weeks of study and 10 XP.

Barter

Trading goods and services without recourse to standard currency.

Attribute modifier: CHA.

Customs, Nomadic

Knowledge of a wandering, nomadic lifestyle, whether in a group or alone. Includes knowing how to pack animals to distribute weight properly, how to seem unthreatening when entering a new area, how to find shelter in an unfriendly city, how to find people who will deal with you, how to find water or other useful geographical features when wandering without a map, and so forth. Select one area with which you are familiar; when using this skill in other areas, roll d10 instead of d20. This skill is common among Sarista gypsies, Pharesian peddlers, outcasts, and wandering misfits.

Attribute modifier: INT.

Cost to acquire: Can only be acquired by spending a year in the nomadic lifestyle and expending 10 XP.

Customs, Rural

Knowledge of life in the countryside, including guessing the lay of the land and knowing what crops are ready for harvest at what time, what animals are most useful for food, how to get along with rural folk, how rural holidays are celebrated, how to find places to stay, and so forth. Choose a specific land whose people you know best. In other lands, you must roll d10 instead of d20 with this skill to represent your lack of familiarity with foreign customs. This skill is common among Aeriad and Muses.

Attribute modifier: INT.

Cost to acquire: Can only be acquired by spending a year in the rural lifestyle and expending 10 XP.

Customs, Tribal

Knowledge of life in a primitive tribe, including how to treat tribal leaders and witch doctors with proper respect, how to share and eat food according to accepted customs, how to elicit hospitality, and so forth. Select one kind of tribe with which you are familiar. When using this skill in other tribes, roll d10 instead of d20. This skill is common among Jhangarans, Ur clanmembers, and Sub-Men.

Attribute modifier: INT.

Cost to acquire: Can only be acquired by spending a year in the tribal lifestyle and expending 10 XP.

Customs, Urban

Knowledge of how cities work, how they are laid out, where to find the best lodging, how to find your way through the streets, how to recognize authorities and important people, how to find the shadier parts of town, and so forth. On a more mundane level, this skill includes knowledge of leases, rent, tax, littering ordinances and other things peculiar to urban life.



Riding an Equus

Choose one type of city when you choose this skill, such as the city of Cymril or Sindaran cities. When using the skill in other kinds of cities, roll d10 instead of d20 to represent your lack of proficiency with foreign customs. This skill is common among Cymrillians and Zandir.

Attribute modifier: INT.

Cost to acquire: Can only be acquired by spending a year in the urban lifestyle and expending 10 XP.

Fashion

Indicates familiarity with a type of fashion, including the ability to dress stylishly, use makeup correctly, and keep up with the latest trends and styles. Use your Fashion skill rather than your simple CHA when rolling for reaction from those of similar cultures.

Attribute modifier: CHA.

Haggle

Arguing over a price. If two people haggle, resolve as an opposed action. Assume that you must still buy the items listed in the equipment section for full price, and may only use the Haggle skill when it is actually roleplayed as part of an adventure.

Attribute modifier: CHA.

Ride

Riding one type of riding beast, such as an equus or strider. This skill does not give you the ability to fight while mounted, which is covered under the combat skill of Mounted Combat. When riding a creature other than the one you chose, roll d10 instead of d20.

Attribute modifier: DEX.

Swim

Staying afloat and getting from place to place in the water. At skill levels of +5 or greater, the swimmer can attempt to do lifesaving techniques.

Attribute modifier: DEX.

Language Skills

The following is a list of the major languages spoken by the peoples of Talislanta and the Unknown Lands. The *attribute modifier* for all language skills is intelligence.

Cost to acquire: 2 months (14 weeks) plus 10 XP. Note that while intensive, guided study is the only way to learn a foreign language this quickly, it is possible to learn without a teacher in double the amount of time if you immerse yourself in the language.

Common Talislan

Common Talislan is the tongue spoken throughout much of Talislanta, with the exception of the eastern coastal jungles, Yrmania, and the Quan Empire. Its use marks you as a person of low to average social standing, and so it is shunned by most nobles, intellectuals, bureaucrats, and scholars.

Example of Common Talislan speech: "I ain't gonna pay you no 5 silvers for this hunk o' junk."

High Talislan

Essentially a more elaborate and flowery version of Common Talislan, High Talislan is employed throughout most of the continent. Its use marks you as a person of high social standing, good education, or extreme snobbishness.

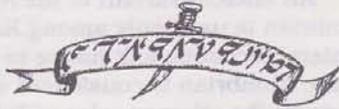
Speakers of Common Talislan and High Talislan can usually but not always understand each other. Nevertheless, these dialects are treated as separate languages because it is virtually impossible to speak the version with which you are not familiar without arduous training and practice. When speakers of Common Talislan attempt to effect High Talislan without the proper training, the result is quite humorous, as is the reverse phenomenon.

Example of High Talislan speech: "I sense a serious disparity between this item's intrinsic value and the remuneration you request."

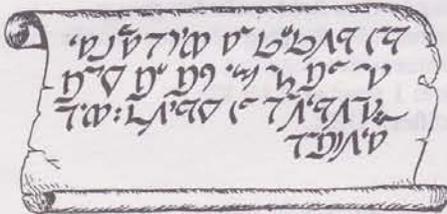
Archaen

The written language employed by most Talislantan magicians to record their spells and enchant-

High Talislän Script



L	h	7	t	J	k,c	~	ã	7	ai,ã
W	p	o	d	U	g	,	ë	˘	ou,w
h	v	9	s	2	ch	!	ı	˘	y
h	f	9	z	(h	-	õ	7	or
D	m	9	sh	v	n	.	ü,ø	9	ür
Λ	l	P	ch	W	ng	-	ü)	ur
Δ	ll	F	zh,j	m	n̄	˘	ē	7	ar
)	r	o	th	o	th	˘	ī,æ	7	ř
9	o	\	l	1	2	1	3	12	4
5	5	E	6	7	7	4	8	9	9
∞	period	?	question mark	:	comma	“	quotation marks	∞	end paragraph



Enkountürüna nū pēplūds has
mād mē mor ū wāt w mī ōn
tūng, blēsd hī Talislän.
- Tamerlīn

Nomadic

This simple yet elegant tongue is spoken by the Djaffir tribes, most of whom speak Talislän as well. It is also employed by the Dracartans of Carantheum, since the written form of Nomadic is especially concise and easy to learn.

Northron

Northron is the language of the Ur clans of Urag. The race of Darklings speaks a tangled dialect of Northron, as do the Stryx.

Phaedran

Technically a "dead" language, the complex Phaedran tongue is primarily employed in its written form only. It is still in wide use among western scholars, who value tradition above practicality.

Quan

Stolen in large part from the ancient Mazdak tongue, Quan was the official language of the Quan Empire. The Vajra, Sunra, Mandalans, Ispasians, and Kang each have their own individual languages, but since the overthrow of the Quan by the Kang, Kang law states that only Kang may be taught in public places and institutions of learning in the empire. The original Quan language's written form is employed exclusively by eastern scholars, including the Chroniclers of Xanadas.

Racial Tongues

The Talislantan races that are known to have their own distinct languages include the Ahazu, Mud People, Muses (Sylvan), Saurans, Gryphs (Avian), and Green Men (the "secret language" of plants).

Rajanin

A harsh tongue derived from the ancient language of the Mazdaks, Rajanin is employed primarily by the various tribes inhabiting Rajanistan. A maddeningly complex written form of Rajanin was later developed by the Rajans.

ments, Archaen dates back to the Forgotten Age. Many of the oldest known scrolls and stone tablets were written in this highly complex language, which is no longer employed except as pertains to the casting of spells.

Bodorian

Bodorian is a complex language without words or letters; musical notes and rhythms are exclusively used to convey meaning. Bodor musical troupes employ this language, which is greatly admired by the Muses and Thaeccians.

Chanan

Chanan is the main language of the eastern coastal people: different dialects are spoken by the Chana witchfolk, Manra, Mondre Khan, Nagra, Batreans, and Sawila. There is a runic version of this tongue, but it is very rudimentary.

Elder Tongue

The ancient language of the Ariane peoples, the Elder Tongue is also spoken by certain witches and warlocks, such as the Dhuna. Its written form is often employed as a magical script by many types of spellcasters. The Mirin of L'Haan speak a derivative of this tongue.

Low Talislan Script

l = a	Y = n	↑ = end of sentence
z = b	π = o	∴ = begin quote
Ʒ = c	Ɔ = p	∴ = end quote
γ = d	Ɔ = q	σ = 1
ƶ = e	ℓ = r	σ = 2
ƶ = f	ℓ = s	σ = 3
ƶ = g	ℓ = t	σ = 4
ℓ = h	ƶ = u	σ = 5
ℓ = i	ƶ = v	σ = 6
ƶ = j	ƶ = w	σ = 7
ƶ = k	ƶ = x	σ = 8
ƶ = l	ƶ = y	σ = 9
ƶ = m	ƶ = z	σ = 0

Sarisa

The multilayered language of the wandering Sarista peoples, Sarisa is rich in colorful adjectives, especially those of a disparaging nature. By means of various slight gestures and signals, it is possible to convey secret meanings such as: "Believe nothing of what this one says," "We must speak privately," and so forth. No Sarista would ever teach the hidden meaning of this tongue to an outsider.

Sea Nomad

This tongue is employed, with slight variations, by the folk of Oceanus, the Sea Rogues of Gao-Din, and the Mangar corsair clans.

Sign

Sign is a "universal" language of hand gestures employed by most of the primitive tribes of Talislanta. The Wildmen of Yrmania use sign exclusively, though they are known to punctuate their conversations with a variety of weird howls, yelps, and bloodcurdling screams. The Black Savants of Nefaratus employ a complex and arcane version of sign, which is in very few ways similar to the common version. The race of Monads likewise utilizes a unique variation of this form of nonverbal communication.

Thaecian

The romantic language of the Thaecians, this elegant tongue is much favored by poets, writers, and musicians. The Thaecians employ it as an adjunct to

High Talislan, which is spoken as their common tongue.

Xambrian

An ancient variant of the Archaen tongue, Xambrian is used only among Xambrian wizard hunters, a chaotic folk native to the Wilderlands of Zaran. Xambrian is considered a "near-dead" language by the other peoples of Talislanta due to the violent lifestyle of the few remaining Xambrians.

Performing Talents

Performing talents represent skills used to entertain, especially as a way to make a living.

Cost to acquire (unless otherwise specified): one month (7 weeks) of study and 10 XP.

Acrobatics

The ability to perform most types of acrobatic maneuvers, including tightrope walking, tumbling, leaping, vaulting, juggling, breakfalling (falling up to 20 feet without taking damage), and scaling walls.

Basic training in this field includes group actions such as pyramids, flinging of other people into the air, and interactive juggling.

Cost to acquire: 1 year and 10 XP.

Attribute modifier: DEX.

Acting

Individuals with this talent will be able to perform any of the skills normally associated with thespians, such as engaging an audience's attention, memorizing lines, conveying a range of emotions, impersonating other individuals or character types, and so on. Acting is one of the most difficult skills practiced in Talislanta. Acquiring the skill requires two years of slavish rehearsals and training sessions in the tutelage of the most demanding and temperamental masters of the art.

Cost to acquire: 2 years plus 30 XP.

Attribute modifier: CHA.

Art

In Talislanta, visual art is considered one of the performing arts. This skill represents the ability to produce aesthetic creations of a visual nature, such as paintings, tapestries, mosaics, sculptures, and so forth. This skill is very difficult to develop, due in large degree to the fact that artists tend to develop a personal style that identifies their work. Along with the ability to create art, characters with this skill will be able to evaluate other artists and appraise the value of their work. Other potentially useful applications of this skill will depend on the medium in which the artist works; for example, portrait painters might never forget a face, needleworkers who embroider tapestries might also mend or alter clothing, and sculptors who work in clay might be able to make useful cups or bowls. The usefulness of this kind of

secondary application is up to the GM's discretion. The time required to develop the rudimentary skills in a particular medium is 1 year under the guidance of an accomplished artist who works in that medium.

Cost to acquire: 1 year plus 10 XP.

Attribute modifier: PER.

Dance

The ability to perform popular, expressive, or ritual dances. Popular Talislantan dances include the light-hearted caperetto, the romantic avante, and the formal sauntre; expressive dances include the seductive Dance of the Diaphanous Veils (Batreat), the Dance of Subtle Passions (Mandalan), and the Dance of the Rainbow Plumes (Sawila). Many cults and religions have their own ritual dances, such as the Ritual of Spirit Calling (Chana Witchfolk), the Dance of Death (Rajan necromancers), the Celebration of Terra (Gnomekin), and the Kang Sword Dance, to name but a few. The time required to learn each specific dance is two weeks. This, along with an expenditure of 5 experience points, brings the character to skill level 1. To advance, the character must spend a significant portion of his or her day practicing the dance in question. The character is not limited in the number of dances he or she can learn, but not all dances are taught freely to any who ask.

Cost to acquire: 2 weeks and 5 XP.

Attribute modifier: DEX.

Knife-Throwing

Although often used merely as a sideshow attraction, this skill is identical to being skilled with a throwing knife, as per the combat skills rules.

Attribute modifier: DEX.

Legerdemain

The ability to perform various tricks and sleights of hand, including card tricks, palming (concealing small objects in the hand), passing or switching small objects without being detected, ventriloquism, and so on. Individuals with this talent may employ it to cheat or "fix" any game of chance or to detect cheaters.

Attribute modifier: DEX.

Musicianship

The ability to play one of the various types of musical instruments found in Talislanta, such as the gossamer harp, glass flute, tambour, gongs, water chimes, and so on. This skill requires a minimum of one year to acquire an appreciable degree of competence, and many long hours of practice in order to attain the technical facility necessary to master an instrument.

Attribute modifier: DEX.

Oratory

The ability to engage the attention of an audience, small or large, and to effect a desired response among listeners, such as sympathy, antipathy, or

fascination. An orator may use his or her skills to incite a crowd to action, calm a hostile mob, create a diversion, and so on. Failure means the crowd pays little heed to the speaker; a result of mishap could result in the crowd becoming angry or even violent towards the speaker.

Attribute modifier: CHA.

Sideshow Talents

The ability to perform such unusual feats as sword-swallowing, fire-swallowing, contortion, escape (from bonds only, unless unless you also know the thieving talent Lockpicking), and so on.

Attribute modifier: DEX.

Song

The ability to create emotional responses by the use of song. Possible uses include the furthering of romantic interests, diversion, singing to earn a meal or a place to sleep, stirring interest in a cause of some sort, and so on.

Attribute modifier: CHA.

Scholarly Pursuits

The attribute modifier for all scholarly pursuits except Diplomacy is intelligence rating.

Cost to acquire (unless otherwise specified): 4 months (28 weeks) of study and 10 XP.

Antiquarian Lore

Antiquarians are skilled at identifying, appraising, and dating ancient artifacts. Note that an artifact must be at least one hundred years old to qualify as an antique by Talislantan standards. Cultures of interest to antiquarians, listed in descending order of estimated rarity and value of their artifacts, are as follows:

- Time Before Time (Khazad)
- Early Forgotten Age (Quaran, Xambrian, Zaran)
- Late Forgotten Age (Elande, Phandril, Pompados, Sharna)
- Latter (early New) Age (Phaedran, Hadjin)

Arcane Lore

Knowledge of Talislantan myths, folk beliefs, and legends, particularly those steeped in magical lore. Individuals skilled in this field will be able to decipher runes and magical scripts, identify and appraise magical artifacts, determine the authenticity of magical tomes and scrolls, and so on.

Astrology

Astrology is the nonmagical version of the astronomic spell of Astromantic Divination. Its practitioners study the heavens, the conjunctions of Talislanta's twin suns and seven moons, and the constellations. By studying the configurations of these heavenly bodies, astrologers can determine if the signs are well-aspected (favorable) or ill-aspected (unfavorable), and may thus be able to divine the

outcome of future events. An astrologer can make one divination per night, with the level of the divination attempted subtracted from the roll just as if it were a spell.

Cartography

Cartographers are able to read and make maps of almost any type of terrain.

Cryptography

Cryptography is the nonmagical version of cryptomancy, a magical field of study. Cryptographers gain the ability to decipher cryptograms, codes, and secret languages, and to write in code.

Each text that a cryptographer attempts to decipher is given a difficulty rating, usually equal to the encoder's level of cryptography. Decoding a text takes one hour per level of the text's difficulty and a roll as a resisted action, with the level of the text's difficulty subtracted from the cryptographer's roll.

Diplomacy

Knowledge of the finer points of protocol, oratory, and negotiation. Individuals with this talent may seek positions as ambassadors, mercantile representatives, public officials, and so forth.

Attribute modifier: CHA.



Xanadastan Chronicler

Geography

Knowledge of the continent of Talislanta, including its resources, topographical features, and climatic conditions. The scholar will know where, in any given region, deposits of precious stones or metals are most likely to be found and where conditions may indicate the likelihood of danger from floods, rockslides, avalanches, and seismic or volcanic activity. The scholar may gain familiarity with one geographical region per level of ability.

Linguistics

The study of languages. An individual who studies linguistics can learn how to speak, read, and write one new language per level of ability, including any ancient or "dead" language. Linguists can also identify languages that they do not know. Scholars with this skill may seek employment as translators.

Cost to acquire: 1 year (49 weeks) plus 10 XP.

Metaphysical Doctrines

Study of the myriad planes of existence, and of the relationship of the outer dimensions to Primus, the name used by Talislantan metaphysicists in reference to the prime material plane upon which Talislanta resides. Differences of opinion have long thwarted the best attempts to construct a unified field of metaphysics, and several schools of thought currently exist. Scholars in this field will generally concentrate on one of the following realms:

- Theology (higher planes)
- Demonology/diabolism (lower planes)
- Natural lore (elemental planes)
- Mysticism (spirit or astral plane)

Typical areas of interest include extra-dimensional worlds, entities, races, artifacts, and texts pertaining to the scholar's specific field of study.

Naturalism

The ability to identify and catalog all species of animals native to the continent and to breed animals in captivity. With a critical success, a naturalist may be able to cross-breed different species; the GM should assign a difficulty penalty to this roll, depending on how different the two species are.

Talislantan Cultures

Knowledge of the diverse races of modern-day Talislanta, including their habits, traditions, laws, and mores. The scholar will be aware of what constitutes proper and improper behavior in a specific foreign land, among primitive tribes, and so forth. The ability to identify tools, weapons, and other implements associated with other peoples is also acquired.

Cost to acquire: 2 years and 15 XP per culture learned.

Talislantan History

Knowledge of the notable figures, events, and cultures of ancient times. A historian will be familiar

with written works pertaining to such subjects, including legends, and will be able to identify, authenticate, and date ancient ruins, writings, and relics.

Unknown Lands Lore

Scholars who are versed in the lore of the Unknown Lands are rare; this is very much a new field of study, and as such, much remains to be discovered. Knowledge of the Unknown Lands may take any of a number of forms, such as cartographic, geographic, linguistic, historical, and so forth. During the present age, a student of Unknown Lands Lore will usually specialize in a single locale, limited to the following choices:

- Alcedon
- Altarus
- Celadon
- Draknar
- The Lost Continent
- Midnight Realm
- Temesia

Thieving Talents

These skills are the province of criminals, though people of licit professions often find some of them useful as well.

Cost to acquire: 4 weeks of study and 10 XP.

Appraise Slaves

The ability to determine the strength, health, and basic attributes of humanoids, particularly those suitable for use as slaves, with a ± 1 degree of accuracy.

Attribute modifier: PER.

Appraise Treasure

The ability to determine the approximate worth of any valuables, rarities, or other ill-gotten gains.

Attribute modifier: PER.

Assassinate

The ability to kill with a single blow or attack delivered from hiding or otherwise by surprise. You can use your Assassinate skill level as your CR when making an undefended attack (see "Rules for Combat" in Chapter Two). In addition, you can add your level with this skill to your roll for damage when making any undefended attack. Note that individuals with this skill are considered outlaws in many lands, except for Arim and Rajanistan. Also, this skill allows the assassin to perform as if he or she has the skill of Ambush or Waylay, with negative modifiers for unfamiliar terrain to be determined by the GM.

Attribute modifier: DEX.

Bribe

The ability to influence by promises of wealth.

Attribute modifier: CHA.

Coerce

The ability to influence by threats or violent actions.

Attribute modifier: CHA.

Con

The ability to deceive other individuals without arousing their suspicion, and to win their trust by deceitful means. Includes the use of various scams, rigged games, and the like.

Attribute modifier: CHA.

Counterfeiting

The ability to create relatively worthless replicas of coins, cut stones, or other valuables. These replicas are practically indistinguishable from the genuine articles.

Attribute modifier: DEX.

Disarm/Detect Traps

The ability to detect, disarm, and set traps. Subtract the difficulty rating of the trap, usually equal to its maker's level, from your roll. You will have two scores for this skill: one to set and disarm traps and the other to detect them.

Attribute modifier: DEX to set and disarm, PER to detect.

Elude

This skill allows the character to escape pursuit in a familiar environment.

Attribute modifier: SPD.

Espionage

Proficiency in the time-honored art of acquiring information by covert means, either by infiltrating a group, plying individuals with intoxicants, lurking unseen in hallways or closets, or using other dirty tricks. Roll once per day for undercover work, or as applicable for other operations, to determine if you uncover any information. Note that a result of failure may indicate that your activities have aroused the suspicions of other individuals; worse, a result of mishap means that you have been discovered as an infiltrator without knowing it.

Attribute modifier: PER.

Evade

This skill allows the character to avoid being struck by a physically manifested attack, such as a blow from a hand-held weapon or an arrow, but not a magical bolt.

Attribute modifier: DEX.

Forgery

The ability to duplicate written documents, seals, signatures, and so forth.

Attribute modifier: DEX.

Gambling

Familiarity with any of a variety of games involving skill and chance. Includes the ability to detect or engage in illicit methods of determining the outcome of such contests.

Attribute modifier: INT.

Hide

The ability to avoid detection by lurking in darkness, behind cover, in a place of concealment, and so on.

Attribute modifier: INT.

Interrogate

The ability to acquire information by psychological intimidation or by more subtle verbal methods.

Attribute modifier: CHA.

Lip-Reading

The ability to eavesdrop by watching a speaker's lips and reading what he or she is saying. The practical range of this ability may be enhanced by the use of a spyglass or other optical device.

Attribute modifier: PER.

Lockpicking

The ability to foil locks with the use of thieves' tools. One attempt is allowed per mechanism; if you cannot open a particular lock, the lock is considered beyond your present capabilities.

Attribute modifier: DEX.

Pick Pockets

Theft by sleight of hand. Roll as a resisted action, with the target's PER+Pick Pockets ability subtracted from the roll.

Attribute modifier: DEX.

Sabotage

This is the ability to disable or destroy most types of mechanisms, conveyances, and structures by covert means. While simply breaking an item requires no special skill, doing so quickly and quietly or in such a way as to make the item appear still functional requires a roll against this ability.

Attribute modifier: INT.

Seduce

The ability to influence by charm, flattery, and suggestion.

Attribute modifier: CHA.

Stealth

The ability to move silently; this can be employed in conjunction with other thieving skills. If those who might notice you are actively searching the area, roll as an opposed roll versus the searchers' PER rolls. If the others are not actively searching, roll



An Arimite Revenant

as a resisted roll, subtracting the others' PER from your Stealth roll.

Attribute modifier: DEX.

Streetwise

Knowledge of the typical scams and cons run by the least reputable members of a city's population, such as beggars, pickpockets, gamblers, charlatans, peddlers, and so forth. Individuals without this skill are considered "marks," or fair game for any likely scam, by disreputable city dwellers.

Attribute modifier: INT.

Swipe

The ability to steal any relatively small object without getting caught. The object must be visible or its location known, and it can't be on the person of another individual.

Attribute modifier: DEX.

Tailing

The ability to follow an individual without being detected. It is also possible to use this skill to determine if you are being followed by others.

Attribute modifier: INT.

Torture

The ability to acquire information by unsubtle physical methods. Failure can result in the accidental death of the individual being tortured.

Attribute modifier: DEX.

Underworld

Intimate knowledge of the customs peculiar to criminal groups or organizations, such as groups of thieves, assassins, smugglers, and so forth.

Attribute modifier: INT.

Waylay

The ability to knock an individual unconscious with a single blow delivered from hiding or otherwise by surprise. The target can resist if he or she makes a CON roll at least equal to the your roll, as for an opposed action.

Attribute modifier: DEX.

Trades and Crafts

This category of skills includes most trades commonly found in Talislanta. There are two categories of trades and crafts: civilized trades and primitive trades.

Cost to acquire (unless otherwise specified): 4 weeks of study and 10 XP.

Civilized Trades

Administrator

The ability to command subordinates and oversee all details crucial to the operation of a business, government agency, or similar entity.

Attribute modifier: CHA.

Agriculturalist

Skilled at planting, producing, and harvesting one of the following crops: viridia, subterranean crystals, mushrooms or other fungi, Mandalan silk, thistledown, timber, foodstuffs, or herbs. This skill includes intimate knowledge of the life cycle of the specific crop and the ability to research into development of nonmagical means to increase yield, survivability, or palatability of the crop.

Attribute modifier: INT.

Animal Handler

Skilled at capturing, taming, training, and breeding wild beasts. Taming takes 1 week per every 3 levels of the beast's ability; training to perform a single task on command, such as carry a rider, attack, or guard, takes an additional 4 weeks, longer if the beast is particularly fierce or stubborn in nature. Note that various beasts have different limits as to how much they can learn and whether they are trainable at all.

Attribute modifier: WIL.

Apothecary

Skilled at identifying, preserving, weighing, and concocting ingredients used in the making of medicinal mixtures, as the alchemical skill.

Attribute modifier: INT.

Aristocrat

Knowledge of the customs associated with the nobility or upper classes. This is not a skill, per se, but rather a mode of behavior learned through long exposure to affluence, recognizable to all of similar upbringing.

Attribute modifier: CHA.

Appraiser

The ability to determine the basic value of most common types of goods and commodities.

Attribute modifier: INT.

Armorer

Skilled at fashioning protective apparel and gear using hide, bone, or metal. The type of material and style of armor is usually dictated by region, culture, and availability of goods.

Attribute modifier: DEX.

Artificer

Skilled at fashioning useful and decorative wares and items from one of the following materials: crystal, black iron, red iron, blue iron, adamant, black adamant, stone, brick, wood, bone, clay, silver, gold, copper, brass, gemstones, fine fabrics, glass, and ceramics. Artificers can identify their own and rivals' handiwork, and appraise any item they can produce. If the artificer wishes to gain another specialty from this list, he or she may do so with the usual amount of time and XP expenditures.

Attribute modifier: DEX.

Artillerist

Skilled at operating artillery such as catapults, ballistae, Arimite fire-throwers, and the like.

Attribute modifier: DEX.

Artisan

Skilled builders and crafters specializing in one of the following: windships, levitationals, duneships, wind funnels, siege hurlants, ice schooners, land barges, dragon barques, pleasure barges, sea galleys, or any type of major device using stone, glass, metal, or wood. Note that this skill does *not* give you the power to create a fully enchanted and functioning magical item unless you also have the appropriate magical training.

Attribute modifier: DEX.

Brewer/Vintner

Skilled at brewing, distilling, or otherwise concocting one type of alcoholic or nonalcoholic beverage.

Attribute modifier: INT.

Caravan Master

Skilled at outfitting and managing overland caravans and overseeing any of the following: requis-

tioning supplies, managing teams of drivers, loading and offloading goods and materials, organizing defense against attacks by bandits, making and breaking camp, and fording and crossing rivers and bridges in an orderly fashion.

Attribute modifier: CHA.

Collector

Skilled at identifying and appraising a chosen type of collectible such as art, antique coins, exotic weapons, or books.

Attribute modifier: INT.

Cook

The ability to prepare food so that it will be edible and reasonably tasty.

Attribute modifier: PER.

Crew

Experience as a crew member on a windship, ice schooner, sea vessel, land-ark, duneship, or other single type of sailing vessel.

Attribute modifier: INT.

Drayman

Experience driving a wagon or other wheeled conveyance.

Attribute modifier: INT.

Engineer

The ability to design and oversee construction of one or more of the following: fortifications, roads, bridges, cities, settlements, siege engines, mines, and excavations. Engineers are able to draft or appraise plans and schematics for such projects, determine the suitability of proposed construction sites, and spot potential structural weaknesses and strong points. Note that the ability to oversee construction is the ability to ascertain if blueprint design is being followed by the labor crew.

Attribute modifier: INT.

Cost to acquire: 1 year and 20 XP.

Executioner

Experience as a professional executioner.

Attribute modifier: DEX.

Farmer

Knowledge of how to plant, tend, and harvest crops. Note that this skill gives no detailed botanical knowledge that would allow the character to perform functions as an agriculturalist.

Attribute modifier: INT.

Guide

The ability to escort others through a given region, city, or structure.

Attribute modifier: INT.

Guard

Experience as a sentinel or watchman.

Attribute modifier: PER.

Healer

Skill in the arts of Talislantan folk medicine, a speculative field of study at best. Healers are able to identify and use plants and herbs with reputed medicinal properties, provide aid and comfort to sick and wounded individuals, and serve as midwives. Regardless of nationality, most Talislantan healers are highly superstitious and tend to credit many ailments to such causes as "malignant spirits," "ill humours," "night dankness," "ill-aspected stars," and so forth. Consequently, all die rolls determining the accuracy of a healer's attempts to diagnose or cure a patient's ailments are made on a d20 instead of the d10 non-healers use, but suffer a penalty of -5.

Attribute modifier: INT.

Jailer

Experience in the incarceration of prisoners.

Attribute modifier: PER.

Laborer

The ability to perform basic manual labor.

Individuals with this skill typically begin at a very low level of ability that increases with experience. At third level, laborers are considered highly skilled; at fifth level, laborers may become foremen or supervisors. Laborers of seventh level and greater ability may qualify as artisans, overseers, or administrators in their field of expertise. To determine the quality of a crew of laborers, average the level of ability of all workers, foremen, and other supervisors.

Attribute modifier: DEX.

Litigator

Knowledge of the laws and customs of one land, and skill at representing individuals accused of criminal wrongdoing. Litigators are able to specialize in such areas as prosecution, defense, and civil law, as well as others. Litigators may wield little influence or may not even be available in lands where totalitarian governments are in power.

Cost to acquire: 2 years and 20 XP.

Attribute modifier: INT.

Mariner

Skill in the operation of seafaring vessels.

Attribute modifier: INT.

Merchant

Skilled at buying and selling goods and commodities. Included in this category are shop owners, vendors, peddlers, procurers, mongers, and so forth. By purchasing goods and materials in sizable quantities of at least six dozen, individuals of this profession save up to 50% off standard list prices for mundane goods, but not magical ones. By haggling

and hard bargaining, merchants can drive list prices up or down by as much as 25%.

Attribute modifier: CHA.

Miner

Knowledge of the techniques used in one of the following trades: pit mining (common), glass mining (Cymril), ice mining (L'Haan), or sand mining (Dracarta).

Attribute modifier: INT.

Moneylender

Experience in arranging, making, and collecting loans.

Attribute modifier: INT.

Pilot

The ability to operate a duneship, windship, or other type of sailing vessel (one type only). Pilots can read any type of sea chart or maps needed to navigate their vessels and can recognize hazards related to their specific skills: for example, river or lake pilots can spot sandbars and similar obstructions, ocean pilots can detect dangerous rocks and reefs, Mirin ice schooner pilots will know thin ice at a glance, windship astrogationists can discern the strength of a coming storm well in advance of its arrival, and Dracartan land barge and duneship pilots can predict sand storms. A cursory inspection is sufficient for any pilot to determine if a given vessel is in good condition.

Attribute modifier: PER.

Salvager

Knowledge of the techniques used to retrieve valuable goods and artifacts from sunken ships, ruins, or similar places.

Attribute modifier: PER.

Scribe

Skill at writing and calligraphy.

Attribute modifier: INT.

Weaponer

Skill in the making of one type of weapon. The style and materials used are determined by the weaponer's race, homeland, and culture. Included in this category are bladesmiths, axe-grinders, bowyers, hurlant-makers, swordsmiths, Gnomekin crystalsmiths, and so on. Weaponers are able to identify their own and rivals' work, and can repair, sharpen, or appraise any weapon they could produce.

Attribute modifier: DEX.

Primitive Trades

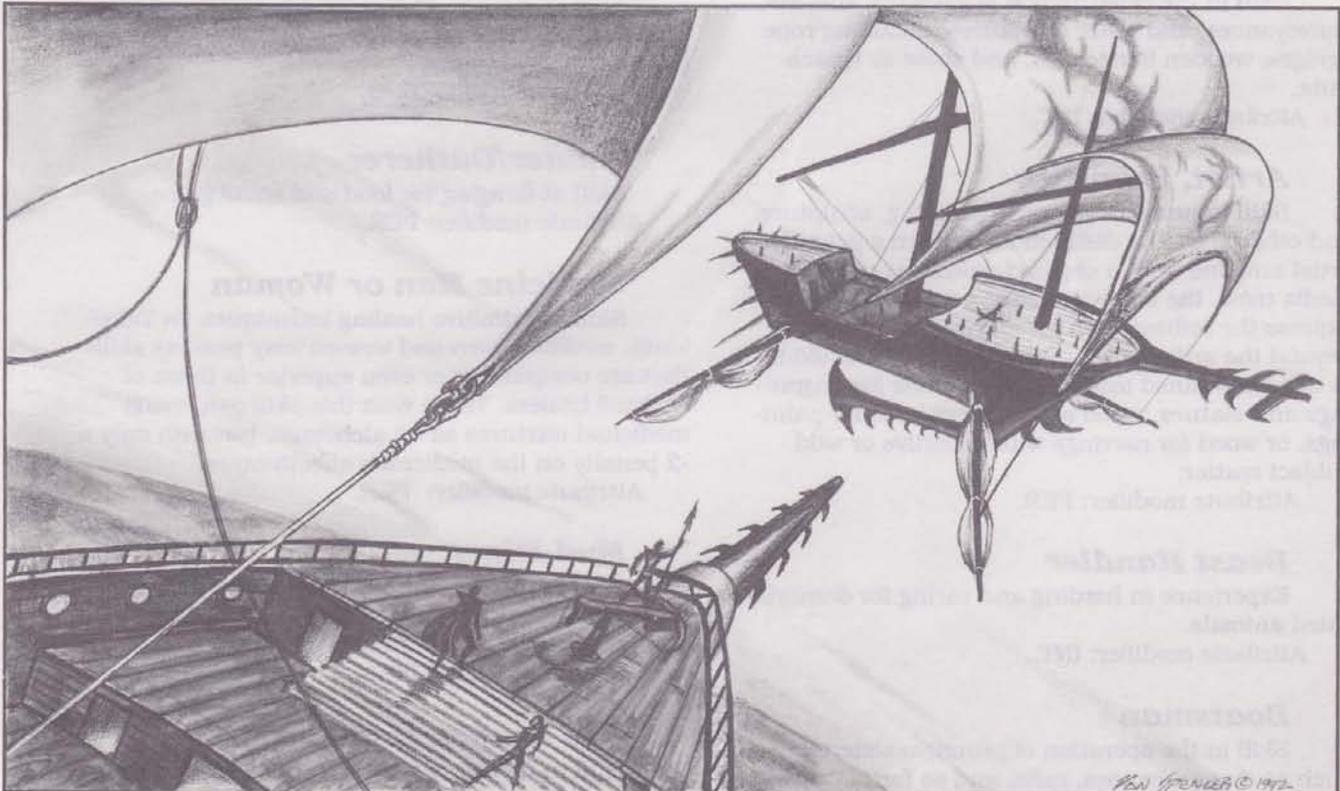
Amber Miner

Skill at dredging swamps for bits of amber, as is done in Mog.

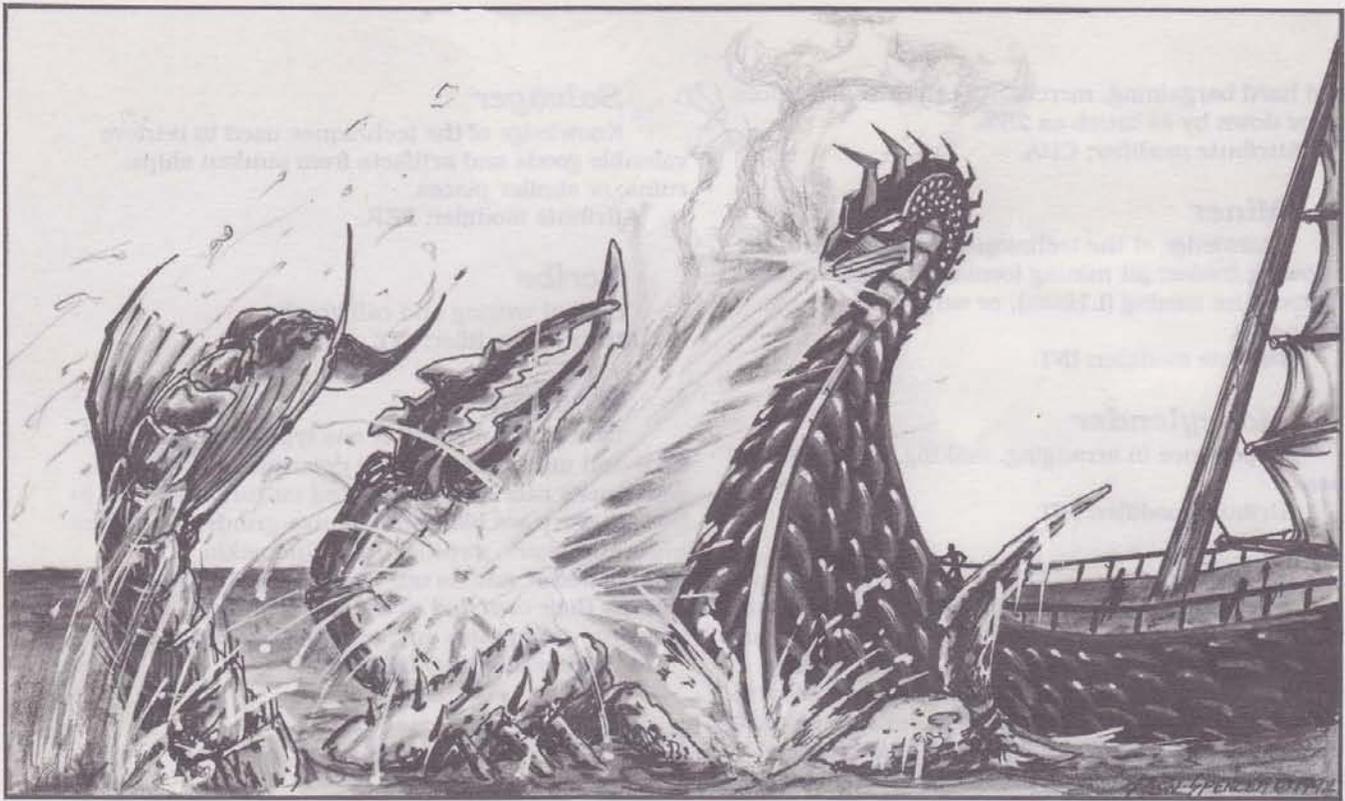
Attribute modifier: PER.

Artificer, Primitive

Skill in the making of primitive artifacts. The difference between this skill and Artificer in the



Dueling Windships



Manra Dragon Hunters Attacking a Sea Scorpion

civilized trades section is in the media in which the primitive artificer specializes. Primitive artificers tend to work in media such as stone, wood, clay, gourds, rushes, and reeds.

Attribute modifier: DEX.

Artisan, Primitive

Skill in the construction of primitive shelters, conveyances, and other structures, including rope bridges, wooden barricades, and stone or thatch huts.

Attribute modifier: INT.

Artist, Primitive

Skill in primitive forms of painting, sculpture, and other arts. The distinction between a primitive artist and one from a civilized culture is one of the media used, the subject matter, and the ability to express the influence or perspective of cultures beyond the artist's own. Primitive artists would tend to use less refined media such as stone for engravings and statues, wood sap or berry juice for paintings, or wood for carvings with primitive or wild subject matter.

Attribute modifier: PER.

Beast Handler

Experience in herding and caring for domesticated animals.

Attribute modifier: INT.

Boatsman

Skill in the operation of primitive watercraft such as dugout canoes, rafts, and so forth.

Attribute modifier: DEX.

Diver

Skill at swimming and diving for pearls, fish, and so forth.

Attribute modifier: DEX.

Dragon Hunter

Skill in the art of hunting, tracking, and trapping dragons. This talent is a specialty of the Araq of the Kharakhan Wastes.

Attribute modifier: PER.

Hunter/Gatherer

Skill at foraging for food and small game.

Attribute modifier: PER.

Medicine Man or Woman

Skill in primitive healing techniques. In Talis-lanta, medicine men and women may possess skills that are comparable or even superior to those of civilized healers. Those with this skill can create medicinal mixtures as an alchemist, but with only a -2 penalty on the medicine's effectiveness.

Attribute modifier: PER.

Mud Miner

Skill in the art of dredging mudpits for sapphires and other precious stones, as is done in Jhangara and the Dark Coast.

Attribute modifier: PER.

Sea Dragon Hunter

Skill in the art of hunting, tracking, and trapping sea dragons. This talent is a specialty of the

Sunra dragon hunters.
Attribute modifier: PER.

Wilderness Skills

Wilderness skills are talents usually associated with hunters, scouts, or people who live in uncivilized regions.

Cost to acquire: one month (7 weeks) of study and 10 XP.

Ambush

The ability to plan and execute surprise attacks using natural terrain or other features. The subject of the intended ambush is allowed a chance to detect the presence of the hidden assailants; roll versus perception rating. The gamemaster may award modifiers based on the intended victims' state of alertness, applicable special abilities, tactics employed by the individuals attempting the ambush, and so forth.

Attribute modifier: INT.

Camouflage

The ability to conceal yourself, your equipment, or other creatures or companions in the wild. Creatures or individuals who attempt to penetrate the camouflage must roll versus perception rating, applying the level of the camouflage as a negative modifier. This roll entails a -1 difficulty modifier for each extra person you try to conceal.

Attribute modifier: INT.

Herb Lore

Ability to identify useful or harmful plants, and to use such materials to concoct simple medicines (as alchemy's Medicinal Mixture, but double the time required).

Attribute modifier: INT.

Mountain Climbing

The ability to traverse mountainous regions and scale peaks and cliffs. Roll versus this skill any time you attempt to scale a ridge, make a difficult descent, or conduct other similar maneuvers.

Attribute modifier: DEX.

Scout

The ability to infiltrate wilderness regions, avoid detection by adversaries, and obtain information by observation.

Attribute modifier: PER.

Set/Detect Snares

The ability to detect, disarm, or set snares and pitfalls in the wild. Note that you will have two scores for this ability: one representing the ability to set and disarm snares, and the other representing the ability to detect them.

Attribute modifier: DEX to set or disarm, PER to detect.

Stalking

The ability to move silently in the wild, a talent that can be used in conjunction with many wilderness skills.

Attribute modifier: DEX.

Tracking

Ability to read and follow tracks and traces left by creatures or beings in the wild. A tracker can identify and estimate the age of such tracks and often determine under what conditions (flight, exhaustion, heavy encumbrance, etc.) they were made.

Attribute modifier: PER.

Wilderness Survival

The ability to forage for food and water, navigate, and find or construct suitable shelter in the wilds.

Attribute modifier: INT.

SPECIAL ABILITIES

Special abilities are talents related to an individual's race or culture. These abilities cannot be acquired through the expenditure of experience points.

Several of these abilities have no level associated with them. The phrase "no level" indicates that the ability is all-or-nothing. Such talents do not improve with experience. Rolls are never made directly against such special abilities, so they do not have attribute modifiers.

Beast Lore (Jaka)

Individuals with this skill will be able to:

- *Communicate with animals:* You may learn to communicate with one species per level of ability.
- *Call animals:* The ability to call animals of a chosen species. The animals must be within 1 mile per level of the ability. The total level of the creatures being called is applied as a negative modifier when you are attempting to use this ability. Note that you must be able to communicate with the species in order to use the Call Animals talent.
- *Command:* The ability to influence animals. Only one command may be given per attempt. Communicate is a prerequisite for Command. The animal may make an opposed roll versus its WIL, and your command works only if the animal's roll is less than yours.

Attribute modifier: CHA.

Bodorian Sound-Sight

The ability to see sound in colors of varying hue and intensity. The Bodorian language, based upon musical notes, makes full use of this talent. Bodorians are also able to use sound-sight to detect lies, which are darker in shade than truthful state-

ments; discern even the most subtle emotions in a speaker's tone of voice; and identify sounds of all sorts with uncanny accuracy.

Attribute modifier: PER.

Commune with Nature (Ariane)

The ability to converse with all things in nature, including creatures, plants, and even stone. A minimum of twenty years studying the metaphysical doctrines of transcendancy is required to acquire this ability, which may be employed once per day per level of ability; one question may be asked each time this ability is employed. The range is ten feet.

Attribute modifier: CHA.

Dual-Encephalon (Sindaran)

Dual-encephalons are able to use both of their brains independently and can concentrate on two different subjects at the same time. They are ambidextrous and can avert the need for sleep by resting one brain at a time. When one brain is resting, subtract 5 from the Sindaran's effective INT. Dual-encephalons are allowed two chances to resist any spell, including illusions or substances that affect thought, brain function, or emotions. This is not a skill with a level rating.

Influence Plants (Green Men)

The ability to influence all sorts of living plants and trees, causing such organisms to move, entwine, entangle, form barriers or specified configurations, and so forth. The Green Men of the Dark Coast possess this ability, which they employ to suit their needs and in defense of their homes and families. The maximum area of effect is a five-foot radius circle, and the range is ten feet. The Green Men will never intentionally use this ability to cause actual harm to other living creatures.

Attribute modifier: WIL.

Natural Climbing Ability

Roll d20 instead of 1d10 on climbing rolls even if you have no appropriate skill. In addition, you need pay only half the normal XP for gaining or increasing climbing skills. No level.

Natural Telepath (Muse)

The ability to project mental images and read the mental images of other beings, both nonverbal talents. The ability may be used once per day per level, with a duration of 1 round per level. Individuals may seek to resist the mind scanning or image projection powers of a natural telepath by force of will; treat as an opposed roll versus WIL. This ability may also be used to detect intelligent living presences. The range is 10 feet per level.

Attribute modifier: PER.

Night Vision (Gnomekin)

This is the ability to see in darkness as well as light. No level.

Shapechange (Manra)

The ability to assume the form and abilities of other species of living animals or plants. This talent takes many years to master. The ability is acquired through long-term ingestion of a derivative of the Jabutu plant in a process known only to the Manra tribes. Once the initial period of training has been completed, the Shapechange skill may be employed without the need for Jabutu. This talent may be used once per day per level with a duration of 10 rounds per level. You may take one form per level, always at least one, and the creature whose form you take may not weigh more than your own weight plus 100 pounds per level, or less than your weight minus 20 pounds per level. The new form provides you with that form's physical attributes, hit points, and combat capabilities, but not its magical capabilities. If the form is humanoid, you retain your level. If the form is not humanoid, you function at the beast's minimum listed level while in that form.

Attribute modifier: CON.

Sixth Sense (Jaka)

The ability to sense danger, or even potential danger. The Jaka describe this talent as a sort of highly developed intuition. The type, location, or degree of danger cannot be apprehended by the use of Sixth Sense. You receive a -1 penalty on your roll for each foot between you and the danger. The acuity of the Jaka's senses would seem to explain their tendency toward suspicion.

Attribute modifier: PER.

Spirit Guidance (Xambrian)

This ability allows you to be possessed by one ancestral spirit per level. These spirits direct you unerringly toward one who is a reincarnated spirit of an ancient enemy of the Xambrians. In addition, each spirit adds +1 to your WIL and to rolls to recover from near death (0 or fewer hit points) until you have slain the reincarnated Quarianian.

Attribute modifier: WIL.

Spirit Tracking (Nagra)

The ability to track creatures and beings of any sort by following the faint trails left behind by their spirit essences. There is a cumulative penalty of -1 on the roll for each day that the trail is old.

Attribute modifier: PER.



LIST OF SKILLS

Combat Skills

Archery
Arimite Knife-Fighting
Combat, Primary
Combat, Rudimentary
Combat, Secondary
Command
Kanquan
Mandaquan
Mounted Combat
Swordsmanship
Tazian Combat

Common Skills

Barter
Customs, Nomadic
Customs, Rural
Customs, Tribal
Customs, Urban
Fashion
Haggle
Ride
Swim

Language Skills

Archaen
Bodorian
Chanan
Elder Tongue
Nomadic
Northron
Phaedran
Quan
Racial Tongues
Rajanin
Sarisa
Sea Nomad
Sign
Talisman, Common
Talisman, High
Thaecian
Xambrian

Performing Talents

Acrobatics
Acting
Art
Dance
Knife-Throwing
Legerdemain
Musicianship
Oratory
Sideshow Talents
Song

Scholarly Pursuits 3

Antiquarian Lore
Arcane Lore

Astrology
Cartography
Cryptography
Diplomacy
Geography
Linguistics
Metaphysical Doctrines
Naturalism
Talisman Cultures
Talisman History
Unknown Lands Lore

Thieving Talents

Appraise Slaves
Appraise Treasure
Assassinate
Bribe
Coerce
Con
Counterfeiting
Disarm/Detect Traps
Elude
Espionage
Evade
Forgery
Gambling
Hide
Interrogate
Lip-Reading
Lockpicking
Pick Pockets
Sabotage
Seduce
Stealth
Streetwise
Swipe
Tailing
Torture
Underworld
Waylay

Trades and Crafts, Civilized Culture 2

Administrator
Agriculturist
Animal Handler
Apothecary
Appraiser
Aristocrat
Armorer
Artificer
Artillerist
Artisan
Brewer/Vintner
Caravan Master
Collector
Cook
Crew
Drayman

Engineer
Executioner
Farmer
Guide
Guard
Healer
Jailer
Laborer
Litigator
Mariner
Merchant
Miner
Moneylender
Pilot
Salvager
Scribe
Weaponer

Trades and Crafts, Primitive Culture

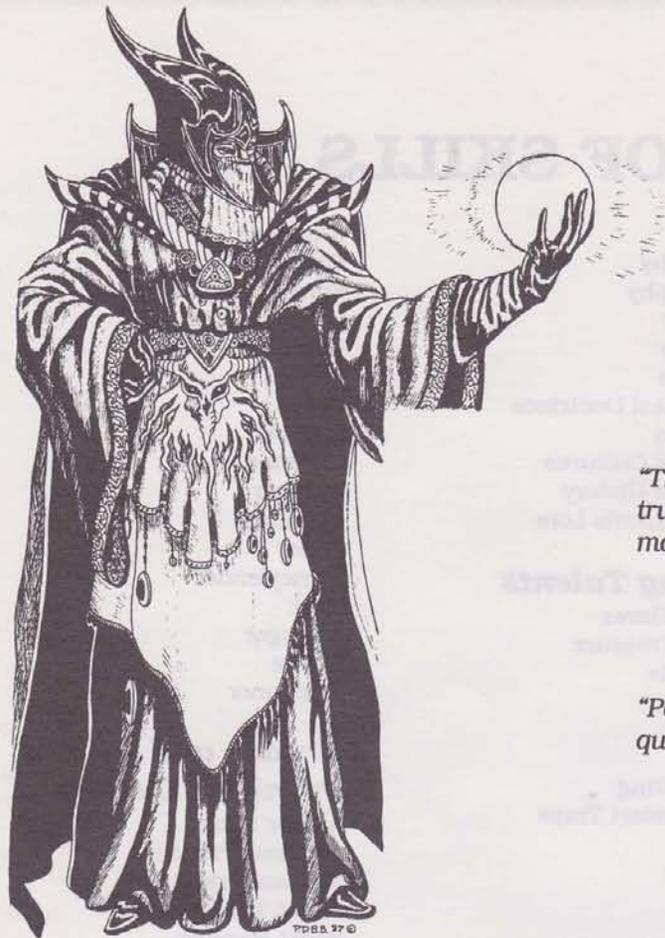
Amber Miner
Artificer, Primitive
Artisan, Primitive
Artist, Primitive
Beast Handler
Boatsman
Diver
Dragon Hunter
Hunter/Gatherer
Medicine Man or Woman
Mud Miner
Sea Dragon Hunter

Wilderness Skills

Ambush
Camouflage
Herb Lore
Hunting
Mountain Climbing
Scout
Set/Detect Snares
Stalking
Tracking
Wilderness Survival

Special Abilities

Beast Lore
Bodorian Sound-Sight
Commune with Nature
Dual-Encephalon
Influence Plants
Natural Climbing Ability
Natural Telepath
Night Vision
Shapechange
Sixth Sense
Spirit Guidance
Spirit Tracking



5

Magic

"There is but one thing that separates true Men from the Sub-Men, and that is magic."

— The Archimage Sollmorion II, from a text dating back to the Forgotten Age

"Pass me that vial of alchahest, and quickly."

— Last words of the renowned Cymrilian alchemist Aleuvian

MAGICAL FIELDS OF STUDY

The discovery in 604 N.A. of the ancient *Archaen Codex* forever altered the study and practice of magic in Talislanta. Formerly regarded as a single entity, the arcane arts are now divided into distinct magical fields of study, as follows:

Aeromancy

A field of magic that governs all aspects of wind, weather, lightning, mists, and gases. Aeromancy is also the magic of air elementals and certain avian races.

Alchemy

The ancient apothecary's art; knowledge of the traditional procedures for the concoction of powders, potions, elixirs, and other mixtures via projection of will.

Aquamancy

A magical field that governs all aspects of seas, oceans, rivers, tides, and ice. Aquamancy is also the magic of water elementals and certain aquatic races.

Astromancy

A magical field governing all aspects of the suns, moons, and stars; includes the related field of astrology, the art of reading starsigns.

Botanomancy

The art of phytomancy and plant magic.

Cartomancy

The Rahastran art of divining the future through use of the Zodar deck.

Cryptomancy

The Callidian art of inscribing, manipulating, encrypting, and decoding magical and mundane writing.

Crystalomancy

The Gnomekin art of drawing power from crystals.

Enchantment

A field of study that focuses on the creation of enchanted items.

Geomancy

A magical field that governs all aspects of earth and stone. Geomancy is also the magic of earth elementals and certain subterranean races.

Invocation

A form of magic that derives power through the summoning or reverence of extra-planar entities such

as gods, devils, and demons. Only priests and acolytes of a cult or religion may learn these spells.

Mysticism

A field of magical study that focuses upon the inner, spiritual self, knowledge of the higher planes, and expanded consciousness.

Natural Magic

The magic of the natural world, including all living things and the cycle of life, death, and renewal or reincarnation.

Necromancy

A magical field that governs all aspects of death, the lower spirit realms, and the forces of entropy and decay.

Primitive Enchantment

A less sophisticated version of the magical field of enchantment that employs primitive rituals and shamanistic practices, but to a lesser extent than the field of shamanism.

Pyromancy

A magical field that governs all aspects of fire and heat. Pyromancy is also the magic of fire elementals.

Shamanism

The spells and rituals associated with primitive spirit magic and other shamanistic practices.

Spellweaving

The Sawila art of singing spells. By combining their powers, spellweavers can cast very powerful spells.

Talismancy

A sub-field of enchantment that focuses on the creation of amulets, charms, and talismans.

Technomancy

A field of study that involves the construction, analysis, repair and manipulation of magically powered mechanical items. Some believe this field may be a branch of the lost art of sorcery.

Thaumaturgy

A field of study that focuses on the distillation, analysis, and transmutation of essences. As with technomancy, it is possible that thaumaturgy is another branch of the lost art of sorcery.

Witchcraft

The eldritch spells and rituals of black, white, or gray witchcraft, primitive forms of magic associated with the forgotten gods of old.

Wizardry

The arcane arts and traditional spells practiced by magicians from Zandu to the Quan Empire.

SPELL DESCRIPTIONS

Each spell for each field of magical study is described in the following pages. Most descriptions are self-explanatory, but some notes may clarify specific areas.

Each spell that allows a resistance roll specifies the roll. The more powerful the spell, the more generous the resistance roll. A spellcaster may substitute his or her basic magic rating for WIL or WIL+level in any resistance roll.

Spells that provide bonuses to rolls are not cumulative. For instance, the Moon Sign of Jhang, under astromancy, gives recipients +1 on their combat rating. Casting this spell twice on the same recipients does not give them a +2 bonus.

On the other hand, different spells with similar effects are cumulative. A Chant spell, under shamanism, and a Moon Sign of Talisandre, under astromancy, would have cumulative effects, something not possible with two Chants or two Signs of Talisandre.

Spells that cause or repair damage, of course, are cumulative. Several healing spells will fix your friend up more adequately than a single one will.

The field of wizardry explains in great detail about mishaps, partial successes, critical successes, how magical barriers and magical auras work, and so forth. Familiarizing yourself with wizardry will make it easy to interpret similar results for other fields.

If a spell can be cast in reverse, this fact is noted at the end of the description. Unless specified otherwise, the reverse spell has the same range and duration as the normal spell.

Several magical skills or spells allow a magician to create devices that can be sold at a profit. The prices listed here are what a merchant generally pays, so the retail prices listed in Chapter Six are considerably higher. If an enterprising magician wants to sell his or her creations directly to get the retail price, the gamemaster is fully justified in subjecting the entrepreneur to the problems that dealers in magical goods generally face: theft, trickery, delays, and so forth. Magicians who are serious about making a dependable profit find that selling to a merchant generally is more profitable than trying to handle the retail end of the sale personally.

Finally, if you as a player have a question as to how a spell works, there is only one way to find out for sure: experiment. Magic is a growing field in which new discoveries are regularly made and entered into the records at Cymril's Lyceum

Arcanum. Perhaps your curiosity will lead to new and important knowledge.

COMMON TYPES OF SPELLS

Three types of spells are common to several fields of magic. They are described in detail below:

Auras

An aura surrounds the caster with a faintly glowing field of magical energy. All damage that would normally affect the caster hits the aura instead. An aura can withstand a total of 4 points of damage per level before dissipating. It cannot protect the caster against poison gas, drowning, or similar sources of discomfort.

Range: Protects the caster only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Cast in reverse, this spell dispels any aura of lower level and of the same type. It has no effect on auras from other schools of magic.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Mishap: Uncontrolled magical energy courses through the caster's body, doing 1d2 damage per level of the attempted spell.

Partial Success: The aura stops only 2 points of damage per level.

Critical Success: The aura stops 8 points per level.

Bolts

A bolt is a burst of magical energy that flies forth from the caster's outstretched hand or wand, doing d4 damage per level.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character may attempt to dodge the bolt. The dodging character must make a DEX roll, and dodges the bolt only if this roll at least equals the wizard's roll to cast the spell. A character must give up his or her next action to dodge a bolt.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and lower level. It is difficult to cast this reverse spell effectively because the wizard must cast it just as another wizard is launching a bolt.

Mishap: Uncontrolled magical energy courses through the caster's body, doing d4 damage per level of the attempted spell.

Partial Success: The bolt does half damage.

Critical Success: The bolt does 2d4 damage per level.

Barriers

A barrier is a translucent, two-dimensional shield of magical energy that can take whatever simple shape the caster desires. The barrier can stretch up to 5 feet per level in either dimension, and it can be curved into a cylinder or cone. The barrier must be created in a sturdy form. It cannot lean without some type of support. If it crosses open space, such as a pit or chasm, then both ends must be on solid ground.

A barrier prevents the passage of physical objects and energy, as well as violent magical energies such as bolts. It does nothing against subtle magical energies such as Spellbind spells. After taking 4 points of damage per level, it dissipates. Prudent magicians take note: barriers also prevent the flow of air.

Barriers are immobile. Like any other wall, they can be climbed, but they cannot be toppled.

There are several types of barrier shapes that are popular among magicians.

- **Wall:** A wall can be shaped to fit irregular corridors and the like. It can slow pursuers, giving the wizard and his or her companions a head start in a tactical retreat. If the wall is only a few feet high, it can provide impromptu cover for archers.
- **Cone:** This shape provides complete protection against gases, flooding, and attacks from all angles. A major disadvantage is that the characters may run out of air in such an enclosure. The maximum diameter of a cone's base is about one and a half feet per level. The maximum height is very nearly 5 feet per level.
- **Cylinder:** This shape provides protection from attacks from all directions except above, and allows air in through the top. The maximum diameter is about one and a half feet per level.
- **Half-Cylinder:** If the wizard can find a secure wall against which to place the barrier, the half-cylinder form allows all the protection of a cylinder while doubling the area protected. The radius of a half-cylinder is three feet per level.
- **Bridge:** This innovative use of the spell can allow people to cross chasms or pits, though both ends must rest on solid ground. A gentle curve in the barrier allows it to overarch tripwires and other traps without greatly reducing its length.

Range: 10 feet per level.

Duration: 1 round per level.

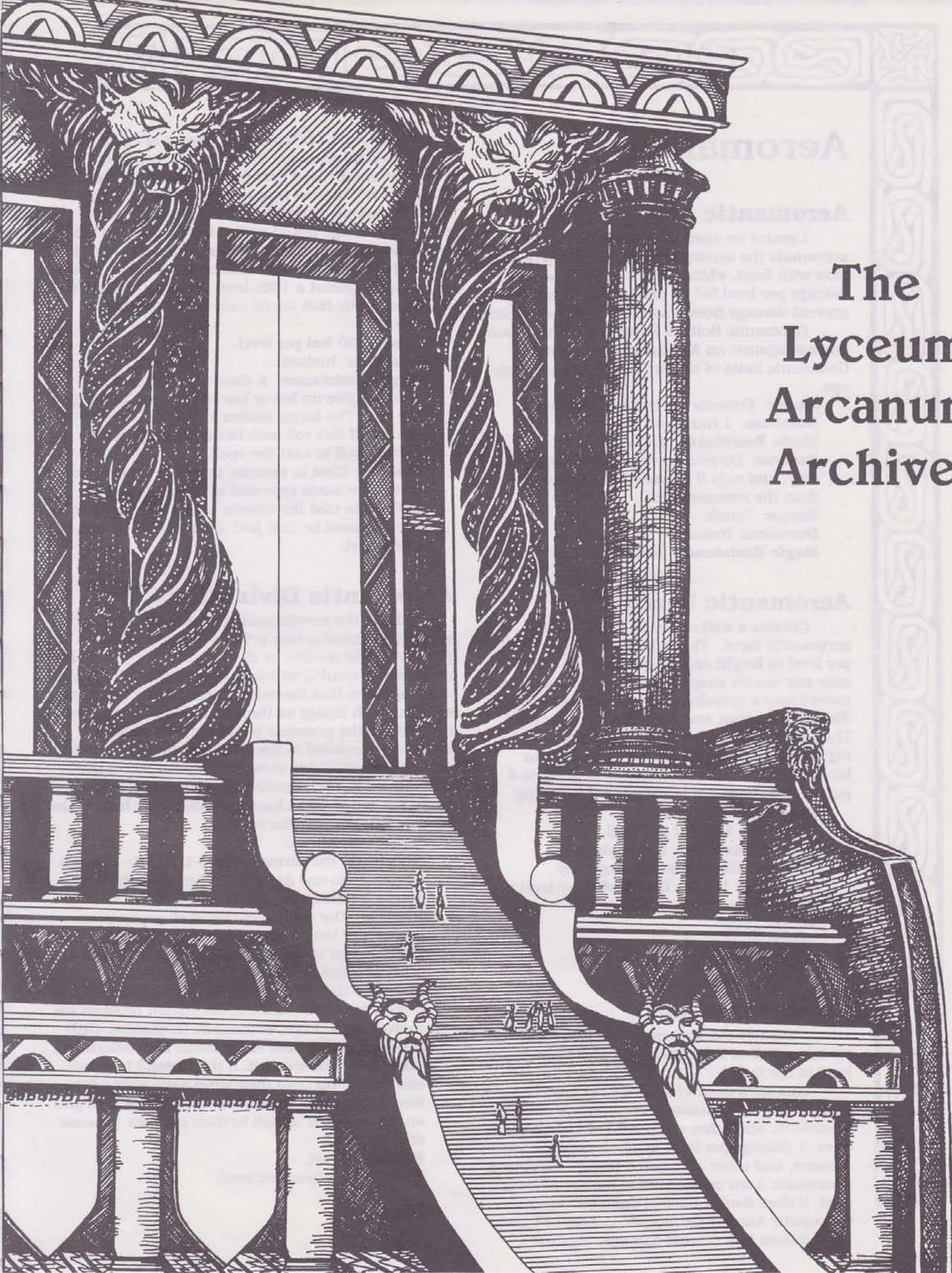
Magic Resistance: Not applicable.

Reverse: Cast in reverse, this spell cancels one barrier of lower level and of the same type. It has no effect on barriers from other fields of magic.

Mishap: Uncontrolled magical energy courses through the caster's body, doing 1d2 damage per level of the attempted spell.

Partial Success: The barrier stops only 2 points of damage per level.

Critical Success: The barrier stops 8 points per level.



The Lyceum Arcanum Archives

Aeromancy

Aeromantic Aura

Creates an aura of aeromantic force that surrounds the aeromancer, causing him or her to glow with faint, white light. It stops 4 points of damage per level before dissipating. It cannot prevent damage from poisonous gas or drowning.

Geomantic Bolts of lower level do only half damage against an Aeromantic Aura, but Geomantic Bolts of higher level do double damage.

Range: Protects the aeromancer only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type only, and only if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Aeromantic Barrier

Creates a wall of translucent, whitish aeromantic force. The wall can be up to 5 feet per level in height and length, and the wall can take any simple shape the aeromancer wishes. If curved into a cylinder or cone, its maximum diameter is about one and a half feet per level. The Aeromantic Barrier stops all matter, including air, from passing through it, and it also blocks violent spells such as bolts. It stops 4 points of damage per level before dissipating.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any Aeromantic Barrier that is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Aeromantic Bolt

Channels the supernatural energies of the air into a bolt of force that does 1d4 damage per level to the target.

This spell does +1 damage per level to earth elementals, earth demons, geomancers using Earthform, and other earth-related creatures. It does -1 damage per level to air elementals, storm demons, and other air-related beings. Against a Geomantic Aura or Geomantic Barrier of lower level, it does double normal damage. Against a Geomantic Aura or Geomantic Barrier of higher level, it does half normal damage. Against a

Geomantic Aura or Geomantic Barrier of equal level, it does normal damage. For instance, consider a 9th-level Aeromantic Bolt that does 23 points of damage. If such a bolt is used against an 8th-level Geomantic Aura that stops 32 points of damage, the first 16 points of damage would suffice to knock down the aura and the remaining 7 points of damage would strike the geomancer who had been protected by the aura. Used against a 10th-level Geomantic Barrier, the Aeromantic Bolt would only do 12 points of damage.

Range: 20 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Aeromantic Divination

Allows the aeromancer to determine whether a specific course of action is well-aspected (likely to yield favorable results) or ill-aspected (likely to yield unfavorable results) within the element of air. The determination that the aeromancer makes takes into account such things as the weather, probable attacks by batranc, the presence of dractyl, and so forth. Incidents unrelated to the air, such as an impending mutiny by a windship crew, do not factor into the aeromancer's determination. The aeromancer must study the winds for at least one round per level of the spell in order to cast the spell.

Range: Indefinite.

Duration: The divination can take into account events up to one day per level in the future.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell protects one person per level from Aeromantic Divination. For the duration of the spell, all Aeromantic Divinations of equal or lower level will completely disregard the affected beings. For example, a 5th-level reversed Aeromantic Divination protects up to five people from Aeromantic Divination. Only 6th-level and greater Aeromantic Divinations will take them into account. If they intend to attack another group from their wind skiff, only a 6th-level Aeromantic Divination or greater would give an "ill-aspected" result to their enemies because of their plans.

Range: 10 feet.

Duration: 1 hour per level.



Control Wind

Allows the caster to change the velocity of the wind by 2 mph per level. Thus a 10th-level spell could totally calm a 20 mph fresh breeze, take the bite out of a gale by reducing its wind speed from 40 mph to 20 mph, or boost a fresh gale of 40 mph into a whole gale of 60 mph—enough to uproot trees—or negate a light 5 mph breeze and turn it into a 15 mph moderate breeze in another direction.

Range: Affects the wind within 100 feet per level.

Duration: 10 rounds (one minute) per level.

Magic Resistance: Not applicable.

Fresh Air

Turns the atmosphere within 10 feet of the aeromancer into fresh, breathable air. Once created, the air is subject to ordinary effects such as winds or poisoning.

Range: 10 feet, centered around the caster.

Duration: The air lasts one hour per level of the spell, divided by the number of humanoid-sized creatures breathing it.

Magic Resistance: Not applicable.

Swirling Winds

Disperses up to 10 cubic feet per level of smoke, gas, dust, mist, flying insects and the like.

Range: 10 cubic feet per level, centered on the caster.

Duration: Keeps the air clear for one round per level, after which the smoke, insects, or what-have-you are free to return.

Magic Resistance: Not applicable.

Windform

Allows aeromancers to change their bodies into air, taking the forms of vaguely humanoid, ghostlike beings surrounded by swirling air. Possessions and accouterments do not change with them. In Windform, aeromancers cannot cast spells or manipulate objects, though they can carry things by swirling them up into the air. They can fight in combat with a CR and damage equal to the spell's level. If an aeromancer does not have unarmed combat, he or she must roll with 1d10 rather than 1d20 in combat while in Windform. Aeromancers in Windform are also subject to spells that affect air. A Control Winds spell, for example, could push them through the air. While in Windform, aeromancers may move up to 25 mph (or 22 feet per round, +6 SPD) per level of the spell, and can carry up to 10 pounds per level. Barriers present little problem for them as they can slip under doors, through grates, and so forth, though airtight barriers such as an Arcane Barrier will stop them.

For example, a 5th-level Windform would allow the aeromancer to fly up to 25 mph (220 feet per

round) and carry up to 50 pounds. In combat, he or she would have a CR of 5 and do 5 points of damage with each successful hit. If someone cast a 5th-level Control Winds to push him or her 10 mph to the north, he or she could fly 35 mph north or 15 mph south against the Control Wind spell.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Windtrack

Enables the aeromancer to see the subtle air currents created by the passage of beings or conveyances through the air, whether or not they are in contact with the water or ground. By means of this spell, the aeromancer can see where things have passed up to 1 minute per level in the past, though following those tracks may be difficult if several beings have passed through an area.

Range: The aeromancer can see the tracks anywhere within 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Cast in reverse, the spell protects one person per level from Windtrack spells. Targets of a reverse Windtrack leave traces so subtle that only a Windtrack of higher level can perceive them.

Range: 10 feet.

Duration: 1 hour per level.

Windwalk

Allows the caster or one other being to walk on the air as if it were solid. The air presents whatever invisible surface the Windwalker wishes: level ground, stairs, a slope, and so forth. Note that the Windwalker cannot move straight up or down, but can walk up or down as if climbing a set of spiral stairs. The Windwalker moves at normal speed.

Range: Touch.

Duration: One turn per level.

Magic Resistance: Not applicable.

Alchemy

The field of alchemy uses skills rather than actual spells. As such, an alchemist cannot use scrolls to increase his or her alchemy rolls.

When creating an alchemical substance, a failure means the ingredients are lost and the alchemist must start again from scratch; a



partial success means the alchemist has failed, but can keep working with the same ingredients if he or she keeps working on the concoction without a break; and a success or critical success means the process works as planned.

Note that alchemical products do not count against the seven-item limit for magic items.

An alchemist can work on more than one project at a time, but if so, he or she takes a -5 penalty on each roll for each extra project. To work on three doses of a potion, for example, an alchemist would have to take a -10 penalty on each of the three rolls.

A Sindaran alchemist is a special case. Normally, a Sindaran alchemist can work on two projects simultaneously, and only the second is at -5. This penalty results from the Sindaran's need to rest each of his or her brains one at a time. The first project is done while both brains are active, and the second project is performed while one brain is resting. If the Sindaran works on more than one project during the two-brain period, he or she receives the normal penalty, but only on those projects. The project done during the one-brain period is still at the Sindaran -5 penalty, not at the normal -10 penalty for three projects.

For example, a Sindaran alchemist who wants to concoct four potions at once could choose the following strategies:

- Three during the two-brain hours (-10 penalty on each) plus one during the one-brain period (-5).
- Two during the two-brain hours (-5 penalty on each) plus two during the one-brain period (-10 on each).
- One during the two-brain hours (no penalty) plus three during the one-brain hours (-15 on each).

Alchemical Training

Basic knowledge of alchemical lore and practices. Individuals with this skill will know how to read alchemical ciphers, prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatuses.

Concoct Alchahest

Talisantan alchahest is a powerful acid, with each one-pint dose sufficient to dissolve up to one cubic foot of any nonmagical substance. Alchahest is usually contained in vials of magically condensed amberglass. A direct hit with a full pint of alchahest will do 4d10 points of damage to any living creature. A full description of alchahest can be found in Chapter Six.

Ingredients: 50 drams vitriol, 1 dram powdered contrary vine.

Cost: 645 g.l.

Time: 4 days.

Selling Price: 665 g.l.

Concoct Alchemical Solvent

Ingredients: 30 drams vitriol, 1 dram powdered contrary vine, tiny sample of substance to be dissolved.

Cost: 395 g.l.

Time: 2 days.

Selling Price: 405 g.l.

Concoct Elixirs

The ability to concoct various types of elixirs. The time required to mix and prepare various elixirs is listed in the table below; properties of the elixirs can be found in Chapter Six.

Aphrodisiac Elixir

Ingredients: Eight drams each of powdered tantalus and rainbow lotus.

Cost: 56 g.l.

Time: One day.

Selling Price: 61 g.l.

Depilatory Elixir

Ingredients: Twelve drams of powdered bald nettle.

Cost: 12 c.p.

Time: Half a day.

Selling Price: 36 s.p.

Healing Elixir

Ingredients: Twenty drams each of powdered amber and balmroot.

Cost: 105 g.l.

Time: 2 days.

Selling Price: 115 g.l.

Medicinal Purge

Ingredients: One ounce of powdered ogront dung and twelve drams of cleric's cowl.

Cost: 24 g.l.

Time: 1 day.

Selling Price: 29 g.l.

Poison Antidote

Ingredients: Twenty-five drams of powdered cleric's cowl.

Cost: 50 g.l.

Time: 2 days.

Selling Price: 60 g.l.

Soporific Elixir

Ingredients: Eleven drams of powdered morphius blossom.

Cost: 110 g.l.

Time: 2 days.

Selling Price: 120 g.l.

Concoct Medicinal Mixtures

The ability to concoct tonics, serums, balms, ointments, salves, and various other medicants. Such mixtures are generally able to treat only a single, specified malady: fever, itch, nausea, insomnia, depression, minor burns, and so forth.

Ingredients: Vary according to locale, folk beliefs, and customs.

Cost: Generally 1 s.p.

Time: Half day.

Selling Price: 26 s.p.

Concoct Poison

The ability to concoct various toxic powders and venoms. Powders may be contained in fragile capsules and propelled by the use of a blowtube with an area of effect of a five-foot radius. They can also be added to food or drink. Venoms are usually used to coat blades or other sharp objects.

It is illegal to sell these poisons anywhere in the Seven Kingdoms. In addition, an alchemist can be held accountable for crimes committed with poisons that he or she has concocted. While it is, strictly speaking, illegal, many alchemists provide poisons for their companions. Because selling poisons is illegal, the merchants who buy them take a large cut of the final price. Even so, the healthy profits to be made concocting unhealthy substances have tempted more than one alchemist into a life of crime.

Black Mushroom Powder

Ingredients: Twelve drams of raw powdered black mushroom.

Cost: 24 g.l.

Time: 1 day.

Selling Price: 39 g.l.

Draconid Venom

Ingredients: Nine drams of raw draconid venom.

Cost: 90 g.l.

Time: 1 day.

Selling Price: 105 g.l.

Paralytic Poison

Ingredients: Twelve drams of crag spider or raknid venom.

Cost: 120 g.l.

Time: 1 day.

Selling Price: 135 g.l.

Venomwood Resin

Ingredients: Nine drams of raw venomwood tree sap.

Cost: 90 g.l.

Time: 1 day.

Selling Price: 105 g.l.

Viper Venom

Ingredients: Six drams of raw death's head viper venom.

Cost: 60 g.l.

Time: 1 day.

Selling Price: 75 g.l.

Concoct Potions

The ability to concoct various types of potions. The efficacy of these potions is totally dependent on the level of the alchemist for determination of duration, base power, and cost. The time required to mix and distill these potions is also variable and highly dependent on the level of the alchemist and the availability of any magical devices that will speed the process of potion distillation and sublimation. The list below demonstrates a template of potions and their average concoction times.

Cold Resistance Potion

Ingredients: Ten drams of powdered snow lily and twelve drams of cleric's cowl.

Cost: 224 g.l.

Time: 3 days.

Selling Price: 240 g.l.

Fire Resistance Potion

Ingredients: Five carats of powdered firegem and five drams of fire lily.

Cost: 220 g.l.

Time: 4 days.

Selling Price: 240 g.l.

Flying Potion

Ingredients: Forty drams of batranc blood, 1 ounce of powdered batranc wing, and twenty feathers from a Stryx or Gryph.

Cost: 218 g.l.

Time: 4 weeks.

Selling Price: 240 g.l.

Love Potion

Ingredients: Forty drams of powdered tantalus and two pints of Thaecian nectar.

Cost: 210 g.l.

Time: 6 days.

Selling Price: 240 g.l.

Rejuvenation Potion

Ingredients: Forty-nine drams of powdered balmroot, seven carats of powdered diamond, and seven drams of gold dust. May substitute 7 drams of Araq blood for the balmroot.

Cost: 281 g.l.

Time: 5 days.

Selling Price: 306 g.l.

Shrinking Potion

Ingredients: Sixteen drams of powdered shrinking violet.

Cost: 160 g.l.

Time: 4 days.

Selling Price: 180 g.l.

Concoct Powder

The ability to concoct various types of powdered mixtures. The effects of these powders can be found in Chapter Six.

Enhancement Powder

Ingredients: 1 dram exomorph pigment.

Cost: 20 g.l.

Time: 1 day.

Selling Price: 25 g.l.

Incendiary Powder

Ingredients: Six carats of powdered firegem, twenty-four drams dragon fang.

Cost: 144 g.l.

Time: 1 day.

Selling Price: 149 g.l.

Madness Powder

It is illegal to buy or sell madness powder.

Ingredients: Twenty-two drams each of dried and powdered skullcap and jabutu root.

Cost: 220 g.l.

Time: 2 days.

Selling Price: 250 g.l.

Morphius Powder

Ingredients: Twelve drams powdered morphius root.

Cost: 120 g.l.

Time: 2 days.

Selling Price: 150 g.l.

Neutralizing Powder

Ingredients: Two ounces of powdered amber and two drams of powdered cleric's cowl.

Cost: 60 g.l.

Time: 2 days.

Selling Price: 70 g.l.

Poison Powder

Sale of this substance is illegal.

Ingredients: Forty drams of powdered skullcap or deadman.

Cost: 200 g.l.

Time: 3 days.

Selling Price: 250 g.l.

Scarlet Leech Powder

Sale of this substance is illegal.

Ingredients: Ten drams scarlet sporozoid spores.

Cost: 100 g.l.

Time: 4 days.

Selling Price: 160 g.l.

Smoke Powder

Ingredients: 10 drams of incense.

Cost: 1 g.l.

Time: 1 day.

Selling Price: 6 g.l.

Sparkle Powder

Makes two drams of sparkle powder.

Ingredients: 12 drams gold dust plus 12 drams powdered black iron.

Cost: 1 g.l.

Time: 1 day.

Selling Price: 6 g.l.

Concoct Vitriol

Talisantan vitriol is a powerful adhesive that can be used to bond organic or inorganic materials of any sort except quicksilver; vitriol can only be contained in vials lined with this magically animate metal. Vitriol hardens in one minute, creating an unbreakable bond. Only alchahest will serve to dissolve this glassy substance. This process creates 10 drams of vitriol, enough to cover 2 square feet.

Ingredients: Seven drams of powdered mungberries, seven drams of yellow stickler juice, and a dram each of powdered sulfur and red iron.

Cost: 1 g.l. If the alchemist keeps the vitriol instead of selling it, he or she also needs a quicksilver vial (20 g.l.) If the alchemist sells it, the buyer provides the vial.

Time: 15 days.

Selling Price: 75 g.l.

Create Amberglass

Creates 5 ounces of raw amberglass. Shaping the amberglass into usable items requires extra work and skill. The alchemist must use the skill Artist (glassworking/blowing).

Ingredients: Two ounces powdered amber, six ounces powdered glass.

Cost: 57 g.l.

Time: 1 day

Selling Price: 62 g.l.

Forge Adamant

The secret of this art is known only to the Mirin alchemists of L'Haan. This process produces two pounds of adamant.

Ingredients: 5 g.l. worth of silver, powdered diamond, and black iron in secret proportions.

Time: 1 day.

Selling price: 10 g.l.

Aquamancy

Aquamantic Aura

Covers the aquamancer with a field of aquamantic force, absorbing damage that the aquamancer would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Aquamantic Barrier

Creates a two-dimensional, translucent, bluish wall of aquamantic force that can take any simple form, up to 5 feet per level in each dimension. If curved into a cylinder or cone, its maximum diameter is about one and a half feet per level. It stops all magical and physical force, absorbing 4 points of damage per level, at which point it dissipates. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: None.

Aquamantic Bolt

Hurls a bolt of aquamantic water and ice, doing 1d4 damage per level. An Aquamantic Bolt does +1 damage per level to fiery creatures, such as a pyromancer in Fireform, and -1 damage to water-related creatures, such as water elementals. It does double damage to Pyromantic Auras and Barriers of lower level, but does half damage to Pyromantic Auras and Barriers of higher level.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Aquamantic Divination

Allows the aquamancer to determine whether a specific course of action is well-aspected (likely to yield favorable results) or ill-aspected (likely to yield unfavorable results) in the element of water. The determination that the aquamancer makes can take into account such things as the rain, floods, lurking sea demons, the likelihood of an attack by kra, the ease of finding oases in a desert, and so forth. The aquamancer must study open water for at least one round per level of the spell in order to cast the spell.

Range: Indefinite.

Duration: The divination can take into account events up to one day per level in the future.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell prevents the caster and up to one other being per level of the spell from being detected by Aquamantic Divinations of equal or lower level.

Range: 10 feet.

Duration: 1 hour per level.

Conjure Water

The aquamancer creates elemental water, which can take one of three forms.

Mist: Obscures vision, neutralizes gases and smoke, outlines invisible creatures (those with physical bodies only). Up to 10 cubic feet per level.

Water: For washing, drinking, putting out fires, and so forth. One gallon per level.

Ice: Creates a solid structure of ice in any form desired. It can form a wall, cover and seal a door, block a road, provide a ramp or slide, and so forth. The structure can be up to 1 foot in any direction per level. It can absorb 4 hit points per level until it shatters and slowly disappears.

Range: Can appear up to 1 foot from the aquamancer per level.

Duration: 1 round per level. Water that has been consumed will sustain the drinker even after the spell wears off.

Magic Resistance: Not applicable.

Control Water

Allows the aquamancer to control up to 10 cubic feet per level of ice, water, or mist. Specifically, the aquamancer can divert water, shatter ice, or disperse or divert mist.

Range: Up to 10 feet per level.

Duration: Instant.

Magic Resistance: Not applicable.

Transform Water and Ice

Allows the aquamancer to transform water to ice or mist, ice or snow to water, or mist to snow. Affects up to 10 cubic feet per level.

Range: 10 feet per level.

Duration: Permanent.

Magic Resistance: Not applicable.

Waterbreathing

Allows the caster or one other air-breathing creature to breathe water.

Range: Touch.

Duration: One hour per level.

Magic Resistance: Not applicable.

Waterform

Allows aquamancers to turn their bodies into cohesive water. In Waterform, aquamancers can slip through small openings and carry objects, but not actually manipulate them. While in Waterform, aquamancers can swim to any depth at a speed of 120 feet per round (SPD +1) and carry up to 20 pounds per level. They can also slither along the ground like a large mobile puddle at the rate of 40 feet per round (SPD -6). When necessary, aquamancers can take a semi-humanoid form and fight in combat. Their CRs and damage equal the level of the spell, and they are subject to normal damage. If the aquamancer does not have unarmed combat, he or she must roll with 1d10 rather than 1d20 in combat. Aquamancers cannot cast spells while in Waterform.

Aquamancers' gear does not transform with them.

Range: Self only.

Duration: One round per level.

Magic Resistance: Not applicable.

Watertrack

Allows the aquamancer to see the subtle currents in the water caused by the passage of ships or swimmers. The caster can see tracks left by beings or ships that passed by up to 2 minutes per level in the past.

Range: 100 feet.

Duration: One round per level.

Magic Resistance: The reverse of this spell allows one being per level to pass through water without leaving tracks that Watertrack could normally detect. The counterspell must be at a level at least as high as the Watertrack spell to prevent detection.

Waterwalk

Allows the caster or one other being to walk on water as if it were solid ground. The target can also walk underwater as if part of the water formed a ramp or steps, although the spell does not include the ability to breathe underwater.

Range: Touch.

Duration: 1 turn per level.

Magic Resistance: Not applicable.

Astromancy

Astromantic Aura

Covers the astromancer with a field of astromantic force, absorbing damage that the astromancer would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Astromantic Barrier

Creates a two-dimensional, translucent wall of astromantic force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases, as well as violent magical energy such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: None.

Astromantic Bolt

Hurls a bolt of astromantic force that does 1d4 damage per level.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Sunform

Allows astromancers to convert their physical bodies, but not their possessions, into a glowing mass of pulsating solar force. While in Sunform, astromancers can fly at speeds of up to 10 mph (88 feet per round) per level. They cannot affect or be affected by the physical world, nor can they cast spells. They are still, however, susceptible to magic energy, such as bolts.

Range: Self only.

Duration: One round per level.

Magic Resistance: Not applicable.

Astromantic Sight

Allows the caster to see astral and ethereal presences.

Range: Works on self, sight works to the limits of normal sight.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell protects one creature from detection by Astromantic Sight spells, though an Astromantic Sight of higher level will still see the hidden presence.

Range: 10 feet.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Astromantic Divination

Allows the astromancer to determine whether a specific course of action is well-aspected (likely to yield favorable results) or ill-aspected (likely to yield unfavorable results). The determination that the

astromancer makes takes into account only those things that happen under the open sky of Archaeus. Satadas lurking in caves and attacks by sea monsters cannot be predicted. The astromancer must study the full night sky and its heavenly bodies for at least one half hour per level of the spell in order to cast the spell. Clouds over much of the sky may prevent this spell from being useful.

Range: Indefinite.

Duration: The divination can take into account events up to 12 hours per level in the future.

Magic Resistance: Not applicable.

Reverse: By casting the reverse of this spell, an astromancer can determine a course of events that would not be predictable by an Astromantic Divination of equal or lower level than the counterspell.

Range: 10 feet.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Homeward Star

Allows the caster to determine the relative direction and distance, to the nearest 100 miles, from the current location to any other area with which he or she is familiar. The caster must scan the night sky for ten minutes to make the determination. The gamemaster may assign a penalty if the sky is cloudy.

Range: Works on distances of up to 100 miles per level of the spell.

Duration: Instant.

Magic Resistance: Not applicable.

Moon Sign

Allows the astromancer to use the power of Talislanta's seven lunar influences. The astromancer can produce any one of the effects described below. Each moon rules one of the seven Talislantan months. When casting a Moon Sign during the month ruled by that moon, an astromancer receives a +3 bonus on the roll to cast the spell.

• **Sign of Ardan:** Creates a momentary sphere of purple light with a diameter equal to 5 feet per level. All those within the sphere of light regard the caster and his or her associates as friends unless they violate the norms of behavior, such as robbing or attacking the targets. Range: 10 feet per level. Duration: 1 round per level. Magic Resistance: A WIL roll at least equal to the astromancer's spell roll resists the effects.

• **Sign of Drome:** Creates a sphere of amber light with a diameter up to 5 feet per level. The sphere remains throughout the duration of the spell. Conjured and summoned creatures

such as elementals, demons, and creatures created by a wizard's Conjunction spell cannot enter the sphere. Any spells they cast into the sphere have no effect unless the spells are of higher level than the sign. Missiles fired or thrown into the sphere by conjured or summoned beings suffer a penalty on the roll to hit equal to the level of the sign. Range: Centered on the caster. Duration: 1 round per level. Magic Resistance: Not applicable.

• **Sign of Jhang:** Creates a momentary sphere of crimson light up to 5 feet per level in diameter. All those within the sphere receive a +1 bonus to their combat ratings. This benefit applies to enemies as well as friends. Range: 10 feet per level. Duration: 1 round per level. Magic Resistance: Not applicable.

• **Sign of Laeolis:** Creates a momentary sphere of blue light with a diameter up to 5 feet per level. All those in the sphere are relieved of all feelings of sadness or loss. The affected characters will never again feel sad about the current issue, but they retain their normal ability to feel sadness and loss with regards to other events they encounter in the future. Range: 1 foot per level. Duration: Permanent. Magic Resistance: All affected characters must make a roll versus WIL to resist the effects, even if they want to shake off their sadness. Apply the level of the spell as a penalty on the roll.

• **Sign of Phandir:** Creates a sphere of green light up to 5 feet per level in diameter. The sphere remains throughout the duration of the spell. No divination, magical seeing, or scrying will detect the people in the sphere unless the spying spell is of higher level than the sign. Range: 10 feet. Duration: 10 rounds per level. Magic Resistance: Not applicable.

• **Sign of Talisandre:** Creates a momentary sphere of silver light with a diameter up to 5 feet per level. This spell invokes the capricious nature of Talisandre. Each character in the circle receives either a +1 bonus on all rolls, a -1 penalty, or no bonus, as the astromancer wishes. The astromancer can only apply a bonus or penalty to one creature per level of the spell. Furthermore, the Sign of Talisandre is unpredictable even to an astromancer; for each affected character, roll a d6, and if the result is 6, the character is affected in a manner reverse of that desired by the caster. Range: 10 feet per level. Duration: 1 round per level. Magic Resistance: A WIL roll at least equal to the roll to cast the spell resists the effects of the spell.

• **Sign of Zar:** Creates a sphere of darkness with a diameter up to 5 feet per level. The sphere lasts for the duration of the spell. All nonmagical light is negated within the sphere. Creatures that are magically able to see in darkness can see within the sphere. Range: 10 feet per level.

Duration: 1 round per level. Magic Resistance: Not applicable.

Sun Sign

Uses the power of Talislanta's twin solar influences in one of the following ways:

• **Create Light:** As the Wizardry spell of Radiance.

• **Sphere of True Sight:** Creates a sphere of magical solar light up to 5 feet per level in diameter. Everything within the sphere appears as it truly is. Illusions become translucent, magically hidden doors are plainly seen, invisible creatures become visible, and so forth. Range: 10 feet per level. Duration: 1 round per level. Magic Resistance: Spells of higher level are not countered. A 6th-level Sphere of True Sight would not reveal a character protected by a 7th-level Invisibility spell.

Botanomancy

Botanomantic Hybridization

Allows the caster to create a hybrid from any two types of plants. The caster must have a living sample (cutting, seed, etc.) from both kinds of plants and access to soil, water, light, and everything else normally needed to grow either plant. The spell produces a hybrid seedling; the gamemaster determines its properties when it reaches maturity. Keep in mind that magical hybrids are generally fragile and vulnerable to disease, adverse environments, parasites, and so forth.

A partial success yields a poor, unhealthy specimen. A full success yields a healthy but sterile plant. Only a critical success yields a fertile plant capable of bearing seeds.

Modifiers: The botanomancer suffers a penalty depending on the difficulty of the plants with which he or she is working. These penalties are detailed below. If the plants are of the same type, apply the penalty listed. If the plants are of two different types, double the worse penalty and apply it to the roll. Crossing two types of trees would entail a -10 penalty, but crossing a tree with a mushroom would entail a -30 penalty.

• **Hardy weed:** No penalty

• **Food-producing plant:** -5

• **Tree:** -10

• **Fungus:** -15

Range: The botanomancer must handle the specimens from the original plants and care for the seedling.

Duration: Permanent.

Magic Resistance: Not applicable.

Command Plant

Allows the botanomancer to command a plant to follow his or her mental commands. The plant can only act within its normal capacity, though the speed at which it does so may be accelerated.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: A WIL roll at least equal to the roll to cast the spell.

Communicate with Plants

Allows the botanomancer to communicate with any species of plant. The slower that type of plant grows, the more slowly it thinks and speaks.

Range: The spell affects the caster only.

Duration: 10 rounds (1 minute) per level.

Magic Resistance: Not applicable, though a plant need not talk if it does not want to.

Identify Plant

Allows the caster to determine a plant's properties, at a rate of one property per two levels of the spell. Plants from foreign climes and environments or those with strange properties may entail a penalty of -1 to -20, at the gamemaster's discretion.

Range: Touch.

Duration: It takes 1 round per level to cast the spell. The knowledge is then gained instantly.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell cast on a plant gives it the appearance of false properties that will be incorrectly detected by any Identify Plant spell of lower level.

Range: 10 feet.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Locate Plant

Allows the caster to determine the direction and distance to the nearest 100 yards from the caster to the nearest specimen of a specific plant.

Range: One-quarter mile (440 yards) per level.

Duration: Instant.

Magic Resistance: Not applicable.

Reverse: If the reverse of this spell is cast on one or more plants, up to one such plant per level, it will prevent that specimen from being detected by Locate Plant spells of lower levels.

Range: 10 feet.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Neutralize Plant

Nullifies the special effects of up to one pound or pint of plant matter per level. Effects nullified include poisonous qualities, nutritious value, intoxi-

cating capacity, explosiveness, and so forth. It cannot stop mobile plants from moving or counter such mundane factors as the innate strength of wood, the sharpness of thorns, and so forth.

Range: 10 feet per level.

Duration: Permanent.

Magic Resistance: A living plant gets a WIL roll to resist. The roll must at least equal the botanomancer's roll to cast the spell.

Phytomantic Permutation

This spell, originally devised by the renowned magician Viridian, allows the caster to alter temporarily the shape of any single plant. Common permutations include cages, barriers, treehouses, and so forth. The spell can be used to entrap or entangle targets, but not to harm them. An area up to 10 x 10 x 10 feet can be affected, with one dimension increasing by 10 feet per extra level beyond 1. For example, a 5th-level spell could affect an area of up to 30 x 20 x 20 feet.

Range: 10 feet per level.

Duration: One hour per level.

Magic Resistance: To resist being captured by entangling plants, make a DEX roll. If the roll matches or exceeds the botanomancer's roll to cast the spell, the target has dodged the plants.

Phytomantic Protection

Surrounds a single plant with a magical aura that keeps it safe from extreme weather conditions, insects, molds, and other natural threats. The maximum area of effect is one cubic foot per level.

Range: Touch.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell will counter it, if the reverse is at least as powerful as the original Phytomantic Protection.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Plant Growth

Causes one seedling or sapling to grow to its full size at the rate of one foot per round. Maximum growth is one foot of height per level.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Reverse: The reverse causes a mature plant to shrink to a seedling, with a maximum reduction in size of 1 foot per level.

Protection from Plants

Surrounds up to one person per level with an aura that protects him or her from plant life of all sorts. The spell temporarily nullifies the effects of plant poisons, but when the spell wears off the effects return. Botanomancers have found a curious side effect to this spell; it protects people from poisons excreted by yeast growing in plant juices. In other words, subjects of the spell can't get drunk. But when the spell wears off, they can most certainly feel the hangover.

Range: Touch.

Duration: 1 minute per level.

Magic Resistance: Not applicable.

Rejuvenate Plant

Heals a plant of up to 4 points of damage per level.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell does 1d4 damage per level to any living plant.

Magic Resistance: A WIL roll at least equal to the roll to cast the spell resists its effects.

Shape Wood

Alters the shape of up to 1 pound of dead wood per level. Botanomancers find this spell very useful for making wooden weapons unusable.

Range: 10 feet per level.

Duration: Permanent.

Magic Resistance: If the wood is enchanted, its owner can make a resistance roll versus the level of the enchantment. If this roll matches or exceeds the roll to cast the spell, the spell has no effect on the enchanted wood. For example, enchanting a spear to +2 is an 8th-level spell, so a +2 spear would receive a +8 roll to resist Shape Wood.

Cartomancy

Cartomancy offers only three spells to its practitioners, each of which uses the ability to divine certain aspects of the future through the use of the Zodar, a deck of cards possessed of uncanny mystical virtues. Cartomancers do not claim to understand how the cards work, and never take credit or blame for any reading. They insist that it is the cards that are "speaking," and that "the cards do not lie." It should be noted that a cartomancer will never let anyone else use his or her cards, and that a Zodar deck has no

divinatory properties unless used by a skilled cartomancer.

Cartomancy, an intuitive art, is largely unwritten, and there are no scrolls for these spells.

Augury

An augury is used to determine if a specified course of action or decision will result in favorable or unfavorable consequences. The individual who desires the augury asks the question, after which the cartomancer draws a card from the deck; the nature of the card determines whether the reading is favorable or unfavorable.

In game terms, the gamemaster rolls 1d20 and consults the Zodar Deck Table provided on the next page. The GM can add any number up to the cartomancer's magic rating to the roll, starting over at 1 if the number exceeds 20. This will generate a number of possible results equal to the cartomancer's magic rating. From among the cards indicated by these possible results, the gamemaster selects the one most appropriate and announces which card has been turned over. In order to interpret the card successfully, the cartomancer then makes a PER roll. A mishap indicates a misleading interpretation. A failure yields an uninspired interpretation, something that anyone could tell from looking at the card. A partial success means that the cartomancer can sense some secret not held in the literal meaning of the card itself. A full success means the cartomancer has a strong insight into the meaning of the card as it relates to this question in particular. With a critical success, the cartomancer can learn deep secrets, though he or she does not necessarily know what they mean.

For example, a merchant asks a 3rd-level cartomancer with a +6 magic rating if a coming journey will be profitable. The gamemaster rolls a 19, allowing her to select from cards 19, 20, and 1 through 5. The gamemaster decides that number 4 is most appropriate and tells the cartomancer that he has drawn "Ardan, the Purple Moon." The cartomancer then makes a PER roll and gets a partial success. The gamemaster lets him know that something the merchant desires will come to pass on this journey. With a full success, the cartomancer could have determined that the desire to be fulfilled will be what the merchant desires most. With a critical success, he could also have learned that the merchant will lose what she most desires if she is not faithful to her deity.

Range: Indefinite.

Duration: Instant.

Magic Resistance: Not applicable, although certain spells, such as the astromantic Moon Sign of Phandir, can prevent a given being's actions or intentions from affecting Auguries of equal or lower level.

Zodar Deck Table

1	Zar: The Dark Moon. This is an ill-aspected card, signifying evil, conspiracy, black magic.
2	Laelolis: The Blue Moon. This card signifies sorrow, disappointment, heartbreak.
3	Jhang: The Crimson Moon. This card signifies rage, violence, dark passions.
4	Ardan: The Purple Moon. This card signifies romance, passion, desire.
5	Phandir: The Green Moon. This card signifies things unknown or unresolved; a mystery.
6	Drome: The Amber Moon. This card signifies peacefulness, repose, relief.
7	Tallsande: The Silver Moon. This card signifies good fortune.
8	The Lesser Sun. This card signifies a matter of little import.
9	The Greater Sun. This card signifies a matter of great import.
10	The Charlatan. This card signifies deception, a mistake, a fool is discovered.
11	The Rogue. This card signifies a loss, thievery, one who is not to be trusted.
12	The Warrior. This card signifies confrontation, conflict, vigilance.
13	The Assassin. This card signifies treachery, betrayal, death.
14	The Peddler. This card signifies an offer or opportunity of some sort, a chance for profit or loss.
15	The Wanderer. This card signifies travel, adventure, the need to move on.
16	The Wizard. This card signifies chance, luck, uncertainty.
17	The Mystic. This card signifies hidden knowledge, a secret.
18	The Alchemist. This card signifies change, transformation, the unexpected.
19	The Reaper. This card signifies inevitability; drawn with #1 or 13, this is a dire fortune.
20	The Archon. This card signifies victory; drawn after #19, a superior omen.

Omen

An Omen is a presentiment of some future event. Unlike an Augury, an Omen provides information about the subject's future in general, not about a specified course of action. A single card is drawn from the deck, and the cartomancer provides an interpretation of its meaning. Use the same system for determining and interpreting the card as for an Augury.

For example, an enchantress pays a cartomancer for an omen. The cartomancer draws the card, "The Alchemist," but fails his PER roll. He tells the enchantress, "A change is in the cards; for better or worse, I cannot say."

Range: Indefinite.

Duration: Instant.

Magic Resistance: Not applicable, although certain spells, such as the astromantic Moon Sign of Phandir, can prevent a given being's actions or intentions from affecting Omens of equal or lower level.

Fortune

A fortune tells the seeker something about his or her future. Two cards are drawn from the deck, and the results are combined and interpreted in a single reading. Even results that seem to be contradictory can be combined to give a satisfactory reading by explaining that the cards follow in sequence.

To determine which cards are drawn, divide the cartomancer's magic rating into two numbers as equally as possible and apply one number to the first card and the other number to the second card. If the magic rating is odd, then one number will be higher than the other; apply the higher number to the first card. It is, of course, impossible to draw the same

card twice. The cartomancer receives a normal PER roll for each card.

For example, a 10th-level cartomancer with a +15 magic rating gets two rolls on the Zodar deck, one that will give the GM 8 cards from which to choose and one that will give her 7. The cartomancer draws two cards: "The Archon," a very favorable omen, and "The Reaper," a card of ill aspect. He receives a critical success on the first card and a full success on the second. The cartomancer's reading is as follows: "According to the cards, an unexpected reward that you have earned from previous actions will bring much joy and satisfaction to your life. But beware: beyond this the portents are dark and foreboding. Your very life will be at risk."

Range: Indefinite.

Duration: Instant.

Magic Resistance: Not applicable, although certain spells, such as the astromantic Moon Sign of Phandir, can prevent a given being's actions or intentions from affecting Fortunes of equal or lower level.

Cryptomancy

Cryptomantic Analysis

Allows the cryptomancer to discern the meaning of unfamiliar writings or symbols.

Range: Touch.

Duration: 10 rounds per level, enough time to decipher approximately one page of writing per level.

Magic Resistance: Not applicable.

Encryption

Encodes one page of writing per level. This writing can only be decoded by a Cryptomantic Analysis of a higher level.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Erase

Allows the cryptomancer to erase any magical Seal, Symbol of Power, Sigil, or Ward of lower level.

Range: 10 feet.

Duration: Permanent.

Magic Resistance: Not applicable.

Seal

Inscribes a lock, chest, container, or door with a magical Seal that prevents it from being opened without the cryptomancer's permission. It takes one round per level to inscribe the Seal.

Range: Touch.

Duration: 1 day per level.

Magic Resistance: The Seal can be removed by an Erase spell of higher level.

Sigil

Inscribes any item with a magical Sigil that protects it with an invisible aura of force. Anyone who tries to touch the item without the caster's consent experiences searing pain and suffers 1d4 damage per level. The spell is purely protective; if the owner touches someone with the item, it does not do damage. Only when someone else touches the item does the Sigil cause damage. The Sigil is visible, but can be mistaken for innocuous decoration. It takes one round per level to inscribe the Sigil.

Range: Touch.

Duration: 1 day per level.

Magic Resistance: Can be removed by an Erase spell of higher level.

Symbol of Power

Allows the caster to inscribe a Symbol of Power in the air. The symbol glows with magical energy and then vanishes, affecting those who see it, but never the cryptomancer. The maximum number of beings that can be affected by a symbol is equal to its level, with the closest beings affected first. The following effects are possible with a Symbol of Power:

- **Apathy:** Causes individuals or creatures in the area of effect who view this symbol to lose interest in whatever had previously aroused their attention. **Magic Resistance:** A WIL roll

at least equal to the roll to cast the spell avoids apathy.

- **Antipathy:** Causes individuals or creatures in the area of effect who view this symbol to regard any subject or subjects designated by the caster with extreme dislike. **Magic Resistance:** A WIL roll at least equal to the roll to cast the spell avoids antipathy.
- **Empathy:** Causes individuals or creatures to regard any subject or subjects designated by the caster in a friendly manner. **Magic Resistance:** A WIL roll at least equal to the roll to cast the spell.
- **Command:** Causes individuals or creatures to obey any reasonable command given by the caster for one round per level of the symbol. **Magic Resistance:** A WIL + level roll, minus the level of the symbol. Even a partial success nullifies the effect of the symbol.
- **Confusion:** Causes individuals or creatures to become confused and indecisive. **Magic Resistance:** A WIL roll at least equal to the roll to cast the spell.
- **Countermand:** Releases any individuals or creatures from the effects of any form of magical influence or control, provided the symbol is of higher level than the subject spell. **Magic Resistance:** Not applicable.
- **Imprisonment:** Causes individuals or creatures to become incapable of movement for one round per level of the symbol. **Magic Resistance:** A WIL + level roll, minus the level of the symbol. A partial success means the target is imprisoned for only 1 round.
- **Radiance:** Creates a ten-foot radius circle of radiant light; if inscribed in reverse, a circle of darkness will be created. **Magic Resistance:** Not applicable.
- **Silence:** Causes individuals or creatures to be struck mute for one round per level of the symbol. **Magic Resistance:** A WIL roll at least equal to the roll to cast the spell.
Range: 10 feet per level.
Duration: 1 round per level.
Magic Resistance: As stated.
Reverse: Each symbol can be inscribed backwards, undoing the effects of corresponding symbols of lower level. Reversed symbols can also undo other spells that have similar effects. For instance, a reversed Imprisonment can undo the wizardry spell Spellbind.

Ward

Allows the cryptomancer to inscribe a special symbol on a being or object. The affected creature or object is then immune to a specific type of attack chosen by the cryptomancer. This type of attack can be a specific chemical or alchemical substance, such as incendiary powder or draconid venom; a type of weapon such as dagger, teeth, or arrows; a specific

source of damage, such as fire, cold, or falling; or a specific spell, such as Arcane Bolt. A Ward cannot prevent damage from hunger or thirst. It takes one round per level to inscribe the Ward.

Range: Touch.

Duration: 10 rounds (1 minute) per level.

Magic Resistance: Not applicable.

Crystalomancy

Since crystalomancy depends on the innate powers of crystals rather than on magical words and gestures, there are no scrolls of crystalomantic spells.

Skills of Crystalomancy

Appraise Crystals

The ability to determine the purity, value, and innate magical qualities, if any, of crystals and gemstones.

Grow Crystals

Allows the crystalomancer to grow any type of crystal used in the spell Crystalomantic Force. The crystalomancer must have at least a tiny chip of an existing crystal of the proper type to cast the spell. The final size in carats of the crystal is applied as a penalty to the skill roll. The crystal grows at the rate of 1 carat per week. For example, a 4-carat crystal could grow to 6 carats in two weeks, but the crystalomancer would have a -6 penalty on the skill roll. The following list describes the crystals that can be grown through the use of this spell.

Type	Color	Properties
Achromite	clear	purification
Amberite	golden	healing
Azurite	blue	water
Ebonite	black	darkness
Emeralite	green	protection
Prismatite	variegated	energy
Rubiate	red	warmth
Topazine	brown	earth
Xanthinite	yellow	radiance

Prepare Crystal

Cuts and shapes a raw crystal, such as one grown by the skill Grow Crystals, so that it can be used for the spell Crystalomantic Force. It takes one hour per carat to prepare a crystal, and the crystalomancer must use gemcutting tools. Even if the crystal is a cut crystal that has been increased in size, the previously cut surface is covered by newly grown, uncut crystal material that will take the entire amount of time to properly cut and prepare. The size

in carats of the crystal is applied as a penalty on the skill roll.

Spells of Crystalomancy

Crystalomantic Force

Uses the innate properties of magical crystals in any one of the following ways. To use Crystalomantic Force, the crystalomancer must be in contact with a crystal of the appropriate type. The level of the spell is limited to the number of carats of the crystal.

- **Achromite:** Purifies up to one cubic foot of food and drink per level. In addition to removing all natural contamination, it removes magical contamination by spells of equal or lower level.

Range: 10 feet.

Duration: Permanent.

Magic Resistance: Not applicable.

- **Amberite:** Focuses a beam of amber light on any living creature, healing up to 2 hit points per level.

Range: 10 feet per level.

Duration: Permanent.

Magic Resistance: If the affected character tries to resist, a WIL roll at least equal to the crystalomancer's roll keeps the spell from taking effect.

- **Azurite:** Identifies the direction and distance, to the nearest 100 yards, of the nearest source of fresh water.

Range: One quarter mile (440 yards) per level.

Duration: One round per level.

Magic Resistance: Not applicable.

- **Ebonite:** Creates a sphere of darkness, up to 5 feet in diameter per level. Only magical light of higher level will illuminate this darkness.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

- **Emeralite:** Creates a sphere of green light up to 5 feet per level in diameter. The sphere prevents the passage of physical objects and harmful energy in either direction. Spells such as Arcane Bolt are stopped, but spells like Spellbind pass through normally. The shield can withstand 4 points of damage per level before dissipating. Once created, the sphere is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

- **Prismatite:** Hurls a bolt of multi-colored energy that does 1d4 damage per level. Prismatite bolts can be reflected by mirrors.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A DEX roll at least equal to the roll to cast the spell.

• **Rubiate:** Warms the area within 5 feet per level to about 70°F. Natural cold is negated, and magical cold or ice can only penetrate the area if it is of higher level than the rubiate spell.

Range: Centered on caster.

Duration: 30 minutes per level.

• **Topazine:** Opens a 5-foot diameter tunnel in soil or stone. The tunnel's maximum length is 5 feet per level. The spell will open a tunnel through naturally occurring metal, but not through metal that has been worked or through living things. The presence of wood or worked metal protects the soil or rock beyond it from the spell. The bottom of the tunnel opened in soil is often littered with earthworms, grubs, and other creatures that had been in the excavated soil. The tunnel opens at a rate of 5 feet per round.

Range: 5 feet per level.

Duration: Permanent.

Magic Resistance: Not applicable.

• **Xanthinite:** Illuminates a sphere up to 5 feet in diameter per level. It dispels magical darkness of lower level.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

It can also be used to project a blinding beam of light 5 feet wide. Creatures caught in the beam are blinded for 1d6 rounds.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A SPD roll at least equal to the crystalomancer's roll to cast the spell allows the target to shield his or her eyes and avoid being blinded.

Crystalomantic Scrying

Allows the caster to use a polished crystal as a scrying device like a crystal ball. The crystalomancer can see and hear what is happening at a distant locale. He or she must have some piece of stone from that area, such as a chip taken from a stone wall, a pebble picked up from the area, or a diamond ring stolen from a target individual.

Range: The crystalomancer can see any area within 1 mile per level.

Duration: 1 round per level.

Magic Resistance: Not applicable, although certain protective spells can block scrying attempts.

Store Crystalomantic Force

To cast this spell, a wizard needs a crystal like those used for Crystalomantic Force. This spell imbues the crystal with crystalomantic

energy so that it can project a Crystalomantic Force spell without effort on the part of the user.

A crystal can store one level of spell per carat. Each level may be used once per day. Thus, in one day, a 10-carat prismatic crystal could be used to cast one 10th-level bolt, one 6th and one 4th-level bolt, five 2nd-level bolts, or any other combination that produces a total of 10 levels.

The process takes 2 weeks per carat of the crystal. During this time, enchanting the crystal demands the full attention of the crystalomancer, who cannot leave it alone for even a day. At the end of this process, the crystalomancer rolls to see whether the spell succeeds. The spell's level must at least equal the size in carats of the crystal. If the roll is successful, the crystal is now imbued with Crystalomantic Force, with one level per carat. On a partial success, the crystal has only half as many levels as carats, rounding down.

The crystal can be sold to a merchant for the following prices:

Level	Selling Price (g.l.)
1	30
2	120
3	270
4	480
5	750
6	1,080
7	1,470
8	1,920
9	2,430
10	3,000
11	3,630
12	4,320
13	5,070
14	5,880
15	6,750
16	7,680
17	8,670
18	9,720
19	10,830
20	12,000

Beyond 20th level, the buyer should negotiate a price on a case-by-case basis.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Enchantment

Enchantment is the arcane art of creating magical mixtures, substances, and items of all sorts. It is similar in some respects to alchemy, but utilizes magic rather than the alchemist's projection of will to achieve the desired result.

Note that a single character can only carry seven magic items on his or her person at a time. Additional items carried become temporarily non-functional until such time as the bearer relinquishes a sufficient number of excess items.

Enchanters of the New Age are not nearly as capable as were the enchanters of the Archaen Age. No one knows for certain what the most powerful Archaen artifacts may have been capable of, but modern enchanters do recognize that Archaen objects do not count against the limit of enchanted items a single person can carry at one time. Enchanted items from the Archaen Age often have powers that cannot be easily duplicated, if they can be duplicated at all, by modern enchanters.

It is assumed that enchanters have access to their spell books when enchanting items. If they do not have their spell books with them, they take a -3 on all enchantment rolls.

For all the spells listed below with the word "Enchant" in the title, use the following rules.

- A single item can only have one enchantment. A sword, for instance, cannot be both +2 and imbued with arcane power.
- When rolling for the enchantment, a partial success means that the spell has failed, but not utterly. If the enchanter continues working on the same enchantment without a break, he or she can get another roll after the specified time without having to provide another set of ingredients. If the enchanter does anything but duplicate the original process, the ingredients are lost.
- **Ingredients:** For each level of the enchantment attempted, the process costs 100 g.l. in raw ingredients, oils, incense, and other paraphernalia.

- **Time:** An enchantment takes 2 weeks per level to complete.
- **Selling Price:** If the enchanter wishes to sell an item to a merchant, the merchant will likely pay the following price:

For items above 20th level, the enchanter should negotiate on a case-by-case basis.

Create Magical Inks

Creates 1 ounce of magic ink, enough for one spell on one scroll.

Ingredients: 1 dram exomorph pigment, one dram powdered silver, one carat of powdered diamond, and five ounces of sepia ink.

Cost: 26 g.l.

Time: 1 day.

Selling Price: 33 g.l.

Create Potion

This is basically the same as the alchemical skill Concoct Potion, only magical means are used to enchant the mixture. Time to create is twice as long because enchanters are not as specialized in potion creation as are alchemists.

Create Powder

This is basically the same as the alchemical skill Concoct Powder, except that magical means are used to enchant the mixture. The time to create is doubled because enchanters are not as specialized in potion creation as are alchemists.

Create Quicksilver

Quicksilver is a magically animate liquid metal used in the making of vials for holding vitriol, as well as in other magical operations. This process creates 28 drams of quicksilver.

Ingredients: Seven ounces of powdered silver, seven drams of powdered contrary vine, and one carat of powdered black diamond.

Cost: 151 g.l.

Time: 2 weeks

Selling Price: 250 g.l.

Enchant Elemental Armor

Creates a set of armor that makes the wearer immune to damage from one elemental type. To use this enchantment, the enchanter must know the aura spell from the opposed element. For instance, to make armor that provides immunity to heat and fire, the enchanter must know the spell Aquamantic Aura.

This enchantment is always cast at 10th level.

Level of Enchantment	Selling Price of Finished Product
1	170 g.l.
2	380 g.l.
3	630 g.l.
4	920 g.l.
5	1,250 g.l.
6	1,620 g.l.
7	2,030 g.l.
8	2,480 g.l.
9	2,970 g.l.
10	3,500 g.l.
11	4,070 g.l.
12	4,680 g.l.
13	5,330 g.l.
14	6,020 g.l.
15	6,750 g.l.
16	7,520 g.l.
17	8,330 g.l.
18	9,180 g.l.
19	10,070 g.l.
20	11,000 g.l.

Enchant Magical Armament

This expensive and time-consuming ritual imbues a weapon, shield, or set of armor with a bonus to damage, to protective value, or to points of damage stopped. Enchanting an armament also reduces its weight by 50%.

The Enchant Magical Armament must be cast at a level 4 times the bonus the armament will have. Enchanting a weapon to +1, for example, is a 4th-level spell.

The bonus given to a weapon adds to its damage with each hit. The bonus for a shield increases the number subtracted from attackers' to hit rolls. A +1 shield, for example, makes attackers suffer a -3 penalty on attacks instead of the normal -2 for a regular shield. The bonus for armor adds to the number of points of damage it stops. It is possible to enchant a robe or set of clothes, in which case the clothes will stop a number of points of damage equal to their bonus.

Enchant Magic-Powered Weapon

This enchantment imbues a weapon with a magical force. This force damages the target every time the weapon hits, effectively doubling damage from the weapon. For example, a pyromantic spear does 2d8 damage, half of which is heat damage. The enchanter must be familiar with the type of magical force with which the weapon is to be imbued; specifically, he or she must know the bolt spell of that field of magic. Only bolt spells can be used to power a weapon.

The level of the enchantment depends on the size of the weapon enchanted, specifically on the damage it inflicts. The level equals double the sum of a weapon's minimum plus maximum damage, as the following chart indicates:

Damage	Level
1d4	10th
1d6	14th
1d8	18th
1d10	22nd
1d12	26th
1d20	42nd

Enchant Amulet

Amulets increase the wearer's resistance rolls against hostile magic. The bonus associated with the amulet is added to every resistance roll versus magic that the wearer makes. If a spell does not offer a resistance roll, however, the amulet has no effect.

The level of Enchant Amulet needed to enchant an amulet is 3 times the bonus the

amulet will provide. For example, a +3 amulet would require a 9th-level Enchant Amulet.

Enchant Ring

Imbues a ring with a specific spell so that the wearer can use that spell three times per day. The level of the enchantment required equals the level of the spell times 3. Putting a 3rd-level Arcane Bolt into a ring would therefore require a 9th-level enchantment.

Enchant Garment

Imbues an item of apparel, such as a boot or cloak, with a magical aura that benefits the wearer in one of the ways described below.

Attribute Enhancement

These garments give the wearer a bonus on an attribute designated by the enchanter, except that this basic magic is unable to improve a character's WIL or INT. The level of the enchantment equals the bonus on the attribute times 5. That means a belt that provides a +2 to the wearer's CON would require a 10th-level enchantment.

Skill Enhancement

This enchantment imbues an item of apparel with a skill so that the wearer functions as if he or she had a skill of that level. Note that this does not add to a skill that the wearer already has; it only provides for a skill that the character doesn't have. For instance, Gloves of Bow Use +2 would give the wearer a +2 skill with a bow, to which DEX would be added as normal. An archer with a +10 skill rating with his or her bow would neither be helped nor hurt by the gloves, but someone with a +1 skill or no skill at all would be raised to +2. These enchanted items can never provide the ability to cast spells, speak languages, or know facts. Instead, they make wearers feel as if a given action were natural to them.

Only the more basic skills, such as standard weapon use, Stealth, Disarm/Detect Traps, and so forth can be imbued in a garment. Skills such as Mandaquan, Sixth Sense, and Concoct Potions cannot be imbued in a garment.

The level of the enchantment needed is equal to the bonus on the skill times 3.

Enchant Staff or Wand

An enchanted staff or wand allows a character to cast a specific spell 10 times per day. A single wand can be enchanted with up to 3 different spells, and a single staff with up to 6 different spells. Each spell must be enchanted separately. The level neces-

sary to enchant a wand or staff is equal to 6 times the level of the spell.

In addition, a staff may be enchanted as an armament through the Enchant Magical Armament or Enchant Magic-Powered Weapon spells.

Enchant Thaecian Orb

This ability is known only to the Thaecians.

A Thaecian orb presents an illusory scene that may be static or moving, simple or intricate. The level of the enchantment depends on the image implanted within the orb. For example, a simple, static image would be level 1. An average image that moves about for a minute (10 rounds) would be level 13. Use the following chart to determine the level of enchantment necessary for a given image.

Static Imagery:

Simple: level 1.

Average: level 3.

Intricate: level 5.

Motion:

If the image moves, add +1 level per round that the scene lasts.

Geomancy

Conjure Earth

Allows the caster to conjure up to 10 cubic feet per level of elemental earth, which can take one of the following forms:

•**Dustcloud:** Obscures vision.

•**Mud:** Can mire mounts, wagons, and other objects and creatures.

•**Stone:** Can take any shape desired: a wall, ramps, stairs, and so forth. The stone can withstand 4 points of damage per level before shattering.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: A STR roll with the spell's level as a penalty allows a character or creature to pull free from the mud. Otherwise, none.

Earthform

Allows geomancers to change their bodies, but not their possessions, into bulky, vaguely humanoid forms made of elemental earth. The geomancers can pass through stone and soil at normal walking speeds. In Earthform, geomancers can move up to 50 feet per round (SPD -5), carry up to 25 pounds per level of the spell, and fight in combat. Their combat rating and damage equal the spell's level. If the geomancer does not have unarmed combat, he or she must roll with 1d10 rather than 1d20 in combat. Geomancers in Earthform cannot, however, manipu-

late objects such as weapons, nor can they cast spells.

Range: Affects the caster only.

Duration: One round per level.

Magic Resistance: Not applicable.

Earthtrack

Allows the caster to see the tracks left by the passage of creatures or conveyances over or through the earth.

Range: 100 feet.

Duration: 1 round per level.

Magic resistance: Not applicable.

Reverse: Cast in reverse, this spell allows one creature or conveyance per level to leave no trace on the earth. Their tracks can only be found by an Earthtrack spell of equal or higher level.

Range: Touch.

Duration: 1 hour per level.

Geomantic Aura

Covers the geomancer with a field of geomantic force that absorbs damage that the geomancer would otherwise take. After absorbing 4 points per level it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Geomantic Barrier

Creates a two-dimensional, translucent wall of geomantic force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy, such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Geomantic Bolt

Hurls a bolt of geomantic force that does 1d4 damage per level.

A Geomantic Bolt does +1 damage per level to air-related creatures, such as air elementals and aeromancers in Windform, but does -1 damage per level to earth-related creatures. A Geomantic Bolt does double damage to an Aeromantic Barrier or Aura of lower level, but it does only half damage to Aeromantic Auras and Barriers of higher level.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if the roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Geomantic Divination

Allows the caster to determine whether a proposed course of action is ill-aspected (likely to produce unfavorable results) or well-aspected (likely to produce favorable results) in the element of earth. The spell takes into account earthquakes, the favorable nature of the terrain, the presence of earth demons and subterranean creatures, and so forth. It cannot take into account imminent ambushes by flying creatures or the hidden intentions of a character's supposed allies. The geomancer must study the earth for one round per level to cast the spell. The spell only takes into account incidents up to one day per level in the future.

Range: Indefinite.

Duration: Instant.

Reverse: By casting the reverse of this spell, a geomancer can determine a course of action that will not be predicted by a Geomantic Divination of equal or lower level. Up to one being per level can be covered by this spell.

Range: Touch.

Duration: 1 hour per level.

Pass Through Earth and Stone

Allows one being per level to pass through earth and stone at normal speed.

Range: The people affected must be within 10 feet of the caster.

Duration: 1 round per level.

Magic Resistance: A WIL roll at least equal to the roll to cast the spell can resist the spell's effect if the recipient wishes.

Transform Earth and Stone

Alters the substance of up to 10 cubic feet per level of earth or stone. Specifically, the geomancer can turn rock to mud or dust, mud to rock or dust, or dust to rock or mud.

Range: 10 feet.

Duration: 1 minute per level.

Magic Resistance: Not applicable.

Invocation

Invocation is a field of magical study based on the worship of one or more divine entities from whom the spells of Invocation are derived. Failure to observe the requirements of the caster's patron deity may result in the loss of spellcasting ability for a duration determined by the gamemaster, based on the seriousness of the offense.

Note that only priests and acolytes of a cult or religion may learn these spells.

Absolution

Grants absolution to an individual who has offended the invocator's deity through such actions as desecrating a holy area, speaking the deity's name in vain, killing the deity's worshipers, and so forth. Once absolution is granted, the deity and the deity's avatars or minions will not punish the recipient for the transgression. Typically, the caster requires some act of penance to prove that the character is worthy of absolution, such as a service to the religion or a gift to the temple. If a priest attempts to absolve someone whose act of penance is not sufficient in the eyes of the deity for the transgression in question, the spell automatically fails. The greater the transgression, the higher the level of spell needed to absolve the guilty party.

Transgression	Minimum Level Absolution
Petty	1
Minor	5
Moderate	10
Major	15
Grievous	20

Petty transgressions cover acts such as thinking "impure" thoughts. Minor transgressions cover acts such as missing a mandatory religious service. Moderate transgressions cover acts such as breaking

rules of personal behavior. Major transgressions cover acts such as blasphemy or stealing from a temple. Grievous transgressions cover acts such as killing priests, defiling temples, and apostasy.

Range: Touch.

Duration: Permanent, as far as the specific act in question is concerned.

Magic Resistance: Not applicable.

Banish

Forces a summoned creature, undead being, or extra-dimensional entity from the caster's presence, provided the creatures are of equal or lower level than the spell. If the spell targets multiple creatures, only those whose total levels are equal to or lower than the spell's level are banished. The lowest-level creatures are the first to be affected.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: Only affects creatures of equal or lower level.

Bless

Bestows one individual with a +1 bonus with any specific skill, as long as that skill is used for the benefit of the religion. Defense of the casting priest is generally regarded as "for the benefit of the religion."

Range: Touch.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Consecrate

Blesses an area of up to 10 square feet per level. The priest must worship regularly in the area to maintain the consecration. All believers in that area receive a bonus on defense rolls against enemies of the church and attack rolls directed against invaders. The bonus equals +1 per 5 full levels of the spell. Multiple Consecrate spells are not cumulative. It takes one hour per level to Consecrate an area.

A priest can only maintain one consecrated area at a time.

Range: The caster must perform a special religious service in the area to Consecrate it.

Duration: Until the priest no longer frequently worships in the consecrated area.

Magic Resistance: If the area has previously been Consecrated by a priest of another deity, even if that Consecration is no longer active, the new Consecration must be of at least the same level to take effect.

Conversion

Converts unbelievers to the tenets of the priest's religion. To cast the spell, the priest must employ all of his or her powers of oratory and persuasion for 10

rounds. Naturally, the spell fails if the subjects cannot understand the priest or if they are otherwise occupied and do not listen. The Amanians have found it expedient to have a generous length of stout cord on hand to aid in impromptu Conversions.

Range: Affects everyone within 20 feet of the caster.

Duration: Permanent.

Magic Resistance: Each target who hears the spell receives a WIL+level roll to resist.

Divination

A spell of Divination may reveal one of the following types of information:

•**Fate:** Information concerning an event that has already taken place, such as the outcome of a battle, the condition or location of an individual, and so on.

•**Wisdom:** The advisability of a proposed undertaking.

•**Destiny:** The likelihood of a certain event happening in the future, or an indication of the future condition of a specific person, place, or thing.

Level Clarity

- | | |
|----|--|
| 1 | Vague sensation. PER roll to get anything of value. |
| 5 | General. "He's alive." "Don't go north." |
| 10 | Complete. "He's hurt, but will survive." "Enemies wait to ambush you to the north." |
| 15 | Detailed. "His arm is broken, but he is well enough to travel." "Ten Ur and forty Darklings are waiting to ambush you in Kuger Pass." |
| 20 | Explicit. "His arm is broken, but Sindarans who think he is a Cymrillian adventurer are tending to him. If they find out his true identity, they will imprison him." "An Ur warlord named Agar has nine other Ur and forty Darklings under his command. He has spies to track your movements and intends to ambush you in Kuger Pass. He has a magic talisman that protects him from magic." |

Faith Healing

Allows the priest to "lay on hands" and heal up to 4 hit points of damage per level. Works on any type of animal or physical sentient being, but not on elementals, plants, and so forth. Casting the spell requires 1 round per level.

Range: Touch.

Duration: Permanent.

Magic Resistance: If for some reason the target wants to resist, a WIL roll at least equal to the roll to cast the spell prevents the spell from taking effect.

Ritual of Purification

Cleanses any one object, person, or creature of malign magical influences. The Ritual of Purification dispels charms, hexes, spells, sigils, wards, curses, and so forth that are on the person or item. First, the lowest level influence is dispelled, and then the second lowest, and so forth, until all are gone or until the cumulative level dispelled would exceed the level of the ritual. For example, a 12th-level Ritual of Purification could free someone from a 4th-level Curse or a 9th-level Conversion, but if both were on the same person, only the 4th-level Curse would be dispelled.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Sanctify Cult Article

This spell mimics the enchantment spells of Enchant Amulet, Enchant Armament, Enchant Ring, and Enchant Staff or Wand. During the course of the spell the deity invests these items with his or her power, so they become holy items and are not for sale. With each level of ability gained, starting at first, a priest may attempt to sanctify one item. The process takes 4 weeks per level, but requires an investment of only 10 g.l. per level for incense, donations, sacrifices, and so forth.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Sanctuary

Protects any area that would fit within a circle up to 5 feet in diameter from intrusion by others. Only those whom the priest permits may enter. Others suffer 1d4 damage per level in the attempt. It takes one round per level to create the sanctuary. Most priests cast this spell before going to sleep for the night.

Range: Centered on the caster.

Duration: The spell lasts until the caster leaves the area.

Magic Resistance: Anyone who can make a WIL roll with the level of the Sanctuary as a modifier can enter, but will still take the full normal damage.

Word of Command

Allows the caster to compel a single creature to obey a spoken command. The command may only be a single word, such as "stop," "surrender," or "be-gone." A Word of Command cannot cause harm in and of itself, but it can have some nasty side effects. The command to "die" would have no effect, but the command "jump," if given to someone standing on the edge of a cliff, might well result in premature expiration.

Range: 10 feet per level.

Duration: One round per level.

Magic Resistance: A WIL+level roll, minus the level of the Word of Command.

Mysticism

Alter Density

Allows mystics to change the density of their bodies and accouterments. By making themselves lighter, they gain the ability to walk on water or even air, as the aeromancy spell Windwalk, or to pass through physical barriers. In this form, they are impervious to physical damage. If they make themselves heavier, they cannot move, but will still be impervious to physical damage. In neither case can they cast spells or pick up objects.

Range: Self.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Astral Projection

Allows the caster to project his or her consciousness in astral form, leaving behind the physical body and material possessions. Enchanted items, which have an astral form of sorts, may be brought along into the astral plane. While in astral form, the caster will be able to see clearly for great distances on the astral plane, and will also be able to perceive events transpiring on the material plane, though with somewhat less clarity; PER rolls are necessary to find the caster's way around and notice what is happening on the material plane.

On the astral plane, the mystic may meet astral entities, dreamers, and other beings. All these beings will seem physical to the astral mystic, and they will be able to cause and sustain damage exactly as material beings would on Primus.

In relation to the material plane, the mystic can move up to 25 mph (220 feet per round, SPD +6) on the astral plane.

Like spiritforms, astral entities cannot be seen by individuals on the material plane, nor can they interact with physical objects or beings except through psychic abilities or spells of mysticism. If

the caster's astral form is slain on the astral plane, his or her physical self will also perish. On the other hand, an astral traveler may be stranded in noncorporeal form if his or her physical body is slain on the material plane.

Range: Self only.

Duration: 10 minutes per level.

Magic Resistance: Not applicable.

Expanded Consciousness

Allows the caster to detect physical, ethereal, or astral presences, locate lost or hidden objects and persons, detect magical emanations, or communicate empathically with any single sentient lifeform that is willing to do so.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Mind Over Body

Allows the mystic to block out physical discomfort of all sorts, including pain, hunger, thirst, and fatigue. The mystic needs no food, drink, or rest for the duration of the spell. Once the spell ends, however, the mystic must immediately get normal sustenance and rest or take 1d4 damage per day that the spell lasted. In addition, the mystic cannot cast this spell again until an amount of time equal to the spell's duration has passed. For example, if a mystic goes for three days without food and rest, he or she must eat and rest normally for three days before casting this spell again.

Range: Self only.

Duration: 8 hours per level.

Magic Resistance: Not applicable.

Mystic Aura

Covers the mystic with a field of mystic force, absorbing damage that the mystic would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Mystic Bolt

Hurls a bolt of mystic energy that does 1d4 damage per level. Damage from a Mystic Bolt is always subdual damage: see "Rules for Combat" in

Chapter Two. A Mystic Bolt, unlike other bolts, can affect all spiritforms.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Mystic Barrier

Creates a two-dimensional, translucent wall of mystic force that can take any simple form, up to 5 feet per level in each dimension. If curved into a cylinder or cone, its maximum diameter is about one and a half feet per level. It stops all magical and physical force, absorbing 4 points of damage per level, at which point it dissipates. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Read Inanimate Aura

Allows the mystic to read the auras of inanimate objects. Each round the mystic may ascertain one fact about one object, though he or she may read several objects during the course of the spell. The facts that can be attained are as follows:

- Whether the item is magical. Roll versus the mystic's magic rating for more information about the type of magic the item uses.
- What the object's powers or properties are. If the properties are magical, use the same modifiers and limitations described in the wizardry spell Analyze Enchanted Item.
- What any inscriptions mean. If the inscriptions have been encoded by Encryption, then the Read Inanimate Aura must be of higher level than the Encryption to read the information.
- Approximately how old the object is.
- Who the last person to touch the item was.
- Whether or not the item was involved in any emotionally charged events, such as a murder, and what happened during those events.

Range: Touch.

Duration: One round per level.

Magic Resistance: Not applicable, except that spells such as Encryption may block the attempt to read certain information from an object's aura.

Read Living Aura

Allows the mystic to see the auras of those within 20 feet. Each round the mystic can gain one piece of information about one person. The information is limited to the following:

- Whether the person is possessed.
- Whether the person is ill. A medical skill roll is needed to determine the type of illness.
- Whether the person is being influenced magically. A roll versus the mystic's magic rating is needed to determine the nature of the influence.

- What the person's basic nature is.
- Whether the person is mentally ill.
- What state of mind the person is in.

Range: Affects the mystic only; auras can be seen up to 20 feet away.

Duration: 1 round per level.

Magic Resistance: Targets who make a PER roll, or magic rating roll for spellcasters, will notice that their auras are being read and can resist with WIL rolls that at least match the mystic's roll to cast Read Living Aura.

Soulsearch

Allows the caster to intuitively locate any single living entity with whom he or she has communed or simply conversed at least once before. The spell acts as a type of homing beacon, guiding the caster to the intended subject.

Range: 100 miles per level. For these purposes, one planar layer in the Omniverse counts as 400 miles. To find someone on an adjacent plane therefore requires a 4th-level spell. Finding someone two planes away requires an 8th-level spell.

Duration: 1 round per level.

Magic Resistance: None, though spells or devices that protect against scrying will thwart this spell.

Natural Magic

Knowledge of natural magic is passed on by oral tradition. There are no scrolls of natural magic.

Calling

Allows the caster to issue an empathic summons to any single individual, type of animal, or variety of ambulatory plantlife. The subject perceives the natural magician's summons subliminally and, if neutral or friendly toward the caster, feels a need to go to the caster. The subject intuitively knows approximately

where the caster is, but no actual message can be sent to the subject.

Range: 10 miles per level.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Camouflage

Allows one being to blend into any natural environment, becoming invisible to the naked eye. As long as recipients remain stationary, they will not be seen. If they move about, they receive a +10 bonus on any Hide rolls, or those trying to spot them receive -5 on their PER rolls, as appropriate. The spell cannot be cast on a being that weighs more than 200 pounds per level.

Range: Touch.

Duration: 1 turn per level.

Magic Resistance: Not applicable, except that spells such as Revealment can spot the camouflaged being if they are of higher level than the camouflage spell.

Commune with Nature

Allows the natural magician to enter into a trance and communicate with the natural spirits that inhabit any living environment. The spirits of plants, stones, streams, the wind, animals, and so forth can be contacted. It takes 1d4 rounds to enter the trance. This spell does not guarantee that the elemental spirits will want to talk to the caster, nor even that they have anything to say. They will certainly prove hostile to anyone who has been abusing the natural environment.

Range: Affects the caster only; spirits can be contacted within 100 yards per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Elemental Aura

Covers the natural magician with a field of natural magical force, absorbing damage that the magician would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Elemental Bolt

Hurls a bolt of elemental energy that does 1d4 damage per level. It does +1 damage per level to



creatures from any plane other than the elemental plane and Primus.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Elemental Barrier

Creates a two-dimensional, translucent wall of elemental force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy, such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Holistic Analysis

Allows the caster to identify the nature of any nonmagical physical, mental, or spiritual ailment afflicting a single, living subject. The caster must study the subject for 1 round per level.

Ailment	Minimum Level
Petty	1
Minor	5
Major	10
Serious	15
Grievous or Bizarre	20

Petty ailments cover such things as a cold. Minor ailments cover such things as heavy guilt. Major ailments cover such things as a wasting disease. Serious ailments cover such things as insanity induced by drugs. Grievous ailments cover such things as an exotic disease or the effects of a bizarre poison.

Range: Touch.

Duration: The spell takes 1 round per level to cast. Knowledge is then gained instantly.

Magic Resistance: Not applicable.

Locate Element

Locates any single type of natural element specified when the spell is cast. The spell can locate natural ores, uncut gems, water, fire, quicksand, and so forth. It cannot detect any material that has been worked or used by intelligent beings, such as weapons, campfires, or water in waterskins. The spell tells the natural magician the direction, approximate distance, approximate amount, and purity of the material to be located.

Range: 100 yards per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Regeneration

Heals up to 2 hit points per level of physical damage for any living being.

Range: Touch.

Duration: Permanent.

Magic Resistance: A WIL roll at least equal to the roll to cast the spell will resist it, if the recipient wishes.

Reincarnation

Allows the caster to hasten the natural process of reincarnation for any creature or being that has died within the past 1 hour per level. The caster has no control over the nature or type of the subject's next reincarnation, which may take the form of a plant, animal, insect, or other life form native to the region in which this spell is cast. Rather, the nature of an entity's next incarnation is generally determined by the manner in which the subject lived its previous life; negative or evil entities tend to devolve into lower life forms, while positive or good entities tend to evolve into higher life forms. What kind of form a particular entity will take is up to a fair ruling by the GM in all cases.

The reincarnated being must make a critical success on a WIL roll to retain any memories of the past life; add the level of the spell to this WIL roll.

In any case, the subject of the spell will be reincarnated as a newborn somewhere within 100 miles of the spellcaster and at some time over the next seven days. When that happens, the spellcaster will have a dream or vision of the reincarnated subject. It is then up to the caster to find the reincarnated being based on what he or she knows of the area.

Range: The deceased being must be within 10 feet.

Duration: Instant.

Magic Resistance: The deceased being must make a WIL roll to resist the Reincarnation. Subtract the level of the spell from the roll.



Timelines

Allows the natural magician to see the faint traces that all things leave as they pass through time. With this spell, the caster can visualize up to ten minutes into the past per level. The images are generally hazy, but can include all senses that the natural magician has.

Range: Detects events within 5 feet per level of the caster.

Duration: It takes 1 round per hour to see the past.

Magic Resistance: Not applicable.

Necromancy

Skill of Necromancy

Create Death Mask

This skill is a secret art known only to the Rajan necromancers.

This ability allows the necromancer to create a death mask that provides a +2 bonus on reactions from creatures from the lower planes. Because of the difficulty entailed in this action, there is a -5 penalty on the roll.

Ingredients: Iron mask, plus various sacrifices to spirits of the lower planes.

Cost: 4,000 g.l.

Time: 2 months (14 weeks).

Selling Price: 5,000 g.l.

Spells of Necromancy

Animate Dead

Reanimates the remains of a deceased individual. The animate corpse has the same base stats that the individual had in life, with the following exceptions: for each day that has passed since the being died, subtract 1 from INT, PER, WIL, CHA, DEX, and SPD. Round up; if the being has been dead for two days and four hours, subtract 3 points from those stats. Because it cannot feel pain, the animate corpse has a +3 modifier to STR and CON. The spirit of the deceased actually returns to animate its former body. The reanimated being makes a WIL roll (at its reduced WIL) to see how much of its former life it can recall. The being needs a full success for hazy recollection and a critical success for perfect recollection.

The reanimated corpse lacks any volition of its own. Furthermore, it must perform one service per level of the spell for the necromancer.

Range: Touch.

Duration: 1 week per level, after which putrefaction catches up with the deceased. If the necromancer tries to animate the being again, its stats must be adjusted for the intervening time. The spirit also leaves the corpse when it has performed one service per level of the spell for the necromancer.

Magic Resistance: The deceased spirit can resist the spell with a WIL + level roll using unmodified WIL; subtract the level of the spell from the roll.

Contact Lower Plane

Allows the necromancer to communicate with entities from the lower planes. The caster must use a reflective surface, such as a mirror or crystal, in which the image of the entity contacted appears. The caster may establish contact with a specific entity, as long as he or she knows that entity's name. Otherwise the spell contacts a random being on that plane. A partial success means the necromancer has contacted the wrong entity on the plane in question.

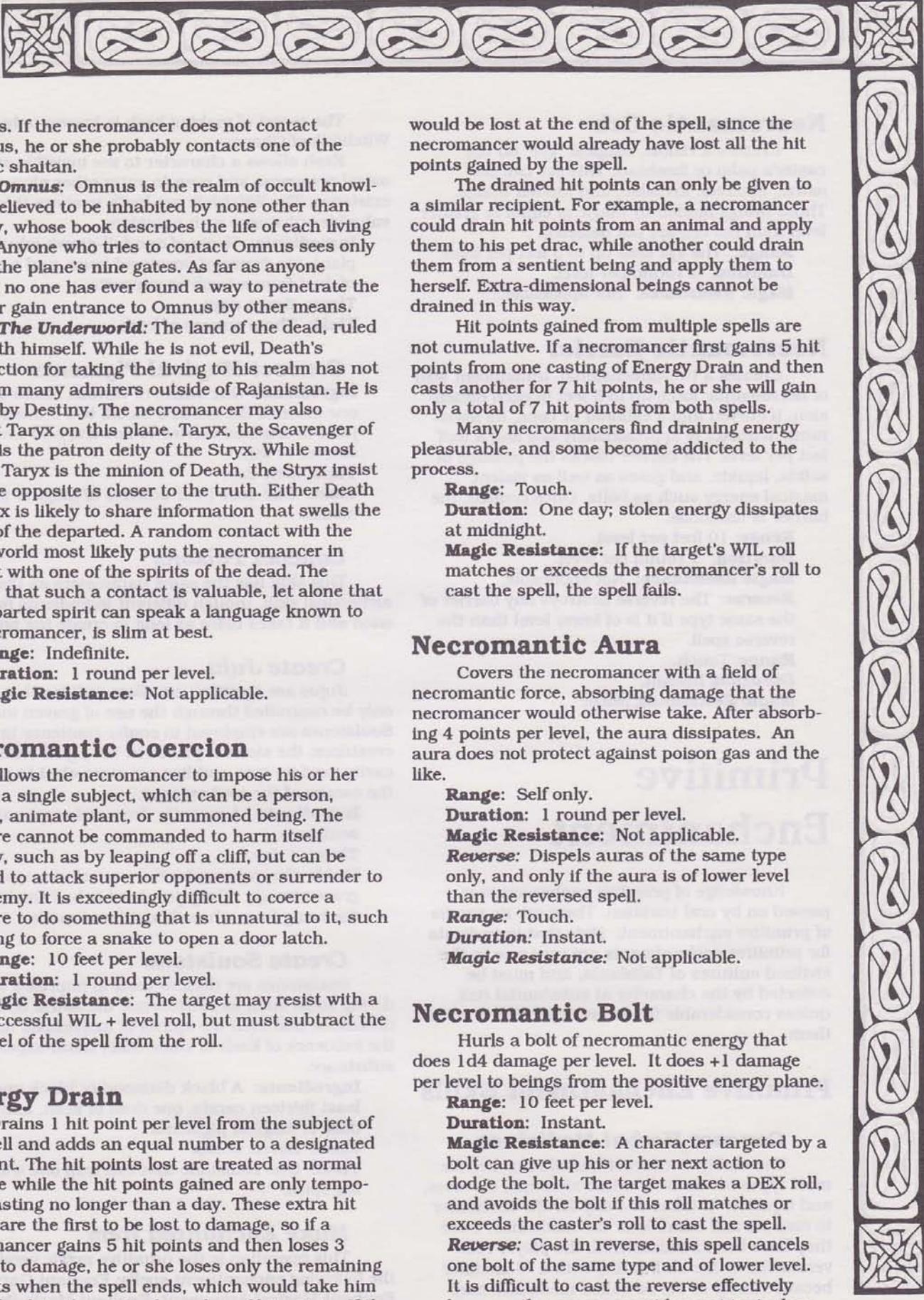
For the duration of the spell, the necromancer can speak with the contacted being, who can also see the caster. The contacted being, however, is under no obligation to speak. The more powerful the entity, the less likely it will comply with requests for information. The necromancer must convince the entity that the information will be put to appropriate ends, such as slaying the righteous, corrupting a religion, causing disorder, or effecting similar evils. Necromancers who do not learn the value of courtesy and patience in the application of this spell may receive unwanted guests some dark night.

Below are the planes that the necromancer can contact, along with the beings that live there and their motivations.

• **The Chaos Dimension:** The plane of demons, a realm of raging anti-elemental forces ruled by the entity known as Aberon. He wishes to destroy the existing order of things and bring about entropy and disorder. He is also in constant conflict with Diabolus and the shaitan. If the necromancer does not contact Aberon, he or she will likely contact one of the quasi-elemental demons that populate this realm.

• **The Nightmare Dimension:** The plane of nightmares, ruled by Noman. He spreads fear throughout the myriad planes of existence, although he can only directly affect those who believe in him. He also opposes Dreamweaver, ruler of the Dream Dimension. If the necromancer contacts a random member of the Nightmare Dimension, he or she most likely contacts one of the horrific pseudo-demons that rule there.

• **Oblivion:** The plane of the shaitan, ruled by Diabolus. He is usually sinister but sometimes performs good deeds, perhaps in an attempt to regain the status he had before being cast down from the



heavens. If the necromancer does not contact Diabolus, he or she probably contacts one of the diabolic shaitan.

• **Omnus:** Omnus is the realm of occult knowledge, believed to be inhabited by none other than Destiny, whose book describes the life of each living being. Anyone who tries to contact Omnus sees only one of the plane's nine gates. As far as anyone knows, no one has ever found a way to penetrate the gates or gain entrance to Omnus by other means.

• **The Underworld:** The land of the dead, ruled by Death himself. While he is not evil, Death's predilection for taking the living to his realm has not won him many admirers outside of Rajanistan. He is served by Destiny. The necromancer may also contact Taryx on this plane. Taryx, the Scavenger of Souls, is the patron deity of the Stryx. While most believe Taryx is the minion of Death, the Stryx insist that the opposite is closer to the truth. Either Death or Taryx is likely to share information that swells the ranks of the departed. A random contact with the Underworld most likely puts the necromancer in contact with one of the spirits of the dead. The chance that such a contact is valuable, let alone that the departed spirit can speak a language known to the necromancer, is slim at best.

Range: Indefinite.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Necromantic Coercion

Allows the necromancer to impose his or her will on a single subject, which can be a person, animal, animate plant, or summoned being. The creature cannot be commanded to harm itself directly, such as by leaping off a cliff, but can be ordered to attack superior opponents or surrender to the enemy. It is exceedingly difficult to coerce a creature to do something that is unnatural to it, such as trying to force a snake to open a door latch.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: The target may resist with a successful WIL + level roll, but must subtract the level of the spell from the roll.

Energy Drain

Drains 1 hit point per level from the subject of the spell and adds an equal number to a designated recipient. The hit points lost are treated as normal damage while the hit points gained are only temporary, lasting no longer than a day. These extra hit points are the first to be lost to damage, so if a necromancer gains 5 hit points and then loses 3 points to damage, he or she loses only the remaining 2 points when the spell ends, which would take him or her back to the original number of hit points. If the necromancer had lost 5 or more hit points, then none

would be lost at the end of the spell, since the necromancer would already have lost all the hit points gained by the spell.

The drained hit points can only be given to a similar recipient. For example, a necromancer could drain hit points from an animal and apply them to his pet drac, while another could drain them from a sentient being and apply them to herself. Extra-dimensional beings cannot be drained in this way.

Hit points gained from multiple spells are not cumulative. If a necromancer first gains 5 hit points from one casting of Energy Drain and then casts another for 7 hit points, he or she will gain only a total of 7 hit points from both spells.

Many necromancers find draining energy pleasurable, and some become addicted to the process.

Range: Touch.

Duration: One day; stolen energy dissipates at midnight.

Magic Resistance: If the target's WIL roll matches or exceeds the necromancer's roll to cast the spell, the spell fails.

Necromantic Aura

Covers the necromancer with a field of necromantic force, absorbing damage that the necromancer would otherwise take. After absorbing 4 points per level, the aura dissipates. An aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type only, and only if the aura is of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Necromantic Bolt

Hurls a bolt of necromantic energy that does 1d4 damage per level. It does +1 damage per level to beings from the positive energy plane.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Necromantic Orb

Creates a visible, magical "eye" on the caster's palm or forehead. This eye can see astral, ethereal, invisible, and hidden things. Those things hidden by magic of equal or greater level than the orb are not detected.

Range: The eye sees up to 5 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Necromantic Barrier

Creates a two-dimensional, translucent wall of necromantic force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: None.

Primitive Enchantment

Knowledge of primitive enchantment is passed on by oral tradition. There are no scrolls of primitive enchantment. Note that ingredients for primitive enchantments are very rare in the civilized cultures of Talislanta, and must be collected by the character at substantial risk unless considerable funds are expended to obtain them.

Primitive Enchantment Skills

Concoct Herbal Medicines

The ability to concoct herbal remedies for most types of relatively minor ailments, diseases, and injuries. It takes one day for the enchanter to concoct and administer the medicines. Once they have been administered, the player rolls versus his or her skill rating with a -5 modifier because many of the so-called medicines may actually prove poisonous.

Concoct Kesh

The secret of making kesh is known only by the Witchfolk of Chana.

Kesh allows a character to see invisible and astral presences and even to enter other planes of existence. The Witchfolk are loath to share this valuable substance with outsiders.

Ingredients: Roots of one full-grown jabutu plant, six drams of powdered bone, and a dram of dust from a tomb or gravesite.

Time: Seven days.

Yield: Three ounces of kesh.

Concoct Magical Pigments

Ingredients: One ounce of various colors of clay, one dram of the caster's blood, two ounces of the juice of crushed berries or flowers, and two ounces of water.

Time: One day.

Yield: One dose (four ounces) of magical pigments.

Concoct Poisons

This skill has the same parameters as the alchemical skill, though different ingredients may be used and it takes twice as long to create the poisons.

Create Juju

Jujus are zombies, mindless entities that can only be controlled through the use of graven images. Soulstones are employed to confer sentence to these creatures; the stone is placed in the juju's skull cavity, and its eyes and lips are sewn shut to prevent the escape of the soul essence.

Ingredients: A recently deceased corpse and a soulstone.

Time: 1 day.

Yield: One juju under the control of a specific graven image. The juju's level is half the level of the being from whose body it was made.

Create Soulstone

Soulstones are devices used to imprison wandering souls such as spiritforms, the astral bodies of dreamers, and even the spirits of individuals under the influence of kesh or some other mind-expanding substance.

Ingredients: A black diamond or black opal of at least thirteen carats, one dose of kesh, and a dose of magical pigments.

Time: Seven weeks.

Yield: One soulstone that can trap one wandering spirit.

Make Enchanted Item

This operation is the primitive magic version of the following enchantment spells: Enchant Garment, Enchant Magical Armament, Enchant Magic-Powered Weapon, Enchant Ring, and Enchant Amulet. No rules are provided for selling these items because

almost all primitive enchanters live in simple communities where family ties, barter, and duties to the tribe take precedence over economics.

Ingredients: 1 dose of magical pigments per level.

Time: 4 weeks per level.

Yield: As per the appropriate enchantment spell.

Pyromancy

Conjure Fire

Allows the pyromancer to conjure 10 cubic feet per level of elemental fire, which can take one of the following forms:

•**Smoke:** Obscures vision or creates choking fumes.

•**Heat:** Protects the area from natural cold and magical cold of equal or lower level.

•**Fire:** Forms a barrier in the shape desired. Those who contact the wall take 1d4 damage per level. The wall can withstand 4 points of damage per level before going out.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Control Fire

Allows the caster to control 10 cubic feet of fire per level. The pyromancer can divert fire, extinguish fire, or disperse or divert smoke.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: The spell will not affect magical fire of equal or higher level.

Fireform

Allows pyromancers to change their bodies, but not their accouterments, into cohesive fire. In this form, pyromancers cannot cast spells or carry objects, but they can speak, move at will, and fight. In combat, pyromancers have combat ratings and damage levels equal to the level of the spell. If the pyromancer does not have unarmed combat, he or she must roll with 1d10 rather than 1d20 in combat. Pyromancers in Fireform can move up to 50 feet per round (SPD -5).

In Fireform, pyromancers are vulnerable to fire-affecting spells such as Control Fire, but only if those spells are of higher level than the Fireform spell.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Firesafe

Renders one item or being completely immune to fire and heat. Up to 1 cubic foot per level can be thus protected.

Range: Touch.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Firetrack

Allows the caster to identify the tracks left by fire elementals and other fire-dwelling creatures who have passed by within the last 1 hour per level.

Range: 100 feet.

Duration: 1 round per level.

Reverse: The reverse of this spell allows one fire-dwelling creature per level to leave tracks that can only be detected by a Firetrack of higher level.

Range: Touch.

Duration: 1 hour per level.

Pyromantic Aura

Covers the pyromancer with a field of pyromantic force, absorbing damage that the pyromancer would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the auras are of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Pyromantic Bolt

Hurls a bolt of pyromantic energy that does 1d4 damage per level. It does +1 damage per level to water-related creatures, such as water elementals and aquamancers in Waterform, but it does -1 damage to fire-related creatures.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Pyromantic Divination

Allows the pyromancer to determine whether a proposed course of action is ill-aspected (likely to yield negative results) or well-aspected (likely to yield positive results) as far as fire is concerned. The spell takes into account the likelihood of forest fires, volcanic activity, arson, and the intervention of fire-dwelling creatures. The pyromancer must study fire or smoke for one round per level.

Range: Indefinite.

Duration: Takes into account events up to 1 day per level in the future.

Magic Resistance: If cast in reverse, this spell reveals a course of action that will not be detectable by Pyromantic Divination spells of equal or lower level. Up to 1 being per level can thus escape detection for 1 hour per level.

Pyromantic Barrier

Creates a two-dimensional, translucent wall of pyromantic force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: None.

Transform Fire

Allows the caster to turn fire to smoke or smoke to fire. Affects up to 10 cubic feet per level.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Shamanism

The art of shamanism is passed orally from master to apprentice. As such, there are no scrolls or spell books of shamanistic spells.

Altered State

Allows the shaman to enter a trance in which he or she can see invisible, astral, ethereal, or hidden things. Those things hidden by magic of higher level cannot be detected.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Chant

Allows the caster to instill spiritual strength in allies, giving them +1 on all rolls, or cause enemies to become dispirited, giving them -1 on all rolls.

Range: 10 feet per level.

Duration: 1 round per level, during which time the shaman must continue chanting.

Magic Resistance: A WIL roll at least equal to the shaman's roll to cast the spell will allow a character to resist the spell's effects.

Commune with Spirits

Allows the shaman to see and speak with spiritforms of all kinds, including elemental spirits.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Dreamwalker

Using this spell, shamans enter a trance and send their spirit selves, in astral form, to the Dream Dimension. There they can enter the dreams of others and interact with the dreamers. They may encounter astral entities and various spiritforms as well.

Range: Indefinite.

Duration: 1 round per level. It takes at least 1 round to walk to the Dream Dimension and at least one more to find a particular dreamer.

Magic Resistance: The dreamer may wake up if he or she makes a WIL roll that matches or exceeds the caster's roll to cast the spell.

Fast Traveling

Allows the shaman to travel at maximum speed without tiring. This spell works when the shaman is in either human or Totem Animal form. After the spell wears off, the shaman must wait one hour per level before casting the spell again or take 1d4 damage per level from exhaustion.

Range: Self only.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Spirit Aura

Covers the shaman with a field of spiritual force, absorbing damage that the shaman would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the auras are of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Spirit Bolt

Hurls a bolt of spiritual energy that does 1d4 damage per level. It does +1 damage per level to spiritforms. It has no effect on any beings without souls.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Spirit Barrier

Creates a two-dimensional, translucent wall of spiritual force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy such as bolts. Once created, the barrier is immobile. Spiritforms may not cross the Spirit Barrier.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: None.

Spirit Track

Allows the caster to see the spiritual traces left by the passage of astral, ethereal, or spirit creatures. The caster can see traces left by beings that passed by up to 1 hour per level in the past.

Range: 10 feet per level.

Duration: 1 round per level.

Reverse: The reverse of this spell allows one being per level to leave tracks that can only be detected by a Spirit Track of higher level.

Range: Touch.

Duration: 1 hour per level.

Magic Resistance: Not applicable.

Totem Animal

Each shaman has one totem animal, chosen from those that inhabit the shaman's land of origin. This spell allows the shaman to assume this animal's form and abilities. In totem form, the shaman can cast only the following spells: Altered State, Fast Traveling, and Spirit Track.

Range: Self only.

Duration: 1 turn per level.

Magic Resistance: Not applicable.

Spellweaving

Spellweaving is an ancient magical art of unknown origin. Unlike spells in other fields of magical study, spells from this field are sung rather than recited, and take far longer to cast—ten rounds per level. As practitioners of a strictly oral field of magic, spellweavers have no scrolls or spellbooks.

The advantage to this form of magic is that spellweavers are able to work in unison, combining their ability levels to weave spells of very high level. Any group of spellweavers casting a spell together must designate a leader for that spell. The leader may coordinate a song that includes up to one spellweaver, including the leader, per point of magic rating, and may only coordinate spellweavers of equal or lower level. Effectively, then, the maximum level of a spell that a spellweaver can coordinate is his or her magic rating squared.

The peaceful Sawila of the Crescent Isles are the only known practitioners of this ancient and melodious form of magic. Among other races, only the Bodor are capable of learning this field of magic.

Skill of Spellweaving

Make Sawila Wind Charms

These intricate devices, constructed of resonant rainbow kra scales, resemble beautiful wind chimes. The Sawila arrange these charms in various sequences, hanging them from trees,

huts, and so forth. When blown by the wind, the Sawila wind charms create magical effects similar to a first-level Song of Harmony but effective only within earshot.

Ingredients: Rainbow kra scales and other raw materials.

Cost: 25 g.l.

Time: 1 year (49 weeks).

Selling Price: 2,000 g.l.

Spells of Spellweaving

Song of Calling

Instills in any type of creature or being the desire to come to the spellweavers. The subject of the spell does not know toward what it is heading, but simply feels an urge to travel toward the spellweavers. If the song leader knows of an individual, he or she can direct the spell to call the person. Otherwise, the closest representative of the type of being called will come under the effect of the spell.

Range: 1 mile per level.

Duration: The urging lasts 1 day per level, or until the called being finds the spellweavers.

Magic Rating: The target may resist with a WIL + level roll, with the level of the spell subtracted from the roll. Even a partial success allows the target to resist the call.

Song of Disharmony

Allows the spellweavers to sing a song of discordant tonality that causes those who hear it to become confused and disoriented. Ships' navigators become lost while under the influence of this spell, effectively preventing them from coming unbidden to the island home of the Sawila.

Range: Up to 1 mile per level. The song leader can restrict the direction of the spell so that, for instance, it carries only to points west of the spellweavers. In this entire area, the song can be clearly heard.

Duration: As long as the singing lasts. Each hour, the spellweaver with the lowest CON must make a CON roll. Failure means the spell ends. Subtract from the roll the number of rolls already made, so the spellcaster would get a -4 penalty on the fifth roll and a -9 penalty on the tenth roll.

Magic Resistance: A WIL + level roll resists the effects, but the subject must subtract the level of the spell from this roll. Each person in the area of effect must make a roll each hour to see if he or she has recovered from disorientation or become disoriented. On a partial success, the subject remains in the same state. A partial success is good enough

to prevent disorientation, but not good enough to snap out of it once a character has become disoriented.

Song of Forgetfulness

Causes beings to forget any event or incident that the song leader desires.

Range: Affects all designated creatures within 100 feet per level.

Duration: Permanent.

Magic Resistance: Each affected individual may resist with a WIL + level roll, from which he or she must subtract the level of the spell. Characters can avoid the spell's effects by stuffing wax in their ears or otherwise blocking their hearing. Note that unless otherwise specified, spellweaver spells cannot be negated by blocking hearing.

Song of Fruitfulness

Causes trees or plants to bear fruit or seed according to their natures. This spell cannot affect the same tree twice in one day, even if the spell is cast by different spellweavers.

Range: The maximum area affected is 10 square feet per level. The song leader must be within 10 feet of this area.

Duration: Permanent.

Magic Resistance: Not applicable.

Song of Harmony

Creates a song of pleasing tonality that causes those who hear it to become peaceful and friendly. Wild animals are sometimes drawn to this song, which they find soothing.

Range: 1 mile per level.

Duration: As long as the singing lasts. Each hour, the spellweaver with the lowest CON must make a CON roll. Failure means the spell ends. Subtract from the roll the number of rolls already made, so the spellweaver would get a -4 penalty on the fifth roll and a -9 penalty on the tenth roll.

Magic Resistance: A being can resist with a successful WIL + level roll, from which he or she must subtract the level of the spell.

Characters can avoid the spell's effects by stopping their ears with wax or otherwise blocking their hearing.

Song of the Sea

Calms rough waters, changes the direction of ocean currents, and lowers tides swelled by storms, as directed by the song leader.

Range: Affects a circle with a radius up to 1 mile per level.

Duration: As long as the singing lasts. Each hour, the spellweaver with the lowest CON must make a CON roll. Failure means the spell ends. Subtract from the roll the number of rolls already

made, so the spellcaster would get a -4 penalty on the fifth roll and a -9 penalty on the tenth roll.
Magic Resistance: Not applicable.

Talismancy

Talismancy is the art of luck manipulation. The Marukans believe that luck comes in two polarities: fortune, or good luck, and misfortune, or bad luck. Talismancers attempt to attract and control fortune while simultaneously trying to repel misfortune. All Marukans—talismancers included—labor under an ancient curse that brought misfortune upon their city many centuries ago and has never been removed even to the present day.

Spells of Talismancy

Analyze Curse

Analyzes the exact nature and level of a curse afflicting an object or individual. The spell works only on curses of equal or lower level. Details of the curse include any unique way that this curse can be broken. For instance, this spell might reveal that a father's curse will last until the afflicted person returns the goods she stole from her sister.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Appraise Luck

Allows the talismancer to determine the amount of fortune or misfortune associated with a specific action in the near future. In game terms, the gamemaster secretly rolls d20 for the attempted action and tells the talismancer whether the action will be very misfortunate (on a roll of 1-5), slightly misfortunate (roll of 6-10), slightly fortunate (roll of 11-15), or very fortunate (roll of 16-20). If the action is attempted, the player does not roll for the action, but instead uses the number that the gamemaster has already rolled, to which normal modifiers are added. Be aware that this spell does not judge the outcome of an action, only the amount of fortune or misfortune that affects it. If a character attempts to disarm a particularly intricate Kasmiran death-trap that has a -10 difficulty modifier, even a "very fortunate" determination may still result in a partial success, which is bad enough to set the trap off. Appraise Luck only covers a single action governed by a single die roll, not something long-term like a journey or a battle.

The spell only works on very specific courses of action, such as attempting to bribe a specific border guard. It will reveal nothing about "the next time I

swing my sword" or "the next time I make my Bribe roll."

Range: Touch. The talismancer can ascertain his or her own luck or someone else's.

Duration: Indefinite. Once the determination is made, it holds true no matter how long a character waits to act.

Magic Resistance: Not applicable.

Detect Curse

Allows the caster to sense the negative energy given off by cursed people, items, or areas. If the curse is of lower level than the spell, the talismancer will also know the curse's approximate level.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Spells such as Concealment may block this spell, but only if they are of equal or greater level.

Fortune

Allows talismancers to attract fortune to themselves or one other being. The recipient receives +1 per four full levels of the spell on all Action Table die rolls. Thus an 11th-level fortune would only grant a +2 bonus. Multiple Fortunes cast on the same character are not cumulative; only the one that offers the highest bonus functions.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Misfortune

Allows the talismancer to attract misfortune to one being. The recipient receives a -1 penalty per 4 full levels of the spell on all Action Table die rolls. Multiple Misfortunes cast on the same character are not cumulative; only the one that offers the greatest penalty functions.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: A WIL roll at least equal to the spell roll will resist the effects.

Remove Curse

Allows the talismancer to remove any curse, malediction, or murrain from any single being, area, or object. Only curses of a lower level than the spell are negated. Unfortunately, the curse that afflicts Maruk has never succumbed to this spell; it must be powerful indeed.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Talismanic Skills

Appraise Charms

Use of this skill determines the authenticity, properties, age, place of origin, and basic value of any charm or talisman.

Create Charms

This skill allows the talismaner to create minor charms that protect the user from a specified threat or malady, albeit only minor ones. There are as many types of charms as there are minor complaints, including charms to protect the wearer from gout, rheumatism, receding hair, flatus, dropsy, and night dankness.

Ingredients: 1 g.l. worth of raw materials.

Cast: Negligible.

Time: 1 day.

Selling Price: 2 g.l.

Create Luck Medallion

The ability to create Marukan luck medallions. Though only simple ingredients, generally lead, are used, the process is long and involved because the talismaner must slowly "bleed off" some of his or her own fortune in order to instill it in the medallion. Only a full success or critical success means the item is functional, though Marukans have been known to sell the products of their unsuccessful attempts.

Ingredients: Simple metal such as lead.

Cast: Negligible.

Time: 2 weeks.

Selling Price: 36 g.l.

Technomancy

The field of technomancy combines certain practical methods and arcanologies that are believed to date back to the Forgotten Age. Knowledge of technomancy has been passed down to each succeeding generation by the early ancestors of the Yassan race; there are no written treatises or manuals on the subject.

Since technomancy uses only skills and not spells, technomancers cannot use scrolls to improve their abilities.

Skills of Technomancy

Assemble and Disassemble

This is the ability to dismantle or put together any type of device or structure that has

removable parts, including siege engines, conveyances, trap mechanisms, automatons, and so forth. The time required to assemble or disassemble varies according to the object's size, complexity, and overall condition; the gamemaster's decision should be based on prevailing circumstances. In any case, a technomancer can accomplish the task in less than half the time it would take a member of any other profession.

Elemental Actuator

Allows the technomancer to successfully use, repair, or create an elemental actuator, which can produce a focused stream of elemental fire, earth, ice, or lightning (see "Materia Magica" in Chapter Six). This device is essential to more advanced technomantic work. To use it successfully only a partial success is necessary. To repair one requires at least an hour, the proper tools, and a full success on the Action Table.

Ingredients: 1,000 g.l. worth of raw materials.

Time: 14 weeks of work in a well-equipped shop and a critical success on the action table.

Design and Modification

This is the ability to design new devices or modify existing devices or mechanisms as desired. As a general rule, simple designs or modifications can be completed in 1-10 hours, while projects of great complexity or size may take from 1-10 weeks or more; the gamemaster's ruling should be based on such considerations as the availability of materials, the extent of the desired modification, the degree of complexity, labor requirements, and so forth.

Read Schematics

This is the ability to read schematics and diagrams of all sorts. Note that this skill does not include the ability to decipher actual writings or any symbol that is not directly related to some aspect of construction, design, or maintenance.

Repair Mechanisms

Using their elemental actuators and elaborate tool kits, Yassan technomancers are capable of effecting repairs on practically anything that has moving parts, and most things that don't. This includes windships, essence accumulators, levitationals, land conveyances, waterborne craft, tools, weapons, leather goods, glassware, pottery, and even torn fabrics. Generally speaking, only items that have been destroyed beyond repair cannot be fixed by a Yassan technomancer; this is at the gamemaster's discretion. Conversely, the Yassan are equally adept at destroying or disabling mechanisms, if they so choose.

Structural Analysis

This is the ability to determine the structural integrity of any device, mechanism, building, conveyance, or other object. Through analysis, a technomancer is able to assess any of the following:

- General age of the structure.
- Overall condition of the structure.
- Method of construction used.
- Any weak points or other deficiencies.

Thaumaturgy

Thaumaturgy is a field of magical study that combines certain aspects of technomancy, wizardry, and an advanced form of alchemy; some scholars believe that the field is an offshoot of the lost art of sorcery. The field has seen many advances in the past twenty years as thaumaturges have begun to discover more about their fabulous art.

Thaumaturgic Skills

Create Thaumaturgic Wand

The thaumaturgic wand, or caduceus, is the thaumaturge's most important tool. It is used to activate the innate properties of various types of essences, and is vital to all thaumaturgical operations. Only a trained thaumaturge can utilize the properties of a thaumaturgic wand. These devices are rarely made for sale, as those who use them know how to craft their own.

Ingredients: One pound of red iron, ten carats of powdered diamond, ten drams of powdered gold, and a dram of quintessence.

Cost: 302 g.l.

Time: Seven weeks.

Derive Distillation

Distillations are thaumaturgically concentrated essences of otherwise elusive substances such as colors, scents, tastes, and even sentiments. These exotic wares were once popular during the Archaen Age, and were used to enhance the ambience of gardens, pleasuredomes, and so forth. The contents of a single, 1-dram vial are sufficient to affect an area equal to 10 feet in diameter. The effects last for one hour, or until neutralized. Characters can resist sentiments with a WIL roll.

Only Phantasians know how to derive distillations of mental states, such as sentiments.

Time: 1 day of work with access to an essence accumulator.

Roll: A partial success on the Essence Accumulator skill, and at least a partial success on this skill to derive 1 dram of distillation.

Selling Price: 24 g.l.

Derive Dream Essence

Only the Phantasians know the secrets of deriving dream essence.

This is the skill of concentrating the stuff of dreams into a liquid that gives powerful dreams to the imbiber.

Time: Two days of work with access to an essence accumulator and to the kind of dream you want to create.

Roll: At least a partial success with the Essence Accumulator skill, and at least a partial success on this skill to derive one dram of distillation.

Selling Price: 55 g.l.

Derive Elemental Essence

Elemental essences are concentrated elemental forces that are derived through the use of an essence accumulator. The procedure entails the use of a minute quantity of quintessence, which is used to place the desired elemental force in suspension and transmute it to solid, liquid, or gaseous form, as desired. The captured elemental essence, collected and distilled by the use of an intricate system of alembics, is then contained in spheres, flasks, or capsules of pure amberglass.

Elemental essences can be used for peaceful purposes, such as starting a fire with a drop of essential fire or keeping food cool with a dram of elemental ice, but often they are employed as weapons such as the following:

- **Red Menace:** Liquefied, essential fire.

Each pint causes 1d10 damage to everyone within 10 feet of its release and starts fires on anything flammable.

- **Blue Havoc:** Essential ice. Each pint causes 1d10 damage to everyone within 10 feet.

Each pint, when released, produces a coherent gas roughly filling an area 10' x 10' x 10'. All those in this area take 1d4 damage per round from contact with the substance and from breathing it.

- **Storm Crystal:** Used to power land-arcs, windships, and such.

Ingredients: A minute quantity of quintessence, plus the raw materials from which the essence will be made.

Cost: Generally 10 g.l.

Time: Seven days of work with access to an essence accumulator.

Roll: At least a partial success with the Essence Accumulator roll, and at least a partial

success on this skill to yield one pint of elemental essence.

Selling Price: 200 g.l.

Derive Quintessence

Only the Dracartans know how to derive quintessence.

Quintessence is an elusive substance that resembles a shimmering powder. It is that portion of the essence that determines the phase of matter, such as solid, liquid, or gas. When activated by a thaumaturgic wand, quintessence can be used to alter the nature of large quantities of inanimate matter, turning solids into liquids, liquids into gases, and so forth. A single dram of quintessence is sufficient to affect up to 10' x 10' x 10' of matter.

Time: Five days work with access to an essence accumulator.

Roll: At least a partial success with the Essence Accumulator skill, and at least a partial success on this skill to derive 1 dram of quintessence.

Selling Price: 130 g.l.

Essence Accumulator

Knowledge of the use and construction of an essence accumulator, a device that extracts essences, or the basic stuff of which all matter is composed, from the ether. It can be adjusted so that it extracts elemental essences, distillations, dream essences, or quintessence.

A thaumaturge must roll a partial success with this skill to operate an essence accumulator, in addition to the roll for the specific product the thaumaturge intends to produce. To repair one requires one hour and a full success.

Ingredients: 800 g.l. worth of amberglass alembics, piping, and phials, and 200 g.l. worth of silver spigots, fastening, and framework.

Time: 14 weeks of solid work.

Roll: A critical success must be made with this skill.

Selling Price: 3,500 g.l.

Thaumaturgic Spells

The thaumaturge must use a caduceus, or thaumaturgic wand, to perform any thaumaturgic spell.

Concentrate Matter

Allows the caster to compress up to one cubic foot per level of pure, inanimate matter into a thaumaturgical concentrate. A full cubic foot of matter yields one dram of concentrate. When reconstituted by the the reverse of this spell, the matter expands to its previous form and size.

Matter that is mixed with other substances cannot be concentrated.

Range: 10 feet per level.

Duration: Permanent.

Magic Resistance: If the item is enchanted, subtract the level of the spell enchanting it from the roll to cast the spell.

Gassify

Changes solids or liquids to gaseous form. Up to one cubic foot per level of inanimate matter can be affected. The material retains properties such as color, temperature, and any poisons or other special qualities. The reverse of this spell returns gassified matter to its original form.

Range: Touch with the caduceus.

Duration: Permanent.

Magic Resistance: If the item is enchanted, subtract the level of the spell enchanting it from the roll to cast the spell.

Liquify

Changes solids or gases into liquid form. Up to one cubic foot per level of inanimate matter can be liquified. The material retains its properties in liquid form. The reverse of this spell returns liquified matter to its normal form.

Range: Touch.

Duration: Permanent.

Magic Resistance: If the item is enchanted, subtract the level of the spell enchanting it from the roll to cast the spell.

Locate Substance

Allows the thaumaturge to use his or her thaumaturgic wand as a dowsing rod that can locate any single type of inanimate substance.

Range: Detects the substance within 100 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Quantitative Analysis

Allows the caster to determine the exact components of any inanimate substance, including gases, liquids, solids, alchemical or magical mixtures, alloys, and so forth. This spell does not tell the thaumaturge the properties of a mixture, such as the effects of an unidentified potion, but only the components of the substance.

Range: Touch with the caduceus.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Solidify

Allows the thaumaturge to change gases or liquids into solid form. The spell can affect up to 1 cubic foot per level. It takes one round per level to cast the spell. Those unfortunates caught in the

solidified matter usually expire in short order from lack of air.

Liquify or Gassify can reverse this process.

Range: Touch with the caduceus.

Duration: Permanent.

Magic Resistance: A DEX roll at least equal to the spell roll allows a character to dodge out of the area that is solidified, provided there is room to dodge.

Thaumaturgic Aura

Covers the thaumaturge with a field of thaumaturgic force, absorbing damage that the thaumaturge would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Dispels auras of the same type if the auras are of lower level than the reversed spell.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Thaumaturgic Bolt

Hurls a bolt of thaumaturgic energy that does 1d4 damage per level. It does +1 damage per level against inanimate objects.

Range: 10 feet per level.

Duration: Instant.

Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.

Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Thaumaturgic Barrier

Creates a two-dimensional, translucent wall of thaumaturgic force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.

Range: Touch.

Duration: Instant.

Magic Resistance: None.

Witchcraft

Witchcraft is the study and practice of the eldritch arts of magic, as they were observed in ancient times. Practitioners often gather in esbats, or covens, and engage in pagan rituals dedicated to the Forgotten Gods of Talislanta.

Bewitch

Enables the witch to haunt the dreams of one person, allowing the victim no rest or surcease. The witch must enter a trance every night to haunt the person's dreams, and he or she can only haunt one person at a time. The witch must also have some sort of item belonging to the victim, such as fingernail clippings or a stolen ring. Each night that the witch casts this spell and the victim fails to successfully resist, the victim loses 1 from WIL. Each night that the witch fails to cast the spell or the victim resists, the victim regains 1 WIL point. Once the victim's WIL drops below 0, he or she must make a successful WIL roll just to perform any action of consequence. A failed WIL roll means the victim is too depressed to take action. If at any time the victim's WIL drops to -10, he or she loses the will to live and simply dies.

Range: 10 miles per level.

Duration: Indefinite.

Magic Resistance: The victim can resist the effects with a WIL + level roll. Subtract the level of the spell from the roll. Roll each night that the witch casts this spell. On a partial success, the character neither loses nor regains a WIL point. On a full success, the character regains a WIL point rather than losing one.

False Dweomer

Invests an object of up to 5 pounds per level with a false magical dweomer or aura. Those who can detect magic will perceive the item as magical, although spells such as the wizardry spell of Analyze Enchanted Item will reveal no specific powers related to the item.

Range: Touch.

Duration: 10 rounds (1 minute) per level.

Magic Resistance: Not applicable.

Eldritch Aura

Covers the witch with a field of eldritch force, absorbing damage that the witch would otherwise take. After absorbing 4 points per level, it dissipates. The aura does not protect against poison gas and the like.

Range: Self only.
Duration: 1 round per level.
Magic Resistance: Not applicable.
Reverse: Disperses auras of the same type if the auras are of lower level than the reversed spell.
Range: Touch.
Duration: Instant.
Magic Resistance: Not applicable.

Eldritch Bolt

Hurls a bolt of eldritch energy that does 1d4 damage per level.

Range: 10 feet per level.
Duration: Instant.
Magic Resistance: A character targeted by a bolt can give up his or her next action to dodge the bolt. The target makes a DEX roll, and avoids the bolt if this roll matches or exceeds the caster's roll to cast the spell.
Reverse: Cast in reverse, this spell cancels one bolt of the same type and of lower level. It is difficult to cast the reverse effectively because the reverse must be cast just when the other bolt is being cast.

Eldritch Barrier

Creates a two-dimensional, translucent wall of eldritch force up to 5 feet in each dimension. If curved into a cylinder or cone, its maximum diameter is approximately one and a half feet per level. The barrier blocks the passage of solids, liquids, and gases as well as violent magical energy such as bolts. Once created, the barrier is immobile.

Range: 10 feet per level.
Duration: 1 round per level.
Magic Resistance: Not applicable.
Reverse: The reverse destroys any barrier of the same type if it is of lower level than the reverse spell.
Range: Touch.
Duration: Instant.
Magic Resistance: None.

Fascination

This spell forces all within range to watch the witch with rapt attention, fascinated by whatever he or she is saying or doing.

Range: Affects a sphere up to 5 feet in diameter per level centered on the caster.
Duration: 1 round per level.
Magic Resistance: A WIL roll at least equal to the roll to cast the spell allows a character to resist the spell.
Reverse: Called Ennui, the reverse causes those within range to regard the witch, or

one other individual whom the witch must touch when casting the spell, as someone of no great interest.

Healing

Heals 1 hit point of damage per level. It works on animals, but not on plants.

Range: Touch.
Duration: Permanent.
Magic Resistance: Not applicable.
Reverse: Called Harming, the reverse does 1 point of damage per level.
Magic Resistance: Not applicable, though the target can avoid the witch's touch. In combat, the witch must score a hit as if making an unarmed attack.

Jinx

Sets loose a minor spiritform that hounds the target of the spell, wreaking mischief. Targets receive -1 on all Action Table rolls, and find themselves suffering numerous minor mishaps and misfortunes, at the gamemaster's discretion. The witch must have some item belonging to the person in order to cast the Jinx.

Range: 10 miles per level.
Duration: 1 day per level.
Magic Resistance: A WIL + level roll allows the victim to resist. Subtract the level of the spell from the resistance roll.
Reverse: Undoes a Jinx of lower level.
Range: Touch.
Duration: Permanent.

Malediction

The target of this loathsome spell suffers a variety of minor ailments, such as warts, carbuncles, sores, halitosis, digestive problems, thinning hair, and so on. For each month that the target fails to resist, he or she loses a point of CHA. At -10 CHA, the sufferer is so hideous and disgusting that all but the closest friends and relatives must make a WIL roll even to bear his or her presence. The witch must have something that belongs to the target.

Range: 10 miles per level.
Duration: Indefinite.
Magic Resistance: When the spell is first cast, the target makes a CON + level roll, subtracting the level of the spell from the roll. Even a partial success keeps him or her from contracting the disease. If the target does succumb, each month he or she makes a CON + level roll, subtracting the level of the spell from the roll. On a critical success, he or she shakes off the spell and recovers at a rate of 1 CHA point per month. On a normal success or partial success, he or she does not lose a point of CHA, but is still under



the spell's effects and must roll again next month.

Reverse: Called Release, the reverse stops a Malediction and lets the character recover 1 CHA per month until back to normal. It works only on Maledictions of lower level.

Range: Touch.

Duration: Permanent.

Obsession

Afflicts the target with a powerful craving or desire, such as the urge to drink to excess, a sudden interest in some other person or object, or an overwhelming feeling of generosity. If restrained by right-minded friends, the obsessed character is fully capable of becoming violent.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: A WIL + level roll, minus the level of the spell, allows a character to resist. If the craving is strongly against the nature or habit of the character, the gamemaster can allow a bonus on the roll.

Reverse: Called Disinterest, the reverse breaks any Obsession of lower level.

Range: Touch.

Duration: Permanent.

Passion

Instills ardor or lust in a designated subject. The object of the romantic interest is determined by the witch.

Range: 10 feet per level.

Duration: 10 rounds (1 minute) per level.

Magic Resistance: A WIL + level roll, minus the level of the spell, allows the character to resist. If the object of desire is inappropriate, the gamemaster may assign a bonus on this roll of up to +10 for an ugly, unhealthy member of a different sentient species and the nonpreferred gender.

Reverse: Called Abjuration, the reverse suppresses romantic interest that one person would otherwise have for another.

Rejuvenescence

Restores vitality lost to strenuous activity, lack of sleep, or intense concentration. It does not allow a spellcaster to regain the capacity to cast additional spells. After an individual has benefited once from the spell, further castings in the same day have no effect.

Range: 10 feet per level.

Duration: 10 rounds per level.

Magic Resistance: Not applicable.

Reverse: Called Enfeeblement, the reverse tires the target, who receives -1 on all Action Table rolls.

Magic Resistance: A CON + level roll, minus level of the spell, allows a character to resist.

Rhodomantic Divination

Only the Gnorls can learn this spell.

The rhabdomancer can consult minor spirits to learn secrets. If the secret involves knowledge that the spirits are not likely to have, they will travel in search of the the information. The higher the level of the spell, the more powerful a spirit the rhabdomancer can contact and the more information it will have or be able to acquire. The rhabdomancer can ask only one question of the spirit contacted.

To determine whether the spirit can answer the question, make a roll on the Action Table and add the level of the spell. The following chart indicates what kind of information will be provided at each level of the spell.

Level	Information
1	Petty.
5	Minor.
10	Moderate.
15	Major.
20	Vital.

Petty information includes such questions as "What is behind this door?" Minor information includes such questions as "Where does the magician Tandala hide her valuables?" Moderate information includes such questions as "Where is Ebo Inoma?" Major information includes such questions as "Who stole the Wand of Bedazzlement?" Vital information includes such questions as "What is the magician Tandala's greatest weakness?"

If the information is difficult to come by, assume that the spirit can determine it only if the level of the spell is twice that of a normal spell that could gain the information. For instance, if it would take a 5th-level Cryptomantic Analysis to decode a magically encoded text, it would take a 10th-level Rhodomantic Divination to do the same.

Range: The spirits can obtain information about anything within 10 miles per level.

Duration: One question.

Magic Resistance: Not applicable.

Safekeep

Protects one item with a magical aura. Anyone who touches the item without the witch's permission receives 1 point of damage per level



per round of contact. The item can weigh up to 10 pounds per level. A witch can only Safekeep one item at a time.

Range: Touch.

Duration: Permanent.

Magic Resistance: Not applicable.

Weird

Invests an object with a quasi-elemental that returns the object to the owner on command whether it has been lost, stolen, dropped, or even thrown. Only if the object is willingly given away will the quasi-elemental leave the object.

Cost: 10 g.l. per level worth of materials.

Time to create: 1 week per level.

Selling Price: A witch can typically charge 25 g.l. per level to Weird an item, though few people want anything more than a 1st-level Weird.

Duration: Until the item is willingly given away.

Range: The witch must touch the item to place the Weird. The return capability works as long as the item is within 1 mile per level.

Magic Resistance: Not applicable.

Wizardry

Wizardry is a traditional magical field of study practiced by magicians from Zandu to the Quan Empire.

Analyze Enchanted Item

Allows the caster to determine the properties, level, and uses of an enchanted item. The caster must hold the item in order to analyze it. The higher the level of the spell, the more advanced items the wizard can analyze. To analyze an item, the spell must be at least equal to the item's level or the level of the enchantment used to create it, as appropriate. Items currently in use in Talislanta are easier to analyze than Archaen artifacts that were constructed with powerful and mostly forgotten means; such artifacts require an additional penalty of at least -10 to analyze. Should the wizard ever stumble across an item from another plane or dimension, it may prove especially difficult to analyze, even if it isn't particularly powerful; such items require an additional penalty of -10 to -20 on the roll.

Range: The wizard must touch the item to be analyzed for the duration of the spell.

Duration: The wizard must concentrate for one round per level of the spell.

Modifiers: If the spell fails on an item, that particular wizard cannot achieve a better result without casting an Analyze Enchanted Item spell of a higher level. For example, if Zaveron fails his roll to determine an item's properties with a 5th-level spell, he would only be allowed another chance if he cast a spell of 6th level or above. His sister, however, would still be able to determine the object's properties with a 5th-level spell, or maybe even a lower one if the item is simple enough for such a low-level spell.

Items specifically designed to foil analysis may incur a penalty of -5 to -15 on the roll. The gamemaster should not tell the wizard that there is a penalty, but should apply it without the player's knowledge.

Mishap: The wizard gets misleading information about the object's powers. This misinformation could be dangerous. The gamemaster should make the wizard's roll if there is a chance for a mishap. If the result is a mishap, the gamemaster should provide the false information as if it were true, without telling the player that the roll was a mishap.

Partial Success: Provides a vague idea of the item's powers.

Critical Success: Reveals subtle details as to the item's function. For some complicated items, a subtle function such as this may be vital to using the device properly.

Animate Object

Moves an object or being through the air or across the ground. The spell affects up to 10 pounds per level, and allows the wizard to control the item to a range of 10 feet per level. Moving the item requires concentration on the wizard's part, though he or she can leave it hanging in air and turn his or her attention to other matters. The item can move at up to SPD 0 (100 feet/round), but it is capable of much quicker actions for very short periods, making this spell useful for using weapons in combat. It would take a very high-level spell to launch a spear down a corridor fast enough to do a lot of damage, but the wizard could move the spear slowly to within striking distance and then cause it to make brief, quick strikes at the target.

The device gives no feedback to the wizard other than that given through normal senses. If the wizard uses this spell to send an item down an unseen corridor, he or she will not be able to tell whether it has hit an obstruction without hearing a "thunk."

To wield a weapon effectively in combat requires a level at least equal to the STR requirement of the weapon. For example, it would take a 7th-level spell to use a giant-sized sword. When trying to use a weapon in combat, the wizard rolls to hit normally, but uses PER rather than DEX as a modifier to his or

her combat rating. A wizard with no combat skill rolls 1d10 instead of 1d20 for to hit rolls.

Duration: 1 round per level.

Range: 10 feet per level.

Modifiers: If the wizard is manipulating the object rather than just moving it from place to place, the effective level of the spell is one-half normal. For example, if a wizard uses this spell to draw a bow, nock arrows, and fire them, rather than simply move the bow through the air, the spell would be effectively one-half the normal level.

Mishap: The object moves erratically and violently for the duration of the spell.

Partial Success: Moves the item at half speed up to half the range for half the duration.

Critical Success: Moves the item up to double speed, to double range, for double the duration.

Arcane Aura

Surrounds the wizard with a faintly glowing aura of arcane energy. All damage that would normally affect the wizard hits the aura instead. The aura can withstand a total of 4 points per level before dissipating. The aura cannot protect the wizard against poison gas, drowning, or similar sources of discomfort.

Range: Protects the caster only.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Cast in reverse, this spell dispels any Arcane Aura of lower level. It has no effect on auras from other fields of magic.

Range: Touch.

Duration: Instant.

Magic Resistance: Not applicable.

Arcane Blade

Allows the caster to conjure a four-foot blade comprised of eldritch force. If used as a weapon, it does 1d4 damage per level. It can harm creatures that are unaffected by normal weaponry but vulnerable to magic. The user must roll to hit as if using a normal blade. The blade "winks out" if it loses contact with the caster. The blade can be used for purposes other than combat, such as prying open doors and such. For purposes of determining breakage, it has armor equal to the spell's level and hit points equal to five times the spell's level.

Range: The blade appears in the wizard's hand, and winks out if it loses contact with the wizard.

Duration: 1 round per level.

Mishap: Uncontrolled arcane energy courses through the wizard's body, doing 1d4 damage per level of the attempted spell.

Partial Success: Blade has half armor, half hit points, and half duration.

Critical Success: Blade has double armor, double hit points, and double duration.

Magic Resistance: None. Opponents may "resist" the effects of this spell in combat the same way they "resist" the effects of a Thrall's blade: with speed, skill, and a sturdy shield.

Arcane Bolt

Hurls a bolt of arcane energy from the caster's outstretched hand or wand, doing 1d4 damage per level.

Range: 10 feet per level.

Duration: Instant.

Mishap: Uncontrolled arcane energy courses through the wizard's body, doing 1d4 damage per level of the attempted spell.

Partial Success: The bolt does half damage.

Critical Success: The bolt does 2d4 damage per level.

Magic Resistance: A character may attempt to dodge the bolt. The dodging character must make a DEX roll, and dodges the bolt only if this roll at least equals the wizard's roll to cast the spell. A character must give up his or her next action to dodge the bolt.

Reverse: Cast in reverse, this spell cancels one Arcane Bolt. It is difficult to cast this reverse spell effectively because the wizard must cast it just as another wizard is launching an Arcane Bolt.

Arcane Barrier

Creates a translucent, two-dimensional shield of arcane energy that can take whatever simple shape the caster desires. The barrier can be up to 5 feet per level in either dimension, and it can be curved into a cylinder or cone. The barrier must be created in a sturdy form. It cannot lean without some type of support. If it crosses open space, such as a pit or chasm, then both ends must be on solid ground.

This barrier prevents passage of physical objects and energy as well as violent magical energies such as bolts. It does nothing against subtle magical energies such as Spellbind spells. After taking 4 points of damage per level, it dissipates. Prudent wizards will note that the barrier also prevents the flow of air.

Once created, the barrier is immobile. Like any other wall, it can be climbed, but it cannot be toppled.

Mishap: Uncontrolled arcane energy courses through the wizard's body, doing 1d2 damage per level of the attempted spell.

Partial Success: The barrier stops only 2 points of damage per level.

Critical Success: The barrier stops 8 points of damage per level.

Range: 10 feet per level.

Duration: 1 round per level.

Magic Resistance: Not applicable.

Reverse: Cast in reverse, this spell cancels one Arcane Barrier of lower level. It has no effect on barriers from other fields of magic.

Aura of Enchantment

Imbues any nonliving, nonmagical object with a temporary enchantment of +1. This bonus applies to damage for weapons and to the number of points stopped by armor. The spell can affect up to 5 pounds per level, and lasts 5 rounds per level. While the bonus may be small, this spell comes in very handy against those creatures that are only hurt by magic weaponry.

Range: Touch.

Duration: 5 rounds per level.

Mishap: The spell does 1d6 damage per level to the item. See the armor and hit point ratings for items in Chapter Six.

Partial Success: Half duration.

Critical Success: +2 enchantment instead of +1.

Concealment

Hides magical emanations, making them undetectable to a wizard's ability to sense magic and to spells such as Analyze Enchanted Item. Subtract the level of the spell from a wizard's PER roll to detect magic in the affected object. Also requires an Analyze Enchanted Item spell greater than the level of this spell to analyze any feature of the item.

Range: Touch.

Duration: 1 hour per level of the spell.

Mishap: The attempt to hide magic actually dampens the wizard's own magic. Subtract the level of the spell from the wizard's magic rating for the next 24 hours. A character left with a magic rating lower than 1 cannot cast spells.

Partial Success: One half of effective level.

Critical Success: Double effective level.

Reverse: The reverse is called Revealment, and is mentioned later in this section.

Conjuration

Allows the wizard to create a magical replica of an inanimate object or living organism. An inanimate item is limited to 1 foot per level in each dimension and 50 pounds of weight. The item must fit both size categories to be created. A 1st-level spell could conjure a 50 foot rope because it would fit in a 1' x 1' x 1' space. The

conjured rope would be tightly rolled when it appeared. A living thing is limited to 10 pounds per level. All living things created are 1st level. Conjured living things have those abilities natural to them, including speech for sentient beings, but they have no magical or alchemical abilities. Conjured living things react to the wizard normally, not following orders any more readily than would any other member of that species. Sentient conjured beings may react to their sudden existence with some measure of surprise.

The caster must be familiar with the object or creature to be conjured. If the wizard tries to make an exact replica of some other item or person, such as a key, the caster must make a PER roll to get the replica just right. If the conjured item is complex, such as a Kashmiran trap, the caster must make an appropriate skill roll, such as a roll versus Artificer, to make it turn out right.

This spell cannot create magical or alchemical items or creatures.

When the duration of the spell ends, the item disappears completely, even if it has been consumed or mixed with other material. That means a character can eat conjured food all day and never get sustenance or gain weight.

This spell is especially useful for conjuring small, useful items for temporary use, such as ropes to scale a wall, tools to repair armor in the wilds, or replacement weapons for those that have been lost or broken.

Ingenious wizards can use this spell for many sneaky purposes. For example, a wizard could steal a key, make a replica of it, and then return the replica so the key is not immediately missed. When the spell ends, the replica disappears, but the wizard has got the original. To interrogate a prisoner, the shrewd wizard hangs the captured being over a cliff by a conjured rope. If the prisoner doesn't talk soon enough, the rope will disappear, and he or she will fall.

Range: The item or being appears anywhere up to 1 foot per level distant from the caster.

Duration: 1 round per level.

Mishap: An explosion of raw energy and simple matter erupts at the point at which the thing was to be conjured. The explosion does 1d4 damage per level to everyone within 5 feet of the blast.

Partial Success: The conjured item is flawed. A sentient being may be insane, a rope too weak to support much weight, or a sword dull and bent. The gamemaster may wish to make the spell roll for the wizard and not tell the player that the spell was only partially successful until the characters find out for themselves.

Critical Success: Double normal duration.

Magic Resistance: Not applicable.

Reverse: Causes all conjured items of equal or lower level within 10 feet per level to disappear.



Dispel Magic

Allows the wizard to dispel other spells. The spell to be negated must be less than half the level of this spell. To dispel a 5th-level cryptomantic spell of Encryption, for example, would require an 11th-level Dispel Magic.

Mishap: The wizard loses half the spell's level from his or her magic rating for 24 hours.

Partial Success: Only dispels magic below one-third the spell's level.

Critical Success: Dispel magic below two-thirds the spell's level.

Range: 10 feet.

Duration: Instant.

Magic Resistance: Not applicable.

Reverse: The reverse, Fortify Magic, protects a spell from Dispel Magic spells of equal or lower level.

Duration: 1 day per level (or until the base spell ends).

Dwindle

Allows the caster to decrease the size of any creature, reducing its height by 5% per level of the spell. A 10th-level spell, therefore, would shrink a character to one-half normal size. The spell has no effect on hit points, attributes, or other factors, though carried equipment shrinks along with the subject of the spell and the GM may rule that scaled-down weapons do proportionately less damage. If two Dwindle spells are cast on the same creature, only the highest level of the two takes effect.

Range: Touch.

Duration: 10 rounds per level.

Mishap: Random growth and shrinking affect either the caster or the target. Various body parts grow and shrink out of proportion with each other, up to the limit of 5% per level of the spell. If you get a Mishap with a 5th-level spell, your right arm might grow 25% while your right fingers shrink 25%. The resulting imbalance subtracts the level of the spell from all the affected being's rolls on the Action Table for the normal duration of the spell.

Partial Success: The subject only shrinks half the normal amount.

Critical Success: Double normal duration.

Reverse: Counters Dwindle spells of lower level.

Illusion

Creates sounds, images, smells, and so forth that have no basis in reality. These sensations are "real" in that they actually affect the senses of those around them, but they have no physical counterpart and are incapable of causing damage. "Belief" is irrelevant as far as these illusions are concerned. Everyone with sight will be able to see them, and

knowing that they are illusory does not make them go away.

The most basic illusion is a static, visible phantom, a three-dimensional image with no physical substance. This basic type of illusion is useful for making an illusory floor over a pit or creating the illusion of a glowing globe, which would actually shed useful light.

For more complex illusions, the wizard must accept penalties on the roll to cast the spell; see the modifications below.

Under no circumstances will illusions have direct, real effects if they are offensive or defensive spells that would prevent or cause damage. An illusory fire will make you feel warm, but it will not keep you from freezing to death. It will also hurt if you stick your hand into it, but it will not cause you damage. An illusory floor over an open pit, however, may cause incidental damage if you step on it and fall right through.

The wizard must be familiar with the item mimicked by the illusion. If the caster has never seen an exomorph, he or she will be unable to create a believable illusion of one. If a wizard tries to make an illusory duplicate of a specific person or item, he or she must make a PER roll to make a good match.

Range: 1 foot per level.

Duration: 10 rounds per level.

Modifiers: Subtract 1 from the roll to cast the spell for each of the following appropriate modifiers:

- Illusion includes sound.
- Illusion includes taste.
- Illusion includes smell.
- Illusion includes heat or cold.
- Illusion includes texture. This is only possible if there is already a physical object underlying the illusion. An illusion on its own has no substance or texture. You can use illusory texture to make a smooth surface seem rough. You cannot, however, create surfaces where none already exist.
- Illusion is complex, like a page of writing.
- Illusion can move on its own.
- Illusion is tied to an object or being, and moves with that being.

For example, you must subtract 2 from your casting roll if you want to make it seem like you have a fever; -1 for the illusion of heat, and -1 for the illusion to be tied to your forehead so that it moves when you move your head. An illusory fire would necessitate a -4 penalty for sound, smell, heat, and movement. You might be able to get away with just heat and movement for a fire, but people might be suspicious about a fire that never crackles and doesn't smell of smoke.



Reverse: Dispels all illusions of equal or lower level within 10 feet per level of the spell.

Invisibility

Renders one person or object invisible, up to 1 cubic foot per level. If the target is a person, all items carried when the spell is cast are rendered invisible, though they become visible again once they leave contact with the invisible character. Objects picked up do not become invisible, even if they were previously invisible but had been set down. Similarly, substances like blood become visible when they break contact with the invisible character, which could possibly allow enemies to track a wounded invisible character.

In combat, the invisible character receives +5 on his or her combat rating until an opponent makes a critical success on a PER roll; one roll per round is allowed. Those creatures that rely more on sound or smell than on sight may receive bonuses on this roll. Once the roll is made, the attacker has a general idea of the character's presence, and the invisible combatant receives only a +2 to his or her combat rating against that opponent.

Range: Touch.

Duration: 1 round per level.

Mishap: The caster disappears entirely from the world. Whether the caster ends up on some other plane of existence or simply disappears entirely remains up to the GM.

Partial Success: A hazy image of the character or object remains. Only a partial success on the PER roll is required to spot the character.

Critical Success: Double the duration.

Magic Resistance: Not applicable.

Reverse: Makes the target stand out so that he or she is unable to hide, blend into a crowd, and so forth.

Levitation

Allows the caster to move through the air. The wizard moves up to 100 feet per round (SPD 0). The wizard must concentrate to alter his or her acceleration. For instance, you could head north at maximum speed and then concentrate on other matters. You would keep moving at that speed until you concentrated and made yourself move at a different speed or in a different direction. The wizard can carry up to 10 pounds per level, including armor, gear, and so forth.

Range: Self only.

Duration: 1 round per level.

Mishap: Magical force hurls the caster through the air 10 feet per level in a random direction. The wizard takes d4 damage per

level, possibly more if he or she has the misfortune to find his or her trajectory intercepted by an unforgiving object or surface.

Partial Success: One-half normal duration.

Critical Success: Double normal duration.

Magic Resistance: Not applicable.

Reverse: Subtracts the level of the spell from the rolls that opponents make to move, shove, lift, or carry the caster.

Magic Portal

Allows the caster to create an opening in any nonliving, nonmagical material or substance. Maximum diameter is 1 foot per level, and maximum depth is 1 inch per level. Much to the frustration of wizards through the ages, this spell allows either complete success or nothing. When cast on a barrier too thick for the level of the spell being used, this spell has absolutely no effect. You cannot use it to cut through a one-foot thick wall 4 inches at a time.

When the spell wears off, the surface returns to normal. Anything sticking through the portal at that time is trapped there. Provided a living creature has air to breathe, it survives unhurt, but that section of it that was in the portal is trapped.

When the affected surface returns, it fills its normal area save only that space occupied by something else. If you held a barrel perpendicularly through the space created by a Magic Portal, even the space within the barrel would fill up.

Range: The affected surface may be up to 1 foot per level distant from the wizard.

Duration: 1 round per level.

Partial Success: One-half normal duration. The gamemaster should roll on the Action Table for the wizard and not reveal the spell's degree of success, so that the player does not know whether the portal will last the normal duration or half the normal duration.

Critical Success: Double normal duration.

Magic Resistance: Not applicable.

Radiance

This spell has several applications, among them the reverse form, Darkness.

• **Sphere of Light:** Cast on a wand, staff, or other object, this spell sheds light like a torch.

Range: Touch.

Duration: 10 rounds per level.

Mishap: Blinding light strikes the caster, who must make a CON roll to resist being blinded for 1 round per level of the spell.

Partial Success: Half duration.

Critical Success: Double duration.

• **Burst of Light:** Creates a momentary burst of bright light in the face of one target, blinding him or her.



Range: 10 feet per level.

Duration: Blindness lasts 1 round per level.

Mishap: The light explodes in the caster's face and causes its normal effects.

Partial Success: Blindness lasts half normal duration.

Critical Success: Blindness lasts double normal duration.

Magic Resistance: A CON roll equal to or better than the roll to cast the spell resists its effects.

• **Darkness:** This effect is the reverse of the Radiance spell, causing darkness to fill a circular area with a radius of up to 5 feet per level. It will negate all natural light and all magical light of equal or lower level. Creatures with a natural ability to see in the dark cannot see in this preternatural blackness, but those creatures with supernatural ability to see in the dark can see normally.

Range: 10 feet per level.

Duration: 1 round per level.

Mishap: Blinding light strikes the caster, who must make a CON roll to resist being blinded for 1 round per level of the spell.

Partial Success: Half the normal duration.

Critical Success: Double the normal duration.

Magic Resistance: None.

Revelment

Allows the caster to see invisible creatures, magical emanations, and the like, all of which seem to glow in outline.

Range: 5 feet per level.

Duration: 1 round per level.

Mishap: The wizard loses his or her ability to see magical emanations for 24 hours.

Partial Success: The creatures and objects glow as usual, but the glow is too faint and inconstant to allow the wizard to gain any specific information about the creatures and objects.

Critical Success: Double the normal range.

Magic Resistance: Not applicable.

Reverse: The reverse of this spell is Concealment, which is mentioned in the spell descriptions above.

Spellbind

Allows the caster to magically immobilize or silence one living creature or being. The subject remains aware, but can take no action without the caster's permission.

While the effect of this spell is very powerful, the generous magic resistance roll means that it is dependable only when cast on relatively low-level targets.

Range: 5 feet per level.

Duration: 1 round per level.

Mishap: The wizard is spellbound for the normal duration of the spell, with no magic resistance roll allowed.

Partial Success: Spell lasts half normal duration.

Critical Success: Spell lasts double duration.

Magic Resistance: The subject can counter the effect with a roll of WIL + level, with the caster's WIL or level, whichever is higher, as the modifier.

Reverse: Counters Spellbinds and similar spells of equal or lower level.



6

Equipment



The diverse inhabitants of Talislanta exhibit an uncanny aptitude with regard to the making of a wide variety of tools, implements, and mechanisms. This is particularly evident as pertains to the creation of devices intended to kill, maim, and mutilate, a talent for which the Talislantans display a practically limitless degree of creativity and invention."

— Excerpted from the journals of the wizard Tamerlin

This chapter describes the most common pieces of equipment that characters may wish to purchase and use. Magical devices of various types, particularly the most minor sorts, are relatively common in Talislanta, as are products made of exceptional metals. As you will see, however, the large supply of these items does not mean that their prices are low. Beginning characters will have the basics of what they need, but to get those exceptional weapons, armor, and devices, they will have to save for a while.

Also bear in mind that items from all across Talislanta are described together in this chapter. In certain areas, however, the prices for some items are considerably higher than listed here, if they can be found at all. If your character is buying something unusual, check with your gamemaster first to be sure that it is available in your area of Talislanta, and what the price is there.

MONEY AND WEALTH

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

The cost of living in Talislanta depends on a character's status and the lifestyle he or she wishes to enjoy. Use the "Incomes and Expenditures" chart on the following page as a guideline. Note that characters must pay to maintain their upkeep while

training or otherwise taking time off from duties that earn them steady income.

Those characters who live below their means may save money, but they may also find that their status in the eyes of peers and potential employers may drop. In addition, living among those who are considerably poorer can put a character in dangerous circumstances, as envy and greed have been known to overcome neighborliness on more than a few occasions.

Note that the incomes listed in the chart must be continuous in order to allow a character to attain the niceties that go along with them. Spending 300 g.l. a week for two weeks does not allow a character to move to a better part of town, hire guards and servants, and get a new, stylish wardrobe. As a rule of thumb, assume a character must spend 100 times the normal weekly expense in order to "move up" to that level of income. Once the character has made this transition, he or she must then make the necessary expenditure regularly in order to cover such expenses as taxes, rent, fees, and pay for servants. For example, someone who wants to be "beyond considerations of cash" would have to spend 30,000 g.l. setting up his or her place and then 300 g.l. per week from then on.

In civilized areas, a character can often invest capital and receive interest from those who borrow it, provided he or she has a considerable sum, such as 10,000 g.l. Generally speaking, a character can earn 10% annual interest, though the chance of loss is always present. That means that 50,000 g.l. invested one time could produce a very comfortable but not truly wealthy income, a little over 100 g.l. per week. The dependability of these investments is strictly up to the GM.

Incomes and Expenditures

1 g.l./week: Dirt poor and miserable. A shameful number of laborers and servants live at this level even in prosperous nations such as the Seven Kingdoms, but the upper classes try not to let this fact preoccupy their minds.

3 g.l./week: A comfortable life with some amenities. Unexceptional craftspeople and clerks or scribes can hope to maintain this type of lifestyle. To these people, the luxuries that make Cymril famous are unattainable. Any valuable jewelry or magic devices that these people have are most likely heirlooms.

10. g.l./week: Very comfortable, with free funds for inexpensive amusements, travel, and so forth. Skilled crafters and retailers often attain this level of wealth, as do petty dealers in illicit substances and specialist scribes. Successful adventurers usually live at least at this level, though many of them earn much more than they spend, since they often stockpile money for an early retirement or save to get the best armaments. Adventurers who live below this level find their persons frequently subject to the attentions of the unscrupulous and the greedy. Keep in mind that a longsword can be sold to a fence for what amounts to several weeks' wages for a laborer.

30 g.l./week: Luxurious, but not extravagant. All material needs are seen to admirably with some expensive foods and amusements available. Naturally, a residence in a safe neighborhood and a variety of efficient locks come along with this level of luxury. Even a mediocre wizard or alchemist should be able to attain this level of living, along with administrators, skilled silversmiths and jewelers, well-positioned caravan masters, and engineers. At this level, a character first comes to the notice of the upper classes, albeit definitely as an inferior. Many adventurers effect this level of lifestyle as a just reward for their dangerous work.

100 g.l./week: Flamboyant, but many special magical charms or services are still not commonplace in this lifestyle. A person at this income level can freely pursue one expensive pastime or interest, but not two or more. A servant or two, excellent clothes, a small house in a city or a large one in the countryside, and traps as well as locks to protect valuables are all available at this level. Diplomats, merchants, moneylenders, skilled architects, and litigators who cater to the needs of moneyed interests predominate in this class.

300 g.l./week: Beyond considerations of cash. A person at this income level enjoys any amenities that a city like Cymril has to offer. Servants, a guard or two, intricate traps and locks, and nothing but fine foods, drink, and clothing are expected of someone at this level. Higher-ranking government officials, renowned architects, specialist engineers, and healers that specialize in the ailments of the wealthy predominate in this class. Envy of those wealthier is universal, as the "almost" in being able to afford almost anything can become very annoying.

1,000 g.l./week: Incredible luxury and ostentatious wealth, with minor magics and charms for every

need or whim. Servants, guards, and a manse in the city or a huge estate in the countryside can be expected at this level of income. The scraps from a typical meal cost as much as a week's wages for a laborer. Highly successful merchants, powerful wizards, major dealers in contraband, and those who have inherited great wealth are the most common members of this class.

3,000 g.l./week: Bewildering wealth, generally enough to put the few people who attain it into their own worlds. Several residences, elegant conveyances, a healthy contingent of guards, plentiful servants—including the most exotic consorts—and considerable influence throughout various levels of society mark this class. Since scheming, greedy con artists are willing to work for years to gain such a person's confidence, paranoia is a common downfall of these people. Successful Farad usurers, mediocre Farad monopolists, Ispasian mercantillists, secondary dealers in contraband, successful government officials, and those who founded mercantile empires often find themselves at this level.

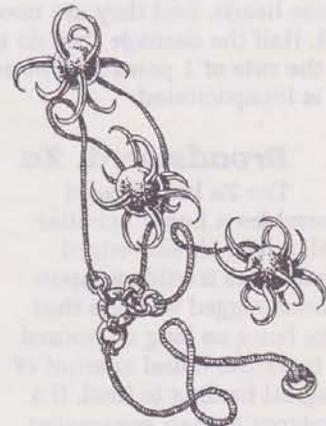
10,000 g.l./week: Obscene wealth, attained only by a handful. Little other than dealing in illicit trade can bring a character to this level of wealth in one lifetime. More often such fortunes are inherited, or come from profitable businesses acquired through years of work and scheming. People at this income level generally have several homes in a variety of lands, perhaps a small private army, too many servants to know them all by name, and whatever addictions, hobbies, or diversions they desire. Farad monopolists, Quan nobles, central dealers in contraband, and those born into riches are the most likely to attain this level of wealth.

EQUIPMENT DESCRIPTIONS

Weapons

Barbed Bolas, Imrian

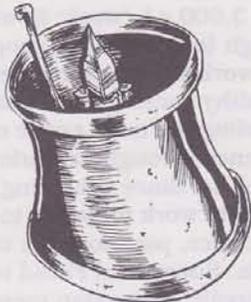
This unusual weapon, also known as an oc, is employed by the slavers of Imria. These devices have a tendency to become hopelessly entangled, and so must be carried in narrow wooden cases. On a partial success, they do half damage but do not entangle. On a full success, the thrower can choose to entangle the target's arms or legs in addition to normal damage. On a critical success, the bola does double damage and entangles the arms or legs, bringing the victim down. Extricating yourself from barbed bolas



is a tricky and potentially painful process; you must make a DEX roll at least equal to the original roll to hit with the bolas, and any roll below this number indicates you take another point of damage. An entangled character gets one roll per round.

Blade Bracer, Kasmiran

This device is essentially an iron bracer housing a Kasmiran spring-knife. The weapon is used by making a fist and touching a trigger mechanism that extends towards the palm. The trigger releases a spring-loaded knife blade, which flies forth at the designated target.



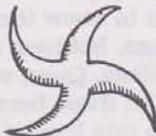
Blade-Staff, Kasmiran



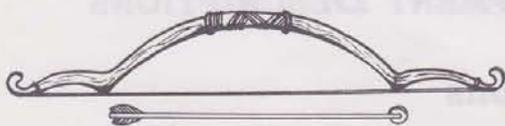
This device resembles a common wooden staff or walking stick. When the center section is twisted, blades hidden inside either end of the staff snap into place, enabling the device to be used as a spear.

Blade-Star, Mondre Khan

The Mondre Khan employ these razor-sharp devices as missile weapons and as cutting implements. Most measure about four inches across.



Bow, Ariane



The arrows of this bow are tipped with round, stone heads, and they are used to stun rather than kill. Half the damage they do is temporary, returning at the rate of 1 point per round once the target rests or is incapacitated.

Broadsword, Za

The Za broadsword resembles a heavy scimitar with a jagged, saw-edged blade. This terrible weapon causes ragged wounds that take twice as long as normal or twice the usual amount of magical healing to heal. If a foreigner is seen possessing a Za blade, the result will most likely be a dead foreigner.



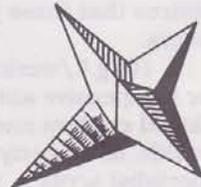
Bwan, Mud People



This weapon is a large club fashioned from the lower section of a thornwood vine, and is fearsome in appearance, with many six-inch spiky thorns along its length.

Caltrop

This device consists of four iron spikes pointing out from a central core. Poured on the ground in great number, they are used to slow or channel enemy forces. Caltrops can be very effective versus steeds and beast-drawn conveyances.

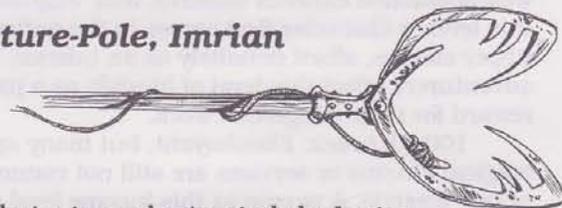


Capture-Bow, Satada

These unusual weapons resemble heavy crossbows with a crude reel-mechanism affixed to the stock. The capture-bow fires a barbed bolt similar to a small harpoon with a line of stout whip-cord attached to its end. The barb snares the target on a full success or critical success, but not a partial success. The Satada employ these cumbersome devices to snare prey or dismount riders.



Capture-Pole, Imrian



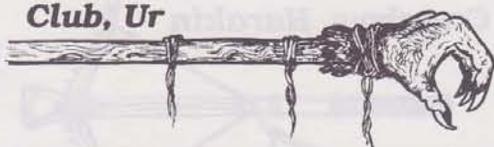
This device is used extensively by Imrian slavers. It consists of a long wooden pole and a pair of grasping "pincers" made of iron or bone. The accompanying rope enables the user to pull the pincers shut around the intended victim, holding him or her fast.

Clawed Gauntlets, Rajan

These items, also known as *da-khar*, are leather gauntlets fitted with retractable, razor-sharp "claws," usually made of black iron. Favored by the assassins of Rajanistan, clawed gauntlets are employed in pairs; the blades are released by striking the backs of the hands together. Since clawed gauntlets look like ordinary leather gloves, they are considered ideal for assassination attempts.



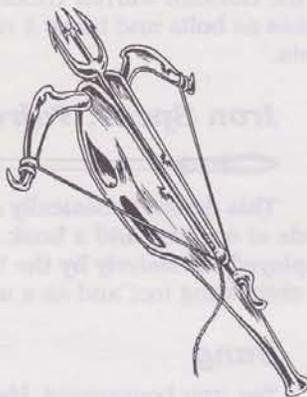
Club, Ur



The Ur club is like a polearm made from a haft of wood topped by the taloned paw of a yaksha, a mountain-dwelling species of werebeast. This weapon is a mark of status among the Ur clans.

Correg, Imrian

This weapon consists of a huge but portable tripod-mounted crossbow that fires a barbed harpoon trailing a cord. It is used by the Imrians to snare larger slaves, such as the Mud People, and to capture ocean kra, the giant, sightless eels used to pull Imrian coracles. On a full success or critical success, the harpoon's barb catches in the target, giving the Imrian a chance to reel in the target.

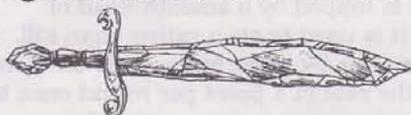


Crescent Knife, Aeriad

This crescent-shaped knife has traditionally been used by the Green Aeriad to harvest viridia plants and other crops. The Blue Aeriad later discovered that the crescent knife can also be used as a missile weapon.



Crystalblade, Gnomekin



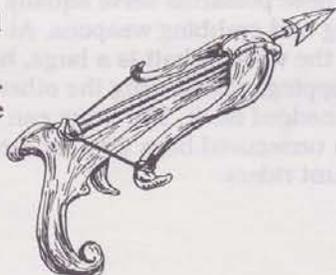
The traditional weapon of the Gnomekin, the crystalblade is a short sword made of solid crystal. The sharp, diamond-hard edge can cut through hide, nonmagical metal armor, or exoskeletal plates with ease; such armor stops half the normal points, rounded down.

Da-Khar

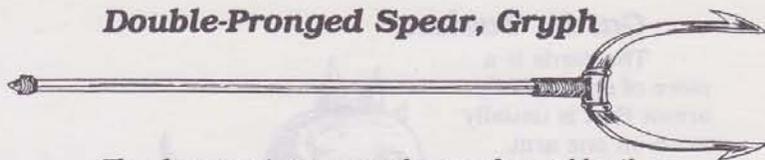
See clawed gauntlets, Rajan.

Dart-Thrower, Aeriad

Dart-throwers are small, one-handed crossbows favored by the Aeriad of Vardune. Damage and range are about half that of a standard light crossbow.



Double-Pronged Spear, Gryph



The *duar* is a two-pronged spear favored by the avian Gryphs of the Tamaranth forest. It can be used as a capture weapon, as a missile weapon, or to impale.

Dragon Hunter's Harpoon, Sunra



This barbed weapon has been used by Sunra dragon hunters since ancient times. It is used primarily to deliver the deathblow to a sea dragon; this is considered the most honorable means of dispatching the prey. These harpoons are carved with elaborate markings and symbols used to indicate the owner's status and clan affiliation.

Falchion, Kang



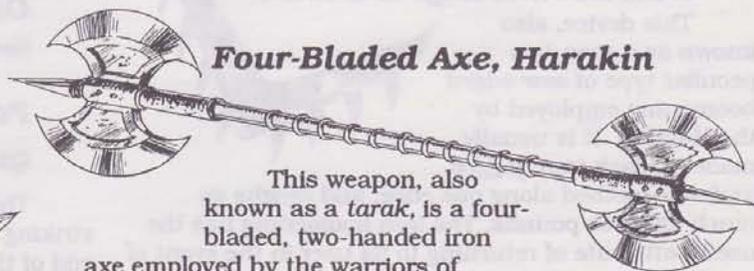
Used by Kang heavy troops, the falchion's heavy blade is designed to cut through armor. In the hands of a sufficiently strong warrior, the weapon can punch through the stoutest battle armor.

Flange-Bow, Sea Nomad



The flange-bow is a curious type of light crossbow employed by the Sea Nomads of Oceanus. The weapon is capable of unleashing a half-dozen sea urchin quills with a single shot, but has an effective range of only about 100 feet, or 20 feet underwater. A flange-bow takes 2 rounds to reload.

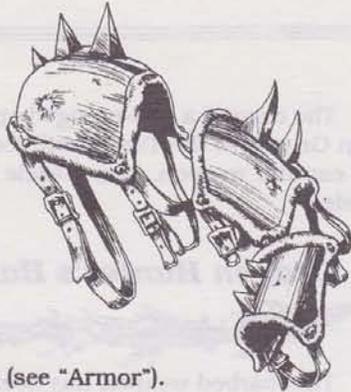
Four-Bladed Axe, Harakin



This weapon, also known as a *tarak*, is a four-bladed, two-handed iron axe employed by the warriors of Harak. Only a very strong individual can wield this ponderous weapon without looking extremely foolish.

Garde, Tazian

The garde is a piece of spiked body-armor that is usually worn on one arm. Garde can be used either for parrying or attack. The garde is a weapon much favored by the Thralls of Taz, who generally shun other types of armor. *Full garde* is spiked body-armor worn on both the arms and legs (see "Armor").



Garrote

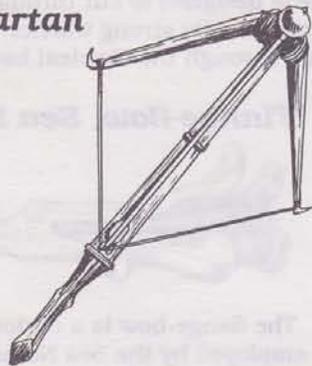
The garrote is typically a length of strong cord with a small wooden or bone handle tied to either end. It can be effectively used only from behind, by looping it over a target's head and pulling it tight. Once a successful hit is struck, the garrote continues to do damage every round until the target is dead or has managed to escape.

Gwanga

See throwing blade, Ahazu.

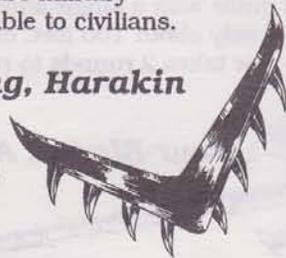
Hurlant, Dracartan

Hurlants are missile-throwing weapons employed by Dracartan desert scouts. This hand-held weapon resembles an arbalest and fires a bolt containing a glassy capsule of elemental essence. The capsule shatters on contact, producing a one-foot radius explosion of elemental force. Hurlants are military weapons, not legally available to civilians.



Iron Boomerang, Harakin

This device, also known as a *jang*, is a peculiar type of saw-edged boomerang employed by the Harakin. It is usually made of black iron, jagged and saw-toothed along one edge, and weighs as much as three pounds. The iron boomerang has the useful attribute of returning to its user in the event of a miss. Heavy gloves or gauntlets must be worn when using this weapon.

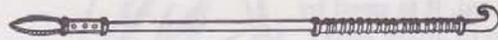


Iron Crossbow, Harakin



This weapon, also known as a *krin*, is employed by the Harakin warrior tribes. The device utilizes iron spikes as bolts and takes 4 rounds to reload between shots.

Iron Spear, Vajra



This device is basically a solid iron spear with a blade at one end and a hook at the other. It is employed extensively by the Vajra, who use it both as an excavating tool and as a weapon.

Jang

See iron boomerang, Harakin.

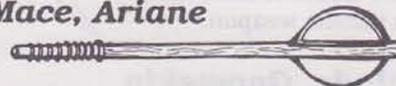
Khu

See two-bladed knife, Harakin.

Krin

See iron crossbow, Harakin.

Mace, Ariane



This mace is topped by a smooth head of polished stone. It is used to stun rather than kill. Half the damage done by these weapons is temporary and returns at the rate of 1 point per round once the victim takes time to rest or is incapacitated.

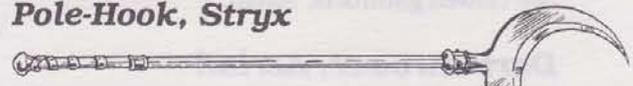
Matsu

See war club, Ahazu.

Oc

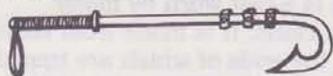
See barbed bolas, Imrian.

Pole-Hook, Stryx



These polearms serve equally well as striking and grabbing weapons. At the end of the wooden haft is a large, hooked blade used for chopping, while facing the other way is a sharp but nonedged hook. The Stryx can use the hook to snatch unsecured bags into the air and to grab and dismount riders.

Prod-Hook, Orgovian



Orgovian traders use these items to control their unruly loper steeds. The prod-hook can also be used as a weapon.

Rasp, Mondre Khan



The Mondre Khan employ these grim-looking hand weapons in close combat against the Kang. The saw-toothed blade leaves an awful, jagged wound that is difficult to heal; twice normal healing is required to close wounds of this sort.

Rod of Alchemy

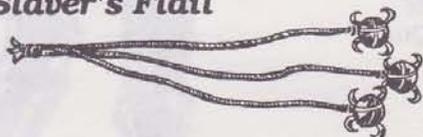
This useful item is manufactured by the Sindarans. It can be used to disperse any type of alchemical dust or powder in a five-foot radius. The inside of the rod is hollow and can hold up to five vials. The spring mechanism that is used to propel the contents is of Kasmiran make, and has a pump-mechanism that enables it to be reloaded once per round. The maximum rate of fire is once per round, and the effective range is 15 feet.

Singing Axe, Yrmanian

This crude weapon, also known as a *r'ruh*, is a heavy, disklike stone blade affixed to a long leather thong. It is used by the Wildmen of Yrmania, who employ it in two ways. Swung above the head, the singing axe is used as a hand weapon. It is also of some use as a hurled missile weapon.



Slaver's Flail



Popular among Farad slavemongers, these weapons are like heavy versions of the cat-o'-nine-tails. Unlike a war flail, a slaver's flail has leather cords rather than chains.

Spring-Knife, Kasmiran

This device resembles a small scroll tube made of metal or ivory. When a hidden button is depressed, a spring-loaded knife blade flies forth from inside the tube.



Star-Thrower, Orgovian



The Orgovians favor these weapons, which resemble light crossbows with a deep groove cut into the shaft. These devices are used to propel 3-inch diameter spiked iron balls called shooting stars.

Tarak

See four-bladed axe, Harakin.

Throwing Blade, Ahazu

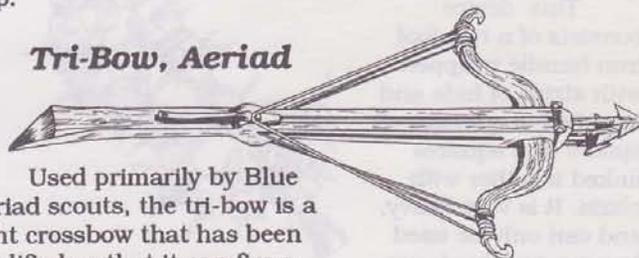
This weapon, also known as a *gwanga*, is a heavy throwing knife favored by the Ahazu tribes. Throwing blades are thrown with an underhand motion, spinning the blade as it flies through the air.



Throwing Stick, Chana

The Witchfolk of Chana use these weighted clubs for bringing down prey. The Witchfolk typically wrap the handle in hide for decoration and a sure grip.

Tri-Bow, Aeriad



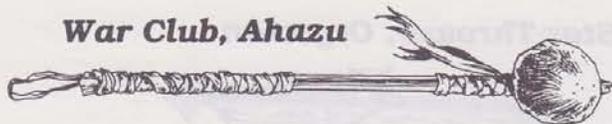
Used primarily by Blue Aeriad scouts, the tri-bow is a light crossbow that has been modified so that it can fire a "clip" of three bolts or blunt quarrels; the latter type is used to stun. The bow has three strings, which can be drawn together using a metal "claw" lever built into the stock. Its rate of fire is once per round. A tri-bow takes two rounds to reload; one to drop in the clip, and one to affix a wooden clasp that keeps the bolts from falling out while the user is airborne.

Two-Bladed Knife, Harakin



This weapon, also known as a *khu*, is used by the warrior tribes of Harak. Usually made of black iron, the two-bladed knife does approximately twice as much damage as a standard dagger but also weighs twice as much. It is of no use as a missile weapon.

War Club, Ahazu



This weapon, also known as a *matsu*, is a long-hafted, two-handed war club equipped with a rounded head of polished stone. The *matsu*'s slightly flexible handle allows an experienced wielder to use it to deliver a tremendous blow similar in effect to a heavy war hammer.

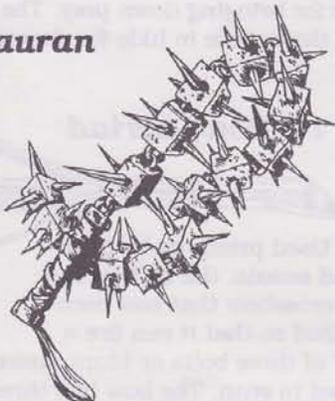
War Flail, Danelek



The native weapon of the lizard clans of the Danelek, the war flail has a stout handle crafted from a land lizard's thigh bone. Eight four-foot strips of land lizard hide are attached to it, each barbed with sharp nails and culminating in a razor-edged disk of black iron. In skilled hands, the weapon can accurately slice the exposed skin or vitals of an enemy. Those untrained in its use, however, must make a DEX roll whenever they use it to avoid wounding themselves.

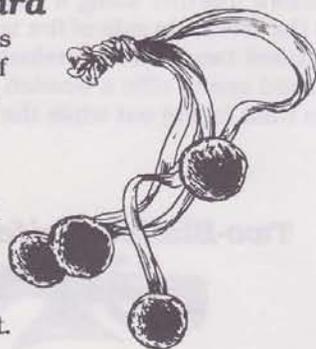
War Whip, Sauran

This device consists of a two-foot iron handle wrapped with strips of hide and attached to a length of spiked iron squares linked together with chain. It is very heavy, and can only be used by an extremely strong individual.



Whipsash, Manra

Also called a *t'sai*, this hunting weapon consists of three three-foot long strips of hide tied together and weighted on their ends by balls of black iron or polished stone. While one ball is held in the hand, the other two are whirled, and then the entire weapon is thrown to entangle a target. On a partial success, the Manra whipsash strikes the target for half damage, but does not entangle. On a full success, the thrower can choose to entangle the target's legs or arms; entangling the legs will bring down a running target. On a critical success, the whipsash does double damage, entangles legs or arms, and brings the target down.



Whipsash, Za

The Za whipsash is a belt worn by many members of the Za war clans. It is made from six long strips of braided hide, the ends of which are tipped with 2-inch diameter iron balls. When removed, a whipsash can be used to entangle an opponent's weapon hand or legs, or as a weighted whip. It is used in close combat, not thrown. On a partial success, the whipsash strikes the target for half damage, but does not entangle. On a full success, the wielder can choose to entangle the target's leg or arm. On a critical success, the Za whipsash does double damage, entangles a leg or arm, and brings the target down.

Wristblade, Za

Wristblades are studded leather bracers equipped with a row of razor-sharp blades. They are used to slash opponents in close combat, and as handy utility knives.



Armor

Battle Armor, Kang

Kang battle armor is comprised of interlocking plates of black iron, or in the case of elite troops, red iron. The plates are padded for comfort, and the joint sections hinged to allow for relative ease of movement. This form of armor is very costly to make, and is seldom available outside of the Quan Empire.



Battle Harness, Za

Za armor is made from overlapping strips of land lizard hide studded with iron bolts or spikes. The harness ties in the back by means of leather thongs strung through eyelets of hammered black iron.

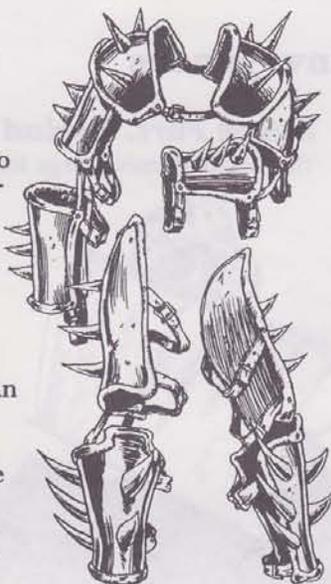
Dragon Scale Armor, Sunra

Sunra armor is made from the scintillant scales of sea dragons and the eel-like predators known as rainbow kra. It is tough and fairly lightweight, and will not rust when exposed to salt water as metal armor will.



Garde, Thrall

Thrall armor consists of spiked iron plates, padded for comfort and affixed to the limbs by leather straps. Standard garde covers the arms only, while full garde covers the legs as well. Garde can also be used to parry blows and to batter opponents in close combat. If the wearer is trained in use of the armor through the skill Tazian Combat and is actively defending, assume that he or she can catch all blows on the armor. An untrained warrior attempting to use this armor, or a trained Thrall caught entirely by surprise, may find many of the blows landing on the unarmored body or head. With the spikes removed, full garde is used for tournaments and in training.



Light Body Plate, Aeriad

Light body plate is made from thin sheets of imported Dracartan red iron, a metal that weighs half as much as common black iron. The plates are made to conform to the wearer's body and are attached by means of cloth straps.

Scale Armor, Gnomekin

Gnomekin armor is made from the rugged scales of various subterranean beasts.



Spangalor, Cymrilian

A lightweight and flexible form of metallic cloth, spangalor replaced light chain mesh sometime around the year 615 of the New Age. This material offers the same protection as mesh, but is as light as cloth. Spangalor is also valued for its decorative qualities, particularly the variety known as *silversparkle*.

Siege Engines

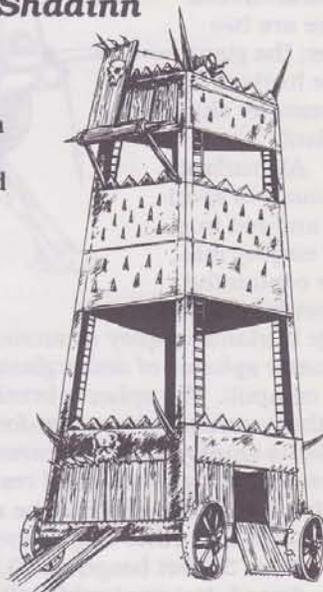
Battle Tower, Shadinn

These black iron-shod battle towers are the centerpiece of the vast tribal army of the Shadinn of Rajanistan. They are assembled on location and pulled by teams of twenty land lizards. They are made of the finest materials available in the Jade Mountains, and have an armor value of 5.

The lowest level of the tower houses a ballista or springal or an assault squad of thirty Shadinn warriors. The middle level is for the use of a squad of twenty archers. The top level has a drawbridge-style ramp that can be lowered onto the top of enemy embattlements. The top can hold another twenty warriors.

Size: 40 feet tall, 15 x 15 feet at the base.

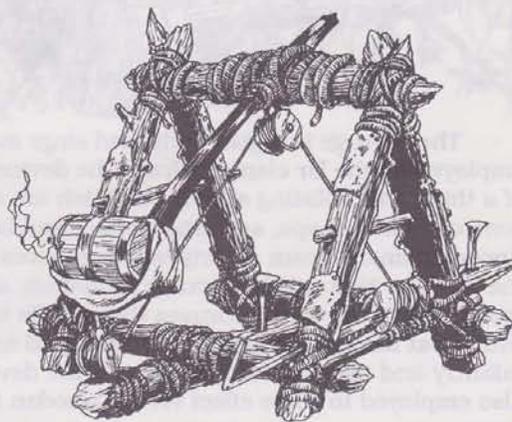
Speed: -5 (4 mph) when towed by land-lizards, but only for short periods.



Fire-Thrower

Fire-throwers are giant catapults used by the Arimites, the Ur clans of Urag, and the Kang. The devices employ fire-bombs as missiles; these heavy clay urns

are wrapped in netting of animal hide and sinew and filled with a mixture of hot pitch, resin, spirits of alcohol, and various volatile substances. The fire-bombs are ignited just prior to firing, a maneuver entailing some small degree of risk, and burst upon



contact with any solid object or surface, spewing molten pitch and flames in a five-foot radius. The mixture, called "Arimite fire," is notoriously difficult to extinguish.

Size: 25 feet long

Speed: Up to -4 (7 mph) if towed by ogriphants, but only for short periods.

Hurlant, Dracartan

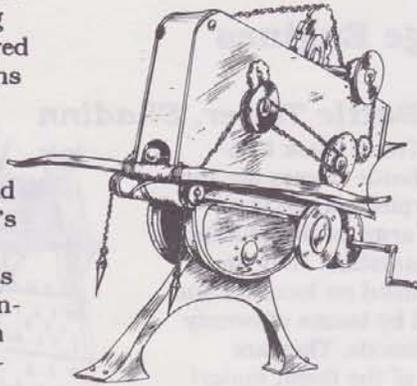
Hurlants are missile-throwing weapons employed by the Dracartans of Carantheum. There are two types: the giant siege hurlant and the smaller ship's hurlant.

All hurlants are made of span-oak and red iron and employ missiles containing elemental essences.

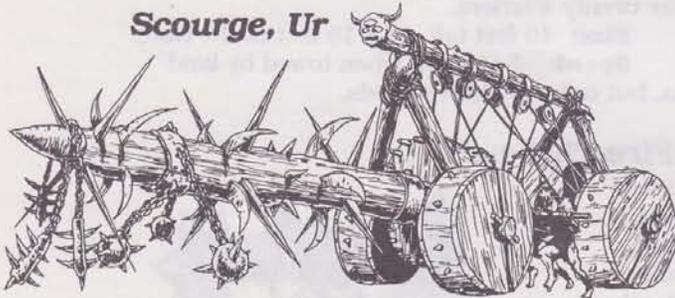
Siege hurlants employ as ammunition two-foot diameter spheres of amberglass hurled in the manner of a catapult. The spheres break on contact, dispersing their contents over a ten-foot radius. Ship's hurlants employ amber spheres half this size, with correspondingly diminished results. These devices are fairly compact and may be mounted on duneships and other large conveyances.

Size: 30 feet (siege) or 10 feet (ship's).

Speed: Not applicable; all hurlants are stationary.



Scourge, Ur



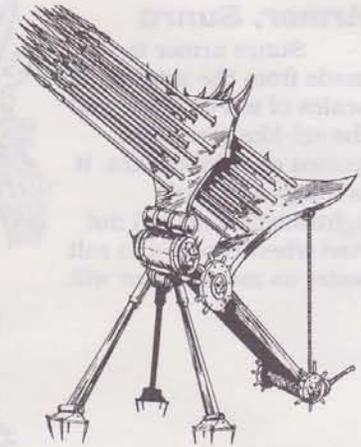
The scourge is a giant, wheeled siege machine employed by the Ur clans of Urag. The device consists of a thirty-foot rotating spindle to which are affixed rows of spikes, rasps, scything blades, and ball-tipped chains. A team of forty or more slaves operates the winches that set the scourge in motion, and the movement of the wheels causes the spindle to revolve with great force. Scourges are mainly used against infantry and cavalry charges, though the devices are also employed to some effect versus wooden fortifications.

Size: 35 feet wide and 25 feet long.

Speed: -2.

Springal, Rajan

A siege weapon used by the Shadinn, the springal consists of a tension-mounted paddle and a pierced rack loaded with javelins. When the device is fired, the paddle springs forward and drives a volley of javelins toward the enemy. The weapon is very reliable and easy to operate. A smaller version of the weapon, called a demi-springal, fires volleys of darts rather than javelins. Both are tripod-mounted devices.



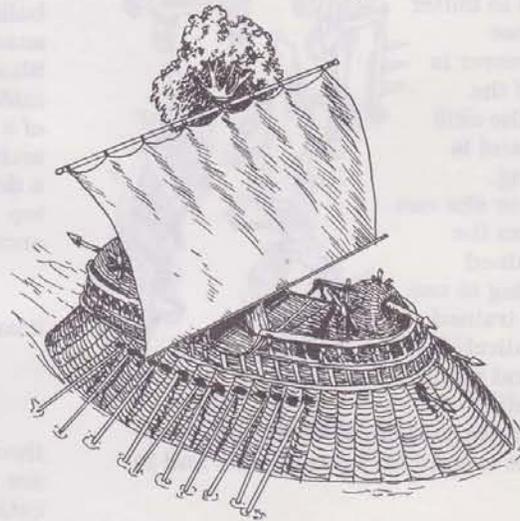
Size: 6 feet tall, 3 x 3 feet at the base.

Speed: Not applicable; both types are stationary.

Conveyances

Barge Fort, Aeriad

The flat-bottomed barge fort is an oar-driven



craft designed for river travel. The ship's sail is used as an auxiliary source of propulsion, according to the prevailing winds. The vessel's main mast is a living viridia plant,

rooted firmly to the inside of the hull. The fruit produced by the plant is a source of food for the crew.

The barge fort's hull is an intricate latticework of vines, so tightly woven that it is completely waterproof. In combination with the span-oak frame, this form of construction is surprisingly tough and durable; as long as the frame remains intact, damaged sections of hull can be regrown as needed.

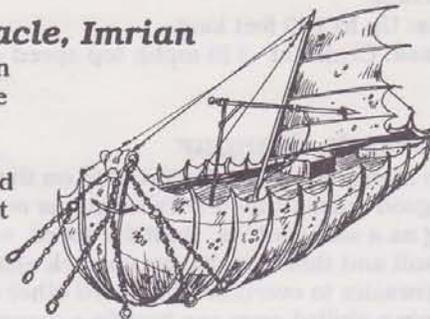
The barge fort's armament includes four heavy ballistae and two light ballistae mounted topside on swiveling tripod bases. A crew of twenty-four artillerymen operates the ship's heavy weapons. The barge fort also has a reinforced prow, which may be used for ramming.

Size: Up to 60 feet long; maximum width is 25 feet.

Speed: Generally -5 (5 to 6 mph); downstream with tailwind, up to +2 (16 mph).

Coracle, Imrian

Imrian coracles are crude oceangoing vessels used to transport Imrian raiding parties, slaves, and



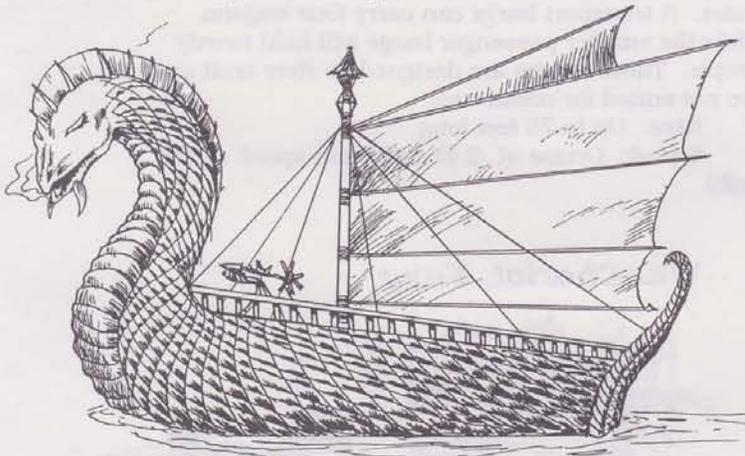
other types of cargo. The vessels are made from the bones of giant kra, which serve as the ship's frame, and from the kra's tough, scaly hide, which serves as the ship's hull. The largest of these ships have fore- or aftcastles constructed of the same materials. Teams of chained kra provide impetus to the vessel.

Imrian coracles are neither very swift nor maneuverable. The flexible construction of these vessels is an advantage in rough seas, however, and the use of kra allows coracles to travel at good speed regardless of the prevailing winds.

Size: Up to 80 feet long.

Speed: Cruise at -3 (8 mph); the kra can be pushed up to +4 (20 mph) for a short time.

Dragon Barque, Sunra



The dragon barques of the Sunra are among the most colorful and seaworthy of all Talislantan waterborne vessels. The ancestors of the Sunra ranged far and wide in these ships, hunting sea dragons for their meat and ivory tusks. Sunra dragon hunters who have escaped from the Quan Empire still make these vessels, which are armored with overlapping scales.

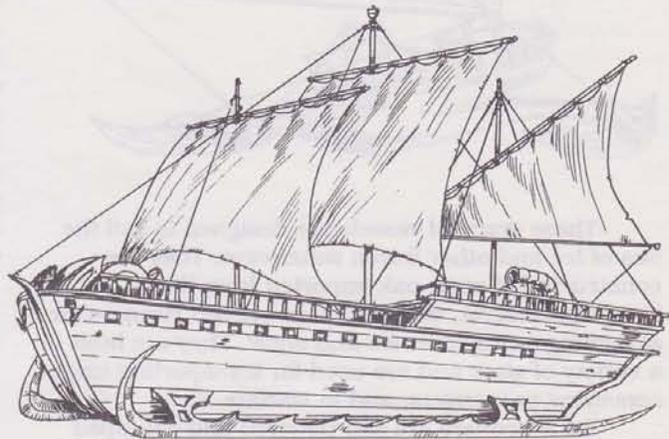
Both the ancient and modern-day vessels include a bellows-driven apparatus installed in the forecastle that enables the ship to "breathe" fire out of a metal-plated dragon's mouth. Such fire does 3d10 damage within a range of approximately 100

feet. The ship's armament also includes a pair of heavy ballistae. Many of these devices include an apparatus that allows them to be employed as harpoons, a holdover from pre-Quan times.

Size: Up to 120 feet long.

Speed: Cruise at +1 (14 mph); can go up to +4 (20 mph) in a pinch.

Duneship, Dracartan



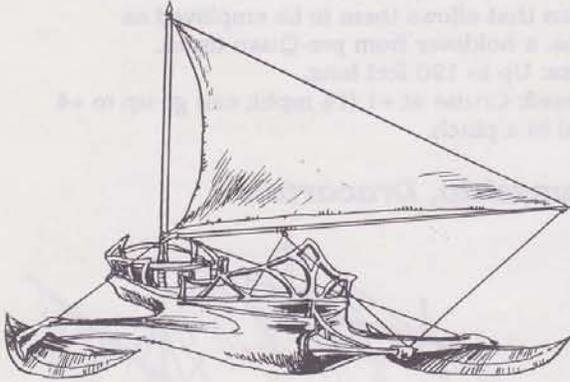
Duneships are sail-powered land vessels used by the Dracartans of Carantheum as warships and general transport. The ships are built of lightweight materials: span-oak plated with a thin coating of red iron for the hull, spinifax or viridian linen for the ship's complex network of sails, and woven viridia for the riggings.

Duneships used by the Dracartan military are usually equipped with hurlants, additional armor, a crenelated forecastle, and room below decks to stable war steeds. Those used for transport are called land barges. Most are equipped to haul cargo only, though some have accommodations for passengers as well. Duneships glide across the sands on specially constructed runners; they are powered by sail and by means of wind machines. Due to their size and limited maneuverability, duneships can only be employed in wide-open terrain, such as desert and barren wilderlands.

Size: Up to 100 feet long.

Speed: Cruise at -1 (10 mph); top speed +6 (25 mph).

Ice Schooner, Mirin



These graceful vessels are designed to sail the Sea of Ice and other frozen waterways. They are constructed of span-oak imported from the Tamaranth forest, with adamant-chased runners for skimming swiftly over ice and snow. They are built in a variety of sizes and are used for transporting cargo, conveying passengers, and in warfare.

Ice schooners are sail-powered and equipped with catapults and light ballistae. The ammunition used for these weapons includes ice projectiles, adamant-tipped heavy javelins, and ice or amberglass spheres filled with corrosive alchemical agents. The majority of these craft are similar to small merchant vessels in terms of cargo capacity and hull strength, but are much swifter.

Large Schooners:

Size: Up to 80 feet long.

Speed: Cruise at -1 (10 mph); top speed +5 (23 mph).

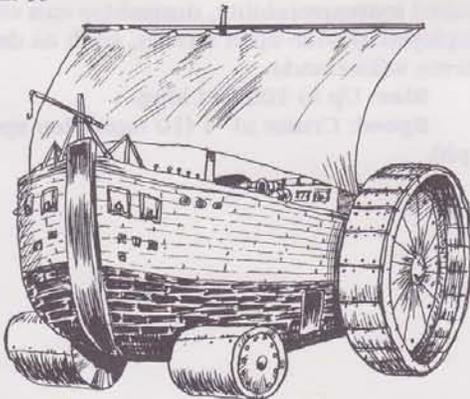
Small Schooners:

Size: Up to 40 feet long.

Speed: Cruise at +1 (14 mph); top speed +10 (34 mph).

Land-Ark

The land-ark is a type of wheeled sailing vessel adapted to overland travel. These large craft are best suited for transporting heavy loads across relatively flat



terrain or roadways. Those utilized primarily to haul cargo are called land barges. Most land-arks and land barges employ sail power to provide impetus, augmented by wind machines as needed. These devices are similar in function to the wind machines used on Dracartan duneships, and are powered by storm crystals. The ark's large wheels are better

suited to traversing roads and hard terrain than the runners used by duneships, but are less effective in sand. The underside of the hull is plated with black iron, affording some protection from large rocks and rough terrain.

Size: Up to 100 feet long.

Speed: Cruise at -3 (8 mph); top speed +4 (20 mph).

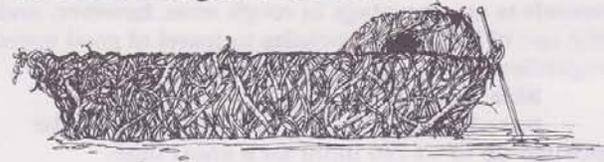
Carrack, Mangar

The Mangar carrack, fastest ship on the sea, is another good reason that few Talislantans regard seafaring as a safe venture. Built for speed, with a narrow hull and three masts, the carrack allows Mangar corsairs to overtake and board other sailing ships. Only a skilled crew can handle a carrack properly so that it can achieve its top speed. Carracks are often armed with ballistae as well as well-armed corsairs.

Size: Up to 120 feet long.

Speed: Cruise at +3 (18 mph); top speed +6 (25 mph).

Viridia Barge, Vardune



Viridia barges are grown from viridia plants, and will stay alive as long as they are kept in the water. A transport barge can carry four wagons, while the smaller passenger barge will hold twenty people. These barges are designed as river craft and are not suited for ocean use.

Size: Up to 75 feet long.

Speed: Cruise at -2 (9 mph); top speed +1 (14 mph).

War Chariot, Kang



Kang war chariots are drawn by teams of four armored striders. They typically carry a crew of six: two drivers and four heavy crossbowmen. They are constructed of hardwoods imported from the jungles of Chana, and reinforced with bands of red or black iron. The wheels are equipped with rotating blades or spikes.

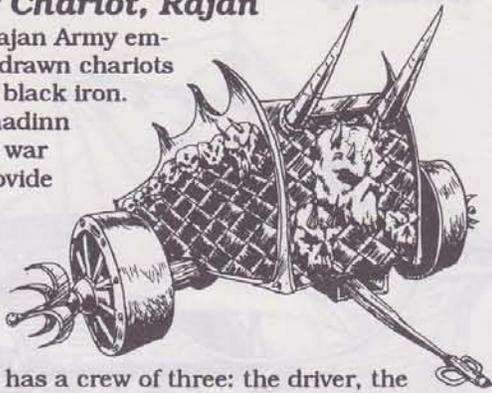
Size: 8-10 feet long.

Speed: Up to +5 (22 mph).

War Chariot, Rajan

The Rajan Army employs equus-drawn chariots plated with black iron.

Made by Shadinn smiths, the war chariots provide protection and a steady platform for Rajan archers.



The chariot has a crew of three: the driver, the archer, and a spearcarrier charged with defending the archer. The black iron wheels are broad and wide in order to support the chariot on the desert sands. The black iron plating grants the chariot an armor value of 6.

Size: 5 feet long and 4 feet wide, not including the tongue.

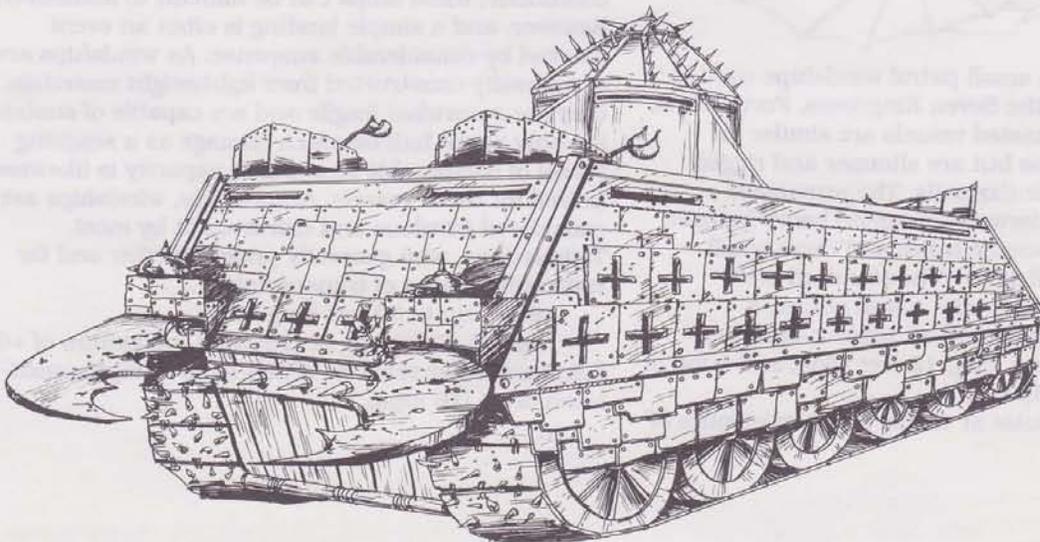
Speed: Up to +6 (25 mph).

War Dragon, Kang

Kang war dragons are heavy siege engines powered by clockwork mechanisms comprised of a baffling array of gears and drive-shafts operated by teams of Vajra engineers. These conveyances are protected by heavy plates of black or red iron and are equipped with pairs of fire-throwers and sets of scything blades, which are used to cut through heavy vegetation or barricades. Kang crossbowmen man the arrowslits that line either side, while the commander rides in the heavily armored conning tower.

Size: 25 feet long.

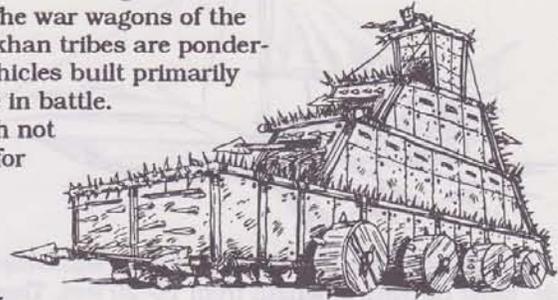
Speed: Up to -5 (6 mph).



War Wagon, Kharakhan

The war wagons of the Kharakhan tribes are ponderous vehicles built primarily for use in battle.

Though not noted for swift movement, these heavily



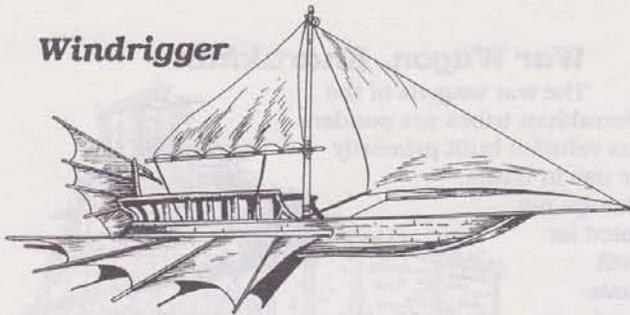
armored vehicles can be employed in all but the most rugged terrain. A team of twelve land lizards or ogriphants provides impetus. The lower rear section of the vehicle is outfitted with a heavy, winch-operated ramp, allowing troops and cargo to be loaded or offloaded.

The primary armament of a war wagon is its heavy ballistae, which are positioned in the front, rear, and on the sides of the vehicle. The artillerymen are enclosed within the vehicle and protected from enemy missile fire. A crew of 6-8 artillerymen, a driver, and two beast handlers will generally be stationed in the middle and upper levels, where conditions are often nearly intolerable due to heat and overcrowding. A light ballista, mounted on a swivel atop the tower, augments the wagon's firepower.

Size: 50 feet long.

Speed: Up to -3 (8 mph), but only for short distances.

Windrigger



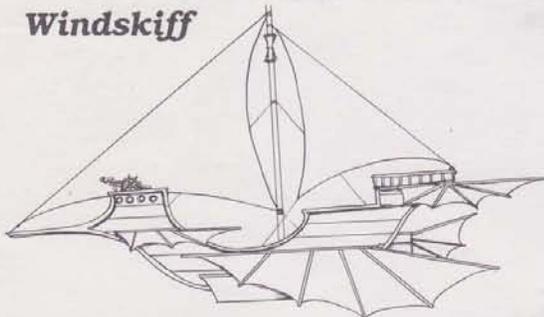
Windriggers are the smallest type of windship made, most ranging in length from 15-20 feet. These craft were originally intended for use as lifeboats on larger vessels such as the aerial warships employed by the Phantasians. The ships proved quite versatile and were soon adapted to other purposes as well.

Windriggers are swifter and much more maneuverable than windships, and are considerably less expensive. The vessels are not without certain drawbacks, however. Windriggers have an average cargo capacity of only about 1,500 pounds, and are not particularly sturdy. These vessels are also not well noted for their exceptional stability in-flight, a fact that neophyte astrogationists would do well to keep in mind.

Size: Up to 20 feet.

Speed: Cruise at +3 (18 mph), maximum of +9 (32 mph); older versions cruise at -1 (10 mph), maximum of +4 (20 mph).

Windskiff

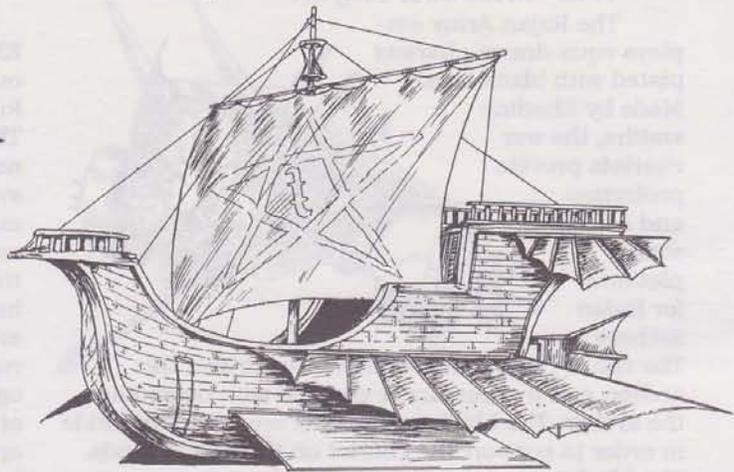


Windskiffs are small patrol windships used in the Grand Army of the Seven Kingdoms. Forty feet in length, the single-masted vessels are similar to traditional windships but are slimmer and rigged with fore and aft spinifax sails. The armament consists of a single forward-mounted heavy ballista. There is a large forecastle cabin and three small cabins within the aftcastle. The standard crew consists of an aerial captain, a first officer, a windpilot, and seven Cymrilian warrior-mages.

Size: 40 foot long, 15 feet wide, and a top of the mast height of 35 feet.

Speed: Cruise at +5 (23 mph), maximum of +8 (30 mph).

Windship



These magnificent vessels were originally created by the ancient Archaens as a means of traveling to and from their fabulous sky-cities. In modern times, the secret of their construction is known only to the Cymrilians, Phantasians, the Farad, and the Rajans, who recently purchased outmoded windship arcanology from the Farad.

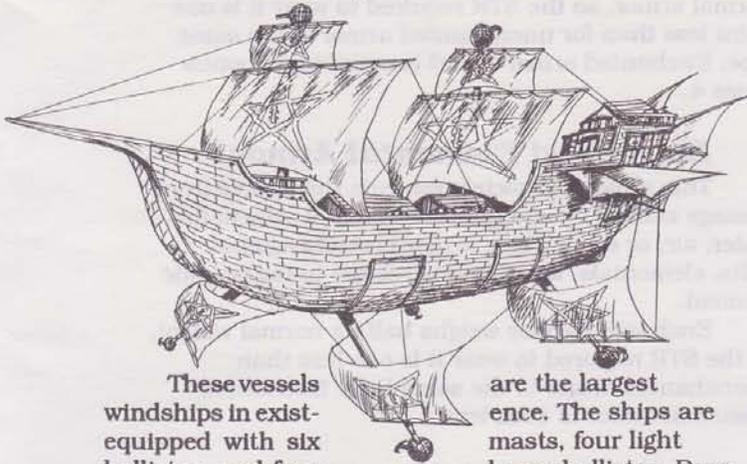
Windships are capable of sailing through the air as sea vessels traverse the water. They are far from common in Talislanta, due in large part to the prohibitive costs entailed in their construction and maintenance. These vessels are sail powered, and are kept aloft by magical apparatuses known as levitationals; the most sophisticated types are powered by enchanted crystals, though the outmoded fluid levitationals are still used by the Rajans.

With favorable winds, the older types of windships could easily travel over a hundred miles between dawn and dusk; the more modern types can travel at twice this rate. Even under the best of conditions, these ships can be difficult to maneuver, however, and a simple landing is often an event marked by considerable suspense. As windships are of necessity constructed from lightweight materials, they are somewhat fragile and are capable of sustaining only about half as much damage as a seagoing vessel of comparable size. Cargo capacity is likewise halved for these vessels. Accordingly, windships are considered frivolous and extravagant by most Talislantans, who generally prefer sturdier and far less costly modes of transportation.

Size: Up to 50 feet long.

Speed: Cruise at +2 (16 mph), maximum of +6 (25 mph); older versions cruise at -3 (8 mph), maximum of +2 (16 mph).

Windship of War



These vessels are the largest windships in existence. The ships are equipped with six masts, four light ballistae, and four heavy ballistae. Drop hatches built into the flat-bottomed hull allow Blue Aeriad troops or alchemical agents to be dropped upon enemy forces on the ground. The hull is constructed in four levels, with sufficient space to house a crew of over one hundred and fifty.

Size: Up to 175 feet long and 40 feet wide.

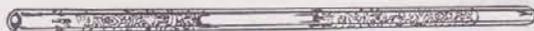
Speed: Cruise at +2 (16 mph), maximum of +5 (23 mph); older versions cruise at -3 (8 mph), maximum of +1 (14 mph).

Thaumaturgic Equipment

Caduceus

The thaumaturgic wand, or caduceus, is the thaumaturge's most important tool. It is used to activate the innate properties of various types of essences and is vital to all thaumaturgical operations. Only a trained thaumaturge can utilize the properties of a caduceus. They are rarely made for sale, as those who use them know how to craft their own.

Elemental Actuator

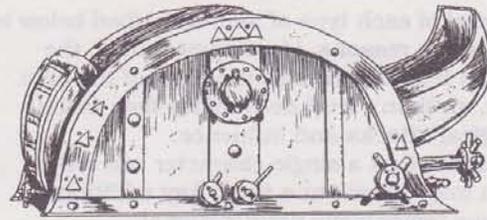


The elemental actuator was created by the Yassan technomancers. The device resembles a four-foot metal rod inscribed with complex glyphs and symbols. An elemental actuator is a multipurpose tool that can be used to produce a focused stream of elemental fire, ice, earth, or lightning. In modern-day terms, the actuator functions as a combination acetylene torch, refrigeration device, sand blaster, or arc welder, among other things.

Like standard enchanted items, elemental actuators are self charging. Unlike staves, rings, and such, however, there is no limit to the number of times these items may be used each day. Elemental actuators are of some use as weapons, doing d8 damage within a range of 10 feet, and Yassan generally have no qualms about employing them in this capacity. These devices can only be employed by skilled technomancers using the Elemental Actuator skill.

Equipment

Essence Accumulator

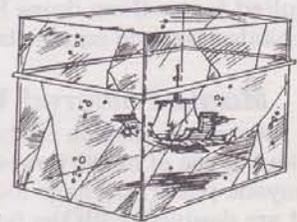


The essence accumulator is a device that extracts essences, the basic stuff of which all matter is composed, from the ether. It can be adjusted so that it extracts elemental essences, distillations, dream essences, or quintessence.

Magical Mechanisms

Levitationals

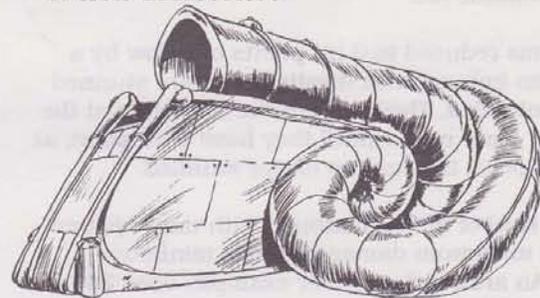
Levitationals are magical devices used to imbue windships with the ability to float in the air. The older version of this mechanism consists of a seven-inch square crystalline chest in which a small gold replica



of a windship is suspended in a special liquid called levitational fluid. The newer version consists of a metal box containing an enchanted crystal and a single control lever, and is much more reliable.

Both versions can only be made by a skilled artificer, enchanter, or thaumaturge. In order to be effective, the levitationals must be installed in a secure place below decks. Finding a qualified magician or technomancer to perform this crucial undertaking for less than one thousand gold lumens is a practical impossibility.

Wind Machine



Wind machines, or wind funnels as they are also known, are elaborate devices used to provide additional thrust for the sail-powered duneships and land barges of the Dracartans. Each consists of a complex network of tubes, baffles, and vents, all fashioned of red iron. The devices are powered by storm crystals of solidified wind, which emit great gusts of wind as they are dissolved within the funnel's inner mechanisms. The wind funnel itself does nothing more than direct and regulate the powerful winds thus produced. Available only in Carantheum, these intricate devices can cost as much as eight thousand gold lumens.

Enchanted Items

The level of each type of item described below is listed for various reasons. Most immediately, the enchantment level determines the price of the item. In addition, an item's level determines how well it resists magical attacks and influence.

Remember that a single character can only carry seven magic items at a time. Any additional items become temporarily nonfunctional.

Common Enchanted Weapons

The most common type of enchanted weapon is one that has been imbued with a magical aura that enhances its sharpness, hardness, or other dominant characteristic. This type of enchantment increases the weapon's maximum damage by an amount equal to its magic rating (+1, +2, etc.). These weapons are also half the normal weight, which means the STR required to use them drops by 1. The level of an enchanted weapon equals its bonus times 4.

Magic-Powered Weapons

A weapon may be enchanted with one of the various types of magic power, such as eldritch power or mystic power. Damage totals for weapons of this sort are doubled, with the type of damage determined by the spell used to power it. These weapons are also half the normal weight, which means the STR required to use them drops by 1.

Common types of magic-powered items include:

- Arcane Blade
- Astromantic Blade
- Eldritch Blade
- Eldritch Bow
- Mystic Staff*
- Mystic Bow*
- Necromantic Blade
- Necromantic Axe

*Victims reduced to 0 hit points or below by a weapon imbued with mystic power are stunned but not killed. They will recover hit points at the rate of 1 per round until they have 1 hit point, at which point they are no longer stunned.

The level of an item imbued with magic power equals its maximum damage plus its minimum damage. An arcane dagger, for example, does 2d6 damage, so it is level 14.

Enchanted Armor

Enchantment increases the maximum damage that armor can absorb. The bonus associated with the armor applies to the armor's normal protection capacity. Enchanted clothing serves as a subtle form of armor; it stops a number of points equal to its bonus, but it looks like normal clothing and does not arouse suspicion the way a full set of battle armor can.

Enchanted armor weighs half as much as normal armor, so the STR required to wear it is one point less than for unenchanted armor of the same type. Enchanted armor's level is equal to its bonus times 4.

Enchanted Elemental Armor

This armor completely protects the wearer from damage caused by one type of elemental attack: fire, water, air, or earth. This armor protects against bolts, elementals, and demons related to the specific element.

Enchanted armor weighs half its normal weight, so the STR required to wear it is one less than unenchanted armor of the same type. Enchanted elemental armor is 10th level.

Enchanted Shields

Each +1 bonus increases the number by which the shield reduces attacker's rolls. A +2 shield, for instance, reduces attackers' rolls by -4 instead of -2 for a nonmagical shield. The level of an enchanted shield is 4 times its bonus.

Spell-Powered Items

The most common sorts of enchanted items are those that have been imbued with a single spell power. Many of these items are employed as spell-casting devices; others, like the Cloak of Levitation, have self-contained magical properties. In all cases, the level of the enchanted item determines the level at which it casts its spell.

Amulets

Amulets protect the wearer from hostile magic. The bonus associated with the amulet is added to any rolls to resist magic that the wearer makes. If a spell does not allow a resistance roll, however, the amulet does not help.

An amulet's level equals 3 times its bonus.

Apparel

Cloaks, boots, gloves, and other articles of clothing may be imbued with magical power that increases an attribute or skill. Examples of such items would include a Cloak of Stealth, Gauntlets of Strength, Boots of Speed, and so forth. This function operates continuously.

Gloves of Swordsmanship are popular among wizards who do not want to be bothered with learning how to fight. A character wearing them gets to roll 1d20 on the Action Table instead of 1d10, even if the character does not have even rudimentary combat.

The level of apparel that increases an attribute is 5 times its bonus.

The level of apparel that increases a skill is 3 times its bonus.

Crystalomantic Crystals

Created by Gnomekin crystalomancers, these crystals allow the user to cast spells of

Crystalomantic Force. The type of crystal determines the spell that can be cast, and the size in carats determines the total number of levels that can be used per day. For example, a 6-carat prismatic crystal would allow its user to cast a total of 6 levels of the Prismatic Force spell, which is essentially a bolt. He or she could cast one 6th-level bolt, a 4th-level bolt and two 1st-level bolts, or any other combination of bolts that adds up to 6 levels.

The level of a crystalomantic crystal equals its size in carats. Note that these devices are fashioned by crystalomancers, not enchanters, so the price for a crystalomantic crystal is different from the price for a standard enchanted item of the same level.

Rings

Rings can be imbued with any single type of spell. The properties of these devices may be utilized three times per day. The level of the ring equals the spell level times 3.

Staves and Wands

Staves and wands can be imbued with any single type of spell, as per enchanted rings. A staff can also be made into an enchanted weapon.

Examples of Enchanted Items

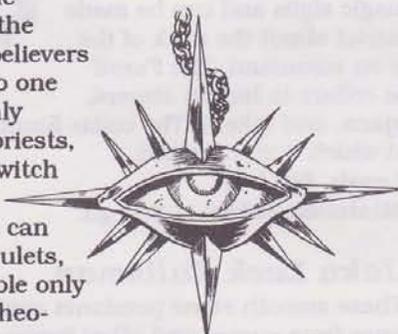
The following is a list of various enchanted items employed by the diverse peoples of Talislanta. Some are quite common and can be purchased in almost any large Talislantan city, typically through peddlers, charlatans, traveling mystics, and magic shops. Others can only be found in those regions from which they originate, or can only be obtained from traders or merchants who visit such areas; the availability of any of these enchanted items is up to the GM. The level of the item and its estimated minimum value appears immediately following the item's description.

Aamanian All-Seeing Eye Amulet

These potent devices enable the wearer to detect the presence of nonbelievers at ranges of up to one hundred feet. Only faithful warrior-priests, inquisitors, and witch hunters of the Orthodoxist Cult can employ these amulets, which are available only through official theocratic sources.

Level: 10th level.

Minimum value: 6,000 g.l.



Aamanian Holy Symbol

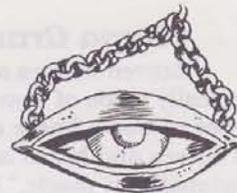
These pendants, which bear the Orthodoxist Cult's "all-seeing eye" emblem, are fashioned of black iron and painted with white lacquers. The devices

Equipment

confer +1 magic resistance from non-Orthodoxist magic, but only to followers of the Aamanian patron deity, Aa the Omnipotent. Aamanian holy symbols are available throughout Aaman, and are also sold by pilgrims seeking converts to the Orthodoxist Cult.

Level: 3rd level.

Minimum value: 750 g.l.



Ariane Tamar

These enchanted orbs of polished blue stone are used by the Ariane to record their experiences. Tamar come in many sizes, and can also be employed as enchanted crystals.

Level: 10th level.

Minimum value: 2,000 g.l.

Arimite Luckstone

These small stones, carved from a pale variety of carnelian, turn blood-red when exposed to toxic substances. It is the custom in Arim to drop these talismans in food or drink prior to consumption, in order to guard against being poisoned by Revenant Cult assassins.

Level: 2nd level.

Minimum value: 300 g.l.

Bodor Musical Charms

These devices resemble hollow silver spheres, 1-2 inches in diameter, with perforated surfaces. When held to the ear, the charms emit the most wondrous and subtle music. The Bodor use these charms to convey musical messages to each other and for their own amusement. The charms are valued by others purely for entertainment purposes, or as novelties and curios.

Level: 10th level.

Minimum value: 200 g.l.



Bracers of Levitation

These enchanted bracers are commonly worn by the Aeriad, a race of avian beings who are in the process of devolving into a ground-dwelling species. The items buoy the wearer, allowing him or her to float. Only the use of wings, however, allows the wearer to move forward. An Aeriad can maintain a steady speed of 15 mph and can move twice as fast (SPD +8, 260 feet per round) for short periods of time. Note that it takes an Aeriad with small wings longer to pick up speed than it takes a Stryx or Gryph. Bracers will only float the wearer plus an additional 50 pounds.

Level: 10th level.

Minimum value: 5,000 g.l.

Chana Graven Images

Graven images are crude, humanoid dolls, typically made of woven raffia or carved from various types of wood. These devices are used in the casting of curses and hexes and operate on the principle of "sympathetic magic," by which damage done to the image causes corresponding suffering in the intended victim. To use a graven image, a character must have in his or her possession some article formerly owned by the intended victim. When the owner attempts to use the image, he or she makes a resisted WIL + level roll, subtracting the target's WIL + level from it. A success generally indicates 3d10 damage, but a mishap means that owner takes the damage. If the owner uses the item more than once in a day, he or she receives a cumulative -1 penalty on each successive roll.

Level: 15th level.

Minimum value: 5,000 g.l.

Chana Shrunken Head Fetishes

These grisly totems are made from the heads of slain spellcasters. They are capable of speech and are employed to converse with spiritforms and other entities originating from the lower planes. This ability should be treated the same as the necromancy spell Contact Lower Plane, with a maximum of 6 times per day; make a WIL roll to see whether the attempted contact works.

Level: 10th level.

Minimum value: 300 g.l.

Djaffir Fetish Masks

These devices, made of cured ahtra hide, confer a specific bonus on resistance rolls versus spells of magical influence and control. Djaffir fetish masks are effective only if custom-made for the wearer by a Djaffir wizard.

Level: Equal to the bonus on the resistance rolls.

Minimum value:

Variable; depends on the level of the item.



Drukh Enchanted Flute

These bone flutes are employed by Drukh shamans to strike fear into the hearts of their foes. Targets must make a WIL roll to resist, subtracting the flute player's WIL, or suffer a penalty of -1 on all die rolls for as long as the music is played.

Level: 10th level.

Minimum value: 800 g.l.

Enchanted Crystals

In the last twenty years, enchanted prismatic crystals have become integral to the study and practice of magic. Carved to exacting specifications and invested with magical energies, these devices are employed as a magical power source for windships, automatons, and mechanisms or as material components in certain types of spells. Crystals from the subterranean city of Durne are considered the best materials for the creation of these devices.

Level: 5th level.

Minimum value: 2,000 g.l.

Expansible Items

These diminutive, intricately carved items are sold in Cymril, Zandu, and Thaecia and are quite popular throughout the continent. After the user recites a secret command word, these tiny items can be made to expand to full size or return to their original size, as desired. If there is not room to expand, the item becomes malformed and is permanently damaged. There are many types, including expansible swords, shields, wooden boats, huts, iron towers, chests, ladders, and so forth. It is not possible to make an expansible enchanted item such as a Wand of Illusion or Cloak of Levitation.

Level: 10th level.

Minimum value: 5,000 g.l.

Farad Protective Charms

These devices are usually made of gold, ivory, or silver, and may resemble small locketts engraved with a magical sigil or glyph. There are several types, each of which confers protection from a specific ailment or condition, such as seasickness, jungle fever, or romantic influence.

Level: 1st level.

Minimum value: 100-500 g.l.

Farad Slave Collar

These iron torcs are inscribed with magic sigils and can be made to constrict about the neck of the wearer on command. The Farad sell the collars to Imrian slavers, the Rajans, and others. The collar functions at the level at which it was created.

Level: 5th level.

Minimum value: 1,200 g.l.



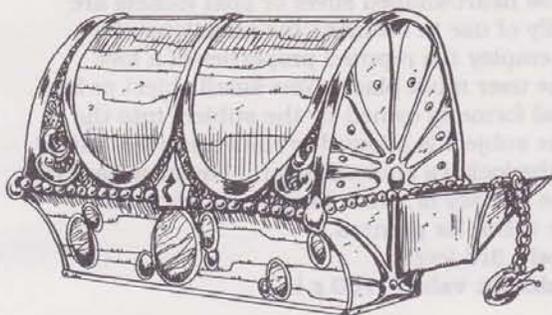
Jaka Luck Talisman

These smooth stone pendants confer +1 magic resistance from curses and other forms of black magic, but only for their Jaka makers.

Level: 2nd level.

Minimum value: 50 g.l., mainly as a curio.

Magic Boxes



These devices usually resemble small, intricately designed chests or jewelry boxes, typically decorated with fine filigree and studded with small gemstones. Some are built to resemble clever puzzle boxes, with movable or expandable sections. All manner of things may be contained within a magic box: demons, deranged spirits, devils, extra-dimensional entities, gateways into other dimensions, traps or tricks, spell effects, or just about anything that can be imagined. In ancient times, these items were employed by Archaen sorcerers to protect their most cherished possessions from would-be thieves. The devices continue to be utilized to much the same effect in the present age.

Level: 5th level.

Minimum value: 5,000 g.l.

Mandalan Rune Stones

Mandalan rune stones come in sets of ten small stones, each shaped like a cube and engraved with different runes and sigils. When rolled on a flat surface, the stones reveal



prophetic and often cryptic messages. The type of information derived by this method is at the GMs discretion. A character must know how to read the runes in order to obtain meaning from the stones.

Level: 5th Level

Minimum value: 200 g.l.

Marukan Luck Medallion

These leaden lozenges, stamped with the symbol for the silver moon Talisandre, purportedly bring the wearer a +1 bonus to resistance rolls versus curses and maledictions. Many Talislantans consider the Marukan medallions spurious, citing as evidence the downtrodden condition of the Marukan race. The Marukans defend the efficacy of their devices, claiming that without the



benefits conferred by their luck medallions, conditions would be even worse for their people.

Level: 1st level.

Minimum value: 60 g.l.

Muse Enchanted Instruments



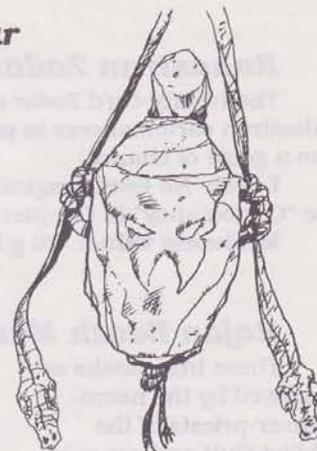
The Muses of Astar create enchanted gossamer harps, trioles (three-stringed harps), and other stringed wooden instruments, all of which can be employed to effect emotional responses in an audience; targets must roll versus WIL or feel saddened, contented, passive, or passionate, as per the intentions of the musician. Only skilled musicians can employ these devices in such a manner. Bodor value the Muses' instruments above all others, and will go to great lengths to acquire such items.

Level: 5th level.

Minimum value: 1,000 g.l.

Nagra Spirit Jar

Nagra spirit trackers wear these small stone vials on cords slung about the neck or secreted in a belt or shoulder pouch. The Nagra claim that these devices contain their soul-essences and confer protection from hostile spiritforms of all sorts. The Nagra will share neither the secret of making these items nor the items themselves with others.



Level: 15th level.

Minimum value: A Nagra can get a spirit jar for 1,000 g.l.; others must bargain with thieves or Nagra who are betraying their people's secrets.

Nefaratan Obsidian Mirrors

These devices function as viewports and/or gateways into the lower planes, and are extremely rare outside of Nefaratus. For reasons of their own, Nefaratan Black Savants occasionally sell obsidian mirrors to outsiders or trade them for captured demons, creatures for which the Black Savants have special uses. Treat their effects as the necromancy spell Contact Lower Plane, with no time limit.

Level: 20th level.

Minimum value: 20,000 g.l.

Oceanian Weather Talisman

The Sea Nomads of Oceanus employ these shell-shaped coral talismans to predict changes in the weather, which can be discerned according to shifts in the color of these finely crafted devices.



Level: 3rd level.

Minimum value: 500 g.l.

Phantasian Astromantic Globe

These two-foot diameter globes are employed by Phantasian astromancers to indicate the relative position of windships while in flight. Though eminently useful, astromantic globes are difficult to read and occasionally yield unreliable results. The Phantasians alone know how to make these items, which are in some demand in Cymril.

Level: 10th level.

Minimum value: 10,000 g.l.

Rahastran Zodar Deck

The twenty-card Zodar deck is employed by Rahastran cartomancers to predict the future, and is also a game of chance.

Level: No level, magical only to cartomancers; See "Cartomancy" in Chapter Five.

Minimum value: 20 g.l.

Rajan Death Masks

These iron masks are employed by the necromancer-priests of the Nihilist Cult and are said to confer favor, in the form of a +2 bonus on reaction rolls, with spirit entities originating from the lower planes.

Level: 10th level.

Minimum value: 7,500 g.l.



Sarista Crystal Ball

These six- to eight-inch diameter crystal spheres are used by the Sarista gypsy people to foretell the future. Shadowy visions appearing in the crystal purportedly offer cryptic clues to possible future events. It is widely believed that the majority of these items are fraudulent in nature, and are actually Thaecian orbs that produce fanciful, illusory images.

Level: 10th level.

Minimum value: 2,000 g.l.

Sarista Love Locket

These heart-shaped silver or gold lockets are supposedly of use in securing the affections of a lover. To employ the reputed properties of a love locket, the user must place some small object or bit of material formerly owned by the subject into the locket; the subject is allowed to roll versus will rating to resist the locket's enchantment. Like most Sarista goods, the efficacy of a love locket should by no means be taken for granted.

Level: 3rd level.

Minimum value: 100 g.l.

Sauran Dragon Icon

These large medallions, fashioned of red iron alloys and cast in the image of a dragon's head, are used by the Saurans to mesmerize dragons so that they can be trained for use as steeds or beasts of burden. The icons are not totally foolproof—the subject is allowed to roll versus will rating at a penalty of -2 to resist—and so should be employed with caution.



Level: 10th level.

Minimum value: 4,000 g.l.

Sawila Wind Charms

These intricate devices, constructed of resonant rainbow kra scales, resemble beautiful wind chimes. The Sawila arrange these charms in various sequences, hanging them from trees, huts, and so forth. When blown by the wind, the Sawila wind charms create magical effects similar to the Song of Harmony; treat this as a first-level spell effective only within earshot. Only the Sawila know how to make these enchanted items.

Level: 5th level.

Minimum value: 3,000 g.l.

Seeing Stones

These six- to twelve-inch orbs of polished crystal are used as communication devices by the Kasmir, Farad, Cymrilians, Quan, and others. Seeing stones permit visual and audio contact from one orb to another, at ranges of up to one hundred miles. The devices are activated by voice command and may be linked together to form communication networks of up to seven orbs. A seeing stone can only be used three times per day, each for a maximum of ten rounds.

If desired, one of the seeing stones in any given network may be designated as the master orb for that group; it can then activate all the other orbs on command. A single seeing stone is, of itself, quite useless; these devices cannot be used as solitary scrying crystals and must be employed in conjunction with at least one other orb. Seeing stones made from Gnomekin crystal are regarded as the best devices of this sort.

Level: 15th level.

Minimum value: 10,000 g.l.

Spellstones

Spellstones are prismatic crystals that have been imbued with the most essential form of magical energy. These useful items increase the number of spells that a magician can cast by memory on a given day by an amount equal to one additional spell per level of the spellstone. Note that a spellstone cannot be used to increase the level of a spell, and that the magician must carry the spellstone on his or her person in order to benefit from its properties. Note also that a spellstone counts against the maximum total of seven magic items that an individual may carry.

Spellstones require eight hours to recharge after being depleted of their power but retain their properties indefinitely. The amount of power stored within a spellstone cannot exceed one level per 10 carats.

Level: Variable level.

Minimum value: 250 g.l. per level.

Stryx Obsidian Orb

These devices resemble crude versions of the standard seeing stone but generally have an effective range on the material plane of under five miles. Stryx necromancers are reputed to utilize more potent versions of this item to converse with entities from the lower planes. Like seeing stones, these devices can only be used three times per day.

Level: 15th level.

Minimum value: 8,000 g.l.

Sunra Aquamantic Globe

These enchanted items are similar in effect to the Phantasian astromantic globes but are used to indicate a vessel's position at sea. The Sunra devices are considerably more reliable than their Phantasian counterparts.

Level: 15th level.

Minimum value: 15,000 g.l.

Thaecian Orb

Thaecian orbs are amberglass spheres that may be imbued with illusory scenes and images that can be viewed by the holder. Only the Thaecians know the secret of creating these enchanted items.

Level: Level 1 is for a simple image, 3 for an average image, 5 for an intricate image, +1 level per round of action if the image moves.

Minimum Value: Price according to level, as per other enchanted items.

Ur Clan Icons

These three-eyed stone images are often worn as medallions by Ur shamans, who claim that the icons cause confusion among their enemies. This effect works at a range of 20 feet; targets must make a WIL +



level roll to resist, subtracting the icon's level from the roll. The icons are far from uniformly efficacious, thanks primarily to the dubious talents of the Ur shamans who make these devices.

Level: Variable.

Minimum value: 250 g.l. plus 100 times the square of the level; a 4th-level icon, for example, would cost 1,850 g.l.

Xanadasian Scrying Crystal

These twelve-inch diameter orbs are carved from massive blue diamonds and are of themselves worth a considerable fortune. The Savants of Xanadas use scrying crystals to scan territories throughout the known world, noting their observations in heavy, leather-bound tomes. Xanadasian scrying crystals have an unlimited range and may be used any number of times per day, though these items do not possess inter-dimensional capabilities. These nearly priceless adjuncts are never sold or given away, and are almost never available outside of Xanadas.

Level: 20th level.

Minimum value: 30,000+ g.l.

Yitek Talisman

These black iron pendants are fashioned in the form of one-inch high pyramids and engraved with wards versus curses and hexes. The Yitek claim that their talismans confer protection from all curses that have been placed on tombs, crypts, and ancient ruins.

Level: 10th level.

Minimum value: 5,000 g.l.

Zandir Paradoxist Emblems

These silver medallions come in a wide variety of types and represent those virtues associated with the Ten Thousand, the host of minor demigods, saints, and luminaries revered by the Zandir Paradoxists. In essence, these devices function as luck charms, conferring a +1 bonus on one die roll per day.

Level: 3rd level.

Minimum value: 500 g.l.

Alchemical Creations

Alchahest

Talislantan alchahest is a powerful acid; each one-pint dose is sufficient to dissolve up to one cubic foot of any nonmagical substance. Alchahest is usually contained in vials of dense amber crystal. A direct hit with a full dose of alchahest will do 4d10 points of damage to any living creature.

Alchemical Solvents

These caustic liquids are specially made to dissolve only a specific type of inanimate substance, such as wood, iron, stone, or crystal. A single one-dram dose is sufficient to dissolve up to one cubic foot of substance in approximately 3 rounds. Note that there is no alchemical solvent for amberglass.

Amberglass

Amberglass is an enchanted material that can be used to contain alchemical and magical mixtures, essences, spell energies, and even certain creatures of a magical nature. This substance radiates a faint aura of magic.

Vitriol

Vitriol is a powerful adhesive that can be used to bond organic or inorganic materials of any sort except for quicksilver; vitriol can only be contained in vials lined with this magically animate metal. It hardens in one minute, creating a nearly unbreakable bond. Only alchahest will serve to dissolve this glassy substance. Ten drams of vitriol covers two square feet.

Elixirs

Aphrodisiac Elixir

Promotes feelings of desire unless a successful WIL roll is made. Lasts one hour. **Dose:** 8 drams (half an ounce).

Depilatory Elixir

Removes hair on contact. In wide use among the Orthodoxists of Aaman. **Dose:** 8 drams.

Healing Elixir

Heals ten points of damage per dose. **Dose:** 1 ounce.

Medicinal Mixture

Each mixture is generally useful against only a single, specified malady: fever, itch, nausea, insomnia, depression, minor burns, and so forth. Unfortunately, Talislantan medicine is burdened by superstition, specious theories, ignorance, and more than a little quackery. To determine whether a mixture helps, roll on the Action Table with a -5 penalty. If the result is a mishap, the mixture does more harm than good. A failure yields no result. A partial success means that some relief results. Only a full success indicates that the malady is actually relieved.

Medicinal Purge

Rids the body of parasitic organisms within an hour. **Dose:** 1 ounce.

Poison Antidote

Reverses the effects of any poison or toxin, provided the antidote is delivered in time. **Dose:** 1 ounce.

Soporific Elixir

Causes the drinker to fall into a deep slumber lasting from two to twelve hours, unless a successful CON roll is made to resist. Even a success on the CON roll leaves the target groggy, with a -1 on all actions. Unless an antidote is employed, it will not be possible to awaken the sleeper while the soporific remains in effect. **Dose:** 8 drams.

Poisons

The victim of poisoning receives a CON roll to resist the effects. The list below describes results for failures and successes on this roll; the gamemaster may adjudicate the results of a mishap, partial success, or critical success.

Black Mushroom Powder

Causes severe hallucinations lasting about thirty minutes. If resisted, the hallucinations last one minute. **Dose:** 8 drams.

Draconid Venom

Causes searing pain sufficient to incapacitate a victim for d10 rounds. If successfully resisted, the venom still causes a -1 on all Action Table die rolls. **Dose:** 8 drams.

Paralytic Poison

Causes paralysis lasting up to one hour. If resisted, the poison still renders the victim somewhat sluggish (-1 penalty to all die rolls) for ten rounds. **Dose:** 8 drams.

Poison Powder

See "Powders," below.

Venomwood Resin

Yields sufficient toxin to coat one edged weapon (+3d10 damage), two arrows or crossbow bolts (+2d10 damage), or four darts (+1d10 damage). Note that the larger the weapon, the more venom it delivers and thus the more damage it does. The poison is good only for one successful strike, and causes half its usual damage if resisted. **Dose:** 8 drams.

Viper's Blood

Yield is as for venomwood resin. Viper's blood causes damage like venomwood resin, except substitute d6 for d10. **Dose:** 4 drams.

Potions

Cold Resistance Potion

Bestows immunity to cold and ice. Lasts 6 hours. **Dose:** 1 ounce.

Fire Resistance Potion

Bestows immunity to heat and flame. Lasts 6 hours. **Dose:** 4 drams.

Flying Potion

Bestows upon the drinker the power of flight at speeds of up to 25 mph (SPD +6, 220 feet/round). Lasts 1 hour. **Dose:** 1 ounce.

Love Potion

Causes the drinker to become infatuated with the first individual whose name he or she hears spoken, unless he can make a WIL roll to resist. Even a Success on the WIL roll means the imbiber is distracted by the infatuated, if not overcome by it. Lasts six hours. **Dose:** 2 ounces.

Rejuvenating Potion

Restores strength and vitality, plus all lost hit points. **Dose:** 1 ounce.

Shrinking Potion

Causes the drinker to be reduced to one inch in height (or length). He may resist with a CON roll, if he wishes. Lasts six hours. **Dose:** 8 drams.

Powders

Enhancement Powder

Enhancements are pigments that can be used to change the color of a character's skin or hair. These powders are sold in one-dram kits, contain enough powder to cover an average sized person from head to foot. Enhancements come in a variety of

brilliant (and sometimes garrish) colors, and are considered very fashionable among the folk of Cymril. The effects last for 24 hours, or until removed with strong soap and water. **Dose:** 1 dram.

Incendiary Powder

Ignites on contact with air, creating fire and dense smoke in a 10-ft. radius. **Damage:** d12. **Dose:** 1 ounce.

Madness Powder

It is illegal to buy or sell madness powder. Causes insanity. Permanent, unless treated with a poison antidote or other curative. **Dose:** 2 ounces.

Morphius Powder

Causes victims to fall into a stuporous sleep lasting up to one hour per dose. Unless an antidote is employed, it will not be possible to awaken the sleeper until the powder's effects wear off. Sindarans use morphius powder to capture animals for their menageries. If successfully resisted with a CON roll, the powder causes drowsiness (-1 penalty on all die rolls) for 1-10 rounds. **Dose:** 8 drams.

Neutralizing Powder

Neutralizes the effects of any type of poison, alchemical waste, or toxin, whether ingested or dispersed into the air or soil. Maximum area of effect per single dose is a 10-foot diameter circle. **Dose:** 1 ounce.

Poison Powder

Causes d10 points of damage per round for ten rounds; halve this if the victim makes a successful roll versus CON. **Dose:** 1 ounce.

Scarlet Leech Powder

The concocting process causes the leech's spores to go into hibernation until they are exposed to the air, whereupon the insidious organisms begin to feed on any organic materials that they contact. Damage is 1d4 points per round for ten rounds. **Dose:** 8 drams.

Smoke Powder

When exposed to air, a half-ounce dose of this powder is sufficient to create a volume of dense blue smoke five feet in radius. The smoke is non-toxic and disperses in about 10 rounds, less if used outdoors or in windy conditions. **Dose:** 8 drams.

Sparkle Powder

This is a type of cosmetic that is currently popular in Cymril, Thaecia, and Hadjistan and is sold in small silver pillboxes. Applied with a small feather duster, this powder gives the skin or hair a metallic sheen. Sparkle powder is sometimes used by trapmages and the like to give nonmetallic materials

a false metallic look. A one-dram box is sufficient to cover an area of about ten square feet, or about enough to cover an average-sized person from head to foot. This coating lasts for d6 hours. **Dose:** 1 dram.

Alchemical Equipment

Alchemical Test Kit

This is a pouch containing amberglass vials, pipettes, and other items used to test and identify mixtures or substances of various sorts. A skilled alchemist can use this kit to identify potions, powders, poisons, dusts, and other substances. Each kit contains enough materials for ten tests.

Vial, Amberglass

Amberglass vials are used for holding alchahest and other alchemical substances.

Vial, Quicksilver

These vials are lined with magical quicksilver and used for holding vitriol.

Thaumaturgic Creations

Distillations

Distillations are thaumaturgically concentrated essences of otherwise elusive substances such as colors, scents, tastes, and even sentiments. These exotic wares were once popular during the Archaen Age, when they were used to enhance the ambience of gardens and pleasuredromes. Only the Phantasians know the secrets of distilling sentiments and other mental essences. The contents of a single, one-dram vial are sufficient to affect an area equal to 10 feet in diameter. The effects last for one hour or until neutralized. A character can resist sentiments with a successful WIL roll.

Dream Essence

Dream essence is, quite literally, "the stuff of which dreams are made;" it consists of dreams distilled into liquid form. The color of the essence determines the type of dream an individual might experience upon drinking it, as follows:

- Purple dream essence: Dreams of passion and romance.
- Blue dream essence: Dreams of poignant memories.
- Red dream essence: Dreams of violent emotions.
- Silver dream essence: Dreams of imagination, and flights of fancy.
- Silver-blue dream essence: Dreams of flying.
- Gold dream essence: Prophetic visions.
- Black dream essence: Nightmares; this kind of dream essence is illegal in many lands.

- Rainbow dream essence: Unpredictable properties.

The dreams derived from these essences are reportedly far more vivid and colorful than those experienced during normal sleep, and they last from two to eight hours. The experience of dreaming for such an extended period of time is said to be most extraordinary. At about 90 gold lumens per one-dram vial, such experiences do not come cheaply, however.

Only the Phantasians know the secret of deriving dream essences.

Elemental Essences

Elemental essences are volatile substances created through the art of thaumaturgy. The procedure entails the use of quintessence, which is used to place the desired elemental force or substance in suspension and transmute it to solid, liquid, or gaseous form as desired. The captured essence, collected and distilled by the use of an intricate system of alembics, is then contained in spheres, flasks, or capsules of pure amberglass. Common types include:

- Red Menace: Liquefied essence of elemental fire. This volatile substance is commonly used in warfare. Each pint causes 1d10 damage to everyone within 10 feet of its release and starts fires on anything flammable.
- Blue Havoc: Essential ice. It is used as a deterrent versus Saurans and other species who are susceptible to cold, and to keep foods from spoiling in the desert heat. Each pint causes 1d10 damage to everyone within 10 feet.
- Yellow Danger: Gassified sulfur. This noxious gas is seldom used in war except under the most dire circumstances. Because it is heavier than air, Yellow Danger can be used to flush subterranean creatures from their lairs, and is sometimes employed versus colonies of raknids. Each pint, when released, produces a coherent gas roughly filling an area 10' x 10' x 10'. All those in this area take 1d4 damage per round from contact with the substance and from breathing it.
- Storm Crystals: Solidified essence of elemental air. They are used in wind machines, which provide impetus to Dracartan duneships.

Quintessence

This marvelous crystalline powder possesses the most profound magical properties. Used to transmute substance, it is available in three types: solidifying, liquifying, and gassifying. A single dram of any type costs two hundred gold lumens and is sufficient to affect up to a 10' x 10' x 10' area of substance.

As the use of quintessence requires a considerable degree of skill and caution, the substance is generally in demand only among the most accomplished thaumaturges and alchemists. The powder and its byproducts must be contained in amberglass or suffer loss of efficacy.

Enchanted Creations

Ink, Magical

Magical inks are used to inscribe spells on scrolls. One dose suffices to inscribe a single spell on one scroll. Dose: 1 ounce.

Quicksilver

Quicksilver is a magically animate liquid metal. It must be stored in stoppered amberglass containers or it will slither about as if it were alive.

Scroll, Magical

A scroll contains a spell written in magical inks. The effect of the scroll depends on the knowledge of the user. If the user knows the spell on the scroll, he or she receives a +3 bonus on the roll to cast the spell.

If the user knows the field of magic from which the spell comes but not the spell itself, he or she makes an INT roll to cast the spell. In addition, the magician can use the scroll to learn the spell in question through the normal expenditure of time and experience points.

If the user does not know the field of magic from which the spell comes but knows both the language in which it is written and another field of magic besides alchemy, he or she can cast the spell, but at a -3 penalty. The magician cannot learn this spell until he or she spends the time and experience points to become familiar with this field of magic in the first place.

If the user has no magical knowledge or just knowledge of alchemy, he or she cannot use the scroll, even if the language is familiar.

To cast a spell from a scroll, a character must spend twice the normal time required and have full illumination by which to read the scroll.

Herbs and Plants

Plants and herbs cultivated or found in the wild will on average yield the following quantities of readily usable ingredients:

- small plant = 1-3 drams
- medium-sized plant = 2-6 drams
- large plant = 3-12 drams
- very large plant or shrub = 6-24 drams

Bald Nettle

Used in depilatory elixirs.

Balmroot

Used in healing elixirs.

Black Mushroom

If eaten, black mushroom can cause severe hallucinations for ten minutes unless a successful CON roll is made. On a mishap, it causes temporary madness for a duration of d20 days.

Cleric's Cowl

Used in medicinal mixtures.

Contrary Vine

Used in alchemical mixtures such as alchahest.

Deadman

The leaves of this plant exude a lethal contact poison; a single touch is sufficient to cause death within two to five minutes' time unless a CON roll can be made. Even a success on the CON roll means the target takes 1d10 damage.

Euphorica

Euphorica is the pollen of the mantrap plant. It is a highly popular drug in Cymril, reportedly affording the partaker a synthesis of pure pleasure.

Fire Lily

Used in Fire Resistance potions.

Jabutu

Used to make kesh.

K'tallah

K'tallah is an insidious drug derived from an unnatural hybrid plant of the same name. This substance is the primary source of revenue in Faradun, the only place in Talislanta where k'tallah is legal. The leaves of the k'tallah plant contain a resinous powder that, when smoked or ingested, enables the user to "see" visions of the near future; other effects of the drug include delusions of grandeur, dulled reflexes (-1 DEX), and a general feeling of euphoria. K'tallah is both intensely pleasurable and extremely addictive. Individuals who experiment with the drug even once may become dependent upon it; make a roll versus CON to resist.

The first symptoms of k'tallah withdrawal are stomach pains, followed by the uneasy feeling that something is growing within the addict's body. Next comes the appearance of the snakelike tendrils of new k'tallah plants sprouting from the unfortunate victim's eyes, ears, and mouth. Death invariably follows, usually within a few hours. Heavy users of k'tallah, arguably amongst the most wretched folk in existence, claim that leaves plucked from the body of a deceased k'tallah addict are especially savory.

Lotus, Black

Black lotus produces powerful narcotic, hallucinogenic, and mind-expanding properties such as ESP, clairvoyance, and clairaudience. Repeated use of this substance, however, runs an ever increasing risk of addiction; roll versus CON at a cumulative -1 penalty per use.

Lotus, Blue

Blue lotus pollen brings on prophetic dreams.

Lotus, Rainbow

Rainbow lotus has unpredictable properties that are useful in certain alchemical mixtures.

Lotus, Scarlet

Those who ingest the scarlet lotus become suggestible to others' commands for one hour; treat as a -5 on rolls to resist any influence.

Morphius

Induces sleep. Even if the victim makes a successful CON roll, he or she is groggy for 2d10 minutes; treat as a -1 on all die rolls. If the victim falls, he or she falls asleep for a like period of time.

Orange Fungus

When touched or shaken orange fungus multiplies at a rapid rate, growing in size for one minute (10 rounds), after which it is 1d4+1 times as large as it originally was. Used intelligently, orange fungus can burst open doors or chests. Used unintelligently, it can make quite a mess.

Provender Plant

Used as grain or fodder.

Scarlet Sporozoid

Releases spores that do 1d6 damage per round for ten rounds, eating through any organic substance. It is extremely difficult to transport the sporozoid without causing it to release its spores, after which it dies.

Shrinking Violet

Used in Shrinking potions.

Skullcap

Taken in minute quantities of one-half dram or less, this mushroom can cause highly irrational and even violent behavior lasting up to one hour. A successful CON roll means the character is irrational, but not out of control. A full dram or more will cause swift and painless death in most cases, usually within one to two minutes. Even a successful CON roll does 1 point of damage per round for the next 2d10 rounds.

Snow Lily

Used in Cold Resistance potions.

Stenchroot

So much as a whiff of this malodorous juice will cause most creatures to be incapacitated by extreme nausea. A critical success on a CON roll prevents incapacitation from a direct exposure. A full success does the same for a mere whiff. Fortunately, the juice eventually evaporates when exposed to the air, leaving behind only a faint, musky scent.

Tanglewood

Tanglewood is a type of animate wood, mainly a curiosity but sometimes used for unusual constructions.

Tantalus

The root causes an increase in amorous desire, but even a partial success with a WIL roll allows a character to keep his or her behavior in check.

Venomwood

This wood is used in making venomwood resin or can be simply fashioned into poison arrows. In addition to its normal damage, a venomwood arrow causes 2d10 damage from the poison (2d4 with a successful CON roll). A venomwood dart does half this amount. Venomwood, however, loses its potency over a week's time unless alchemically or magically preserved.

Whispbane

Worn as a garland, the plant acts as a deterrent to whisps, who are offended by the odor of its blossoms. A single plant will suffice to keep whisps at bay for up to four hours after it has been picked. After this time the plant loses its effectiveness, though the dried flowers are of some use to alchemists.

Yellow Stickler Juice

The juice of this plant is used to make vitriol.

Animal Ingredients

Animal ingredients that are not dried or preserved with salt, magic, or refrigeration will spoil within d4 hours in any relatively hot climate.

- **Araq Blood:** Used in rejuvenating potions.
- **Batranc Blood:** Used in flying potions.
- **Batranc Wing:** Used in flying potions.
- **Crag Spider Venom:** Used in paralytic poison.
- **Draconid Venom:** Used in making poison.
- **Dragon Fang:** Used for incendiary powder.
- **Exomorph Pigment:** Used in magical inks.
- **Gryph Plumes:** Used in flying potions.
- **Ikshada Larvae:** Used by torturers.
- **Ogront Dung:** Used in medicinal purges.
- **Raknid Venom:** Used in paralytic poison.
- **Scintilla:** Phosphorescent eggs of the water raknid. These 2- to 3-inch spheres emit a luminous glow when removed from their translucent casings. The light illuminates a 20-foot radius and lasts for 4-6 months.
- **Shrieker Plumes:** Used to make blue iron.
- **Stryx Plumes:** Used in flying potions.

Gemstones

- **Amber:** Fossil resin, usually dark brown. Used in healing elixirs, neutralizing potion, and amberglass.
- **Amethyst:** Fine purple with little luster. Governs emotions.
- **Black Diamond:** Black and very hard. Black magical virtues.
- **Black Opal:** Black with slight opalescence. Premonitions.
- **Carnelian:** Clear brownish red. Resist black magic.
- **Coral:** Variety of colors. Protection from drowning.
- **Diamond:** Clear, the hardest natural substance. Radiance.
- **Emerald:** Green. Spiritual protection.
- **Firegem:** A brilliant variety of ruby found only in the Volcanic Hills. Elemental fire.
- **Jacinth:** Orange. Magic resistance.
- **Jade:** Green. Longevity and health.
- **Malachite:** Green mineral. Calms elementals.
- **Moonstone:** Translucent and pearly. Mysticism.
- **Obsidian:** Black and glassy. Elemental earth.
- **Onyx:** Layered or banded quartz, usually white and black. Darkness, invisibility.
- **Pearl:** White, noncrystalline. Good fortune at sea.
- **Quaga:** Violet pearl. Influence.
- **Quartz:** Translucent. Resistance to illusions.
- **Ruby:** Red. Passions.
- **Sapphire:** Usually transparent, rich blue. Elemental air.
- **Sard:** Deep orange-red. Intelligence, wisdom.
- **Topaz:** Yellow to brownish yellow. Magical resistance.
- **Zircon:** Clear and diamondlike; other varieties of zircon worth very little. Protection from spirits.

Trade Goods

In addition to valuable raw materials such as gemstones, valuable herbs, magical animal parts, and so on, the following items are often in demand among Talislantan merchants.

Adamant

Adamant, recognized by its ice-blue color, is the hardest known metal in all of Talislanta. Only Mirin alchemists know the secret of forging adamant. As such, it is a rare and precious commodity. Weapons made of adamant cut through most materials with ease; armor affords only half protection (round down) against adamant weapons. Adamant armor stops double its normal points of damage against all but adamant weapons.

Adamant, Black

This type of adamant is virtually unknown outside of the Isle of Nefaratus. It is said to be very

costly to produce, and so is exceedingly rare. Only the Black Savants of Nefaratus know the secret of forging this magical metal. It has the same mundane properties as adamant. In addition, it is capable of damaging all manner of extra-dimensional creatures even if it is not enchanted.

Aquavit

An effervescent liquor of the highest quality, aquavit is popular in Cymril, the Seven Kingdoms, and the Western Lands. It is served in half-spheres or goblets of amberglass.



Chakos

A strong, metallic-tasting liquor brewed in black iron casks, chakos is a favorite of the Arimites, who claim that it is an acquired taste.

Gossamer

The finest of all Talislantan fabrics, gossamer is translucent, nearly weightless, and feathery-soft. It is made using a complex method that involves the use of spider silk, dandelion down, and cloud essences. The Cymrilians use gossamer sails for their windships, as do the Phantasians.

Grog

Grog is a cheap, strong liquor popular among soldiers, sailors, and other hard-working folk. The taste and potency of grog varies from one region to another.

Iron, Black

Black iron is a common metal found in mountainous regions across the continent of Talislanta. Arim is a major supplier of black iron to the Western Lands, and also exports to the Seven Kingdoms.

Iron, Blue

The rarest of all iron alloys, blue iron is made from the metallic feathers of the ironshrike and its relative, the shrieker. Forged by Vajra engineers, blue iron is available only from the Quan Empire and is very costly.

Iron, Red

Red iron is a superior metal that is half as heavy and twice as strong as black iron. Items made of red iron cost twice as much as comparable black iron items. The primary sources of this metal are the Red Desert of Carantheum and to a lesser extent the Volcanic Hills.



Kesh

Kesh is a bitter, pungent liquid made from the crushed and boiled roots of the jabutu plant. This

substance has hallucinogenic and mind-expanding properties, and is used in the rituals of the Chana witch tribes. A single, one-ounce dose enables the drinker to see invisible and astral or spirit presences; a double dose bestows upon the drinker the ability to see into one of the outer or lower planes of existence. Three consecutive doses will allow the drinker to actually enter one of the outer or lower planes. The Chana consider it unwise to take a fourth vial of kesh, which they say is taboo. The use of this substance is hazardous to those not accustomed to its uncanny properties; characters must roll versus WIL or suffer disorientation, loss of identity, and an inability to distinguish reality from imagination. Effects generally last up to one hour.

Mandalan Silkcloth

A very fine variety of silk, this luxurious fabric is made only by the Mandalans. The cloth is derived from the silken fibers of the Mandalan silk moth, with the color of the moth's wings indicating the color of thread it will produce.

Mochan

A dark, sweet, and invigorating beverage that is especially popular in the desert kingdoms. Mochan is usually served hot in small copper or red iron cups.

Mushroom Ale

This is a pungent beer favored by the Gnomekin of Durne. It is made from deep spring water, mushrooms, and other fungi.

Shag

Shag is a type of wool that is made from the fur of the erd. Soft and durable, it is used in the making of blankets and rugs.

Skoryx

Skoryx is an alcoholic beverage popular among the Sindarans and to a lesser extent the folk of Cymril, Zandu, and Thaecia. It is very potent, but is most notable for its myriad and varying flavor sensations, a quality derived from the use of rainbow lotus in the distillation process.

Spangalor

Spangalor is a type of lightweight metallic cloth that is made in Cymril. It is quite durable, and is also valued for its brilliant luster; a particular type known as silversparkle is especially in vogue among the Cymrilians. Clothes made of spangalor confer protection as per chain mesh, and cost ten times as much as comparable items made of common cloth.

Spinifax

Spinifax is Ariane cloth made from the flax of the thistledown plant. It is noted throughout Talislanta for its fine quality, softness, and durability. Garments made of spinifax generally cost twice as much as those made of more common materials.

Tazian Fire-Ale

This powerful liquor is a favorite of the Thralls of Taz. Fire-ale is served in black iron mugs and is ignited prior to drinking, hence its name.



Thaecian Nectar

Thaecian nectar is a tantalizing and intoxicating beverage made by the folk of Thaecia. It is favored for its distinctive taste and the euphoric effect it bestows upon the drinker. Individuals intoxicated by Thaecian nectar become placid and content, and evince a marked disposition for romantic and artistic pursuits.

Vinesap

Vinesap is the fermented juice of the viridia plant. Thick and sweet smelling, it is a great favorite among the Aeriad of Vardune. Elsewhere, vinesap is generally considered an acquired taste.

Miscellaneous Goods

Durnean Opticals

These devices are made of finely polished crystal usually colored violet, blue, or green. The Gnomekin of Durne wear opticals to protect their sensitive eyes from light when traveling above ground.



Kasmiran Thief-Catcher

This device fits into a pocket or pouch and is intended to ward against pickpockets. The metal "jaws" snap shut on contact, causing 1 point of damage to anyone who attempts to reach into a pocket or pouch protected by this device without deactivating it first.

Kasmiran Spy-Tube

This device consists of two lenses, each affixed to either end of a flexible metal tube. It can be used to see around corners, through narrow openings, and so forth. The tube telescopes between 1-4 feet in length as needed.

Yassan Tool Kit

Yassan tool kits include woodworker's, stoneworker's, metalworker's, and glassworker's tools, an alchemical test kit, and various spikes, clasps, brads, and miscellaneous Yassan-made hardware, all of which is stored in a three-foot iron strongbox. Total weight is over 120 pounds.

PRICES

The following is a list of equipment and supplies available in the world of Talislanta. Descriptions of unusual goods and items can be found earlier in this chapter. Prices listed here reflect the average price for goods of standard quality, as found in regions where such goods are in abundant supply. Prices may be adjusted as follows:

- Half price for shoddy or used goods.
- Double price or more for goods of superior quality such as red iron.
- +50-200% in areas where such goods are rare or illegal.
- Half price if items are purchased in large quantities such as more than 3-6 dozen. Magical and alchemical mixtures and products are the exception, and can rarely be purchased in bulk quantities.
- +10-40% for tariffs on imported goods.
- Weights listed for metal weapons and gear are as per black iron; use half weight for red iron, and quarter weight for blue iron.

Weapons

The following is a list of weapons used by the various peoples of Talislanta. All weapons in this section are rated according to damage (DAM), weight in pounds (WT), the minimum strength required to employ the weapon (STR), and its average cost. An asterisk indicates that the weapon may be thrown or otherwise used as a missile. If a character uses a weapon whose minimum STR requirement exceeds his or her STR, he or she receives a -1 penalty to combat rating for each point by which the STR falls short. For example, a Cymrillian with a 0 STR score would receive a -2 penalty when using a two-handed sword. If the weapon is a missile weapon, then the character cannot use the weapon at all without having the minimum required STR.

Superior Metals

A character may buy a blade of red iron or adamant in place of black iron. For blades of red iron, divide weight by 2, subtract 1 from STR, and double the price. For adamant, multiply the price by 20; armor provides only half normal protection (round down) against an adamant blade. Blue iron is not generally used for weapons because its lightness reduces the weapon's impact. Weapons other than blades are rarely made from superior metals.



Melee Weapons

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

Missile Weapons

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

* This weapon can be thrown or used as a missile weapon.

** Armor stops only half its normal amount against this weapon.

• This weapon requires two hands to use.

† Half of this damage is temporary subdual damage.

†† Only effective for a mounted charge. Add mount's STR + SPD to damage instead of the wielder's STR.

[x] The number in brackets is the number of rounds it takes to reload these missile weapons.

Ammunition/Accessories for Missile Weapons

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

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

Armor

Information includes strength rating required to wear without being encumbered (STR), protection afforded, weight in pounds, and cost. Anyone wearing armor that is too heavy takes a -1 penalty on all actions for each point by which the armor's minimum STR exceeds the character's STR.

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

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

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

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

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

Shields

Information on shields includes weight in pounds (WT) and cost.

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

*Tazian parry/attack arm guard.

Siege Weapon Ammunition

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

Siege Weapons

These military weapons are rated by damage, effective range in feet, crew to run them, reloading time in rounds, and cost.

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

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



Conveyances

Type	Cost
Barge fort*, Aeriad	15,000 g.l.
Cargo barge	5,000 g.l.
Carrack	40,000 g.l.
Carriage (fancy)	200 g.l.
Cart (small)	5 g.l.
Coracle*, Imrian	10,000 g.l.
Dragon barque*, Sunra	35,000 g.l.
Dray (cargo wagon)	200 g.l.
Duneship	25-50,000 g.l.
Ice schooner, Mirin	40,000+ g.l.
Land ark	12,000 g.l.
Land barge	10,000 g.l.
Palanquin, aerial	20,000 g.l.
Palanquin (curtained)	100 g.l.
Pleasure barge	200,000+ g.l.
Raft	1-2 g.l.
Reed boat, Imrian	5 g.l.
Galley	20,000 g.l.
Ship, Merchant	20,000 g.l.
Ship, Tri-reme	30,000 g.l.
Skiff/punt	10 g.l.
Wagon (enclosed)	100 g.l.
Wagon (open)	50 g.l.
War chariot, Kang	5,000 g.l.
War dragon, Kang	30-35,000 g.l.
War wagon*, Kharakhan	3,000 g.l.
Warship, oceangoing	20,000 g.l.
Windrigger	15,000+ g.l.
Windship	50,000+ g.l.
Windship of War*	150,000+ g.l.
Windskiff	30,000 g.l.

*Rarely sold.

Enchanted Crystals

The level of the crystal equals its size in carats and the total levels of the spell that can be cast per day.

Level of

Enchantment Cost in g.l.

1	45
2	170
3	380
4	670
5	1,050
6	1,500
7	2,050
8	2,650
9	3,400
10	4,200
11	5,000
12	6,000
13	7,000
14	8,200
15	9,400
16	10,700
17	12,000
18	13,500
19	15,000
20	16,600

Beyond 20th level, the buyer should negotiate a price on a case-by-case basis.



Magical Mechanisms

Type	Cost in g.l.
Levitational	10,000
Levitational fluid, 2 gal.	100
Wind machine	8,000
Enchanted Creations	
Ink, magic, 1 ounce	55 g.l.
Quicksilver, dram	15 g.l.
Scroll with spell	125 g.l.

Enchanted Weapons and Armor, Spell-Powered Items

Look at the description of the item to determine its level and find the price on the chart below. The higher the level, the more the item costs. For all enchanted items, add the cost of the basic item to the cost given below. Use the second chart for crystalomantic crystals. The enchanted items described do not cover all the levels listed here, but prices for all levels are listed to cover new enchantments that might be discovered or invented.

A character can only carry seven magic items at a time. Additional items temporarily cease to function.

Item	Level
Amulet	3 per +1 bonus
Apparel (attribute)	5 per +1 bonus
Apparel (skill)	3 per +1 bonus
Common enchanted armament	4 per +1 bonus
Enchanted armor	4 per +1 bonus
Enchanted elemental armor	10
Enchanted shield	4 per +1 bonus
Magic-powered weapon	see description
Ring	3 times spell level
Staff or wand	6 times spell level

Level of Enchantment Cost in g.l.

1	240
2	530
3	880
4	1,290
5	1,750
6	2,275
7	2,825
8	3,450
9	4,150
10	4,900
11	5,650
12	6,550
13	7,450
14	8,400
15	9,450
16	10,500
17	11,600
18	12,800
19	14,000
20	15,400

For items above 20th level, the buyer should negotiate on a case-by-case basis with an enchanter.





Enchanted Items

A character can only carry seven magic items on his or her person at a time. Additional items temporarily cease to function.

Type	Cost
Aamanian all-seeing eye amulet	6,000 g.l.
Aamanian holy symbol	750 g.l.
Ariane tamar	2,000 g.l.
Arimite luckstone	300 g.l.
Bodor musical charms	200 g.l.
Bracers of Levitation	5,000 g.l.
Chana graven image	5,000 g.l.
Chana shrunken head fetishes	300 g.l.
Djaffir fetish masks	*
Drukhn enchanted flute	800 g.l.
Enchanted crystals	2,000 g.l.
Expansible items	5,000 g.l.**
Farad protective charms	100-500 g.l.
Farad slave collar	1,200 g.l.
Jaka luck talisman	50 g.l.
Magic boxes	5,000 g.l.
Marukan luck medallion	60 g.l.
Muse enchanted instruments	1,000 g.l.
Nagra Spirit Jar	1,000 g.l.†
Nefaratan obsidian mirrors	20,000 g.l.
Oceanian weather talisman	500 g.l.
Phantasian astromantic globe	10,000 g.l.
Rahastran Zodar deck	20 g.l.
Rajan death masks	7,500 g.l.
Sarista crystal ball	2,000 g.l.
Sarista love locket	100 g.l.
Sauran dragon icon	4,000 g.l.
Sawila wind charms	3,000 g.l.
Seeing stones	10,000 g.l.
Spellstones	250 g.l./lvl
Stryx obsidian orb	8,000 g.l.
Sunra aquamantic globe	15,000 g.l.
Thaecian orb	see descrip.
Ur clan icons	see descrip.
Xanadasian scrying crystal	30,000+ g.l.
Yitek talisman	5,000 g.l.
Zandir Paradoxist emblems	500 g.l.

* As standard enchanted item, with bonus equal to level of enchantment.

** Plus the normal price of the item.

† Very difficult for non-Nagras to obtain.

Thaumaturgic Creations and Equipment

Item	Cost
Distillations, dram	40 g.l.
Dream essence, dram	90 g.l.
Elemental essence, pint	300 g.l.
Quintessence, dram	200 g.l.
Caduceus	700
Elemental actuator	4,000
Essence accumulator	6,000

Alchemical Creations

Note that alchemical creations do not count against the seven-item limit for magic items.

Item	Cost in g.l.
Alchahest, dram	1,100
Alchemical solvent, dram	675
Amberglass, ounce	20
Elixirs	
Aphrodisiac elixir	100
Depilatory elixir	5
Healing elixir	200
Medicinal mixture	5
Medicinal purge	50
Poison antidote	100
Soporific elixir	200
Poisons	
Black mushroom powder*	100
Draconid venom*	300
Paralytic poison*	400
Poison powder*	600
Venomwood resin*	300
Viper blood*	200
Potions	
Cold Resistance potion	400
Fire Resistance potion	400
Flying potion	400
Love potion	400
Rejuvenating potion	500
Shrinking potion	300
Powders	
Enhancement powder	5
Incendiary powder	250
Madness powder*	600
Morphius powder	250
Neutralizing powder	115
Poison powder*	600
Scarlet leech powder*	400
Smoke powder	10
Sparkle powder	5
Vitriol, 10 drams	125
(plus quicksilver vial, 20 g.l.)	

* It is illegal to buy or sell these poisons.

Animal Ingredients

Item	Cost
Araq blood, dram	25+ g.l.
Batranc blood, dram	5 g.l.
Batranc wing, ounce	16 g.l.
Crag spider venom, dram	10 g.l.
Draconid venom, dram	10 g.l.
Dragon fang, dram	5 g.l.
Exomorph pigment, dram	20 g.l.
Gryph plume	1 s.p.
Ikshada larva, sac	75 g.l.
Ogront dung, ounce	1 c.p.
Raknid venom, dram	10 g.l.
Scintilla	100 g.l.
Shrieker plumes, pound	250 g.l.
Stryx plume	1 s.p.





Alchemical Equipment

Item	Cost
Alchemical test kit	5 g.l.
Alembic	1 g.l.
Apothecary jars (12)	1 g.l.
Astrolabe	50 g.l.
Astrological chart	100 g.l.
Bellows	5 s.p.
Blowtube (alloy)	2 g.l.
Blowtube (silver)	25 g.l.
Brazier	2 s.p.
Capsule (Sindaran; 10)	1 g.l.
Censer	5 s.p.
Crucible	1 g.l.
Crystal ball (unenchantd)	20 g.l.
Furnace	200 g.l.
Hourglass	5 g.l.
Incense	1 s.p.
Ink, sepla, ounce	1 s.p.
Inkwell, crystal	5 s.p.
Inkwell, pottery	2 s.p.
Mirror, obsidian	200 g.l.
Mirror, silver	10 g.l.
Mortar and pestle	1 g.l.
Piping/tubing, per ft.	1 s.p.
Prism	2 g.l.
Quill pen	1 s.p.
Retort	1 g.l.
Scroll, hide	5 s.p.
Scroll, parchment	1 g.l.
Scroll case, bone	1 g.l.
Scroll case, hide/wood	5 s.p.
Scroll case, silver	10 g.l.
Spell book, iron-bound	50 g.l.
Spell book, leather-bound	20 g.l.
Spell book, silver-bound	100 g.l.
Sphere, per in. diameter	1 g.l.
Tongs	1 s.p.
Vat, per cu. ft.	5 g.l.
Vial, glass	5 g.l.
Vial, amberglass	25 g.l.
Vial, quicksilver	20 g.l.
Wand, unenchanted, costly	100 g.l.
Wand, unenchanted, simple	10 g.l.

*5 times listed price for amberglass wares in place of glass.

Tack and Harness

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

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

Herbs and Plants

Type	Per DR.
Bald nettle	1 c.p.
Balmroot	5 g.l.
Black mushroom	2 g.l.
Cleric's cowl	2 g.l.
Contrary vine	20 g.l.
Deadman	20 g.l.
Euphorica	25 g.l.
Fire lily	40 g.l.
Jabutu	5 g.l.
K'tallah	100+ g.l.
Lotus, black	200 g.l.
Lotus, blue	25 g.l.
Lotus, rainbow	1 g.l.
Lotus, scarlet	50 g.l.
Morphius	10 g.l.
Mung berries, pound	20 g.l.
Orange fungus (spores)	5 s.p.
Provender plant, pound	1 c.p.
Scarlet sporozoid	10 g.l.
Shrinking violet	10 g.l.
Skullcap	5 g.l.
Snow lily	20 g.l.
Stenchroot	1 g.l.
Tanglewood	5 s.p.
Tantalus	5 g.l.
Venomwood arrow	10 g.l.
Venomwood dart	3 g.l.
Venomwood sap	5 g.l.
Whispbane	25 g.l.
Yellow stickler juice	1 s.p.

Musical Instruments

Type	Cost
Chime	1 s.p.
Clarion	20 g.l.
Cymbals	1 g.l.
Drum	1 g.l.
Four-player bellows-horn	200+ g.l.
Glass bells	5 g.l.
Glass flute	2 g.l.
Gong	1-10 g.l.
Gossamer harp	500+ g.l.
Intricate spiralthorn	50+ g.l.
Tambour	20+ g.l.
Triole	10+ g.l.
Water chimes	5 g.l.

Amusements

Item	Cost
Cloth/wodden ball	1 c.p.
Kasmir puzzle-lock	10+ g.l.
Pentadrille (Cymrillian)	100+ g.l.
Quatrillion deck (Sarista)	2 g.l.
Ska-wae dice (Mangar)	1 s.p.
Trivarian (Sindaran)	800+ g.l.
Zodar deck (Rahastran)	20+ g.l.





Gemstones

These prices are for well-cut specimens. Poorly cut gems sell at half the listed price, and uncut or powdered gems sell at one-tenth the listed price. Note: 140 carats equals approximately 1 ounce.

Type	PerCT.
Amber	2 g.l.
Amethyst	10 g.l.
Black diamond	100 g.l.
Black opal	1 g.l.
Carnelian	5 g.l.
Coral	1 s.p.
Diamond	50 g.l.
Emerald	25 g.l.
Firegem	40 g.l.
Jacinth	5 g.l.
Jade	5 g.l.
Malachite	5 g.l.
Moonstone	10 g.l.
Obsidian	1 g.l.
Onyx	10 g.l.
Pearl	2 g.l.
Quaga	20 g.l.
Quartz	1 s.p.
Ruby	30 g.l.
Sapphire	25 g.l.
Sard	5 g.l.
Topaz	25 g.l.
Zircon	15 g.l.

Clothing

Type	Cost
Boots (cloth/hide)	5 s.p.
Boots (velvet/leather)	10+ g.l.
Cap (cloth/hide)	5 c.p.
Cap (velvet/satin)	10 g.l.
Cape (cloth/hide)	2 s.p.
Cape (silk/sateen)	5+ g.l.
Cloak (cloth/hide)	5 s.p.
Cloak (velvet/brocade)	10+ g.l.
Gauntlets (chain)	10 g.l.
Gauntlets (thick hide)	5 s.p.
Gloves (hide/cloth)	1 s.p.
Harness (leather)	1 g.l.
Headband (cloth/hide)	1 c.p.
Headband (silver)	5 g.l.
Hooded cloak	5+ s.p.
Loincloth (cloth)	1 c.p.
Loincloth (hide/fur)	2 c.p.
Ritual vestments	10+ g.l.
Robe (elaborate)	20+ g.l.
Robe (simple)	5 s.p.
Sandals/slippers	5 c.p.
Slippers (elaborate)	10+ g.l.
Smock/dress (simple)	2 s.p.
Smock/gown (elaborate)	20+ g.l.
Tunic/breeches (cloth)	1 g.l.
Tunic/breeches (velvet)	10+ g.l.



Trade Goods

These prices are especially useful for those players who wish to run a mercantile campaign. They assume the characters are buying in bulk from dealers rather than buying small amounts from retailers. A standard bolt of cloth is one yard wide and five yards long.

Item	Quantity	Price
Adamant	10 pounds	80 g.l.
Adamant, black	10 pounds	400 g.l.
Aquavit	gallon	10-100 g.l.
Chakos	gallon	3 g.l.
Copper	10 pounds	2 g.l.
Gauze	square yard	1 s.p.
Glass, clear	pound	2 g.l.
Glass, green	pound	5 g.l.
Gold	10 pounds	200 g.l.
Gossamer	bolt	5 g.l.
Grog	gallon	5 c.p.
Hide/fur	pelt	5-100+ g.l.
Iron, black	10 pounds	4 g.l.
Iron, blue	10 pounds	20 g.l.
Iron, red	10 pounds	8 g.l.
Ivory	pound	10 g.l.
Kesh	ounce	50 g.l.
K'tallah	pound	1,000 g.l.
Linen, common	bolt	5 s.p.
Linen, viridian	bolt	25 s.p.
Mandalan silkcloth	bolt	5 g.l.
Mochan	gallon	10 g.l.
Mushroom ale	gallon	25 s.p.
Muskront musk	dram	10 g.l.
Produce/grain	ton	100+ g.l.
Sackcloth	bolt	5 c.p.
Shag	bolt	1 g.l.
Silver	10 pounds	20 g.l.
Skoryx	gallon	50 g.l.
Spangalor	bolt	5 g.l.
Spices	pound	50+ g.l.
Spinifax	bolt	1 g.l.
Sulfur	dram	5 c.p.
Tazlan fire-ale	gallon	5 g.l.
Thaecian nectar	gallon	25 g.l.
Timber, common	board foot	1 c.p.
Timber, hardwood	board foot	1 s.p.
Timber, span oak	board foot	5 s.p.
Vinesap	gallon	5 g.l.

Miscellaneous Goods

Item	Cost
Durnean opticals, pair	2 g.l.
Kasmiran thief-catcher	5 g.l.
Kasmiran spy-tube	25 g.l.
Yassan tool kit	150 g.l.





Jewelry

Type	Cost
Amulet/brooch	1 g.l.
Bracelet/armband	1 g.l.
Bracers, pair	4 g.l.
Earrings, pair	10 s.p.
Medallion	4 s.p.
Necklace	1 g.l.
Ring	1 g.l.
Tiara	3 g.l.
Torc	2 g.l.

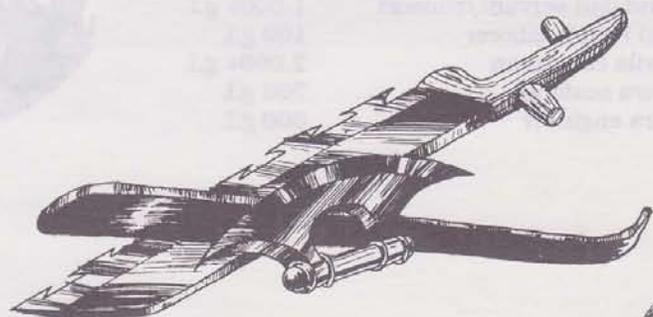
Note: Prices listed are for black iron or other common material. Double these figures for articles made of red iron, ivory, or brass; multiply by 5 for silver and by 50 for gold. Cost of gemstones is additional.

Equipment

Type	Cost
Backpack/traveler's satchel	2 g.l.
Bandolier belt	10 g.l.
Bedroll	1 s.p.
Chest (lg.; max. 10,000 coins)	10 g.l.
Chest (sm.; max. 1,000 coins)	5 g.l.
Coin purse (max. 50 coins)	1 s.p.
Fan	1-5 s.p.
Flask (iron; 1 pint)	1 s.p.
Flask (pottery; 1 pint)	5 c.p.
Gourd (w/stopper; 1 qt.)	1 c.p.
Lantern	2 g.l.
Lantern oil (pint; one hour)	1 g.l.
Mirror (crystal)	10 g.l.
Mirror (metal)	2 g.l.
Pouch (belt; max. 100 coins)	2 s.p.
Pouch (max. 500 coins)	1 g.l.
Rope (per foot)	1 c.p.
Rope ladder (per foot)	2 c.p.
Sack (cloth; max. 1,000 coins)	1 c.p.
Sack (hide; max. 1,500 coins)	1 s.p.
Sack (hide; max. 1,500 coins)	1 s.p.
Strongbox (max. 10,000 coins)	25 g.l.
Strongbox (max. 1,000 coins)	10 g.l.
Tallow (burns one hour)	1 c.p.
Tent	1 g.l.
Tinderbox	5 s.p.
Torch (burns four hours)	1 c.p.
Walking stick	1 s.p.
Waterskin (lg.; 2 gal.)	5 s.p.
Waterskin (sm.; 2 qts.)	2 s.p.
Wineskin (2 pints)	1 s.p.

Tools & Professional Equipment

Item	Cost
Abacus	2 s.p.
Astrolabe (Sunra mariner)	50 g.l.
Barrel (lg.; 20 gallon)	5 s.p.
Barrel (sm.; 1 gallon)	1 s.p.
Cage (metal, per cu. ft.)	1 g.l.
Cage (wood, per cu. ft.)	1 s.p.
Chain (per ft.)	5 s.p.
Costume (fool/jester)	10+ g.l.
Costume (for stage)	25+ g.l.
Crowbar	2 s.p.
Glassworker's tools	25 g.l.
Grapnel	2 s.p.
Iron maiden/rack	100 g.l.
Jeweler's tools	25 g.l.
Juggler's pins (each)	1 s.p.
Key	1 s.p.
Keyring	1 s.p.
Levitational engineer's tools	200 g.l.
Lock (Kasmir, per mechanism)	5 g.l.
Lock (simple)	1 s.p.
Locksmith's tools	20 g.l.
Logbook/ledger	2 g.l.
Loom	1 g.l.
Lumberjack's axe	2 s.p.
Mallet	1 s.p.
Manacles	1 g.l.
Metalworker's tools	50 g.l.
Net (dredging; mud miner)	2 g.l.
Net (fishing/throwing)	1 s.p.
Notebook/folio	2 s.p.
Oilcloth (per sq. foot)	1 c.p.
Performer's makeup kit	2 g.l.
Pick/shovel	1 s.p.
Salt adze (Danelek)	6 s.p.
Saw	2 s.p.
Seal (stamp documents)	25 g.l.
Sharpening stone	5 c.p.
Slave's collar	1 s.p.
Spikes/pitons (10)	1 s.p.
Stoneworker's tools	10 g.l.
Thespian's mask	5 s.p.
Thieves' tools	20 g.l.
Veil (silk, dancer's)	1 g.l.
Vizard (costume mask)	1 s.p.
Winch	5 s.p.
Woodworker's tools	10 g.l.





Beasts

See Chapter Eight for descriptions of these creatures. For darkmane, graymane, silvermane, and snowmane, see equus. For ironshrike, see shrieker.

Type	Cost
Ahtra (any type)	200-800 g.l.
Darkmane*	200 g.l.
Drac (trained)	250 g.l.
Drac (untrained)	50 g.l.
Draconid	600 g.l.
Dractyl*	800 g.l.
Dragon (egg or larva)	500+ g.l.
Duadir (trained)	600 g.l.
Durge	50 g.l.
Erd	500 g.l.
Gold beetle (live)	100 g.l.
Graymane	300+ g.l.
Ironshrike (trained)	100 g.l.
Kra (to tow coracle)*	2,000 g.l.
Land lizard	1,000 g.l.
Loper	200 g.l.
Mandalan silkmoth	1 g.l.
Mandragore	500 g.l.
Mangonel lizard	2,000 g.l.
Marsh strider	300+ g.l.
Ogriphant	800+ g.l.
Silvermane	500+ g.l.
Snowmane	400+ g.l.
Strider	500+ g.l.
Tarkus (Kang)*	1,000 g.l.
Wrist-viper (trained)	300 g.l.
Zaratan*	1,000 g.l.

* Rarely sold.

Food/Lodging

TYPE	COST
Amber wine*	2 s.p.
Aquavit (Cymrillian liquor)*	2 g.l.
Blossom wine*	5 s.p.
Brine (Imrian drink)*	2 c.p.
Chakos (Arimite liquor)*	6 s.p.
Glant waterbug (Aeriad meal)	2 s.p.
Grog (common liquor)*	1 c.p.
Mandalan tea*	1 s.p.
Meal (full)	1+ g.l.
Meal (simple)	1 s.p.
Mochan (Kasmiran beverage)*	2 g.l.
Moonfish (Quan delicacy)	50 g.l.
Mushroom ale (Gnomekin)*	5 c.p.
Night's lodging (good)	2+ g.l.
Night's lodging (average)	5 s.p.
Quaga (shellfish; delicacy)	1 g.l.
Road rations, per week	3 s.p.
Rock urchin (steamed)	10 g.l.
Sea slugs (Imrian meal)	1 s.p.
Seeds (Aeriad meal)	1 s.p.
Skoryx (Sindaran liquor)*	10 g.l.
Stable fee (basic)	1 s.p.
Stable fee (w/groom)	2 s.p.
Tazian fire-ale*	1 g.l.
Thaecian nectar*	5 g.l.
Vinesap (Aeriad)*	1 g.l.
Zandir wine*	1 g.l.

*Prices listed are for single glass or cup. Multiply times ten for bottle or pitcher, times one hundred for cask or keg.

Slave Market

Slavery is illegal in the Seven Kingdoms, Carantheum, and Tamaranth. Elsewhere on the continent, the practice of selling and keeping slaves is regrettably quite common.

Type	Cost
Ahazu	800+ g.l.
Batrean concubine	5,000+ g.l.
Batrean eunuch (male)	200 g.l.
Chana Witchman/Witchwoman	300 g.l.
Green Man gardener/servant	500+ g.l.
Jhangaran	50 g.l.
Mandalan servant/consort	1,000+ g.l.
Mud People laborer	100 g.l.
Sawila courtesan	2,000+ g.l.
Sunra seafarer	700 g.l.
Vajra engineer	600 g.l.



DAMAGE RATINGS

The following is a list of damage ratings for inanimate objects, structures, and conveyances. The damage rating figure indicates the maximum number of hit points the object or structure can withstand before being destroyed beyond repair. A conveyance or structure that has taken half or more of its total damage rating is disabled and in need of repair by a skilled engineer or technomancer.

Also note that armor ratings have been supplied to indicate the average resistance of objects, structures, and conveyances to damage. All conveyances will of course have certain parts, such as wheels, harness, yoke, sails, and rigging, that are more susceptible to damage than such figures would otherwise indicate; the GM should decide how susceptible to damage such parts may be under varying circumstances.

Object	Armor	HP	Waterborne Conveyances	Armor	HP
Amberglass (vial, sphere, etc.)	0	3	Barge fort (Aerlad)	5	200
Astrolabe	2	6	Canoe/reed boat	2	20
Barrel	2	8	Cargo barge	5	120
Chain (per 1/4" thickness)	3	10	Coracle (Imrian)	2	125
Chest (wood)	2	4-20	Carrack (Mangar)	4	150
Chest (wood, reinforced w/iron)	3	10-30	Dragon barque (Sunra)	5	220
Cloth goods	0	1-6	Fishing boat/skiff	3	30
Glassware	0	1-4	Ice schooner (Mirin)	5	200
Leather goods	1-2	4-12	Ice skiff (Mirin)	3	40
Metal article/implement (soft)	2-3	5-20	Galley (Farad, etc.)	5	200
Metal article/implement (hard)	4-6	20-100	Merchant ship	4-5	175
Net	1-2	10-50	Pleasure barge	4	100
Padlock	3-4	6-60	Raft	2	15
Parchment	0	1-2	Trireme (Parthenian)	7	280
Pottery	1-2	1-6	Warship	6	240
Rope (per 1/2" thickness)	1	2			
Sack (cloth)	0	2	Structures	Armor	HP
Sack (hide)	1	5	Bridge (rope)	1	15
Scroll tube (bone)	2	6	Bridge (wood, per 10 ft. length)	4	50 (per 10')
Scroll tube (metal)	3	12	Bridge (stone, per 10 ft. length)	8	100 (per 10')
Spyglass	3	10	Building (small, wood)	3	50-75
Strongbox (sm.)	4-5	20-60	Building (large, wood)	4	100-150
Strongbox (lg.)	6-8	20-80	Building (small, stone)	6-7	100-125
Wicker/rattan furnishing	1	10	Building (large, stone)	8	200-250
Wooden furnishing	2	15	Cage (wood/bamboo)	3	30
Weapon (adamant)	6	50	Cage (iron)	6	50
Weapon (iron)	4-5	30-40	Cage (adamant)	7-10	75
Weapon (stone)	3	25	Door (wood, average)	3	10
Weapon (wood)	2	20	Door (wood, heavy)	4	15
			Door (wood, reinforced w/iron)	5-6	25
Land Conveyances	Armor	HP	Door (iron)	6-8	50
Carriage	2	20-40	Fortress wall (wooden stakes, vines)	5	75*
Cart	3	10-30	Fortress wall (stone)	8	150
Cargo dray/wagon	4	30-60	Fortress wall (stone, iron-plated)	10	200*
Duneship	6	200	Gate (wooden barricade)	5	75
Landark/barge	5	150	Gate (wood, reinforced w/iron)	6	100
Palanquin/litter	1-2	15	Gate (iron)	8	150
Siege engine (light)	4	50	Hive (raknid)	5	100*
Siege engine (heavy)	6	100	Hive (water raknid)	4	75*
Siege engine (giant)	7	175	Hut (thatch/stilt-dwelling)	2-3	30-40
War wagon (Kharakhan)	8	150	Hut (mud; Mud People)	5	50-60
			Hut (salt block; Danelek)	6	75
Airborne Conveyances	Armor	HP	Hut (stone)	6-7	100
Aerial palanquin	2	40	Portcullis (wood, vines)	4	50
Windrigger	3	50	Portcullis (iron)	7	100
Windship	4	80-100	Tent	2	10
Windship of war	5	150	Tower (wood and thatch)	3	75
			Tower (wood)	4	100
			Tower (stone)	6-7	150
			Tower (stone, iron-plated)	8	200
			Tower (iron)	10	300

Notes:

*10 x 10 ft. section, per each 1 ft. thickness.

7

Gamemaster's Section



"Welcome to the House of Illusions."

— The magician Miramar, proprietor of the House of Illusions in the crystal city of Cymril

This chapter is for the gamemaster only. It includes general advice on how to run a Talislanta campaign, more information on the continent of Talislanta and especially the city of Cymril, and rules for creating new character archetypes.

RUNNING A TALISLANTA CAMPAIGN

The Talislantan Milieu

The Talislantan world is a place of stark contrasts: of walled cities and savage wilderlands, of the very rich and the desperately impoverished, of primitive cultures and advanced civilizations, of sylvan woodlands and war-torn wastelands, of the ancient past and the uncertain future. In short, Talislanta offers players the opportunity for exhilarating adventure or a swift and certain death.

The Talislantan milieu is unlike that of most other fantasy RPG settings in that it is not based upon Western mythology or well-established fantasy conventions. Rather, Talislanta has its own mythology, history, and culture. As you prepare to begin your own Talislanta campaign, you should consider the following points:

- Most Talislantans consider the present era, called the New Age, little more than a pale shadow of the bygone epoch known in history as the Forgotten Age or Archaen Age. This period, regarded by many scholars as the high point of civilization on the continent of Talislanta, ended in a terrible cataclysm referred to as The Great Disaster.

Optimists believe that it is possible for Talislantans of the New Age to recapture the splendor of this lost, halcyon age. Pessimists

claim that those days are gone forever and that a second Great Disaster looms on the horizon—the Day of the Sub-Men.

- In many ways, the people of Talislanta are just beginning to emerge from their own version of the Dark Ages—the Age of Confusion, which followed The Great Disaster. Much of the Talislantan continent remains an undeveloped wilderness populated by savage tribes and dangerous predators.
- The few large Talislantan cities are viewed as places of sanctuary, isolated havens where civilized folk huddle together for safety. Beyond the walls of the city-states, the only rule is the law of survival.
- In Talislanta, magic is considered the ultimate source of knowledge and therefore power. Governments and magicians covet the lost secrets of the Archaen Age, when the races of Men lived in floating sky-cities and created new lifeforms as suited their needs and desires. The discovery of a single artifact, such as the *Archaen Codex*, can effect profound changes in the balance of power. For this reason, the exploration of ancient ruins and burial grounds has become a priority among many Talislantans, including the Cymrilians, Aamanians, Farad, and many others.
 - Of great concern to the civilized peoples of Talislanta is the recent Sub-Men uprising, led by the mysterious Tirshata. Dozens of savage tribes roam the wild regions of the continent from the Western Lands to the Quan Empire in the east.

Their numbers far outweigh those of the civilized races, for whom they bear an ancient hatred. The unification of all the Sub-Men tribes under a single leader would pose a grave threat to the civilized nations of the continent.

- Beyond the continent of Talislanta lie the Unknown Lands, strange and forbidding realms about which little is known. With the advent of improved windship arcanology, expeditions to the Unknown Lands may soon be possible.

Starting a Talislanta Campaign

It is recommended that all beginning campaigns start in the crystal city of Cymril, capital of the Seven Kingdoms. There are several reasons why this is a good choice. In the year 620 N.A., the Seven Kingdoms is regarded as the most enlightened nation on the continent. Slavery has long been prohibited and the laws of the land are reasonably fair and just.

With the threat of war a concern throughout much of the continent, the Seven Kingdoms has become a veritable sanctuary for refugees from other, less enlightened lands. This is particularly true of the city of Cymril, which has become an important center of trade and a cultural melting pot. Individuals of almost any race or nationality can be found here, allowing for a wide range of possible player character choices and NPC encounters.

Situated at the center of the Seven Kingdoms, Cymril is the gateway to the Seven Kingdoms and to the Western and Eastern Lands. Practically any adventure that might take the player characters to distant lands can begin in Cymril.

A map of the crystal city of Cymril, revised and updated to reflect current conditions in the year 620, has been provided in this book. You will find a number of NPC personalities here who can be used as contacts and associates for the player characters.

An introductory adventure, "The Magical Fair," has been provided in this book. It's a good place to get players acclimated to the peculiarities of the Talislantan milieu, and to learn the basics of combat, magic, and skill use in an exciting yet nonlethal environment. Pregenerated characters are also provided for the players to use if they wish.

Advice to Gamemasters

- Study the contents of this book until you are familiar with the basic rules and setting. You don't need to be an expert on Talislanta, but you should make sure that you and your players are prepared before you start the introductory adventure, "The Magical Fair."

- Remember that the gamemaster's primary function is to set the stage and let the players know what is going on around them. You are the one who will bring the world of Talislanta to life, helping to create an alternate reality for the players to explore. To this end, you should refrain from using rules terminology ("You're attacked by a third-level Beastman") while narrating the adventure, except as absolutely necessary. Roleplaying requires the suspension of disbelief; establish an atmosphere and tone for your campaign, then welcome the players to your "house of illusions."

- Remain neutral at all times. It's the GM's job to provide only such information as would be apparent to the characters. If you want the players to stay in character, then you must do so as well.

- Feel free to twist, change, and adjust the rules. They were designed to be simple to play and simple to modify. Let common sense and the needs of the game take precedence over following rules to the letter. For instance, if a 1st-level character is out with a bunch of 10th-level characters, maybe that 1st-level character should receive more XP than the others for that adventure. After all, he or she is likely to learn a lot more than they are by facing the tough challenges of the adventure. Should such a character be allowed to earn even more than the 10 XP limit for a single adventure? You decide; you're the GM.

The Player Characters

The player characters or PCs are the central focus of the campaign; they play the leading roles and are usually at the center of the action. You must allow them free reign to act within the structure of the adventure, to solve problems, and to learn from their mistakes.

Before a group embarks on its first adventure, you should meet briefly with the players and help them create a little background for their adventuring party. Assuming that the PCs met in Cymril, they may want to decide how they met and when. In roleplaying terms, how do the different members of the group get along? Is there any friction or racial, religious, political, or professional bias within the group?

Finally, have the players discuss the group's future objectives. This will give the party a general focus and help you determine the types of adventures that the players will be interested in pursuing.

Non-Player Characters

Non-player characters or NPCs play an integral part in the campaign. Together they comprise your cast of supporting characters, serving as the player characters' friends, foils, contacts, confidantes, associates, rivals, love interests, and enemies. The city of Cymril and the introductory adventure both contain a number of interesting NPCs who can be used as needed. Good gamemasters will want to develop plenty of their own NPCs to amuse, advise, and challenge their players.

Types of Campaigns

When planning a Talislanta campaign, you should talk to the players in order to find out the kind of adventures that they like to play. Using the examples listed below as a general guideline, you and your players can decide on a basic type for your campaign.

- **Picaresque:** In a picaresque campaign, the PCs spend most of their time traveling from one place to another. There may be a central theme, such as a voyage or pilgrimage to a distant land, or the characters could just be wanderers at heart. In either case, characters in a picaresque campaign rarely have to go to great lengths to find adventure. Instead, adventures seem to find them as they proceed along their journey. Contacts and associates of similar habits could include Rahastran cartomancers, Sarista gypsies, Djaffir merchants or bandits, troupes of Bodor musicians or Thiasian performers, thieves, brigands, and outcasts.
- **Epic Saga:** This type of campaign typically takes many adventures to develop, has a central theme, and may contain a number of subplots. Over the course of time, the player characters will come to play a part in an event of great importance—the Sub-Men uprising, perhaps, or a conflict between two rival governments, such as Carantheum and Rajanistan, or cults, such as the Aamanian Orthodoxists and the Paradoxists of Zandu. At first, contacts and associates are limited to individuals who may only be minor participants in the saga. As the story begins to develop, the PCs will gradually find themselves drawn into the center of the action as they encounter individuals of increasing power and influence.
- **Soldiers of Fortune:** In this type of campaign the characters are mercenaries, selling their services to the highest bidder. They may have certain principles, alliances, or beliefs, or they may not; that's up to the player characters to decide. The city of Cymril can serve as their base of operations. Even the most unscrupulous

mercenaries can blend in here as long as they keep a relatively low profile. Contacts and associates will usually include other mercenary warriors such as Thralls and Danuvians, along with individuals who seek to hire the PCs for their own purposes.

- **Explorers of the Unknown:** In this type of campaign, the characters seek the thrill of discovery above all things—except perhaps the thrill of making a quick fortune in ancient artifacts and lost treasures. They will travel to the four corners of the world in their search to discover the lost secrets of past ages, usually returning to Cymril to sell what they have found. Contacts and associates could include Sindaran collectors, Lyceum scholars, antiquarians, savants, cartographers, explorers, Yitek tomb robbers, and so forth.
- **Mercantile:** In a mercantile campaign, the characters' primary focus is on making money by selling and trading wares of various sorts. They purchase trade goods at discounted prices and transport them to markets outside Cymril via wagon, caravan, or windship. Contacts and associates could include Kasmiran moneylenders, Farad procurers, Ispasian mercantillists, Djaffir merchants, Orgovian traders, and similar folk.

Creating Adventures

Roleplaying is something like improvisational theater. You set the stage, and the players act out their roles. The difference is that in order for the participants to be able to improvise, you must prepare the necessary props and settings before the show can begin.

The introductory adventure provided in this book, "The Magical Fair," is ready to play and will require no advance preparation other than having the players either choose pregenerated characters or create their own characters. For related adventures, see *The Scent of the Beast* and the adventures to follow it. Most gamemasters will eventually want to create their own adventures and design a campaign that will appeal to the particular likes of their players.

An adventure often starts with an idea from which the gamemaster can generate a basic outline of the events that the players might encounter during the course of the action. The following section contains a number of ideas for adventures that can take place in Talislanta; these can be modified as you desire. But before you start writing outlines, you should keep in mind that each adventure is part of a continuing saga—in roleplaying terms, the life and times of the player characters.

Ideas for Adventures

Lost Arcana

In Talislanta, magical knowledge is power. Potential sources of ancient arcana include:

- The many ruins scattered across the Wilderlands.
- The Phaedran tombs, located along the banks of the Sascasm river in Werewood.
- The Lost Sea in Yrmania, a dried-up sea bed that contains the sunken wrecks of many ancient vessels.
- The Dark Coast, where an entire flotilla of Archaen windships is believed to have crashed around the time of The Great Disaster, following an epic battle with the Baratus sky raiders.
- The Hadjin tombs, where the ancient ancestors of the Cymrilians were buried in glass sarcophagi.

Foreign Intrigue

Events across the continent invite the attention of adventurers fighting for a cause or for a chance at a fortune. To name a few:

- **The Quan Empire:** The Kang now control the decadent Quan and are the true rulers of the empire. They have begun a campaign to drive the Sauran tribes out of the Volcanic Hills, forcing the reptilians into the Wilderlands and desert regions that lie to the west. The seemingly passive Mandalans continue to undermine the efforts of the ruling class, while the vicious Mondre Khan are being courted by the Tirshata.
- **The Northlands:** The Mirin of L'Haan are under siege by invading hordes of Ice Giants and by their political enemies, the anarchist Rasmirin. They are actively seeking help from outside sources and are willing to pay mercenaries in gold or adamant.
- **The Desert Kingdoms:** The Rajans are preparing for war with their hated foes, the Dracartans of Carantheum. They have acquired rudimentary windship arcanology, and it is believed that they are developing deadly alchemical toxins for use in battle. The Dracartans have offered to pay for information on secret Rajan projects, and have sponsored covert operations of various sorts.

Sub-Men Uprising

The potential for war with the Sub-Men could serve as a theme for an epic saga-style campaign. Possible ideas for related adventures:

- **Rescue:** A Kasmiran moneylender, Nadi al Badre, was captured by a pack of Beastmen en route to the Borderlands outpost of Ikarthis. Her family

has offered a reward of a loan of up to 20,000 gold lumens, interest free; this is generous, by Kasmiran standards, but perhaps not enough to entice the PCs into taking this dangerous job. On the other hand, Nadi al Badre is an influential person whose gratitude could be worth considerably more than the reward.

- It is said that the Tirshata has returned in reincarnated form, but no civilized person has ever seen this mysterious figure and lived to tell the tale. Many people in civilized lands, especially in the Seven Kingdoms or Carantheum, would like to know who or what the Tirshata is. They would be willing to pay for this information.
- An encounter with a warlike band of Sub-Men yields an unexpected discovery. Possibilities include: a map showing the location of a Sub-Men hideout, a cryptic message intended for a Sub-Man chieftain, or news of a meeting between representatives of two or more Sub-Men tribes. Encounters with various Sub-Men tribes could occur almost anywhere in Talislanta. The Za and Beastmen occupy the Wilderlands of Zaran; the Drukhs are in Arim; the Mondre Khan are in the Quan Empire. You could plan several such encounters, each providing a bit of information that could be integral to the Tirshata's master plan to unite the Sub-Men tribes.

The Cult Wars

Another possibility for an epic saga-style campaign is the rivalry between the Aamanians and the Zandir. Possible adventure tie-ins include:



A Kang War Chariot off to Battle

- A group of Aamanian acolytes on a pilgrimage to the Watchstone makes a brief stopover in Cymril. They leave on the following day, taking with them a few new converts, and among them is an associate of the PCs whom you have introduced prior to this event. Anyone who knows this individual will realize that he did not leave of his own free will, but has fallen under the spell of the acolytes. His friends ask the PCs to help them save their compatriot from the cult, a task of no little difficulty; the Watchstone lies in the middle of Beastmen territory, and the brainwashed convert may not want to be saved.
- Aamanian witch hunters have been sent out to track down enemies of the Orthodoxist Cult. Aalam, a defrocked Aamanian priest who now lives in Cymril, believes that he is a potential target. He turns to the PCs for help, explaining that the cult plans to eradicate him because he knows too much. He may offer money, or perhaps the artifact that some say he smuggled out of an Aamanian temple. If the PCs get involved, this will put them at odds with the cult.
- The Aamanian Hierophant, Omnus I, declares a crusade against all infidels; if the PCs have acted against the Orthodoxist Cult, they fall into this category and can expect retaliation.

The Unknown Lands

The rulers of the Seven Kingdoms have proclaimed the year 620 the beginning of a new Age of Discovery, and are in the process of planning expeditions to the mysterious regions that lie beyond the continent of Talislanta. The opportunistic Farad have similar interests and plan to send windships out to claim these lands for the nation of Faradun. Potential sites for exploration include:

- **Celadon:** A pristine continent rife with numerous rare and exotic varieties of flora, some having potent magical properties.
- **Altarus:** A continent ravaged by eons of warfare between the savage Vandar tribes. The Plains of Armageddon are littered with the wreckage of ancient siege golems, many dating back to the Forgotten Age.
- **The Lost Continent:** The continent of Simbar sank beneath the waves during The Great Disaster, taking with it countless treasures from the Forgotten Age. Some scholars of Talislantan history claim that the Neurians once lived here, though others say that recent discoveries cast doubt upon such claims. Who were the people who lived on this continent, and what were they like?

- **Temesia:** This wild continent teems with aberrant lifeforms, many of which can be found nowhere else in the world.

For more information on this subject, watch for upcoming products about the Unknown Lands.

Rewards for Adventuring

Adventuring is a dangerous business, something a character does not adopt as a way of life without hope for some kind of reward. Be sure to give your players some kind of tangible rewards for their efforts. While not all rewards are appropriate for all characters or for all adventures, the following list can give you a few helpful suggestions.

- **Pay:** When hired for a job, the characters can expect to be paid in cash or easily marketable goods. Dangerous missions may entail pay of approximately 1,000 g.l. per character for a low-level party up to 5,000 g.l. per character for characters around 10th level. A fee of 500 gold lumens per level for each character can be used as a general guideline, adjusted for the danger and time entailed in the mission. Beyond 10th level, characters should probably have enough power and clout to make and follow their own agendas rather than working for pay. Pay can sometimes come in the form of equipment, supplies, or other considerations.

- **Loot:** No one calls it robbing when characters take the wealth amassed by slain enemies—no one, that is, except friends and allies of the slain. Rather than presenting rewards as coin, it is sometimes more colorful to let the PCs find valuables or trade goods such as bolts of silk, gemstones, gold statuettes, food and drink, or jewelry. Don't forget that many people find ways to hide, disguise, or protect their valuables, and the Kasmirans have always been willing to sell their intricate locks and traps to those who can afford them.

- **Alchemical Ingredients:** Araq blood, dragon fangs, and other bits and pieces of dangerous creatures have magical or alchemical value and can be sold in lands where enchantment and alchemy are known. Note that the prices in the Equipment chapter are for buying these ingredients. When selling them, the characters can get approximately 50–60% of the list price. And if they glut the market by bringing in gallons of Araq blood, the price will drop even further. Some of it might not even be salable, due to spoilage or other factors.

- **Magic:** In addition to the magic items described in Chapter Six, the characters may, on rare occasions, discover an ancient artifact that breaks the rules. Archaen magic was more advanced than the current magic systems, and it is widely believed that the Archaens produced artifacts whose powers could not be reproduced in the New Age. The characters may also find magical knowledge, such as

scrolls, that would be quite valuable to magician characters.

See *The Archaen Codex* for more information on Archaen magic and the lost secrets of the Forgotten Age.

- **Training:** Some employers may be able to provide free training for their employees. Usually this training comes after completion of a mission, but sometimes reputable characters may get training ahead of time, especially if they need to learn new skills to perform the mission safely, such as learning to swim before going on a sea adventure.

- **Personal Accomplishment:** Depending on your characters, they may have personal goals or goals related to their homelands. Zandir characters may want to weaken the Aamanian Orthodoxists, Dracartans will certainly want to fight the Rajans and Sub-Men, and any character may have a personal vendetta to satisfy. Be sure to give the characters some tangible reward in addition to these more abstract rewards.

- **Power:** As characters advance in level, they may seek to amass power, which might be political, martial, magical, or mercantile in nature. Merchants may find ample reward simply in establishing themselves in good standing with important leaders or major suppliers, or in solidifying their control over a trade route.

- **Fame:** Being known for prowess, knowledge, or wealth has been the goal of more than one driven adventurer.

Awarding Experience Points

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

- One to ten points per each adventure or single game session in which the characters take part. The exact number of experience points awarded for any adventure is up to you to determine, based on your appraisal of the degree of difficulty entailed in the scenario. Each character who takes part in the adventure receives the same number of experience points for this accomplishment.
- One to three points for good roleplaying, based on the personas that the players have given their characters. Points may also be awarded for exceptional, innovative, or clever play.
- One point per each game week that the player's character devotes exclusively to improving skills related to his or her chosen profession. Practices that may be rewarded in this fashion include full-time study with a master or superior, training, research, experimentation, and so forth.

Time in the Game

The relationship between real time and game time is up to you to determine. If the gaming group meets regularly, you may employ a standard time frame as reference, so that one day of real time equals one day of game time, one day of real time equals one week of game time, or whatever seems most convenient. Some flexibility will, of course, be required.

If the group does not meet regularly, you might prefer to adopt a loose or unstructured time frame. In this case, you determine when opportunities for adventure will occur, how much time passes between adventures and so forth.

Either method is fine, so long as you keep track of what is going on. To this end, it may be helpful to keep a log of the group's activities, noting important dates as they occur based on the Talislantan calendar. A log of this sort provides a written record of the group's accomplishments and can often be entertaining when reviewed at a later date.



Fighting an Abomination

Travel

Movement Rate

All figures listed here represent the average rate of movement in miles per day, from dawn to dusk. You should modify these figures as necessary according to game circumstances.

Overland Travel

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

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

**+5 miles for silvermanes, except in very rugged terrain (-5 miles)

Notes: A road is defined as any artificial thoroughfare that is reasonably well maintained and free of obstruction. Open terrain includes plains, flatlands, and so forth.

Rugged terrain signifies hills, light woodlands, broken terrain and the like.

Very rugged terrain signifies mountains, swamps, jungles, and the like.

Inclement weather conditions may reduce rates by 50% or more.

Airborne Travel

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

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

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

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

Waterborne Travel

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

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

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

ADVENTURING IN TALISLANTA

This section provides specific rules and guidelines for running adventures in the continent of Talislanta.

Climate and Weather

Talislanta's climate and weather vary considerably according to region and seasonal conditions as well as less predictable factors. The aftereffects of The Great Disaster are still evident in some regions and can manifest in a variety of aberrant conditions such as black winds, ghost winds, icicle rain, and others. You can use the following tables to determine weather conditions throughout the course of the campaign, as desired. Use the climate chart to determine which weather table to use for the region in question.

Climate Chart

Temperate:	Generally mild, with moderate precipitation.
Tropical:	Generally hot and humid, with heavy seasonal rains.
Subtropical:	As per tropical, though less extreme.
Arctic:	Frigid temperatures, heavy snowfall.
Subarctic:	Cool to very cold, with seasonal rains and snow or hail.
Arid:	Warm to very hot, little precipitation.
Aberrant:	Regions affected by The Great Disaster (see Aberrant Weather Conditions).

Weather Tables

To determine the weather conditions in a given region, roll a d20 and consult the appropriate table for the climate, taking into account any modifiers listed for seasonal variations. All temperatures listed are based on the Fahrenheit scale.

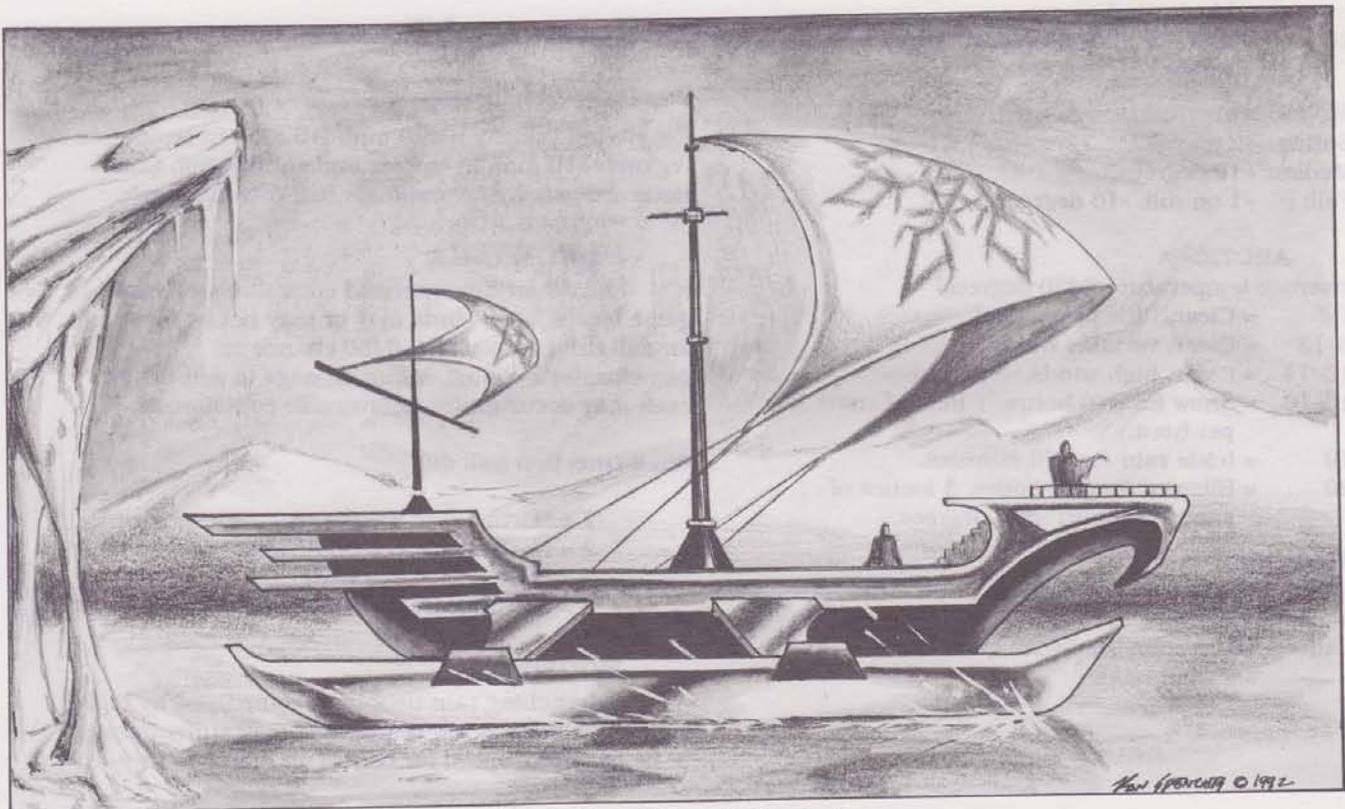
TEMPERATE

(average temperature 50 + d20 degrees)

1-5	= Clear, little or no wind.
6-12	= Clear, variable winds.
13-15	= Clear, high winds, -5 degrees.
16-18	= Overcast, variable winds, -10 degrees.
19-20	= Rain, variable winds, -10 degrees.

Modifiers:

Spring (Arday and Drome): +5 on roll.
Median (Jhang, Laeolis, and Phandir): +10 degrees.
Fall (Talisandre and Zar): +2 on roll, -10 degrees, snow instead of rain possible, especially when temperature drops at night.



Exploring L'Haan's Icy Lakes

TROPICAL

(average temperature 80 + 2d20 degrees)

- 1-8 = Clear, no wind.
- 9-12 = Clear, variable winds, -d10 degrees.
- 13-17 = Heavy rain for d4 hours, high winds.
- 18-20 = Tropical storm.

Modifiers:

Spring: +7 on roll, roll of 13-17 = monsoon.

Median: +15 degrees.

Fall: +3 on roll, -10 degrees.

SUBTROPICAL

(average temperature 70 + 2d20 degrees)

- 1-10 = Clear, no wind.
- 11-15 = Clear and breezy, -d10 degrees.
- 16-17 = Rain for d4 hours, variable winds.
- 18-19 = Heavy rain for d3 hours, high winds.
- 20 = Tropical storm.

Modifiers:

Spring: +5 on roll.

Median: +10 degrees.

Fall: -1 on roll, -10 degrees.

ARID

(average temperature 60 + 2d20 degrees).

- 1-10 = Clear, little or no wind, +d10 degrees.
- 11-15 = Clear, variable winds.
- 16-17 = Sandstorm, high winds.
- 18 = Heat lightning for d20 rounds, high winds.
- 19 = Special; roll d6. 1-3 = acid rain, 4-6 = black wind.
- 20 = Rain for d20 rounds, variable winds, -10 degrees.

Modifiers:

Spring: +2 on roll.

Median: +10 degrees.

Fall: +1 on roll, -10 degrees.

ARCTIC

(average temperature 2d20 degrees)

- 1-5 = Clear, little or no wind.
- 6-12 = Clear, variable winds.
- 13-14 = Clear, high winds, -10 degrees.
- 15-18 = Snow for d10 hours, 1 inch of snow per hour.
- 19 = Icicle rain for d20 minutes.
- 20 = Blizzard for d20 hours, 3 inches of snow per hour, -d20 degrees.

Modifiers:

Spring: +3 on roll, +10 degrees.

Median: None.

Fall: +6 on roll, -20 degrees, double snowfall totals.

SUBARCTIC

(average temperature 30 + d20 degrees)

- 1-8 = Clear, little or no wind.
- 9-12 = Clear, variable winds.
- 13-16 = Overcast, variable winds, -10 degrees.
- 17 = Special; roll d6.
 - 1-3 = Icicle rain for d20 rounds.
 - 4-6 = Blizzard for d10 hours, 2 inches of snow per hour, -d20 degrees.
- 16-20 = Special; roll d6.
 - 1-3 = Snow (d6 inches).
 - 4-6 = Rain for d4 hours.

Modifiers:

Spring: +5 (precipitation is always rain), +10 degrees.

Median: None.

Fall: +3 (snow instead of rain), -20 degrees.

ABERRANT

(temperature varies according to region)

- 1-14 = Conditions as per specific region.
- 15 = Acid rain for d20 rounds.
- 16 = Black lightning for d10 rounds.
- 17 = Black wind.
- 18 = Icicle rain for d10 rounds.
- 19 = Ghost wind.
- 20 = Witch wind.

Modifiers:

None.

Definition of Terms

Variable Winds

Wind velocity = d20 mph (+5 mph in temperate regions, +10 mph in tropics and subtropics). Conditions are usually favorable for sail-driven vessels.

High Winds

Roll d8 for direction and consult chart below. In game terms, high winds may or may not be favorable for sail-driven vessels (50/50 chance or gamemaster's ruling). Minor damage to sail-driven craft may occur under unfavorable conditions.

Wind Direction (roll d8)

- | | |
|---------------|---------------|
| 1 = North | 5 = South |
| 2 = Northeast | 6 = Southwest |
| 3 = East | 7 = West |
| 4 = Southeast | 8 = Northwest |

Monsoon

A drenching rain usually accompanied by high winds. Visibility is nil, sea vessels may suffer damage or be capsized, speed for beasts and land conveyances is halved.

Tropical Storm

Hurricane-force winds, heavy rain. Conditions are as per a monsoon, only worse: damage to all but the sturdiest structures is probable. Individuals who fail to take shelter can suffer up to d4 damage per round from flying debris, high winds, and so forth. Lightning often precedes a tropical storm.

Sandstorm

Visibility is nil. High winds and wind-driven sand can cause 1 point of damage per round to unprotected creatures and beings. Damage to light structures, sails, or rigging is possible.

Blizzard

Visibility is greatly limited or nil. Driving winds and heavy snow make travel difficult (1/4 speed for beasts and conveyances) or more likely impossible.

Aberrant Weather Conditions

The Great Disaster of ancient times wreaked havoc upon the Talislantan environment, causing drastic changes in the climate and ecology of such regions as the Sinking Land, the Wilderlands of



Caught in Icicle Rain

Zaran, the Wastelands of Kharakhan, and other areas. Clouds of toxic smoke, alchemically active fumes, and magically irradiated dust particles dispersed into the upper atmosphere as a result of this cataclysmic event continue to affect weather conditions throughout many parts of the continent. The most common of these meteorological anomalies include:

Acid Rain

Acid rain is a yellowish rain with caustic properties believed to be caused by clouds of corrosive gases mingling with ordinary rain clouds in the upper atmosphere. Acid rain withers plants, discolors stone, pits nonmagical metals, and does 1 point of damage per round to organic substances and unprotected living creatures. Duration of an acid rainfall is generally d20 rounds.

Black Lightning

Black lightning is comprised not of electrical energy, but of arcane energy. Its cause remains unknown; certain Talislantan aeromancers have theorized that this uncommon effect occurs in regions where a black wind has dispersed, investing the surrounding area with unstable magical energies. A dark, swift-moving thundercloud is often the only warning that such a storm is about to occur.

A "rain" of black lightning may last d10 rounds, producing bolts of varying power (d10 x 6 points of damage). There is a 50% chance per round that a creature or object in the affected area will be struck; objects or creatures standing at higher elevations are most likely to be struck, as are individuals carrying magic items or enchanted weapons and armor. Black lightning is attracted to magic items as ordinary lightning is to metal.

Black Wind

A black wind is a dark, swift-moving cloud of unnatural vapors charged with accumulated magical energies. The effects of a black wind are unpredictable; instances of random metamorphosis, transmutation, changes in skin tone or bodily height, toxic contamination, and various cursed maledictions have all been reported. Similarly, the duration of a black wind's effects is often impossible to predict. Black winds seem to originate in areas where vast amounts of magical energy have been unleashed, either all at once or over the course of time. As black winds are magical in nature, the effects of these strange phenomena can usually be neutralized by the use of countermagics. The wind passes of itself in moments.

Icicle Rain

Icicle rain is a dangerous type of frozen precipitation resembling a hail of dagger-sharp shards of ice ranging up to a foot in length. Icicle rain does d4 points of damage per round to living creatures, vegetation, and all but the most durable sorts of objects, equipment, and structures. The duration of

an icicle rainfall rarely exceeds d10 rounds. The Ariane attribute such occurrences to the exhalations of the Ice Giant population of Narandu, an explanation sufficing primarily for lack of any other.

Ghost Wind

A ghost wind is a chilling wind that is believed to blow forth from the spirit realms, emanating from the countless ruined cities, graveyards, and battle-grounds that litter the Plains of Golarin and the Wilderlands of Zaran. The swirling winds, while seldom of an intensity sufficient to cause any great difficulty to travelers, have an ominous effect on most types of living creatures. Wild beasts become agitated and domesticated animals may panic or desert their masters. Intelligent beings are often instilled with a vague sensation of fear; in extreme cases, individuals may experience temporary attacks of insanity or claim to be possessed by vile spiritforms. Less frequently, a ghost wind may carry in its wake one or more shadow wights or other noncorporeal entities. A ghost wind passes swiftly, though its effects can last for several hours.

Witch Wind

In common usage, "witch wind" is a colloquialism for any strong, howling wind. In legend, it is believed that strange sounds are borne on a witch wind, including moaning voices, curses, ancient chants and incantations, terrible secrets, and mystifying prophecies. A witch wind occurring in open or flat terrain may develop into a tempest, a raging storm capable of capsizing ships at sea or causing great damage to all but the sturdiest structures. Such storms may last for hours or pass after just a few moments.

Hirelings

Hirelings are individuals who work for pay.

Salaries for Hirelings

The following is a list of the average salaries earned by members of various trades and professions. It should be noted that, like merchandise, the price of services may vary considerably according to the laws of supply and demand. You should feel free to adjust pay rates by as much as -50% in areas where members of a given profession are common or up to +200% in areas where the reverse is true.

Administrator

Individuals of this profession include foremen, castellans, seneschals, officials, agents, bureaucrats, and all others hired to oversee the operational details of a business, estate, or government agency. Salaries range from 2-10 gold lumens per week per level of the administrator.

Alchemist

If an employer can provide a fully stocked laboratory facility, he or she may be able to obtain the services of an alchemist on a long-term basis. Salaries average about 5 gold lumens per week per level. Sindaran alchemists invariably demand extra pay, perhaps 7 gold lumens per week per level.

Artificer/Artisan

Included in this category are all builders and craftspeople such as metalsmiths, gemsmiths, glassmiths, tanners, clothiers, woodworkers, carvers, carpenters, masons, limners, wainwrights, cobblers, tinkers, armorers, weaponers, fletchers, and so forth. Skilled workers of this sort may earn from 1-4 gold lumens per week per level of ability.

Astrologer

A qualified astrologer will generally charge about 15 gold lumens for a detailed reading of an individual's future aspects. Sarista fortune tellers, professional mystics, Zandir charlatans, and persons of similar repute may charge considerably less—or a good deal more.

Beast Handler

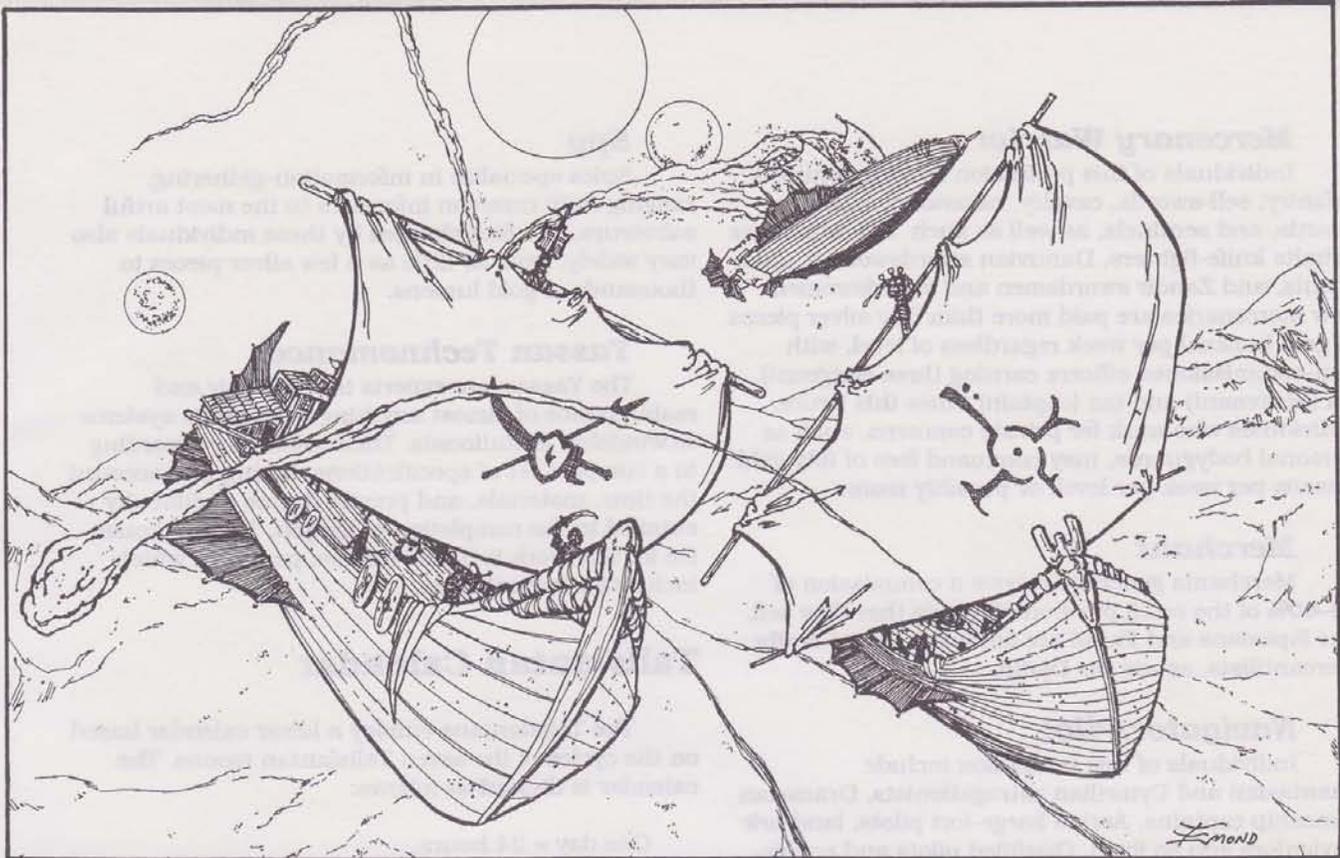
These individuals may be hired to tame and train wild beasts, either full-time or on an individual basis. In either case, a beast handler will generally charge from 2-6 gold lumens per week per level of ability; double or triple this amount if the beast in question is particularly dangerous. Jaka are considered the most skilled at this profession.

Boatsman

Private boat or barge owners may agree to transport individuals, their mounts, or cargo by river or lake for 1-10 gold lumens per passenger, mount, or hundred pounds of cargo. Large passenger carriers may offer reduced rates; conversely, fishermen and small craft owners may demand unreasonable sums for their services. Boatsmen asked to venture into dangerous waters may demand two, three, or even four times the usual rates. The Zann of Zandu are notorious for both the exorbitant fees they charge and their refusal to negotiate terms.

Bounty Hunters

Individuals of this profession include Jaka manhunters, Jhangaran bounty hunters, Nagra spirit trackers, and others. Most charge anywhere from fifty to five hundred gold lumens per job based on the relative renown and reputed capabilities of the individual who is to be hunted, plus expenses. This fee increases substantially if the individual sought is known to be dangerous. Most bounty hunters are not assassins, though some make little distinction between the two professions. Aamanian witch hunters are unique in that they work strictly for mana points.



Caravan Master

Caravan masters will transport large sums of goods overland for fairly reasonable rates, generally 10–20% of the value of the goods. Those who own or operate carriages, land barges, or land schooners may agree to take on passengers for a fee of 10–20 gold lumens per hundred miles; food and water may or may not be included. Orgovian caravan masters will only accept barter.

Crew

Crew may be hired to help operate any type of land, sea, or airborne conveyance for 1 gold lumen per week per level of ability. Included in this category are draymen, sailors, windship sailors, and so forth. The sailors of Zandu are considered a cut above the average.

Engineer

Engineers may be hired to design plans for any type of roadway, fortification, excavation, structure, or conveyance, typically for a fee of about 10% of the estimated cost of the construction. Vajra engineers are well regarded, as are their Arimite counterparts.

Guide

Most wilderlands guides will work for 1 gold lumen per day per level of ability; double or triple this if the guide must venture into hazardous regions.

Healer

A healer's services may be obtained for as little as a few copper pieces or as much as a small fortune. Much depends upon the healer's reputation and past accomplishments, and the demand for his or her

talents. Faith healers commonly work for "free," but request that the recipients make a generous donation to their causes. Gnorls, Ariane, and the Dhuna are considered skillful healers, as are some others.

Laborer

Individuals in this category include bearers, farm workers, herders, mud miners, glass miners, iron miners, sand miners, kitchen help, stable hands, and so forth. Most are grossly underpaid, averaging just 2–20 silver pieces per week. Monad servitors are tireless workers known for their obedience to commands.

Litigator

The services of a qualified litigator range widely in cost according to the litigator's reputation and field of expertise. "Public defenders" may earn no more than the average artisan; litigants who regularly accept only wealthy or influential clients may command fees up to thirty times this. The Sindarans are skilled in this regard, as are the Cymrilians and Kasmirans.

Magician

A magician may be hired to cast a single spell or counterspell for up to 1 gold lumen per level, more if the spell or counterspell desired is of a very dangerous sort. Those who seek full-time work may charge up to 5 gold lumens per week per level of ability. In places where individuals of this profession are either very common, such as Cymril, or poorly regarded, as in most other places, magicians may work for a good deal less than this.

Mercenary Warrior

Individuals of this profession include common infantry, sell-swords, cavalry, caravan or harem guards, and sentinels, as well as such "specialists" as Arimite knife-fighters, Danuvian swordswomen, Jaka scouts, and Zandir swordsmen and swordswomen. Few mercenaries are paid more than fifty silver pieces (5 gold lumens) per week regardless of level, with non-commissioned officers earning three (sergeant), six (lieutenant) and ten (captain) times this figure. Individuals who work for private concerns, such as personal bodyguards, may command fees of fifty gold lumens per week per level, or possibly more.

Merchant

Merchants generally receive a commission of 10-60% of the retail price on all goods that they sell. The Ispasians and Farad are among the most crafty mercantilists, as are the Djaffir.

Navigator/Pilot

Individuals of this profession include Phantasian and Cymrillian astrogationists, Dracartan duneship captains, Aeriad barge-fort pilots, land-ark navigators and so forth. Qualified pilots and navigators may earn as much as 5 gold lumens per week per level of ability.

Revenant

Members of the Arimite secret society known as the Revenants specialize in revenge-for-hire. Rates for their services vary widely according to type, as follows:

Deliver insult to a rival:	10 s.p.
Deliver a threat to a rival:	5 g.l.
Vandalize a rival's property:	20+ g.l.
Physical coercion:	50+ g.l.
Removal of rival's body part:	100+ g.l.
Abduction of rival's next of kin:	500+ g.l.
Removal of rival:	1,000+ g.l.

All fees are subject to increase according to the relative status of the intended victim; for example, the removal of a magician of even average repute could cost as much as 100,000 gold lumens. Note that it is possible to buy off a Revenant contract for an amount equal to double the listed fee.

Scholar

Individuals of this profession include Aamanian theosophists, Sindaran antiquarians, Callidian cryptomancers, Cymrillian archivists, naturalists, historians, and so forth. Understudies, such as scribes and apprentice linguists, will generally charge only a token fee (1-20 silver pieces) for a consultation, or for each day required to research a particular subject. Master-level scholars can command as much as alchemists, or even more.

Spy

Spies specialize in information-gathering, ranging from common informers to the most artful saboteurs. The fees charged by these individuals also vary widely, from as little as a few silver pieces to thousands of gold lumens.

Yassan Technomancer

The Yassan are experts in the repair and maintenance of almost anything from septic systems to windship levitationals. Their rates vary according to a complex set of specifications, taking into account the time, materials, and precise degree of difficulty entailed in the completion of the job. The minimum fee for any work is 5 gold lumens per hour, which includes a free estimate.

Talislantan Calendar

The Talislantans employ a lunar calendar based on the cycles of the seven Talislantan moons. The calendar is divided as follows:

- One day = 24 hours.
- Seven days = one week.
- Seven weeks = one month.
- Seven months = one year.
- There are forty-nine weeks (343 days) in a year.

The months are named after the seven moons, with each month corresponding to the time when its namesake is in the full phase. Days have no names, but are always referred to by number, such as the twelfth of Ardan or the thirty-seventh of Drome. Days with numbers divisible by seven (7, 14, 21, 28, 35, 42, and 49) are called "high days." In many Talislantan religions, high days are considered sacred, a time for fasting, penance, and sacrifice.

The seven-month Talislantan year is divided into three seasons:

Spring: The first two months of the year, Ardan and Drome, constitute the spring season. Heavy rainfall is common throughout temperate regions, with tropical storms and monsoons occurring more frequently in warmer climes.

Median: The middle three months of the year, Jhang, Laeolis, and Phandir, constitute the median season. Warmer temperatures are typical throughout the continent during this period.

Fall: The last two months of the year, Talisandre and Zar, constitute the fall season. Temperatures are generally lower throughout the continent, with increased chance of precipitation.

Calendar of Notable Dates

1st of Ardan — Annual Clash of Champions

Chosen representatives of Aaman and Zandu meet in combat atop the Great Barrier Wall. The victorious nation is awarded proprietorship of the wall for the year, reaping a vast profit in toll revenues.

3rd of Ardan — Jha

A Jhangaran holiday, viewed by the populace mainly as a good excuse to get as intoxicated as possible. Customarily, a rather gloomy occasion.

7th of Ardan — Night of Fools

Zandu's laws are temporarily rescinded for one evening, and the capital city of Zanth is transformed into a veritable madhouse, with costumed revelers dancing drunkenly in the streets.

14th of Ardan — Day of Reckoning

On this day in the year 613 the legendary ruler of the Za, the Tirshata, revealed himself to a gathering of the many Za clans, thereby fulfilling an ancient prophecy. This date is now regarded as the first dawning of the new era: the Day of the Sub-Men.

21st of Ardan — Sindaran Trivarian Competition

A tournament pitting the most accomplished nadirs against each other for the Honorarium, a garish trophy awarded to the winner of the competition. The event attracts much interest in Sindar, and the winner is accorded great honor and prestige.

1st of Drome — Kasmir Trapsmith Convention

A gathering of the most skilled Kasmiran artificers. New products are displayed and seminars held on all facets of the business.

2nd of Drome — Anniversary of the Opening of the Great Barrier Wall

The Aamanians, who won the first Clash of Champions held on this date, still contend that they were shorted a month and a day's toll revenues when the tournament was moved to the first of Ardan on the following year.

7th of Drome — The Caliph's Feast

Annual gathering of all the Djaffir tribes, held either at El Aran or Al Ashad. The Caliph of Djaffa hears complaints, arbitrates disputes, and accepts offerings from the various tribes. A great feast is held thereafter, lasting three days and nights.

30th of Drome — Anniversary of the One Day War

An occasion for unrestrained laughter and feasting in Durne, celebrating the Gnomekin's swift victory over an invading army of Darklings in the year 67.

42nd of Drome — The Conjugal Feast

This colorful pageant, held in Danuvia, features a procession of males competing for the affection of the Danuvian Queen. The top three contestants are rewarded by being appointed to the queen's harem of male consorts. The female populace of Danuvia bids on the remaining eligible males.

49th of Drome — Equinox

Traditional celebration of the end of spring and the beginning of the median season. A national holiday in Astar, providing the Muses with yet another excuse to avoid work.

1st of Jhang — Feast of the Red God

A feast in honor of the Kang God of War, Zoriah. The date is marked by large-scale bouts of ritual combat followed by drunken revelry.

7th of Jhang — Day of Rage

Anniversary of the Massacre at Dracarta, a black day in the memory of the Rajans. Conversely, the day is observed by feasting in Carantheum.

30th of Jhang — Gao Liberation Day

Anniversary of the Sea Rogues' liberation from the Phaedrans. The Sea Rogues are known to be uncommonly charitable on this day, sometimes reducing the ransom of hostages, sparing condemned felons, and so forth.

49th of Jhang — Tournament of Challenges

A Tazian festival featuring exhibitions of martial prowess, with Thralls competing in various categories for awards of up to 10,000 gold lumens.

1st of Laeolis — Anniversary of the Battle of the Sea of Sorrow

A national day of mourning in both Aaman and Zandu, with solemn gatherings of hooded mourners laying wreaths of flowers upon the waters of the Sea of Sorrow.

25th of Laeolis — Ritual of the Midnight Suns

An occasion marking the longest day of the year in L'Haan.

27th of Laeolis — Vigil of Xanadas

Observance of the "Long Wait" marking the anniversary of the passing of the mystic Xanadas into the next world. The descendants of Xanadas's original followers spend the day and night scanning the horizons, searching for some sign of him.

49th of Laeolis — The Ghost Moon

On this evening, the moon Laeolis passes Phandir in the night sky, producing an eerily luminescent "ghost" moon. Considered an ill-aspected evening by most Talislantan peoples.

1st of Phandir — The Magical Fair

A two-week long spectacle with numerous attractions, all commemorating the anniversary of the founding of the free kingdom of Cymril. Exhibitions of magical wares and adjuncts are held throughout the duration of the fair.

7th of Phandir — Windship Regatta

A windship race marking the midpoint of Cymril's Magical Fair. Crews from the isle of Phantas and other distant locales compete against Cymrilian astrologationists for a crystal trophy and a prize of 20,000 gold lumens.

14th of Phandir — Closing Ceremonies for Cymril's Magical Fair

Numerous events are featured, including the Lyceum Arcanum's Annual Awards Dinner, magical "duels" for wagers and prizes, and, every seventh year, the coronation of Cymril's Wizard King or Queen.

35th of Phandir — Charade

A festive celebration held by the Hadjin nobility, restricted to only the wealthiest members of Hadjin society. The highlight is a grand masquerade ball held in the Royal Palace of the Hadjin Grandeloquence, nominal ruler of Hadjistan.

49th of Phandir — Conjunction of the Twin Suns

Celebration marking the meeting of the twin suns in the noonday sky. Feasts and dancing are held throughout much of the continent except for Aaman, Rajanistan, and the uncivilized lands; in Chana, the conjunction is viewed as an evil omen.

1st of Talisandre — Harvest of the Silver Moon

Beginning of the week-long harvest season in Vardune. While the viridia crop is being harvested, little else occurs in the region.

7th of Talisandre — Anniversary of the Founding of the Seven Kingdoms

A national holiday throughout the seven member kingdoms. A great festival is held in the bazaar at Cymril in commemoration of this day.

14th of Talisandre — Festival of the Bizarre

An annual exhibition of oddities and diversions held on the isle of Thaeclia. Participants wear costumes or makeup, with prizes awarded for the most outlandish apparel. The climax of the week-long festival is the awards ceremony. A committee of Thaeclian enchanters and enchantresses reviews the exhibits and awards prizes of 10,000 gold lumens in the categories "Most Unique," "Most Provocative" and "Most Absurd." A grand prize of 100,000 gold lumens is bestowed in the foremost category, "Most Bizarre."

21st of Talisandre — Carnivale

A convention of Farad mongers, procurers, usurers, and monopolists. Rare and costly goods, including stolen and contraband merchandise, are offered up for sale at auction. Held in the marketplace of Tarun, the event is open to the general public, with an admittance fee of ten gold lumens charged at the city gates. Carnivale lasts from midnight to midnight of the following day.

22nd of Talisandre — Anniversary of Kabros's Departure from Phaedra

A minor holiday observed mainly by magicians, wizards, and the like.

28th of Talisandre — Festival of Jamba

Celebration commemorating the revival of the lost art of thaumaturgy, an event credited to Carantheum's patron deity, the mysterious Jamba. A great feast is held in the capital of Dracarta, paid for by the King or Queen of Carantheum. Duneship races are held outside the city walls, with exhibitions of thaumaturgic skill and various sporting events held throughout the capital.

49th of Talisandre — The Emperor's Feast

Formerly, an official holiday of the Quan Empire on which citizens were required to pay homage to the Emperor with gifts. In the past, the procession of gift-givers often stretched for miles around the Royal Palace and the capital city of Tian. Since the Kang seized control of the empire in 618, the Emperor's Feast is observed only by the Quan, who still give gifts to the reigning puppet Emperor in accordance with the old traditions. Needless to say, the occasion is not what it once was.

1st of Zar — Eve of Prophecy

A customary observance of the Ur clans, who gather around the monstrous stone idols that litter their land to await prophecies and portents. To

appease the populace, the Ur shamans are said to stage various mock omens, "signs from the gods," and so forth.

6th of Zar — Pandæmonium

Traditionally, an evil night when demons and malign spiritforms are believed to come forth in search of mortal victims. Few enlightened Talislantans give much credence to this old custom. In Chana, the date has great significance, and is considered an optimal time to perform certain black magical rites and rituals; in Rajanistan, Pandæmonium marks the beginning of a week-long celebration in honor of the dread entity Death.

7th of Zar — The Septenarial Concordance

Beginning of a fourteen-day period during which the seven Talislantan moons remain in alignment. Regarded as an ill-aspected time, particularly in Jhangara where the populace lives in fear of the horag, a monster rumored to stalk the swamps during the Septenarial Concordance.

13th of Zar — The Dance of Death

Morbid festivities marking the culmination of a week-long celebration of Death, patron divine entity of the Rajans. Sacrificial rituals of varying sorts are featured, leading up to the climax of the feast—the Dance of Death, when dancers in iron death-masks plunge blindly into the throngs of drug-crazed worshipers, slaying indiscriminately with ceremonial axes, swords, and daggers.

49th of Zar — Judgment Day

An Aamanian holy day when the Orthodoxist monitors tally the yearly mana totals of the faithful. The resultant promotions or demotions in status are posted in the cult's numerous temples and halls.

Cults, Secret Societies, and Magical Orders

The following is a list of cults and organizations known to operate in Talislanta, including certain of the stated or reputed principles and practices of these groups. Other, lesser-known orders undoubtedly exist, and remain to be discovered by individuals with an interest in such subjects.

The Arcanum Society

A magical fraternity of wizards, savants, and magicians, the Arcanum Society is based in the city of Cymril. The group has no stated goal other than the pursuit of arcane knowledge, in particular the lost magical lore of the ancient Archaens. Members often engage in lively debate concerning their respective fields of magical expertise, occasionally with unexpected consequences. The society holds an annual awards dinner that is the talk of the Seven

Kingdoms. Applications for membership are available by appointment, though only individuals with exceptional qualifications are granted entrance into this elite order.

The Nihilist Cult

The official state "religion" of Rajanistan, the Nihilist Cult has few adherents in other lands. The cult's leader is the Khadun, the ruler of the country, whom the Rajans revere as the earthly manifestation of the dread entity called Death. Necromancer-priests serve as functionaries and are responsible for training the cult's elite corps of assassins, known as the inquisitors.

Nihilist ceremonies typically feature ritual executions, symbolizing the "conversion" of nonbelievers to the Nihilists' morbid doctrines. Giant Shadinn are employed as executioners in these grim observances, which draw great crowds of worshipers to the temple. The objectives of the Nihilist Cult include the destruction of neighboring Carantheum and the conversion by the sword of all enemies of Rajanistan. The most powerful of the cult's necromancer-priests gain the ability to detect spirit presences by manifesting a third eye in the center of the forehead and claim to be able to raise individuals from the dead.

The Cult of the Golden God

Members of this cult revere Avar, the god of wealth and material gain. The merchant-priests of Avar preach the attainment of wealth by any means; to illustrate the point, they sell holy items in the god's gilded temples. The cult is very popular in Faradun, and has a few adherents among the Ispasians of the Quan Empire.

Demonic Cults

Several demonic cults exist in Talislanta. The Witchfolk of Chana and the cannibals of Pana-Ku are among the best known of these groups, along with the Rasmirin of the Northlands. Demonic cults typically look to the demon lord Aberon for guidance, a perilous practice given the chaotic nature of this entity. The objective of most of these groups is to bring about the destruction of order, typically within their own limited spheres of influence though occasionally on a larger scale. Among civilized folk, demon worship is rare and generally limited to a few scattered demonologists, anarchists, and individuals of a destructive or overtly antisocial nature.

Diabolistic Cults

In Talislanta, diabolism holds a somewhat greater appeal to civilized people than demon worship, which is largely the province of primitive tribesfolk. The reason for this is that shaitan, Talislantan devils, are not chaotic in nature; rather than causing the destruction of order, shaitan prefer to work within the existing order of things, attaining power by gaining influence and control over others.

The ancient Quararians are believed to have been diabolists, though of the most radical and dangerous sort. Diabolistic cults tend to be mysterious in their ways, keeping their motives secret from outsiders. As such, little is known of their activities.

The Dragon Cult

Dragon cultists revere Satha, the giant Dragon Goddess who is supposedly the mother of all reptilian species. Satha is depicted as a shaitan princess by some scholars, but is more likely associated with the race of fire elementals. The cult has numerous followers among the Saurans of the Volcanic Hills, but is practically unknown elsewhere. Priestesses of the Dragon Cult possess no magical abilities except the fashioning of dragon icons, fetishes that confer strength to faithful followers of Satha. The cult's objective seems to be the propagation and protection of the reptilian races.

Elemental Cults

These cults revolve around reverence of one or more of the immortal entities known as the true elementals. Examples include the cults of Borean, the God of the North Wind revered by the Mirin of L'Haan; Terra, Earth Goddess of the Vajra and

Gnomekin races; Oceanus, patron Sea God of the Sea Nomads, after whom the floating city was named; Arial, Sawila Goddess of the South Wind; and conceivably the Sauran Fire Goddess Satha. Priests and priestesses of such elemental cults are often white warlocks and witches. The objectives of an elemental cult are usually benign, with environmental issues typically a primary concern. Animists, such as the Ariane transcendents, can also be considered in this category.

The Heterodoxists

The Heterodoxists are a secret society comprised of the descendants of various peoples displaced during the Cult Wars of the Early New Age. They comprise an underground organization that is highly secretive in its dealings and possessed of a single goal: the elimination of the Orthodoxist and Paradoxist cults, the two opposing factions who instigated and prolonged the senseless Cult Wars. Though very few in number, the Heterodoxists are feared by both the Aamanians and the Zandir. Their tactics include sabotage, terrorism, and political assassination. It is suspected by some that the Heterodoxists have ties with the Nihilists of Rajanistan, who supposedly finance certain of the group's operations.

The Idolators

This cult is popular among the Ur clans of Urag, who prostrate themselves in front of massive, three-eyed stone idols. The Ur haven't a clue as to the origins of these giant statues, which predate the clans' arrival in Urag by several thousand years; nevertheless, the clans worship the idols as gods. Priests of the Idolators usually possess magical capabilities commensurate with charlatans, and are incapable of all but the simplest hoodoos and charms. Sacrificial rituals are common practice, with captured foes usually serving as the victims. The stated goals of the Idolators are conquest of the Western Lands and expansion into more southerly territories.

The Orthodoxists

The Orthodoxists are archconservatives who revere Aa the Omniscient, patron deity of Aaman. The cult's adherents are notably intolerant of other religious beliefs, and preach incessantly on the benefits of attaining "oneness with Aa," or the repression of individual thought and behavior. Aaman's Hierophant dispenses the cult's doctrines, which are recorded in the *Omnival*, a series of iron-bound volumes containing the teachings of Orthodoxy.

Important to all Orthodoxists is the accumulation of mana by the performance of worthy deeds, such as pilgrimages to officially sanctioned holy sites, donations to the church, service to the Hierophant, and so on. By gaining sufficient mana points a character may advance in status, the primary goal of



An Aamanian Inquisitor Practices His Craft

all Orthodoxists. The cult's main objective is to gain influence by converting nonbelievers to its ranks. A secondary objective is the extermination of infidels, a task given over to the Knights of the Theocratic Order, warrior-priests who serve as witch hunters and protectors of the faith.

The Paradoxists

The Paradoxists of Zandu are in all respects the ideological nemeses of the Orthodoxists, and have a long history of conflict with their Aamanian counterparts. Adherents of Paradoxism espouse freedom of expression and are tolerant of all religious beliefs. They have no patron deity but exhibit a casual reverence for the Ten Thousand, a baffling array of saints, luminaries, and minor deities. There are no priests or temples of Paradoxism and the cult has no definable goals or objectives except the elimination of the Orthodoxists; the mutual hatred that exists between these two rival factions led to the infamous Cult Wars of the Early New Age, which lasted for four hundred years.

The Quaraniums

The Quaraniums were, at the height of their power, one of the most malign and dangerous cults in Talislantan history. Their crimes include the attempted genocide of the Xambrian race and numerous other plots and machinations. It is theorized that the Quaraniums' source of power was the rebel shaitan Zahur, a fearsome entity regarded as a pariah by his own kind.

The Great Disaster brought to an end the Quaraniums' reign of terror. Even so, the cult was not crushed, but merely driven underground; the most powerful of the Quaraniums were granted virtual immortality in return for their service, and became powerful spiritforms known as reincarnators. Able to maintain a consistent consciousness throughout each incarnation, these dark spirit entities are often able to attain great magical power. Some become leaders of their own cults, while others choose to dwell in seclusion or serve as advisors to individuals of wealth and power.

The Revenants

The Revenants are a secret order of assassins operating out of Arim. The cult has no political or religious affiliation, but seems to be run strictly for profit. The Revenants specialize in revenge-for-hire, and may be employed to perform acts of retribution ranging from simple insults to vandalism, arson, physical violence, and even murder; fees vary accordingly, from as little as ten silver pieces to well over a hundred thousand gold lumens. The cult is widespread and operates in extreme secrecy; its prevalence is such that almost anyone a character meets in Arim—regardless of age, sex, or position—could conceivably be a member of the Revenants. The Revenants recently instituted a policy allowing

intended victims to "buy back" their contracts at twice the stated fee.

The Shadow Cult

Adherents of the Shadow Cult's doctrines revere Sham, the so-called "King of Lies" and patron deity of the Darklings. Priests of Sham are in reality thieves, charlatans, or assassins and rarely possess any but the most limited spellcasting abilities. The cult's following appears limited to the race of Darklings.

The Xambrian Wizard Hunters

The Xambrians are the descendants of a race of beings who were persecuted nearly to extinction during the Forgotten Age. Their numbers are few, and they have no organization, but they are united in a single, common cause: to hunt down and bring to justice the current incarnations of the Quaranium diabolists who nearly succeeded in exterminating their people (see Quaraniums). To finance this goal many Xambrians work as wizard hunters, tracking down miscreant spellcasters and other individuals with prices on their heads. They are a suspicious and morose lot, impelled by prophetic visions and prone to antisocial behavior.

DISEASES AND AFFLICTIONS

The following is a listing of diseases unique to the Talislantan continent and surrounding environs. Where possible, folk remedies and other treatments known or at least believed to be of some effect in curing or abating these maladies have been included in the text.

Corpse Rot

Also known as the Black Curse, this malignant disease is transmitted by the bite of the necrophage. Symptoms include fever, severe weakness, unconsciousness, and a gradual blackening and swelling of the limbs and body, beginning at the site of the wound and slowly spreading over the entire body. The disease affects both humanoids and animals and is usually fatal within twenty-four hours. A potent alchemical or magical curative, employed in conjunction with a counterspell against curses, relieves these symptoms in most cases; victims need at least a partial success on a CON or WIL roll, whichever attribute is higher. A swift burial is advised for the unlucky fatalities of such cases, as victims tend to emit a horrid putrescence soon after death.

Gange

Also known as the Slow Death, gange is a debilitating disease that only affects certain avian species. Gryphs and Stryx are particularly susceptible to this affliction, which causes a gradual weakening of the muscles of the heart and lungs. Blue and Green Aeriad are likewise at risk, though the inci-

dence of gange among the Aeriad population is declining with each passing year, further evidence that the Aeriad are devolving from an avian to a ground-dwelling species. Unless the victim is treated with a mixture of two drams each of powdered amber, rare earths, and cleric's cowl taken thrice each day for twelve days, death will result within four to six weeks. Symptoms include weakness, loss or discoloration of plumage, and fainting spells.

Moss Mold

Moss mold is a type of fungal infection common to the Dark Coast region. A minor irritation to the races of Men, moss mold is invariably fatal to Green Men and most types of plant life if not promptly treated. In Men, the disease causes itching and some peeling of the skin. In plants and Green Men, moss mold slowly dissolves tissue, resulting in death within a week or so. A salve consisting of unguent, camphor, and a drop of quicksilver will effect a cure within two days in either case, as will certain magical and alchemical treatments.

The Red Death

By far the most feared of Talislantan maladies is the Red Death, a highly contagious disease that is almost invariably fatal. The Red Death is resistant to magical and alchemical treatments, even the most efficacious of which offer only about a 20% cure rate. Symptoms include fatigue, fever, profuse sweating, and delirium. Death usually results within 3-4 days. Humanoid beings of all races are susceptible to the Red Death, which during various periods of Talislantan history has caused great devastation. Prevention of the disease may be possible through the employment of good luck charms and other related adjuncts; water from the Well of Saints is the only certain cure.

Swamp Fever

Swamp fever is a disease believed transmitted through contact with lurkers (swamp demons), or possibly flits; drinking water tainted by either of these noxious creatures may also lead to the contraction of this malady. Swamp fever causes permanent insanity, perhaps in as short a time as two days. Most humanoid creatures appear to be susceptible to the disease, which may sometimes be treated via the ingestion of seven drams of crushed cleric's cowl root mixed with vinegar. The folk of Jhangara claim that immersion for twelve hours in a trough of fresh ogront dung is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting, and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, lying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Spinning Sickness

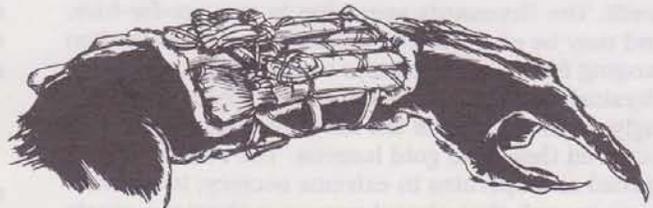
A disease that seems to affect both humanoids and animals alike, spinning sickness, also known as "the drops," has no known cure and is impervious to even the most potent magical and alchemical remedies. The affliction is not fatal, however, and runs its course in 1-4 days. During this time, the victim will suffer intermittent attacks of double vision and vertigo, occurring perhaps as often as once or twice each hour. Such attacks rarely last longer than four or five minutes each, but are quite severe; unless the victim is lying down at the time, he or she will careen dizzily about and fall to the ground in a most undignified manner. The disease has no warning symptoms, and its cause or causes remain unknown.

Yakuk

A disease common to many jungle regions, yakuk causes a gradual loss of all sensory capabilities. Victims initially suffer loss of sight, followed by hearing, smell, taste, and finally touch; treat as -1 perception rating per day following the onset of the disease. After a while the loss of hearing impedes the ability to speak coherently; in any event, the victim has no way of knowing whether or not anyone is listening. Perhaps the most fearful aspect of yakuk is that the disease's effects, while permanent, are not fatal; most victims continue to live, cut off from all sensory stimulæ, until they die of thirst, starvation, or some other mishap unrelated to the disease itself. Those who manage to survive for longer than a month usually go mad. The disease is thought to be transmitted by leeches, and seems to affect most humanoid beings. An elixir made from equal parts of red lotus, black lotus, and sulfur is the only known cure aside from the implementation of divine magic.

Yellow Tinge

Yellow tinge is an infectious disease that affects water-breathing humanoids such as the Imrians and most varieties of fish. The victim's gills slowly become clogged with a sticky, yellow secretion that eventually results in death by asphyxiation, typically within thirteen days. A fluid mixture consisting of spirits of alcohol and powdered red iron, applied directly to the gills twice daily for three days, will provide a cure. Magical or alchemical intervention is likewise possible in at least half of all cases, but requires a full success on a CON roll.



Amusements

Pentadrille

Pentadrille is a popular pastime among Cymrillians, and to a lesser extent the Hadjin. The game consists of a pentagram-shaped board engraved with arcane symbols and fashioned of green glass. Playing pieces, carved from amber crystal or lemon-yellow glass, are used to represent wizards, devils, and various types of demons. Five players compete against each other, with the object of the game to establish control of the board by occupying three of the five pentagram points.

Quatrillion

Quatrillion is a game played by the Sarista gypsies using a deck of sixty-four circular cards. Many variations of play are possible, with the object to gain high cards or "the fortuna," a card depicting Fortuna, Goddess of Luck and Chance. Quatrillion is always played for money.

Ska-Wae

A favorite of the Mangar corsairs, Ska-Wae is a game of chance and skill played with curved daggers and dice, with the participants seated around a wooden table. Before the start of each round, all players pay 5 silver pieces or more into the pot. Each opponent holds a dagger in one hand, and takes turns rolling three six-sided dice with the other. Whenever an individual rolls a 6 or a 12, he or she must quickly snatch up the dice and withdraw the hand before the opponent seated to his or her left can strike it with a thrown dagger. The winner is the one who either snatches up the dice in time or succeeds in hitting an opponent with the dagger. When each player in the game has rolled once it is the end of the round. All survivors then ante up once more, and the next round begins.

To simulate a game of Ska-Wae, have each participant hold 3d6 in one hand and d20, representing the knife, in the other. Each takes turns rolling the 3d6; when anyone gets a result of 6 or 12, he or she must try to scoop up the 3d6 before the player seated to the left can roll the d20. If the "knife-thrower" reacts first and scores a hit as per standard rules for combat, he or she wins. The dice-roller wins if he or she grabs the 3d6 first or if the knife-thrower misses. Note that if the knife-thrower scores a critical hit, the dice-roller loses a finger, a fairly common occurrence among poor Ska-Wae players.

Trivarian

Trivarian is the favorite pastime of the dual-brained Sindarans, who are the only Talislantans capable of comprehending the abstract principles involved in this game. The board is a 3-foot tall pyramid of translucent crystal, illuminated from within by a glowing orb, usually a scintilla, and suspended above a triangular table of polished stone by means of a silken cord. Amberglass orbs marked

with distinctive hieroglyphs serve as the playing pieces.

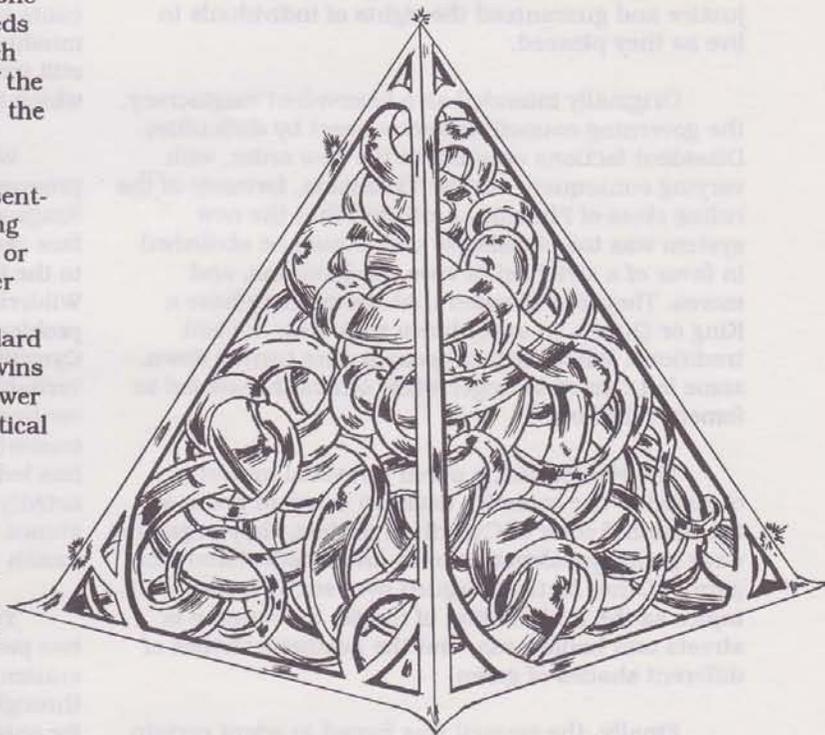
Three opponents play, each pitted against the other two. The players take turns inserting orbs into slots carved into the sides of the pyramid, thereby creating intricate patterns of light and color. The general objective is to establish control over the base of the pyramid; hence, masters of Trivarian are referred to as nadirs.

To simulate a Trivarian game, have all three players roll d20 and add their INT and Trivarian skill levels to the result. The player with the highest roll scores a point, while the one with the lowest score loses a point; in the event of a tie, roll again. If a player loses four points he or she is out of the game. The first player to score seven points is the winner of the contest.

In Sindar, spectators often bet on each round of a contest as well as on its eventual winner. Wagers can also be placed on who will lose first and when. Naturally, only Sindarans can use these rules and play Trivarian.

Zodar

In popular usage, Zodar is a game employing a deck of twenty cards, each depicting some aspect of Talislantan cosmology or metaphysics: the twin suns, the seven moons, or various fates and destinies. In ancient tradition, the Zodar is a magical device used to cast divinations. Only the Rahastran cartomancers, wandering seers from the Wilderlands of Zaran, know the secrets of employing the Zodar deck in this way (see "Cartomancy" in Chapter Five).



A Trivarian Game Board

CITY OF CYMRIL

The following section details the crystal city of Cymril, capital of the Seven Kingdoms and the foremost center of trade on the continent of Talislanta. A nexus for travelers, merchants, and refugees from distant lands, Cymril is recommended as a starting place for the beginning Talislanta campaign.

Cymril is a fabulous city of convoluted spires, geodesic domes, and arched promenades, reflecting a variety of odd and eccentric architectural styles.

The city is surmounted on all sides by a line of low, grassy hills, and is located at the conjunction of six roads, each of which leads to one of the other Seven Kingdoms. Beyond the hills lie sweeping farmlands and vineyards, with scattered copses of withergall and deadwood fading into the Cymrilian woodlands.

The crystal city was founded by the Phandre, a race of green-skinned magicians descended from the ancient Archaens who helped establish the old Phaedran Empire during the early part of the New Age (see Chapter One). When the First Dynasty collapsed during the Cult Wars, the Phandre were forced into exile. After a period of wandering, they established a settlement in the woodlands that lay to the east of the deep forest of Vardune. Here, the diverse Phandre population united to build the crystal city and form the city-state of Cymril. A Council of Magicians was elected, and a set of laws drafted that established an enlightened code of justice and guaranteed the rights of individuals to live as they pleased.

Originally intended as a benevolent magiocracy, the governing council was soon beset by difficulties. Dissident factions objected to the new order, with varying consequences. The Tanasians, formerly of the ruling class of Phaedra, protested that the new system was too permissive and should be abolished in favor of a strict set of laws, prohibitions, and mores. They also insisted that the country have a King or Queen, in accordance with their ancient traditions. When their proposals were turned down, some left Cymril in anger while others threatened to foment rebellion.

The Pharesians, a small but vocal minority, objected to the council's decision to adopt green as the national color of Cymril. In protest, they began to wear garish patchwork cloaks and multicolored face paints. Other factions argued over such diverse topics as the proliferation of magic, the naming of streets and boulevards, and the aesthetic virtues of different shades of green.

Finally, the council was forced to adopt certain compromises. To placate the Tanasians, a Wizard King was appointed, though the position remained

largely ceremonial in nature until the beginning of the sixth century. Certain of the more permissive laws were revised, though a separate statute was instituted that allowed the Pharesians to dress as they pleased. The Council of Magicians was officially disbanded and its members relegated to the governing board of the Lyceum Arcanum, Cymril's institute of magic. So conditions remained until the Tanasian Uprising of 603.

City of Cymril: 620 N.A.

The city of Cymril has undergone considerable change in the last twenty years. With the ouster of the archconservative Tanasians many of the old traditions and proscriptions were thrown out as well. The Cymrilian obsession with the color green has given way to an avid appreciation of multichromatism. This is evident among the populace, where the fashion of altering skin and hair color through the use of magical enhancements is much in vogue. Cymrilian architecture has also undergone a transformation. Once crafted almost solely from blocks, slabs, and beams of translucent green crystal, many structures now sport a multihued appearance.

Cymril's system of laws has been revised and remains the most progressive in Talislanta. Slavery is prohibited, as is discrimination based on gender, race, or religion. The Seven Kingdoms' Council of Kings has guaranteed individuals the right to say and do as they please, provided their actions do not impinge upon the rights of other citizens. The old prohibitions against the more exotic forms of intoxicants have been relaxed, though k'tallah, black mushroom, and most types of poisons and toxins are still treated as controlled substances, the sale of which is prohibited within city limits.

While the city and the Seven Kingdoms have prospered in the last two decades, the Council of Kings and in particular the Wizard King of Cymril face certain challenges in the near future. In addition to the threat posed by the Sub-Men of the Wilderlands regions, the confederation also faces problems from within. The enlightened nature of Cymrilian society is such that the city has become a veritable haven for oppressed peoples from across the continent, and overcrowding is becoming a source of concern. The prevailing attitude of permissiveness has led to an increase in certain types of undesirable activity, in particular abuse of the addictive substance known as euphorica, which is viewed as a health problem of growing proportions.

Yet, unlike in days past, the Council of Kings has proved responsive to the problems of the confederation. On the whole, conditions have improved throughout the Seven Kingdoms, and there is cause for optimism in what many regard as the dawning of a New Age of Discovery.

The following section describes the major points of interest in the city of Cymril. The number before each entry corresponds to that site's location on the city map.

1. City Outskirts

Surrounding the city are many small farms, vineyards, and country estates. Most of these are owned by Green Aerial botanomancers, who work the land with exceptional skill. The fruits of their labors are transported by wagon to Cymril, though some of the crop is sold at roadside stands.

Thrall warriors mounted on mangonel lizards patrol the roads leading to Cymril in force, their numbers increased due to the threat of the Sub-Men. Pharesian peddlers, bandits, troupes of Bodor musicians, Djaffir merchant caravans, Sarista gypsies, Aamanian pilgrims, refugees from distant lands, and the occasional lone itinerant wizard may also be encountered along these thoroughfares.

2. City Walls

In the last seven years, the crystal city has been heavily fortified against possible attack by the Sub-Men. The most visible evidence of this is the wall that now surrounds the city. This structure was designed and built by a team of Kasmiran trapsmiths and Yassan technomancers. Constructed primarily of yellow and green porphyry imported from Sindar, the wall stands fifty feet in height and is twenty-five feet thick. Defensive additions include a system of conduits that allows toxic alchemicals to be rained upon attackers, heavy ballista emplacements, and traps designed to foil sappers. The city walls surround an area of approximately four and a half square miles and a crowded population of almost 49,000 souls.

3. City Gates

The twin gates of Cymril each stand thirty feet tall, and are thirty feet in width and over a foot thick. These gates are made of black iron imported from Arim and are operated by a complex system of counterweights. They open wide enough to permit access by the largest conveyances, including land-arcs.

4. Sentinel Towers

Each of these three-story structures houses a pair of Arimite fire-throwers, a crew of twenty artilleryists, and a contingent of thirty mercenaries, predominantly Thralls from the city's legion armed with greatswords, heavy crossbows, and garde. Mangonel lizards are stabled in underground bunkers.

Patrols from the inner city check in at these stations on a regular basis, keeping the sentinels appraised of security concerns. It is a mistake to underestimate the capabilities of these forces; the

artilleryists are well trained (level 5+), and the Thralls stationed here are all veterans who have served at least eight weeks with the Borderlands Legion.

5. Cymril Park

This attractive garden is landscaped with crystalline shrubs, trees, and flowers, all fashioned of colored glass. Walking paths paved with green-glass tiles lead to a central commons. Here stands a crystal statue of Pharos, the first Wizard King of Cymril, whose extensive writings on magic are preserved at the Lyceum Arcanum (see #32).

6. Durne Park

Built to resemble an underground cavern, this enclosed area is complete with scenic grottos and gardens where amber crystals are grown. An amber statue of Sabo Orabio, the Gnome-King who led his people to victory over the Darkling hordes of Urag, stands here. Phosphorescent fungi illuminate the interior of the cavern-park, lending a definite Durnean ambience to the surroundings.

7. Astar Park

A sylvan preserve replete with fields of rainbow-hued wildflowers, copses of willowood, and a pond that is a scaled-down version of Lake Zephyr, Astar Park is one of the most peaceful sites in the city. In the middle of the pond is an island upon which stands a statue fashioned of lavender-blue stone and hung with garlands of blossoms. The statue depicts a Muse, possibly Twysk, a renowned maker of gossamer harps in ancient times; the Muses claim not to recall precisely.

8. Kasmir Park

Sweeping dunes of yellow-gold sand serve to represent the arid land of Kasmir. Within a windowless stone tower at the center of this area is a gold-plated statue of Abn Kadan, acknowledged as the wealthiest merchant in Kasmiran history. At the peak of his power, Abn Kadan is said to have owned four-fifths of the gold in Kasmir, a fair portion of which was used to create his statue, which stands over thirty feet in height. Regrettably, the tower is kept under lock and key and protected by various clever trap-mechanisms, measures intended to keep thieves from stripping the statue of its gold plating. Even so, an unknown thief somehow broke into the tower six years ago and stole Abn Kadan's golden eyes, each the size of a pomegranate.

9. Sindar Park

In this unusual setting, built to resemble the wind-worn mesas and rock spires of Sindar, stands a 14-foot basalt statue of Nadir Salu. An esteemed collector, he is credited as the inventor of the complex game known as Trivarian, the favored pastime of the Sindarans. The nadir's fabulous collection of ancient artifacts is considered a national treasure of

Sindar and is periodically on display at the nearby Museum of Antiquities.

10. Taz Park

Overgrown with tangled vines, fronds, and dendrons, this park is designed to resemble the wild jungles of Taz. The landscape is quite authentic, if perhaps a trifle overdone; the inclusion of poisonous serpents, man-eating plants, and other hazards indigenous to Taz, while popular with visiting Thralls, may give less adventurous tourists cause to consider avoiding this particular attraction. Somewhere in the interior is a lacquered iron statue of Mace, a legendary commander of the Thralls held in great esteem for his valor during the Beast Wars (see Chapter One).

11. Vardune Park

These splendid terraced gardens, through which visitors pass on elevated walkways fashioned of woven vines, shelter myriad forms of plant life. In the central garden stands a towering statue made from a single, living viridia plant that has been tended constantly by Green Aeriad for several centuries. The statue depicts Viridian, the great Archaen magician who created the viridia hybrid, the national plant of Vardune.

12. Consulate

This large, two-story structure has quarters and offices for ambassadors from each of the Seven Kingdoms. Separate facilities for visiting dignitaries and their entourages are also available. Thrall, Cymrillian, and Blue Aeriad sentinels patrol the grounds regularly. The current ambassadors of the Seven Kingdoms are:

- **Astar:** Laelia (11th level), a Muse telempath of wide-ranging abilities who serves only because she has grown fond of a particular tree that grows in Astar Park.
- **Cymril:** Corolian (24th level), a merchant-mage who has voyaged the continent and served as an ambassador for over twenty-three years.
- **Durne:** Eo Deo (18th level), a crystalomancer who knows more about the Underground Highway than most, although she is too modest to say so.
- **Kasmir:** Hassan il Dune (25th level), an aged moneylender and counselor to the King of Kasmir who has held his post for over thirty years. He is an expert on financial matters of all sorts.
- **Sindar:** Dal Marrad (23rd level), a female Sindaran who is renowned as a skilled Trivarian player of level 20 nadir and a collector of antique alchemical apparatuses.
- **Taz:** Maul (22nd level), a former commander of the Borderlands Legion who now serves as a military advisor.
- **Vardune:** Ki-Kya (30th level), a senior member of the Great Council of Vardune who has been an ambassador for almost forty years and is one of the most respected of all the Green Aeriad.

13. Hall of Records

The offices of Cymril's tax collectors, assessors, and related functionaries are found here, as are all records pertaining to tariffs, trade duties, real estate holdings, registrations to practice magic, and so on.

Profile: Avir K'keet

Green Aeriad Administrator, 19th level
Head archivist at the Hall of Records, Avir is very old; his once-green plumage has long since faded to yellow. He has held this post for nearly twenty-five years and knows every file in the archives by heart. Unfortunately, he is nearly deaf, and can only hear by means of an enchanted horn.

14. Court of the Seven Kingdoms

Seven judges, one from each of the Seven Kingdoms, preside over this court, which handles disputes arising between the member nations. Criminal and civil cases of importance are referred from one of the lower courts, which number forty-nine in all, seven for each kingdom.

15. College of Law

The College of Law is a university and guildhouse for arbitrators and legislators. Legal representatives from across the Seven Kingdoms and beyond are available for hire here at costs of 100 gold lumens per day or more. Sindaran litigators, due to their unique mental faculties, usually command fees of up to twice the standard rate.

Profile: Cele Motaas

Sindaran Litigator, 17th level
Cele's talents as a litigator are equalled by few; she has never lost a case and commands great respect in the legal system. This is reflected in the fees that she charges for her work, which may exceed 1,200 gold lumens per day. In some cases, Cele will accept certain items in lieu of gold, most notably artifacts from the Lost Sea, which she collects.

16. City Jail

One of the original city's few stone structures, the jail serves as a place of incarceration for felons, miscreants, and other undesirables. Heavily armed Thralls are employed as guards, with a pair of Kasmiran trapmages acting as jailers. A new block of cells, with "bars" of arcane force and other magical restrictive measures, was added recently in order to accommodate spellcasters.

All locks used here are of Kasmiran make, and each device has between two and eight separate locking mechanisms. Maximum security facilities are available to house spellcasters and members of those races requiring special attention. By Talislantan standards, these facilities are deemed quite tolerable. Still, conditions in the subterranean levels leave something to be desired.

Profile: Ras al Dune

Kasmiran Trapmage, 23rd level

The Kasmiran Ras al Dune is said to possess all the attributes required to excel at his craft. He is a stranger to compassion and observes all rules to the letter. Independently wealthy due to his family's investments in Kasmir, he cannot be bribed. Finally, he carries on his person a ring of enchanted keys that will open the jail's locks only at his command.

17. Citadel

A fortified and expanded installation with facilities for over two thousand mercenaries, chiefly Thralls and Blue Aeriad as well as a Cymrillian warrior-mage troop, the Citadel serves as the barracks, armory, and training camp for Cymril's city legion.

Profile: Cestus

Thrall Warrior, 19th level

As Commander of the Watch, Cestus is in charge of coordinating security for the city-state. Like his predecessor, he is a veteran of the Borderlands Legion, where he received seven commendations for valor. Cestus is regarded as an expert tactician and is especially knowledgeable as regards the Za warrior clans; his sister and brother were both killed while on a scouting mission in the Borderlands.

18. Sentinel Stations

Each of these two-story outposts is staffed by a mixed contingent of heavy and light infantry, typically twenty in number, and a pair of Cymrillian warrior-mages. Platoons of five sentinels patrol their designated areas in four-hour shifts. If a platoon fails to report on time, alarm gongs sound and additional units respond.

19. Palace of the Wizard King

This is the dwelling place of Azradamus, former chief administrator of the Lyceum Arcanum and the current Wizard King of Cymril. He is protected by a personal guard of elite Thrall warriors and Cymrillian warrior-mages, all attired in ceremonial battle armor, and is aided by a council of Cymrillian magicians who serve as his advisors. The palace is splendid rather than ostentatious, featuring a large banquet hall, canopied terraces, scalloped balconies, a solarium, a library, and private chambers of varying size and utility.

Profile: Azradamus

Cymrillian Magician, 50th level. His magical fields of study are wizardry, enchantment, and alchemy.

Azradamus is a ruler of vast wisdom and expertise. Prior to his surprising selection as Wizard King, he served as chief administrator, head of the Board of Directors, and professor of arcane lore

and metaphysical doctrines at the Lyceum Arcanum. It was Azradamus who opened the Lyceum's secret archives, which had been sealed for centuries, in order to discredit the cabal of Tanasians who sought to seize control of the government in the year 603. Though he is over 200 years old, Azradamus appears to be in his forties, a condition that can be directly attributed to regular ingestion of a secret concoction of seven essences.

20. Council of Kings

This is the great hall of the Seven Kings, who gather here once every month to rule on issues pertaining to the Seven Kingdoms. Facilities for each of the rulers and their entourages are contained in an adjoining structure. At present, the seven rulers are:

- **Astar:** Moonblossom, a Muse and telepath of estimable abilities who has agreed to serve until such time as she decides to do otherwise.
- **Cymril:** The Wizard King Azradamus (see above).
- **Durne:** The Gnome-Queen Eeo Orabio, a direct descendant of the famed Sabo Orabio.
- **Kasmir:** The King of Kasmir Den ali Den, patriarch of House ali Den, formerly the wealthiest of Kasmiran families.
- **Sindar:** The Nadir Absolute Modan, a collector of antique arms and armor. He is considered brilliant even by Sindaran standards.
- **Taz:** The Warrior King Morion, commander of all the Thrall Legions.
- **Vardune:** The River King K'Yan, a Blue Aeriad of great age, formerly a scout; he claims to remember back to the days when the Aeriad were still capable of flight.

21. Cymril Bazaar

This open-air market is where merchants from across the continent come to offer their wares. Numerous types of goods are available in the shops and stalls, including:

- Seeds, plant products, and viridian linen from Vardune.
- Weapons and armor from Taz.
- Gossamer and fine musical instruments from Astar.
- Crystals from Durne.
- Locks, fetters, and trap mechanisms from Kasmir.
- Alchemicals and skoryx from Sindar.
- Magical paraphernalia and aquavit from Cymril.

Travelers are advised to keep an eye out for unscrupulous charlatans, who attempt at every given opportunity to foist inefficacious remedies and tonics upon gullible wayfarers. Djaffir merchants, selling hybrid beasts of various sorts, usually occupy the southern sector of the bazaar.

Profile: Savrille

Pharestian Peddler, 15th level

Savrille has been around for many years and knows people in many lands. It is her custom to travel on foot across the Seven Kingdoms and beyond, offering such wares as "efficacious talismans, amulets and lockets; hats to shield the head from unfavorable solar emanations; disks that, when affixed to the soles of the feet, offer relief to the footweary traveler; unguents, salves, medicants, digestive pastilles, and other wondrous products." Savrille's wares are reasonably priced, and some are even as useful as she claims.

The bazaar is also the site of the Magical Fair. The fair offers an incredible variety of attractions: pageants, exhibitions of magical virtuosity, windship races, and many other challenges, oddities, and amusements. Especially popular are the numerous small booths and stalls, which offer for sale all manner of magical and alchemical appurtenances: potions, powders, phylacteries, philters, medicants, tonics, dusts, and exotic fragrances. Small magical boats sail in the moat that surrounds the grounds, and the waters are stocked with colorful fish and mollusks. The fair is attended by folk from all across the continent and is an event of paramount importance to the merchants of Cymril.

For more information on the Magical Fair, see the introductory adventure included in this book.

Also in this location is an entrance to the Subterranean Market (#28).

22. The Emerald Pentacle

An unusual five-sided structure built of translucent green crystal and furnished with tables and chairs of polished lemon-yellow glass, the Emerald Pentacle is a famous inn and tavern catering primarily to magicians. Curtained booths are available for those seeking privacy; a spacious common room and outdoor terrace suit the needs of individuals inclined to more sociable behavior. The accommodations are first rate in all respects and the prices reasonable. House specialties include steamed rock urchin in a sauce of leeks and truffles, Zandir wine, and aquavit of the first order.

Profile: Atherian

Cymrillian Magician, 20th level (necromancy, retired)

Atherian is the proprietor of the Emerald Pentacle. He was a magician of some note until an ill-advised wager with a powerful shaitan purportedly impelled him to change professions. He wears a charm that supposedly confers protection from devils hidden somewhere on his person, and reportedly owns an interesting collection of rare magical paraphernalia.

23. The Double-Edged Sword

This inn and tavern caters to mercenaries and men-at-arms, especially Thralls. Hearty food and Tazian fire-ale served in red-iron mugs are the house specialties. Sparsely furnished rooms and ample stable facilities are available at standard rates. A Danuvian swordswoman named Andromache tends bar, and a pair of immense Monads named Ibb and Abb deliver food and drink to the patrons. Tazian combat with padded garde and other contests of a martial nature are held here on a nightly basis. All weapons except garde must be checked at the door, a stipulation suggestive of the nature of the Double-Edged Sword's typical clientele.

Profile: Inan al Abn

Kasmiran Moneylender, 12th level

Inan purchased this establishment after its original owner passed away. She is a crafty businesswoman who regards the Double-Edged Sword as a useful adjunct to her preferred line of work: she finances expeditions into the Wilderlands, hiring mercenaries to retrieve valuable artifacts. Inan is scrupulously honest and just as thrifty; she strikes a hard bargain, and is quick to collect on debts.

24. The River Inn

Catering exclusively to Blue and Green Aeriad, this inn is furnished with tables, lounges, hammocks, and elevated walkways fashioned of woven vines. The fare (seeds and pods, fermented vinesap, and giant waterbugs broiled in a savory swamp-sauce), and accommodations (tiered tree-dwellings situated behind the tavern), are likely to hold little appeal to non-Aeriad. A stream flowing through the common room helps sustain the viridia-plant decor and adds a touch of authentic Vardune atmosphere. Prices are one-fourth higher than standard rates.

Profile: Ka-Ree

Blue Aeriad Scout, 9th level

Ka-Ree is a frequent patron of the River Inn. She is known as a skilled flyer, though like all Aeriad she must use Bracers of Levitation in order to remain airborne for extended periods of time. Ka-Ree has served as a river scout, patrolling the southern borders of Vardune for dangerous predators. She now serves in the city legion as commander of a scouting "wing" of a dozen Blue Aeriad.

25. Sindar Pavilion

The Sindar Pavilion is an inn and tavern catering mainly to Sindarans, though also frequented by scholars, antiquarians, and curio dealers. The decor here is in the Sindaran style: open-walled, with diaphanous curtains dyed in oranges and deep browns and furnishings of smoothly polished hardwood or stone. In the central common room

Sindarans play Trivarian, a game incomprehensible to single-brained beings. Wagering is often brisk, and the players are stimulated by rainbow-hued skoryx served in spheres of frosted crystal.

A collection of one sort or another is usually on display; Sadaan the Collector's compilation of skulls and necromantic regalia never fails to draw a crowd. Aspiring thieves would do well to consider other prey; the Sindarans ward their money satchels with Kasmiran thief-catchers and are exceptionally vigilant with regard to their treasured collections. A further concern is Sadaan, who is always in the market for skulls, bones, and other morbid collectibles. The inn's prices are average.

Profile: Kahutan

Sindaran Collector, 28th level

The owner of the Sindaran Pavilion, the aged and respected Kahutan, is known for his collection of antique jewelry, much of which dates back to the Forgotten Age. The Sindaran often appears in public ornamented with priceless rings and bracelets. Kahutan is also a Trivarian player of some note; he is a nadir of the seventeenth degree. He considers himself a guardian of sorts for a demented Sindaran named Sadaan, whose collection of priceless necromantic adjuncts is

said to include the skeletal remains of more than a few foolish thieves.

26. Astar Gardens

This nympharium and pleasure-palace was built to resemble the sylvan glades and scenic woodland vistas of Astar. An admittance fee of 50 gold lumens is charged at the entrance. Customers are allowed to partake of succulent fruits and vials of blossom nectar, engage in dalliances or romantic confluxes, and experience the myriad raptures of Muse culture, as they desire. Entertainment is provided by various Muses, who use their telepathic powers to project panoramas of color and sound for the benefit of their clientele, or as suits their whims.

Profile: Davallia

Muse Telepath, 11th level

Davallia is a beautiful, nymphlike creature with lavender-blue skin and violet hair. She is adept at anticipating the desires of her clientele, but bestows her favors only as she pleases. Davallia is always accompanied by a diminutive woodwhisp named Migg, who believes himself a great warrior and serves as the Muse's protector.



A Friendly Game of Trivarian at the Sindar Pavilion

27. The Caravansary

A sprawling tent-complex serving as an inn and tavern, the Caravansary has catered to travelers from the desert kingdoms of Djaffa, Carantheum, and Kasmir for well over thirty years. The atmosphere is casual; customers recline on silken cushions, and are attended by veiled servants bearing trays of honeyed dates, skewers of roasted meat, and palm wine. Silver cucurbits of steaming-hot mochan, a dark and stimulating beverage popular throughout the Desert Kingdoms, are the house specialty.

The tents contain three large common rooms, numerous small suites, and a half dozen baths. Outside are extensive facilities for the stabling of beasts, with additional areas for wagons and drays. Prices are slightly above average.

Profile: Asa Din

Djaffir Merchant, 18th level
Asa Din has been the proprietor of the Caravansary for the last nine years. A former advisor to the Caliph of Djaffa, he has connections with many of the Djaffir merchant and, some say, bandit tribes. Asa Din is well regarded by the Kasmirans, Dracartans, and his own people, who consider him a man with whom one can do business. Like all Djaffir, he is never seen without his fetish mask.

28. Subterranean Market

This underground marketplace is run by the Gnomekin of Durne. Here, Gnomekin crystal-omancers offer their colorful wares, along with such Durnean products as mushrooms, fungi, fresh rock urchins, and tubers. Wagons head to and from the subterranean city of Durne through the Underground Highway, which has a surface entrance here. Gnomekin fare—pungent mushroom ale, cave eel, and steamed rock urchin—is available in the Grotto Tavern. Comfortable, moss-lined nooks accommodate overnight guests. Prices are below average in most cases.

Profile: Ebo Burabio

Gnomekin Crystalomancer, 14th level
Ebo Burabio runs the Subterranean Market, coordinating deliveries of goods headed to and from Durne, setting prices for imports, and overseeing the market's security force of Gnomekin warriors. His position affords him little opportunity for relaxation, yet he always makes sure that he is able to spend time with his wife and their seventeen children.

29. Diplomats' Park

This park is reserved for the use of government officials, who often entertain ambassadors and representatives from other lands here. The Cymrillian government sees to it that all manner of comfort and enjoyment are available to its varied guests.

30. Museum of Antiquities

A monolithic structure over four centuries old, the Museum of Antiquities contains rare artifacts, many of which date back to the Forgotten Age. Included are exhibits on the ancient civilizations of Elande, Pompados, Sharna, Phandril, Xambria, and others. There are rumors that a collection of Quaranian artifacts is kept behind formidable magical wards and locks. Of special interest to scholars and antiquarians is an exhibit featuring relics of unknown origin and usage.

Profile: Modan

Sindaran Collector, 37th level
Modan serves as curator of the Museum of Antiquities. He is sometimes available to appraise newly unearthed artifacts, and may be convinced to arrange financing for archaeological expeditions organized by qualified individuals. Initial concerns that the Sindaran curator would be unable to resist "borrowing" from the museum to improve his personal collection of artifacts pertaining to the Labyrinths of Sharna seem to have been foolish.

31. The Arcanum Society

This is a private club open only to members of the Arcanum Society, including many of the instructors at the Lyceum Arcanum as well as other scholars of the arcane arts and a number of prominent wizards and archimages of various races and nationalities. Admission to the society as a member or guest is by invitation only. The club is said to maintain an excellent library of magical and alchemical writings, plus a collection of rare and potent magical artifacts. The structure is warded against thieves and intruders to such an extent that mere proximity to the building can be dangerous. The society also sponsors an annual awards ceremony that is the talk of the Seven Kingdoms.

Profile: Talmaj

Cymrillian Magician, 40th level
Talmaj has been the chief administrator of the Lyceum Arcanum since 603, when Azradamus was elected Wizard King of Cymril. He also serves as the head of the Arcanum Society, and has been instrumental in altering the society's rigid rules. For example, females are now allowed into the society, and it is no longer a requisite that all members wear dark green.

32. The Lyceum Arcanum

This labyrinthine structure houses Talisianta's foremost institute for the study of magic and alchemy. The Academy of Thaumaturgy in Carantheum is also highly rated, but its curriculum is less varied. Courses are available at apprentice, initiate, adept and master levels.

Since the opening of the Lyceum's secret archives in the year 603, there has been considerable

emphasis on Forgotten Age studies. Classes are now offered in all written magical fields of study, as well as such esoteric fields as metaphysical doctrines, interdimensional travel, and the creation of homunculi. Unwritten fields of magic, such as shamanism or spellweaving, are not taught here, however.

Tuition is 500 gold lumens per septemester (seven weeks), or 50 gold lumens for Cymrillian citizens. Application and placement exams are required prior to acceptance to the Lyceum. Failure to meet accepted standards is considered cause for suspension from advanced courses or, at the dean's option, expulsion from the school. The Lyceum faculty presently consists of the following individuals:

Talmaj

Cymrillian Magician, 40th level
Fields of study: invocation, mysticism, necromancy, and wizardry
Chief Administrator, Lyceum Treasurer, member of the Board of Directors, Professor of Occult Sciences and Extra-Dimensional Studies

Eshartre

Cymrillian Magician, 39th level
Fields of study: astromancy, geomancy, and wizardry
Dean of Adepts, member of the Board of Directors

Pandaran

Cymrillian Magician, 38th level
Fields of study: alchemy, thaumaturgy, and wizardry
Dean of Initiates, member of the Board of Directors

Pharian

Cymrillian Magician, 31st level
Fields of study: enchantment, pyromancy, and wizardry
Dean of Apprentices, member of the Board of Directors

Aeolian

Cymrillian Aeromancer, 18th level
Fields of study: aeromancy and wizardry
Professor and Head of the Aeromancy Department

Torann

Sindaran Alchemist, 37th level
Fields of study: alchemy
Professor and Head of the Alchemy Department

Ti Rin

Sunra Aquamancer, 32nd level
Fields of study: aeromancy, aquamancy, and enchantment
Professor and Head of the Aquamancy Department

Qual the Phantasian

Phantasian Astromancer, 31st level
Fields of study: aeromancy, astromancy, and enchantment
Professor and Head of the Astromancy Department

Skree Cha

Green Aeriad Botanomancer, 34th level
Fields of study: botanomancy, geomancy, and natural magic
Professor and Head of the Botanomancy Department

Drome

Rahastran Cartomancer, 19th level
Fields of study: cartomancy and mysticism
Professor and Head of the Cartomancy Department

Califax

Cymrillian Cryptomancer, 25th level
Fields of study: cryptomancy, enchantment, and wizardry
Professor and Head of the Cryptomancy Department

Eno Arobia

Gnomekin Crystalomancer, 23rd level
Fields of study: crystalomancy, enchantment, and geomancy
Professor and Head of the Crystalomancy Department

Cirelle

Thaectian Enchantress, 37th level
Fields of study: cartomancy, enchantment, and tallsmanancy
Professor and Head of the Enchantment Department

Vaj Kron Dao

Vajra Geomancer, 20th level
Fields of study: geomancy and invocation
Professor and Head of the Geomancy Department

Albian

Aamanian Priest (expatriate), 39th level
Fields of study: enchantment, invocation, and necromancy
Professor and Head of the Invocation Department

Talis

Cymrillian Magician, 17th level
Fields of study: natural magic and wizardry
Professor and Head of the Natural Magic Department

Abu Kadaan

Yitek Necromancer, 19th level
Fields of study: mysticism and necromancy
Professor and Head of the Necromancy Department

Sian

Mandalan Savant, 24th level
 Fields of study: cryptomancy, mysticism, and natural magic
 Professor and Head of the Mysticism Department

Fantin

Cymrillian Pyromancer, 17th level
 Fields of study: pyromancy and wizardry
 Professor and Head of the Pyromancy Department

Merdmire

Marukan Talismancer, 17th level
 Fields of study: cryptomancy and talismancy
 Professor and Head of the Talismancy Department

Ome

Yassan Technomancer, 27th level
 Fields of study: enchantment, technomancy, and wizardry
 Professor and Head of the Technomancy Department

Abascar

Dracartan Thaumaturge, 39th level
 Fields of study: enchantment, invocation, and thaumaturgy
 Professor and Head of the Thaumaturgy Department

Zariste

Dhuna Warlock, 26th level
 Fields of study: natural magic, necromancy, and witchcraft
 Professor and Head of the Witchcraft Department

Merdigan the Miraculous

Zandir Wizard, 25th level
 Fields of study: enchantment, pyromancy, and wizardry
 Professor and Head of the Wizardry Department

Nostros

Pharesian Sage, 38th level
 Fields of study: astromancy, cryptomancy, invocation, and wizardry
 Professor of Arcane Lore and Talislantan Culture

Omir al Kasir

Kasmiran Trapmage, 35th level
 Fields of study: alchemy, enchantment, and technomancy
 Professor of Constructs, Security Advisor to the Lyceum

D'Aka

Nagra Shaman, 22nd level
 Fields of study: natural magic, primitive enchantment, and shamanism
 Special Consultant, Primitive Magics Department

33. The Library at Cymril

This venerable institution is an adjunct of the Lyceum Arcanum. The library contains over 20,000 tablets, scrolls, and volumes, many quite rare or even unique. The sections on magic, alchemy, ancient history, geography, and languages are especially well regarded. It is not permissible to borrow research materials except by special arrangement with the Lyceum Arcanum.

Profile: Sophistes

Callidian Cryptomancer, 34th level
The head archivist at the Library at Cymril is not particularly sociable, but he is efficient and highly competent despite his handicap; his tongue was removed by a vengeful Gnorl rhabdomancer as punishment for revealing a stolen secret. The cryptomancer communicates with patrons by inscribing enchanted symbols in the air. Sophistes keeps a keen eye on all who enter the library and is especially alert for thieves and vandals; it is said that he keeps a captive shaitan in a brass bottle hidden beneath the folds of his cloak.

34. Cymril Magical Supply

Like the library, this establishment is an adjunct of the Lyceum Arcanum. All sorts of magical and alchemical supplies and paraphernalia are available here, including alchemical apparatuses, powdered plant and animal parts, crushed minerals, crystal containers of various shapes and sizes, magical inks and pigments, several varieties of parchment, and a host of related materials. The more common types of magical and alchemical mixtures, many concocted by students at the Lyceum, can also be obtained here. This shop buys raw ingredients and magical apparatuses only from licensed dealers, a necessary precaution due to the prevalence of charlatans and mountebanks in Cymril. Prices for goods tend to be rather high due to the large local demand.

Profile: Oranius

Cymrillian Enchanter, 14th Level
Oranius is a skilled appraiser of enchanted items who employs a magical lens to examine all goods brought before him. He is exacting in his duties, utilizing a set of silver scales to carefully measure and weigh all ingredients. He is assisted by a silver-plated automaton fashioned in the likeness of Thystram, the fabled naturalist of ancient times. This construct is programmed to identify organic substances of all sorts.

35. The Mortar and Pestle

This small establishment offers powders, potions, and mixtures of various sorts at close to average rates. The proprietors purchase raw materials from independent sellers, provided the quality of such wares is up to their standards. Unknown mixtures are analyzed at a cost of 10 gold lumens.



Nadan the Alchemist

This is a very reputable establishment, known for fair prices, honest dealing, and quality merchandise. It is also the informal gathering place for the Sindaran alchemists who dwell in Cymril.

Profile: Nadan

Sindaran Alchemist, 25th level
Nadan inherited this shop from his uncle Zured after the latter retired. Like most Sindarans, he is quite talkative and is known to discuss two subjects at once, alternating from sentence to sentence in the Sindaran style. Nadan has a rather unusual hobby: he collects various types of phosphorescent fungi, which he keeps in the basement of his shop.

36. The Magic Sigil

One of the most colorful shops in the city, the Magic Sigil is owned by a Rahastran cartomancer named Merdan. The shelves lining the walls of this shop are laden with all manner of strange objects: books, phials, curios, scrolls, statuary, sarcophagi, urns, old clothing, jars filled with various anatomical parts preserved in amber-colored fluids, crystals, maps, chests, and a thousand other oddities. Merdan makes no effort to catalogue his wares, nor does he care to spend much time bargaining with customers. Pay the asking price, and the object is yours with no guarantees or refunds. Merdan is equally renowned as a buyer—no questions asked, take his offer or leave it.

Profile: Merdan

Rahastran Cartomancer, 38th level
Known for his stories, some of which verge upon the fantastic, Merdan claims to be no less than 431 years old, the seventh son of the seventh son of the mad wizard Rodinn. His cadaverous appearance and archaic style of dress would seem to lend credence to the first claim, at least. He owns a Zodar deck but refuses to use it, claiming that the cards have turned on him. Merdan loves to wager on Trivarian, although he states frankly that he has no idea of how the game is played.

37. The Sanctum

Once a shop dealing in rare books and magical writings, the Sanctum carried a shadowy reputation as an establishment owned, operated, and frequented by black magicians; the former owner, Nocturnus, was reputed to be a Farad necromancer. It was closed in the year 619 after Cymril severed relations with the Farad. The shop is now boarded up, its doors and windows warded by powerful symbols and seals.

38. The Four Winds Travel & Supply Co.

This large complex of buildings was once owned by two partners, a Cymrilian wizard and a Phantasian dream merchant. Formerly a motley arrangement of run-down shacks, the establishment has prospered in recent years and has undergone extensive renovation. The facilities now include a new seven-story office and watchtower, a large warehouse for the construction and maintenance of windships, a second for the storage of ship's components, and a third for storing goods in transit from Cymril to other locales. There is an extensive docking facility, which is used by windships from across the Seven Kingdoms and beyond. Mining ships from the Sea of Glass still come here to offload, though not as often as in days past. The Four Winds Travel and Supply Company offers the following services:

- Windship Leasing: 2,000-12,000 gold lumens per month
- Docking: 50 gold lumens per week
- Install Levitationals: 1,000+ gold lumens
- Windship Repair: 10-40 gold lumens per day
- Passage to:

Dracarta	5,100 gold lumens
Hadjistan	3,400 gold lumens
The Sea of Glass	3,500 gold lumens
Thaecia	4,300 gold lumens
Zanth	2,400 gold lumens

Ships now depart weekly, though schedules still tend to be a bit erratic. Accommodations vary in quality; when available, first-class fares are generally double the standard rate. Passage to other locales must be arranged privately; the standard rate is 10 gold lumens per mile, plus a departure fee and retainer of at least 500 gold lumens.

Profile: Markabian

Phantasian Dream Merchant, 14th level
Markabian is a Phantasian of middle years, tall and narrow of build with an easy-going personality. He purchased the Four Winds Trading Company from his former partner, Corolian, at an extremely reasonable price. Since then, he has experienced nothing but good fortune and his business has prospered. Recent improvements in windship arcanology and Cymrilian interest in the Unknown Lands hold even greater promise for the future, and Markabian is considering adding more ships, pilots, and crews.

39. Cymril Glass Co.

Situated adjacent to the Four Winds Travel and Supply Company, this facility stores, cuts, polishes, and ships green crystal mined and imported from the Sea of Glass. The glassworkers' guildhall is located on the premises, and includes an interesting exhibit of items found entombed within cut blocks of glass, presumably trapped since the formation of the Sea of Glass. Unfortunately, since the severing of trade relations with the Farad business has been slow, and many of the glass miners and laborers were laid off recently. Accordingly, the place often seems deserted.

40. The Four Winds Tavern

This tavern and inn caters primarily to Cymrilian windship pilots and crew, though shipcrafters and glassworkers sometimes come here as well. Not surprisingly, their talk is largely of windships, atmospheric conditions, and goings-on in foreign lands. The establishment offers good food and drink at reasonable prices, overnight accommoda-

tions of adequate quality, and private lounges where individuals with a surfeit of wealth can enjoy a phial of Phantasian dream essence in repose. It is sometimes possible to obtain the services of a qualified windship pilot or levitational engineer by inquiring on the premises.

Profile: Arcturian

Phantasian Astromancer, 15th level
The proprietor of the Four Winds Tavern is an astromancer of some renown in western Talislanta; at one time, he served as an advisor to the Sultan of Zandu. Arcturian has sailed the length and breadth of the continent and loves to regale customers with tales of his travels, such as the time he smuggled a chest of gold out of the Khadun's Tower in Rajanistan, or the night he spent with an alluring Dhuna witch as a covert witness to the Rites of Zar. Though more than a bit past his prime, he remains an avid ladies' man.

41. Artisans' District

Here are found numerous small shops featuring gemsmiths, ambersmiths, metalsmiths, trapsmiths, weaponers, tanners, glassblowers, makers of colorful dyes, jewelers, furniture builders, potters, weavers, and so forth. The wares are reasonably priced and the merchandise is of good quality.

Profile: Liriope

Muse Artisan, 12th level
The beautiful Liriope is one of the many artists who show their wares in this sector of Cymril. Her specialty is enchanted musical instruments, though she also dabbles in gossamer tapestries as time permits. Her instruments are prized by musicians of all races, particularly the Bodor. Liriope is rumored to have had brief affairs with several prominent artists and literary figures in and around Cymril.

42. Serazzio's

An establishment dealing in exotic costumes of all types and origins, Serazzio's is owned by a Zandir clothier of the same name. Elaborate and fanciful costumes are for sale or rent here, and custom-made apparel is available by arrangement. Prices are high, but the quality of Serazzio's work is unmatched in the Seven Kingdoms.

Profile: Serazzio

Zandir Artificer (clothier), 18th level
A foppish Zandir, Serazzio is about 60 years old, though frequent use of magical enhancements makes him appear closer to 40. He dresses in the most extravagant costumes, wears garish face paints, and affects a somewhat snobbish attitude. Serazzio prides himself on always keeping in step with the latest fashions, no matter how outrageous.



A Night at The Four Winds Tavern

43. The Lock and Key

This establishment specializes in the design, repair, installation, removal, and maintenance of intricate trap mechanisms. Also available here are: keys made to order (10 gold lumens), custom locks (20 gold lumens and up), a lock-opening service (25 gold lumens on site, 100+ if travel is required), plus such unusual items as shackles and cages. Prices are exorbitant, even for goods of such high quality.

Profile: Azi al Din

Kasmiran Trapmage, 32nd level

The accomplished trapmage Azi al Din is much in demand among the wealthier magicians of Cymril, for whom she provides such security measures as are required to safeguard their homes and possessions. Azi al Din is said to hoard a veritable fortune in gold and gemstones, supposedly in a vault hidden in the basement of her tower-shop.

44. Wilderlands Outfitter

This immense warehouse and stable complex offers almost anything an aspiring traveler or caravan master could desire: trained beasts of many types, wagons, drays, rope, tents, weaponry, armor, clothing, and even small punts and skiffs. Prices are within reason; quality is good and sometimes excellent.

Profile: Muharabi

Djaffir Merchant, 20th level

Muharabi abandoned the nomadic lifestyle of his people and settled in Cymril some years ago. He is regarded as a crafty businessman, fair but firm in all his dealings. Muharabi continues to be on good terms with his tribesfolk, who supply him with the finest quality merchandise. He once kept a harem of eleven wives, but all abandoned him following a scandal of some sort, the details of which Muharabi prefers to keep secret.

45. Talislantan Imports

Formerly a subsidiary of the Wilderlands Outfitter (see #44), this establishment is now owned by a Yitek nomad who once worked as a tomb robber. A wide variety of goods are sold here, imported by Djaffir and Yitek merchants from across the continent. The types of commodities available at any given time vary according to supply and demand but often include: furnishings, fabrics, exotic hardwoods, spices, scintilla, amber, gourmet delicacies, liquors, curios of various sorts, and—most popular in recent years—items unearthed from the numerous ruins that litter the Wilderlands of Zaran. Prices are high, at least double standard rates, and quality varies considerably.

Profile: Namidian

Yitek Tomb Robber, 13th level

Attired in the customary veiled robes of a Yitek nomad, Namidian is a mysterious figure who

detests idle banter; when bored, he displays his displeasure by unsheathing a long scimitar and sharpening it on a whetstone. He has contacts with several of the largest tribes of Yitek tomb robbers and Orgovian traders.

46. Moneylender

A windowless stone structure resembling a small fortress serves as the office of the Kasmiran moneylender Abn Qua. The moneylender himself is rarely seen; all transactions are performed through slots in the tower's reinforced iron door, with Abn Qua observing the proceedings by means of a flexible viewing tube. Here one can exchange foreign currencies for a 10% surcharge, deposit money or valuables for safekeeping at a 5% fee per month, or apply for a loan with 30% minimum interest. Financing for wilderlands and other expeditions is readily available.

Profile: Abn Qua

Kasmiran Moneylender, 23rd level

This Kasmiran is fair in his dealings, but he has little patience for those who do not make good on their loans. Abn Qua is suspected of hiring the services of Arimite Revenants and Jaka manhunters to persuade debtors to pay up promptly and in full.

47. Technomancer

This stall is run by a family of technomancers that designs, repairs, and maintains all sorts of mechanisms, devices, and conveyances. The quality of work is superior; fees begin at 10 gold lumens per hour plus materials.

Profile: Ven

Yassan Technomancer, 17th level

Ven is the son of Kwadinn, the original owner of this establishment. He is quiet and softspoken by nature, and every bit as industrious and highly skilled as his father before him. Ven is fearful of the consequences of the Sub-Men uprising, and is saving his money in order to bring the rest of his tek, or family clan, to Cymril from their present home in Carantheum. Though technically a foreigner, he considers himself a citizen of the Seven Kingdoms and is very loyal to the Wizard King.

48. Temple of the Ten Thousand

Located opposite the Temple of Aa, this is not actually a temple, but a lively tavern and brothel frequented by traveling Paradoxists, chiefly from Zandu. Wine and spicy Zandir dishes are available at fair prices. Entertainment is provided by Bodor musicians, Thiasian dancers, and Zandir charlatans.

Profile: Xanique

Zandir Courtesan, 19th level

An aging courtesan, Xanique manages this colorful tavern and brothel. Once lovely beyond compare,



Paying Homage to Aa the Omniscient

Xanique's fading beauty is now necessarily enhanced by the use of magic; the illusionist Miramar is especially fond of her and has helped to maintain her image of beauty. Xanique believes in living for the here and now and is a great favorite of the many folk who patronize the Temple of the Ten Thousand. Few realize she was once the pampered companion of a now-deceased Exarch of Arim, or that she knows secrets of the hidden passages of the palace in Ahrazahd.

49. Temple of Aa

An edifice dedicated to Aa the Omniscient, the stern patron deity of Aaman, this structure is frequented mainly by members of the Orthodoxist Cult on pilgrimages to the east. Aa has few followers in the Seven Kingdoms.

Profile: Aal

Aamanian Warrior-Priestess, 25th level
A stern-faced Aamanian of middle years, Aal finds no joy in her assignment to Cymril; it is her belief that she is surrounded by infidels and that Cymril is a city of sin. Still, she obeys the dictates of the new Hierophant unflinchingly and without question,

as she obeyed his predecessor. Aal is served by a cadre of warrior-priests led by the 13th-level Aaslan, who bears a shadowy reputation as a witch hunter amongst the local citizenry.

50. Temple of the Creator

The beneficent deity known as the Creator has a wide and varied following that includes many Cymrillians, Aeriad, and Sindarans. Services are held only twice per year, on special holy days.

Profile: Bahal

Cymrillian Priest, 23rd level
Tall, reserved, and introspective, Bahal is an avid scholar of metaphysics and owns a considerable collection of manuscripts on the subject. He is always eager to discuss opinions on theosophy, and is something of an expert on the higher planes.

51. Temple of Terra

This underground temple is dedicated to the Gnomekin patron deity, Terra the Earth Mother.

Profile: Abo Enabla

Gnomekin Priestess, 20th level
The high priestess of the Temple of Terra is compassionate to the needs of all beings and never turns away a person in need, regardless of the individual's religious beliefs.

52. Tazian Tattoo Parlor

This small shop is identifiable by its colorful sign, which shows the tattooed forms of a pair of male and female Thralls. The interior is sparsely furnished with a couple of sturdy stools, a table stained with colored pigments, and an old mirror. The most intricate and colorful tattoos may be obtained here at a cost of approximately 3 gold lumens per square inch.

Profile: Heaume

Thrall Warrior, 26th level (retired)
Heaume is an old Thrall warrior who has seen many campaigns in his day. He is an expert in the Thrall art of tattoo making and can produce or copy any design, no matter how complex. Heaume can identify any Thrall tattoo on sight and determine its exact significance. His powerful body bears the scars of twenty-odd years of service in the Eastern Borderlands.

53. Mercenaries Exchange

The owners of this establishment act as agents for mercenaries and hirelings, arranging to lease them to interested parties on a temporary basis. Once Farad-operated, the Mercenaries Exchange is now owned and operated by the Cymrillian government. Due to the current situation in the Wilderlands, there is a severe shortage of skilled mercenaries in Cymril. Applications are being taken for experienced scouts, artilleryists, warriors, and support personnel of all types. Pay ranges from 100–500 gold lumens per week based on level of ability, with tours of duty ranging from 4–16 weeks.

Profile: Sparte

Thrall Warrior, 12th level
Sparte serves as head recruiter for the Mercenaries Exchange. A veteran of the Borderlands Legion, he suffered a crippling wound and can now walk only with the aid of a cane. Though he can no longer serve as a warrior, he remains loyal to the Thralls and the Seven Kingdoms. Sparte interviews all applicants personally and has no patience for incompetents. Despite his wound, he is no one to trifle with. The last applicant who did so now resides in the Cymril Mausoleum.

54. Cymril Mausoleum

A gigantic edifice of dark green crystal, the mausoleum is the final resting place of many Cymrilians. As was the fashion among their Phandre ancestors, the Cymrilians inter their dead in glass.

Green crystal is the least expensive and most popular material at 2,000 gold lumens per sarcophagus, with the lighter and more translucent shades costing quite a bit more. Amberglass is favored only by the very wealthy, since it seldom costs less than 20,000 gold lumens. Encased in solid crystal, the departed are perfectly preserved and may be viewed by untold future generations of admirers and descendants.

Profile: Dismar

Cymrillian Mortician, 17th level
A gaunt and ancient-seeming man with pale green skin and ice-cold hands, Dismar serves as the mausoleum's chief mortician. When extending his sympathies to the bereaved, he wears a mournful expression and attires himself in somber black garments. When not on duty, Dismar can be found at the Temple of the Ten Thousand, pouring back glasses of green wine and ogling the young courtesans.

55. Metamorphosis

This salon is currently very much in vogue. It is owned by Darual the Morphosite, an eccentric individual of indeterminate age, race, or gender. Here, clients come to have their appearances altered according to their wishes. To this end, Darual employs the latest magical enhancements: changing skin or hair color, molding facial features, applying lacquers to shape the hair into outrageous coiffures, and employing subtle magics to disguise gender, race, age, or other physical characteristics. Costs tend to be excessive and range from 100 gold lumens for simple modifications to thousands of lumens for a complete makeover. Darual's clients include some of the wealthiest citizens of Cymril, Hadjistan, and many far distant locales.

Profile: Darual the Morphosite

Cymrillian Wizard, 22nd level. Fields of magical study: wizardry and alchemy.
An odd and eccentric individual, Darual is known for his habit of magically altering his manner of dress, skin coloration, and gender as the mood suits him. Formerly a seller of exotic potions and charms, he now owns Metamorphosis and has done quite well for himself.

56. House of Illusions

"All Fantasies Fulfilled," proclaims the sign that hangs above the twin portals of this fabulous and very exclusive emporium, which offers vicarious experiences in the form of skillfully crafted illusions. The proprietor Miramar and his talented staff claim to be able to fabricate any illusion imaginable, providing clients with an enchanted form of virtual reality. Prices range from 100 gold lumens to well over a 100,000 lumens depending upon the complexity and duration of the desired illusion. Miramar guarantees that his customers will be satisfied in all respects.

Profile: Miramar

Cymrillian Wizard, 33rd level. Fields of magical study: wizardry and astrology.

Miramar is a wizard and illusionist of uncanny talents who claims descent from no less a personage than the legendary Cascal, master of illusion. He rarely appears in person, preferring to adopt a variety of illusory semblances when dealing with his clients. Even so, he is always affable and eager to please those who frequent his establishment. In private life, he is considered something of a practical joker.

57. The Palace of Love

The Palace of Love is a lavish pleasure palace frequented by wealthy clients from Cymril and other locales. All manner of erotic diversions are offered here in a discreet and tasteful setting. Male and female courtesans of various races attend the clients, serving choice viands, fine wines, and vials of aphrodisiac elixir. The prices are extravagant, but the accommodations are said to be unsurpassed in all of Talislanta.

Profile: Onyx

Cymrillian Enchantress, 17th level

Onyx is a young enchantress of exquisite beauty and aristocratic demeanor who owns and operates the Palace of Love. She has glistening black skin and hair, an exotic semblance designed for her by Darual the Morphosite, owner of Metamorphosis (see #55). While Onyx will go to great lengths to meet the requirements of her clientele, she will not tolerate rude or unseemly behavior on the premises; a Kharakhan giant named Uru makes certain that all guests comply with her wishes. Despite innumerable offers, Onyx makes it a policy not to get involved with her clients.

58. House of Games

This splendid establishment specializes in games of chance, including such amusements as Pentadrille, Trivarian, Zodar, and practically anything else imaginable; in fact, the House of Games boasts that it will accept any wager, under the provision that it sets the odds. High stakes games are a specialty, with wagers totalling into the hundreds of thousands of lumens. Admission is 50 gold lumens, a fee that entitles customers to complimentary food and drink for the duration of their stay.

Profile: Tareau

Rahastran Cartomancer, 20th level

Tareau is an occasional customer of the House of Games. He is a wanderer, a drifter who travels across the continent of Talislanta, rarely staying in one place for long. Tareau makes a living telling fortunes and gambling; his enchanted Zodar deck is integral to both occupations. His mood often shifts according to the cards; sometimes he seems hopeful, and other times moody and morose.

59. Magique

Magique is arguably the most exotic and unusual night spot in Talislanta. The ambience is chic, the attitude wild, reckless, and decadent. The clientele is young and generally affluent; they dress in bright spangalor and sparkle powder and sport the latest in magical skin and hair enhancements. Most come here to dance and to partake of rare and costly intoxicants, including moonblossom wine, dream essences, Sindaran skoryx, stimulating elixirs, and more. In the domed music hall there is a new attraction every night: troupes of Bodor musicians, Saurans pounding dragon-skin drums, Sawila spellweavers from the isle of Fahn, even bands of wild-eyed Druhks playing bone flutes. A staff of six renegade Ur clansmen provides security. Admission is 20 gold lumens and prices are high, twice standard rates.

Profile: Ulan

Cymrillian Aeromancer, 11th level

Ulan is a young entrepreneur, the son of wealthy Cymrillian parents, and a magician of some ability. Magique is his creation and he revels in its success, which has earned him fame, fortune, and a host of ardent admirers. Ulan cloaks himself in spangalor, wears cobalt blue hair lacquered in rows of spikes, and has enhanced golden skin. He is used to getting what he wants.

60. Eidolon

Eidolon is a private club devoted to fanciers of euphorica, an intoxicating and highly addictive powder derived from the pollen of the mantrap plant. Admission is limited to members only; the hooded figures who guard the door will not allow individuals to enter into the darkened interior unless they know the appropriate signs. Within, customers gather in curtained alcoves, partaking of a drug described as "a synthesis of pure pleasure;" at 25 gold lumens per dose, the experience does not come cheaply. Outside in a darkened alley are others who once frequented Eidolon, the burned-out wrecks of euphorica addicts who have squandered their fortunes and their lives on the pursuit of artificial pleasure.

Profile: Melantha

Cymrillian Alchemist, 7th level

Melantha is a dealer in euphorica with connections to the Farad. She is in her thirties and effects a marbled black and white semblance, courtesy of Darual the Morphosite. Melantha is believed to be the single most important distributor of the drug in all of Cymril, and is protected by a powerful cabal of magicians from Faradun. She frequents such establishments as Magique and Metamorphosis, but never goes to the Palace of Love. Like most who deal in euphorica, Melantha is also an addict.

61. Tazian Arena

This enclosed arena features the violent contact sports that are so popular with the Thralls of Taz. Here, spectators come each night to watch Thralls and others engage in the Tazian "contact sports" of melee, a battle between teams of armed opponents, and challenge, a contest pitting individual opponents against each other in one-on-one combat. The highlight of the evening is the open challenge match, when the reigning challenge champion offers to take on any opponent from the audience. Admission is 5 gold lumens.

Profile: Abal Abas

Kasmiran Administrator, 12th level

Abas is a crafty entrepreneur who has earned a fortune in the arena combat business. He arranges all matches, for which he takes an agent's fee of 50%. He also owns the concession where Tazian fire-ale and other refreshments are sold. Though barely forty years of age, Abas hopes to retire soon in comfort.

62. Pawn Shop

This small and unobtrusive shop might easily be overlooked by characters who do not know its exact location. The proprietor, a Zandir wizard named Xantheus, is a purveyor of eccentric magical wares and weapons. His policy is as follows: Xantheus will pay 50% of the estimated value of any item offered to him, with no questions asked. Should the seller fail to return in 30 days to buy the item back at 75% of its value, Xantheus is free to sell it for any price he pleases. Xantheus's shop always contains a variety of oddments and curiosities.

Profile: Xantheus

Zandir Wizard, 18th level

Xantheus is a wizened old man who dresses in rags and effects the semblance of a beggar despite the rumor that he is actually quite wealthy and has supposedly hidden a fortune somewhere on the premises. He lives in a ramshackle hovel on the second floor. Some believe that Xantheus was once a favorite of the Zandir nobility who fell from grace after losing a magical duel with a swordsmage named Palitane. Others claim that he is a rogue magician who fled to Cymril in order to avoid persecution by the Orthodoxist Cult of Aman.

63. Borderlands Tavern

By far the most unsavory and dangerous establishment in Cymril, this dingy tavern is frequented by hard-bitten veterans from the Borderlands Legion, unemployed mercenaries, and the dregs of Tallslantan society. The fare is of low cost and lower quality, but the drink is strong. A wrong word in this tavern can cost a person a slit throat or worse.

Profile: Rune

Xambrian Wizard Hunter, 22nd level

Rune is an occasional patron of this tavern, where he comes to brood and await his next assignment; he hunts outlaw wizards and rogue magicians for a living. Rune is grim and silent by nature. His features are as cold and pale as death, and his raven hair hangs past his shoulders. Like all Xambrians, he bears an ancient vendetta against the modern-day reincarnations of the necromancer kings of Guaran, who once attempted to exterminate his ancestors.

Adventuring in Cymril

The city of Cymril, starting place for beginning Tallslanta campaigns, offers numerous opportunities for adventure. Some ideas:

- PCs can apply at the Mercenaries Exchange (#53 on the city map) and sign on for a short tour of duty in the Eastern Borderlands.
- The Four Winds Travel and Supply Company (#38) is interested in hiring skilled windship pilots and crew. Are the members of your adventuring party qualified?
- PCs can visit the Tazian Arena (# 61) and take in the fights, or join in themselves, if they feel up to it.
- Nadan, the Sindaran owner of the Mortar and Pestle (#35), hopes to acquire a rare variety of fungus for his collection and is willing to pay a group of adventurers to obtain a specimen for him. The fungus is known to grow in only two places: the Jungles of Chana and Taz Park (#10).
- Magique (# 59) is the most popular night spot in Cymril. While being entertained by a visiting troupe of Druhk flautists, some of the patrons begin to act as if they are possessed. The PCs, who have come to take in the night life, find themselves in the middle of a strange and dangerous situation.
- PCs can visit Metamorphosis (#55) and have Darual the Morphosite design a new look for their characters.

The Lyceum Arcanum

Cymril's foremost school for the study of the arcane arts is offering sizable rewards for certain lost artifacts from the Forgotten Age. Among the items that they covet most:

- Eleven pages of writings on sorcery that were discovered missing from the *Archaen Codex*. Each of the original pages is worth at least 10,000 gold lumens.



On the Road Again

- Any of the writings of Koraq, the greatest sorcerer of the Archaen Age. These are valued at upwards of 5,000 gold lumens apiece.
- Any article once owned by Koraq or his simulacrum, Viridian. Authentic pieces are valued at 1,000 gold lumens and up.
- Writings, enchanted items, or relics created by the magicians of the Archaen Age, in particular the illusionist Cascal or his female alter-image Nirasha; the sorcerer Arkon, an individual known for his reckless experiments as well as a fondness for addictive substances; the Enchantress of the Shoals, a sorceress whose true name was known to no one but herself; Shonos the Thane, an individual of morbid habits; and the mad wizard Rodinn, who many believe was in some way responsible for The Great Disaster.
- Artifacts mentioned in the *Archaen Codex* and other sources, valued at 10,000 to 100,000 gold lumens.

CREATING NEW ARCHETYPES

One of the more unusual features of the **Talisanta** system is the great number of archetypes available to the player and gamemaster. Over one hundred different choices are described in this book, with others to be detailed in upcoming publications. While this is a considerable number of character types for a single game system, the great diversity of the Talislantan milieu suggests that many other

combinations of races, nationalities, and professions are possible.

The procedure for creating additional archetypes for the **Talisanta** game system is as follows:

1. Choose the character's race.
2. Determine the new archetype's attributes. To do so, use the corresponding archetype stats listed in this book; if there is more than one entry for a given race, choose the one closest to the new archetype that you wish to create, or make adjustments as needed.
3. Refer to the corresponding archetype to determine the new character type's physical characteristics and hit points.
4. Determine the new archetype's skills by consulting the list of races and professions included in this section. Feel free to modify the choice of skills as required in order to conform with the new archetype's race, nationality, and culture.

Note that members of common trades, such as administrators, artificers, and engineers, will usually have one primary skill in their chosen profession and up to 1–3 secondary skills, interests, and hobbies.

5. Determine the new archetype's equipment, possessions, and wealth. This information can be based on comparable figures listed in this category for characters of similar race, nationality, or profession.

Notes on Generating New Character Types

The concept of "generic" character classes (thief, fighter, magic-user, etc.) has never been a feature of the **Talisanta** game, which was designed to provide players and gamemasters with an original and unique setting for their FRP campaigns. We respectfully ask you and your players to keep this in mind if you wish to create new archetypes for the game. Consider the following suggestions:

- Try to avoid "super-hero" archetypes, characters who possess an unfair advantage due to a combination of racial attributes, special abilities, and skills. The purpose of presenting optional rules for generating new archetypes was to add more variety to the game, not to disrupt or unbalance the campaign.
- When creating new archetypes, always keep in mind the peculiarities of each character's race, nationality, background, and culture. These factors are as important or more important to good roleplaying than the character's profession.

Races and Professions

Aamanians	Archimage, warrior priest, inquisitor, witch hunter, monitor, slaver, or any other profession sanctioned by the Orthodoxist Cult.
Aeriad, blue	Warrior, artificer, scout, tracker, hunter/gatherer, navigator/pilot, weaponer.
Aeriad, green	Any scholarly, magical, alchemical, or administrative profession.
Ahazu	Warrior, weaponer, tracker, scout, servitor, hunter/gatherer.
Araq	Warrior, tracker, scout, weaponer, artificer, beast handler.
Ariane	Any scholarly profession, scout, tracker, artificer, healer, herbalist.
Arimite	Any.
Batrean, female	Courtesan, thief, performer, spy, concubine.
Batrean, male	Warrior, artificer (primitive), hunter/gatherer, laborer (unskilled).
Beastman	Warrior, thief, assassin, tracker, scout, bounty hunter.
Bodor	Musician, artificer.
Callidian	Any scholarly, magical, or alchemical profession.
Cymrilians	Any.
Danclek	Scout, tracker, trader, salt miner, herder.
Danuvian, female	Any.
Danuvian, male	Subservient positions only.
Darkling	Warrior, scout, thief, spy, assassin.
Dhuna	Any noncivilized profession.
Djaffir	Any.
Dracartan	Any reputable profession.
Drukh	Warrior, shaman, scout, tracker, hunter/gatherer, artificer, torturer.
Farad	Any, though mercantile pursuits are greatly favored.
Ferran	Thief, scout, tracker, spy, trader, smuggler.
Gao	Any thieving profession, any common profession such as cook, carpenter, etc.
Gnomckin	Warrior, crystalomancer, merchant, artificer, agriculturist.
Gnorl	Rhodomancer, scholar, herbalist, witch or warlock, healer.
Green Man/Woman	Agriculturist, gardener (natural talents only).
Gryph	Warrior, scout, hunter/gatherer, artificer, historian.
Hadjin	Aristocrat only; Hadjin shun hard work of any sort.
Harakin	Warrior, scout, tracker, hunter/gatherer.
Imrian	Slaver, warrior, artificer, engineer (crude), administrator.
Ispasian	Any mercantile profession, administrator.
Jaka	Scout, tracker, hunter/gatherer, thief, beast handler, trader, warrior, assassin.
Kang, female	Warrior, tracker, assassin, performer.
Kang, male	Warrior, warrior-priest, tracker, assassin, administrator.
Kasmiran	Any reasonably reputable profession.
Mandalan	Any, though scholarly professions are preferred.
Marukan	Any, though training is generally lacking.
Mirin	Any profession except slaver or courtesan.
Mogroth	Trader, artificer, herbalist, mud miner.
Monad	Servitor only.
Mondre Khan	Warrior, scout, tracker, thief, courtesan, assassin, weaponer/armorer.
Mud People	Shaman, warrior, hunter/gatherer, mud miner, artificer (primitive).
Muse	Any artistic profession.
Nagra	Spirit tracker, shaman, bounty hunter, scout, artificer, assassin.
Na-Ku	Warrior, witch doctor, scout, artificer, thief.
Oceanian	Any seafring trade or profession.
Parthenian	Sea trader, shipwright, warrior, administrator, artificer.
Phantasian	Any; magical professions are much preferred.
Guan	Administrator only.
Rahastran	Any magical profession.
Rajan	Any profession not excluded by religious beliefs.
Rasmirin	Witch/warlock, scout, tracker, warrior, thief, assassin.
Sarista	Any, though formal training is lacking.
Sauran	Warrior, warrior-priestess (female only), scout, artificer, trader.
Sindaran	Any profession except spellcaster.
Stryx	Warrior, necromancer, scout, hunter/gatherer, artificer, spy.
Sunra	Aquamancer, mariner, warrior, hunter, scholar.
Thaectian	Any; magical professions preferred.
Thlasian	Performer, dancer, singer, juggler.
Thrall	Only professions related to combat and warfare.
Ur	Warrior, shaman, torturer, artificer, engineer, thief.
Vajra	Engineer, warrior, artificer, administrator, historian, laborer, healer.
Vird	Any, though training is lacking.
Xambrian	Wizard hunter, bounty hunter, scout, tracker, assassin.
Yassan	Technomancy only.
Yitek	Scout, trader, merchant, thief, spy.
Yrmanian	Warrior, shaman, artificer.
Zandir	Any.

Skills for Professions

Profession	Primary Skills
Alchemist	Primary magic (alchemy) plus any two scholarly skills.
Assassin	Assassinate, secondary combat, disguise, any three thieving skills.
Bounty Hunter	Primary combat, tracking, any three combat or thieving skills.
Charlatan	Secondary magic, any five thieving or magical/chemical talents.
Courtesan	Any two performing skills, seduce, any three thieving talents.
Magician	Primary magic, inscribe spells, any three magical/chemical skills.
Mystic	Primary magic (mysticism), cult rituals, any three scholarly or magical/chemical skills.
Necromancer	Primary magic (necromancy), alchemical skills of Concoct Poison and Concoct Elxdrs, one other culturally related skill.
Priest/Priestess	Primary magic (invocation), cult rituals, oratory, any two scholarly pursuits.
Scholar	Any six scholarly pursuits, any two additional skills besides combat and magic.
Shaman	Secondary magic (shamanism), cult rituals, primitive magical talents, inscribe spells, combat training, two concoct skills.
Spy	Secondary combat, disguise, any four thieving talents.
Thief	Secondary combat, any four thieving talents.
Tracker/Scout	Secondary combat, tracking, any six wilderness skills.
Warrior	Primary combat, any three combat skills or proficiencies.
Warrior-Priest/ Warrior-Priestess	Secondary magic (invocation), secondary combat, oratory, metaphysical doctrines.
Witch/Warlock	Secondary magic (witchcraft), any three concoct skills, any three wilderness skills.



A Drukh War Party

8

Bestiary

"The Talislanta world is populated by a vast array of living things, from domesticated animals to plants, insects, and myriad creatures of the wild. Some are descended from the numerous hybrids created by the sorcerers of ancient Archaeus; others are the product of modern-day breeders, or mutations created by the aberrant magical energies unleashed as a result of The Great Disaster. Precious few, I am afraid, remain as Nature once intended them to be"

-Excerpted from the compendium of the noted naturalist Thystram



The following sections feature descriptions and game statistics for a variety of animals, insects, and plantlife native to the continent of Talislanta, including domesticated and trained beasts, denizens of the wild, extra-dimensional entities, insects, flora, and fauna.

Format for Bestiary Entries

The basic format for game statistics is as follows:

Size

Typical height or length and weight, usually expressed as a range.

Attributes

The figures listed here represent attribute scores possessed by a typical creature of the species indicated. "Plus" ratings such as +1 and +2 are used to denote above average attributes and "minus" ratings are used to indicate below average scores. If an attribute is not listed here, the creature should be considered of average ("zero" rating) ability in this area.

The eight attributes used in the Talislanta system are as follows:

- INT (Intelligence): Intellectual capacity.
- WIL (Will): Willpower.
- PER (Perception): Sensory awareness.
- CHA (Charisma): Presence or forcefulness.
- STR (Strength): Physical strength.
- DEX (Dexterity): Agility, maneuverability.

- CON (Constitution): Endurance, resilience.
- SPD (Speed): Quickness, rate of movement.

INT Range

Below are INT ratings for various creatures, to provide a relative scale by which to judge the intelligence of other creatures.

- 15 Insects
- 11 Omnivrax (notoriously stupid carnivore)
- 10 Alatus (winged leech)
- 9 Kra (giant, sightless eel)
- 8 Ahtra (mount and beast of burden)
- 7 Drac (small, trainable, wingless dragon)
- 6 Tarkus (tracking beast, predator)
- 5 Normal lower limit for sentient beings
- 0 Average sentient mortal

Level

This is an indicator of the creature's level of ability, typically expressed as a range such as "Level: 1-10." A rating of 1+ indicates that the creature has unlimited potential for advancement in level. A rating such as 15+ indicates that the creature's minimum level of ability is 15; a rating such as 2-8+ indicates that the majority of the species fall into this range, with exceptional individuals having the potential to achieve a higher level of ability.

Attacks/Damage

This indicates the attack capabilities of the creature, including the type of attack employed (claw, bite, weapon, etc.) and the typical amount of damage resulting from such attacks. The type of dice indicated dictates the range of damage for each attack form listed. The bonus for STR is included. If the creature has a size different from the species average, adjust the damage accordingly. Unless otherwise specified, a creature's combat rating equals its DEX + level.

Some creatures are so small and weak that they can only do 1 or 2 points of damage at most. In this case, they generally make "aimed shots" in order to bypass armor. Creatures that because of low STR can only do 1 point of damage do not have their STR penalty listed. They simply always do 1 point of damage.

Special Abilities

If the creature listed has any extraordinary abilities or talents these will be listed here.

Armor

This is a rating of the listed creature's natural protection (hide, scales, etc.) and the number of points of damage it stops.

Hit Points

The average number of hit points for a typical member of the species indicated will be listed here. Generally, a creature receives +2 hit points per level. Large creatures sometimes receive more, and smaller or less ferocious creatures may have fewer. Unlike the hit point scores given for player character archetypes, the number listed is for a hypothetical "0-level" creature. Even 1st-level creatures get a +2 bonus to this number. This system makes it easy to calculate hit points for creatures of various levels. Unless otherwise specified, CON is already included in this figure. When developing a creature with higher or lower CON than average, adjust hit points accordingly.

Habitat

This indicates the region and terrain types in which the creature is commonly found.

For more complete information on Talisantan flora and fauna, consult *Thystram's Collectanea*.



STEEDS AND TRAINED BEASTS

AHTRA



Ahtra are quadrupedal beasts similar in some respects to equus but with heavier torsos, longer legs, spiraling horns, and a serpentine tail. The Djaffir claim to have created the species centuries ago by the accidental cross-breeding of various riding and burden beasts; no one knows for certain the exact components that contributed to the existence of these eminently useful hybrids.

Despite their ungainly appearance, ahtra are surprisingly swift and agile afoot. More impressive is the endurance of these creatures, which is unmatched in the animal kingdom. With their characteristic long, loping stride, ahtra can travel for days without stopping to rest. By retaining fluids in their humplike sacs, ahtra can go without water for long periods; one month per sac is considered to be an accurate estimate. The creature's scaly hide renders it immune to the rays of Talislanta's twin suns, and a pair of translucent membranes shield its eyes from sun and sand.

There are three varieties of ahtra, each possessed of its own individual virtues. Swiftest of these is the one-humped ontra, bred mainly for speed. The two-humped batra is somewhat slower and can carry eight hundred pounds of weight compared to only four hundred for the ontra. The three-humped tatra can carry twelve hundred pounds, but is the slowest of the three and will not run at full speed unless constantly goaded with a prod or riding crop. Plans for a four-humped variety of ahtra were proposed by the Djaffir at one point, but were subsequently discarded as impractical and possibly absurd.

Size: 6'+ at the shoulder, 500-800+ lbs.

Attributes: INT -8, STR +6, CON +6, SPD +8 (ontra), +7 (batra), +6 (tatra)

Level: 1-4

Attacks/Damage: Bite: d4, Kick: d10

Special Abilities: Travel up to six days without requiring rest, subsist without water (one month per hump), bear burdens (four hundred pounds per hump)

Armor: Leathery skin, 1 point

Hit Points: 30-46

Habitat: Deserts, wilderlands

DRACTYL

Dractyl are a species of winged reptile found in the hills and mountains surrounding the bleak realm known as Harak. Large and ungainly, these creatures have gray-green, scaly hides and membraneous wings. The rheumy, yellow-eyed stare of these avians is somewhat unnerving, a fact from which dractyl seem to derive a certain perverse pleasure.

Dractyl are trained as steeds by the fierce Harakin, who use them for airborne and overland transport. Their diet normally consists of vermin, scorpions, and spiders, though they will eat almost anything that can be obtained without great exertion. They are only fair flyers and have an aversion to altitudes above one hundred feet. Though the Harakin ride them into battle, dractyl have little love of combat and obey their masters primarily to avoid being eaten at the next meal. Even so, these reptilians are capable of delivering a nasty bite and can use their front and rear claws to some effect when the need arises.

Size: 7'-7'6" long, 25'+ wingspan, 600-800+ lbs.

Attributes: INT -5, STR +2, CON +2, SPD +2*

*in the air only; -2 on the ground.

Level: 3-6

Attacks/Damage: Bite: d8, Claws: d6

Special Abilities: Flight, capable of speech

Armor: Hide, 1 point

Hit

Points:

10, +2

per level

Habitat:

Harak,

northern

Quan

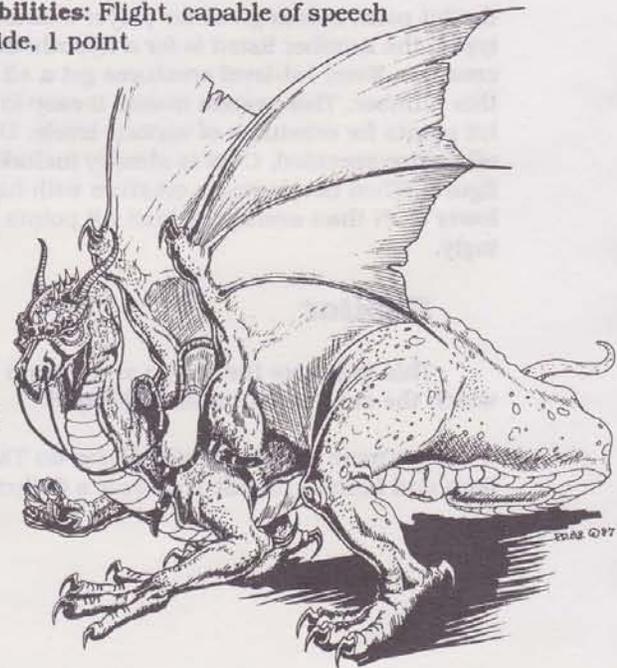
Empire,

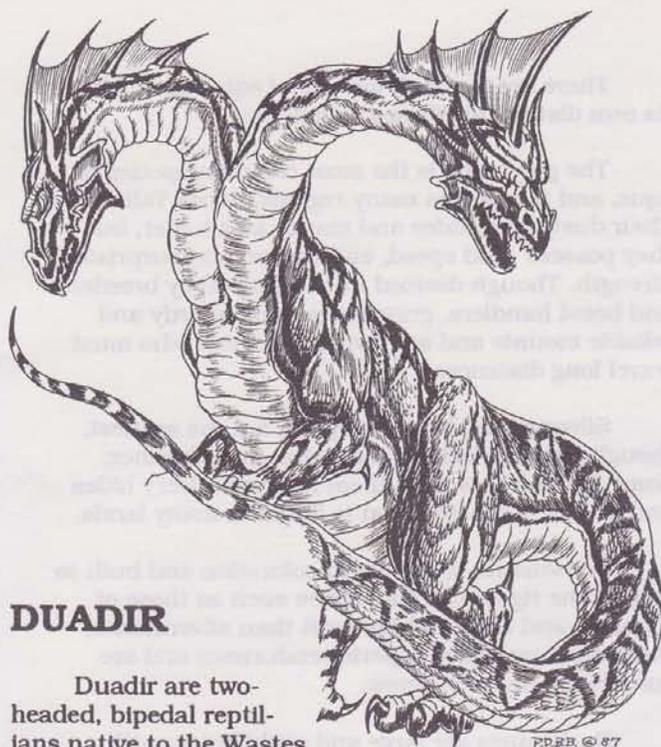
Xanadas

(rare),

L'Haan

(very rare)





DUADIR

Duadir are two-headed, bipedal reptilians native to the Wastes of Kharakhan. Their skin is a bright crimson in color, fading to yellow along the creature's abdomen and underside. Adult specimens commonly attain heights of up to eleven feet and may measure eighteen feet in height.

Duadir are swift runners, easily able to match an equus stride for stride. They lack endurance, however, and can only travel at top speed for about a mile or so before becoming exhausted. In the wild, duadir hunt in groups of up to two dozen individuals. These creatures are trained as steeds by the Araq, a race of reptilian humanoids native to the Kharakhan Wastes. The Araq accomplish this feat by the cruel treatment of duadir hatchlings, a procedure taking some two years to complete.

The duadir's two heads are capable of attacking independently, with each delivering a vicious bite. Though their clawed hands are used mainly for grasping, the hind legs of a duadir are equipped with sharp talons and are effective slashing weapons. Duadir are also known to use their long, sinuous tails to entangle their opponents. They normally prey on crag spiders and land lizards but will attack even land dragons when driven by hunger.

Size: 10–11' long, 600–900+ lbs.

Attributes: INT -7, PER +4, STR +4, DEX +2, SPD +7

Level: 2–8+

Attacks/Damage: Bite: d8 (two attacks), Claws: d8, Tail: d6 (or entangle)

Special Abilities: Two heads can attack independently

Armor: Thick hide, 1 point

Hit Points: 16–36

Habitat: Wastes of Kharakhan, Volcanic Hills, Wilderlands of Zaran

DURGE

Durge are a species of ponderous, six-legged herbivores originally bred by the ancient Phaedrans for use as burden beasts. The experiment, viewed in retrospect, appears to have been less than entirely successful. As planned, the hybrid durge were large and exceptionally powerful. They thrived on weeds, dry grasses, and other inexpensive foodstuffs, and were mild and placid by nature.

Unfortunately, few of the durge showed any great inclination towards hard labor, preferring instead certain more leisurely pursuits, specifically chasing after durges of the opposite sex. The creatures soon proved remarkably prolific, so much so that the Phaedrans were forced to release great numbers of the hulking creatures into what was then the eastern wilderness.

Durge are now found throughout much of the continent, from Zandu to the Quan Empire. Great herds of these creatures are known to inhabit the Plains of Golarin and nearby territories. A few domesticated durge are still used as dray beasts, though most are now raised for food.

Size: 8' long, 5' high at the shoulder, 2,000+ lbs.

Attributes: INT -10, STR +8, DEX -10, SPD -9

Level: 1

Attacks/Damage: Normally none, Head-butt: d10, only if harassed

Special Abilities: See comments

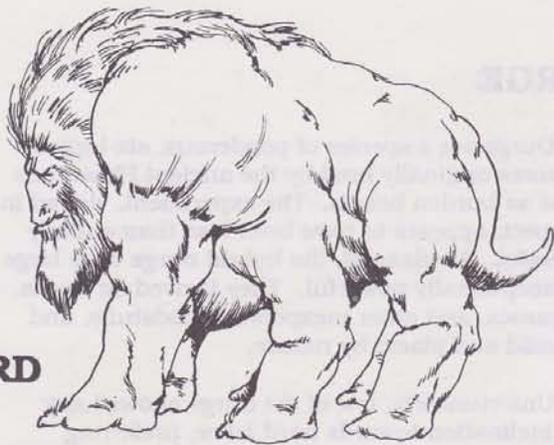
Armor: As per leather armor

Hit Points: 20, +2 per level

Habitat: Civilized regions, Plains of Golarin, Wilderlands of Zaran



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ERD

Erd are a species of domesticated, six-legged mammals known for their docile and friendly nature. These creatures are identifiable by their long, shaggy fur and unusual features, which some describe as similar to an old man or sage. Zandir farmers sometimes call them "wise ones," and regale each other with tales of their erd's placid and patient ways.

Erd are eminently useful creatures that are easy to raise and keep. They grow a new coat of fur every spring, shedding the old coat by the fifth week of Ardan. The discarded fur, called shag, is soft and durable and is used to make blankets and rugs. The female of the species secretes milk that Talislantans use to make cheese. The creatures are quite strong and can be trained as burden beasts. They are normally placid but are easily agitated by fire. When in such a state, erd may become quite aggressive.

Size: Up to 8' long, 6' high at the shoulder, 800+ lbs.

Attributes: STR +6, DEX -8, SPD -6

Level: 1-2

Attacks/Damage: Kick: d10, Trample: d20 (attacks are rare)

Special Abilities: Wool used to make shag, females produce milk for cheese

Armor: Unarmored

Hit Points: 14, +3 per level

Habitat: Most civilized regions; wild erd are found in some places

EGUS

Equs are unusual creatures resembling a strange cross between mammal and reptile. They are typically sleek and muscular of build, with scaly hide and a long mane and tail, the color of which varies according to type. Equs are quite intelligent and have their own language, called Equan. Some few are even able to speak the languages of humanoids, though a natural tendency toward secrecy forbids most equs from boasting of this ability. They are prized as steeds throughout the continent and seldom sell for less than four hundred gold lumens apiece. In the wild, equs travel in herds of up to sixty individuals.

There are four sub-species of equs, each with its own distinct attributes as follows:

The graymane is the most common species of equs, and is found in many regions across Talislanta. Their dusty gray hides and manes lack luster, but they possess good speed, endurance, and surprising strength. Though deemed unexceptional by breeders and beast handlers, graymanes make sturdy and reliable mounts and are favored by those who must travel long distances.

Silvermanes, built for speed, are the swiftest, though they are lacking somewhat in endurance. Some Talislantans hunt them for their silvery hides and manes, a practice that is illegal in many lands.

Snowmanes are white in coloration and built to endure the rigors of frigid climes such as those of Narandu and L'Haan. Less swift than silvermanes, these creatures have superior endurance and are sure-footed on ice or snow.

Darkmanes are large and surly beasts with coal-black manes and hides, sharp hooves, and fangs. Aggressive and spiteful creatures, darkmanes will often attack other equs on sight. They are known to use foul language and to plot and scheme amongst each other. Darkmanes have attributes similar in other respects to graymanes, but are considered practically useless by most Talislantans. The Beastmen of Golarin employ these foul creatures as steeds, a task entailing vigorous use of the lash. Elsewhere, darkmanes are hunted for their shining hides and manes.

Size: 5'+ at the shoulder, 400-600 lbs.

Attributes: INT -3, PER +3, STR +3, DEX +3, SPD +7 (+8 for silvermanes)

Level: 1-4

Attacks/Damage: Kick: d12, Bite: 1-4 (darkmane only)

Special Abilities: Converse in Equan (and possibly other humanoid languages),

immune to cold (snowmane only)

Armor: Thick hide, 1 point

Hit Points: 16, +3 per level

Habitat: Plains, wilderlands, snowfields (snowmanes only), hills (graymanes), forests (silvermanes), wastelands (darkmanes)



LAND LIZARD

Land lizards are a species of quadrupedal herbivores related to the giant land dragons of Talislanta. Unlike their larger relatives, land lizards rarely exceed ten feet in length and are docile and generally passive by nature. A full-grown adult may weigh over two thousand pounds. These large reptilians roam the Barrens and other parts of the Wilderlands in herds of up to a hundred or more individuals.

Although they are somewhat sluggish and dull-witted, land lizards are valued for use as pack and burden beasts. They are very strong, and can carry as much as twelve hundred pounds without difficulty. If employed as dray beasts, they can pull wagonloads in excess of twice their own body weight. The Shadinn of Rajanistan equip gelded males with armor plates and ride them into battle, though most find land lizards too obstinate and passive for such purposes. Land lizards can detect the scent of salt at distances of up to one half mile, and relish the taste of this substance above all things.

Size: 8'-10' long, 1,800-2,600 lbs.

Attributes: INT -8, WIL +4, PER -2, STR +7, DEX -4, CON +6, SPD -1

Level: 2-5

Attacks/Damage: Bite: d6, Kick: d8, Tail: d8

Special Abilities: None

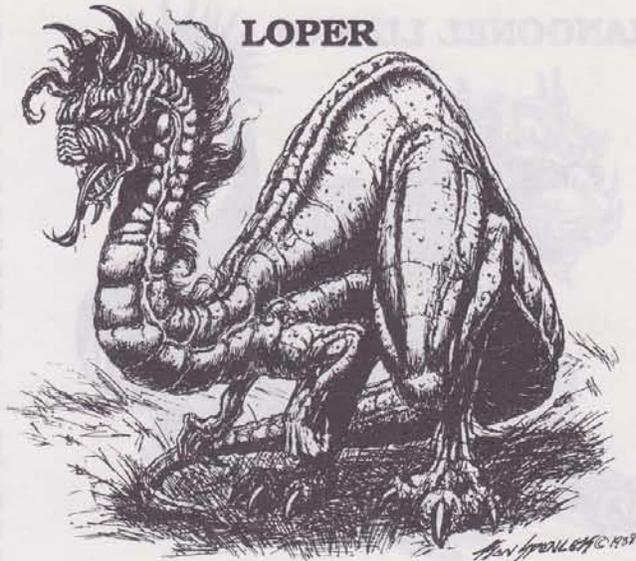
Armor: Scaly hide, 1 point

Hit Points: 20, +3 per level

Habitat: Wilderlands of Zaran, salt flats, wastelands, Plains of Golarin (rare)



LOPER



Lopers are a peculiar species of bipedal beasts similar in some respects to striders, but with a mane of coarse fur, grasping foreclaws, and strange, almost humanoid facial features; Talislantan scholars are divided over whether the creature is a mutated species of strider or a hybrid of some sort. Adult specimens commonly stand up to eight feet in height, and measure over fourteen feet from head to tail.

In the wild, lopers usually travel in herds of up to forty or fifty creatures, including males, females, and sexless broodlings; latent sexual markings and physical characteristics generally do not develop until the broodlings mature, at or around their third year. The distinction between male and female lopers is an important one; the male of the species is exceptionally mean-tempered and prone to erratic behavior, while the female is somewhat more docile.

Herds of lopers are found from the frigid wastes of Narandu to the southern sectors of Quan and the Wilderlands of Zaran. They are generally innocuous, feeding primarily on mosses, lichen, roots, and small vermin. Orgovian traders value lopers as steeds and burden beasts, primarily because they are very rugged and eat little. Though they can be captured and trained, lopers cannot be entirely tamed or domesticated. The creatures can only be controlled by the use of a prod-hook, a device employed to keep the loper from biting its rider, other animals, or whatever else is in range of its jaws.

Size: 14' long, 8' tall, 400-600 lbs.

Attributes: INT -8, WIL +7, STR +4, DEX +4, CON +3, SPD +5

Level: 3-5

Attacks/Damage: Bite: d4, Hind Claws: d8, Whiplike Tail: d6 (one attack per round)

Special Abilities: Sure-footed climbers, leap across 20-30 foot spans with running start

Armor: Thick hide, 1 point

Hit Points: 18, +2 per level

Habitat: Narandu, Wilderlands of Zaran, Quan Empire

MANGONEL LIZARD



A relative of the land lizard, the mangonel lizard is a bulkier and more aggressive creature than its stubborn but relatively placid counterpart. Its hide is thicker, and its tail terminates in a knob of spiked bone and gristle. The mangonel can use its tail as an effective battering weapon, and so is shunned by all but the most fierce or desperate predators.

The Thralls of Taz favor these creatures for use as steeds; though they are difficult to capture and tame, mangonel lizards can be made to serve well in this regard. Their usefulness as steeds depends upon how well the creatures have been trained; a poorly trained mangonel lizard is as much a danger to its rider as it is to any other creature or being.

Like land lizards, mangonels are herbivores. They generally travel in herds that can range in size from twenty to about eighty animals. Both the males and females will defend their young to the death.

Size: 8'-10' long, 2,000-2,800 lbs.
Attributes: INT -7, WIL +2, STR +8, CON +5, SPD +3
Level: 1-4
Attacks/Damage: Spiked Tail: 2d8, Bite: d6
Special Abilities: None
Armor: Scales, 3 points
Hit Points: 25, +3 per level
Habitat: Wilderlands of Zaran, wastelands, Plains of Golarin (rare)

OGRIPHANT

Ogriphants are ponderous quadrupeds native to the western forests and jungles of Talislanta, from Werewood to Mog. They are immense creatures, standing over eight feet tall at the shoulders and weighing over a ton. Usually placid in nature, ogriphants can be quite aggressive, particularly during the mating season. With their long tusks, horns, and great body mass, these creatures are more than capable of defending themselves against most types of predators.

Ogriphants have been domesticated in several lands, where they serve primarily as burden beasts. They are also used to help clear jungle and forest land, and, when equipped with sedan chairs or small pavilions called *howdahs*, as transportation of a rather impressive sort. In some places ogriphants are trained for use in war and outfitted with plate armor and wooden battle towers. They are hunted for their ivory, which brings up to ten gold lumens per pound.

Size: 8'-9' at the shoulder, 2,000+ lbs.
Attributes: INT -7, PER -1, STR +10, DEX -8, SPD -2
Level: 3-6
Attacks/Damage: Tusks: d12, Trample: 2d12
Special Abilities: Trunk can be used to grasp objects
Armor: Thick hide, 2 points
Hit Points: 30, +5 per level
Habitat: Wilderlands of Zaran, Plains of Golarin, wilderness regions





STRIDER

Striders are large, bipedal predators resembling a cross between reptile and flightless bird. They stand over seven and a half feet in height, weigh upwards of eight hundred pounds, and can carry as much as six hundred pounds without great difficulty. The crimson-skinned Kang of the Quan Empire have long employed striders as war steeds, a task to which these fierce beasts are well suited.

The natural defenses and weaponry of these creatures are quite impressive. Their scaly hide is as tough as leather armor, with a ridge of bony spines providing extra protection for the head and neck. Despite their size, striders are surprisingly swift and sure footed. The curved beak and sharp talons of a strider are capable of rending the thickest hide, and the creature's tail may be employed to grasp or whip prey, as desired.

A somewhat smaller, green-scaled relative of the strider, called the marsh strider, is native to the swamplands of southwestern Talislanta.

Size: 7'-8' tall, 750-850+ lbs.

Attributes: INT -7, PER +2, STR +6, SPD +6

Level: 1-4

Attacks/Damage: Bite: d4, Talons: d8, Tail: d4 (or used to grasp prey)

Special Abilities: Claws can easily pierce leather armor; marsh strider's webbed talons allow swift movement in swampy terrain

Armor: Thick hide, 1 point

Hit Points: 16, +2 per level

Habitat: Graylands of the Quan Empire, Volcanic Hills, Wilderlands of Zaran, Jhangara, Mog

TARKUS

Tarkuses are terrible, quadrupedal carnivores native to the Graylands region of the Quan Empire. The appearance of these creatures would seem to bear out the theories of Mandalan savants, who claim that the species was created in ancient times by the process of sorcerous hybridization.

Indeed, the tarkus possesses an uncanny combination of physical attributes. Its body resembles a cross between mangonel lizard, raknid, and tundrabeast; overlapping plates of bone protect the head, neck, and upper torso, and a thick coat of fur covers the tarkus's limbs and underside. The creature has the long fangs and claws of an exomorph, yet its features are vaguely reminiscent of a land lizard's.

The tarkus's abilities are similarly diverse, and even uncanny. Though they may measure over seven feet in length and weigh as much as five hundred pounds, they are tireless runners, and can match a graymane stride for stride over short distances. Tarkuses are able to track prey by scent over almost any type of terrain, and have fairly acute night vision. In the wild, they are known to travel in packs of up to a dozen individuals, preying on all sorts of creatures including striders, Saurans, and even raknids.

The Kang know the secret of breeding and training tarkuses, feats requiring no small degree of caution and expertise. Kang tracker units employ chained tarkuses when patrolling the borders of the Quan Empire, and use them to guard their outposts and installations. The creatures are also employed in conjunction with bands of Kang trackers to locate Sauran settlements in the Volcanic Hills region.

Size: 7'-8' in length, 450-500 lbs.

Attributes: INT -6, WIL +4, PER +6, STR +6, SPD +6

Level: 1-5

Attacks/Damage: Bite: d8, Claws: d8

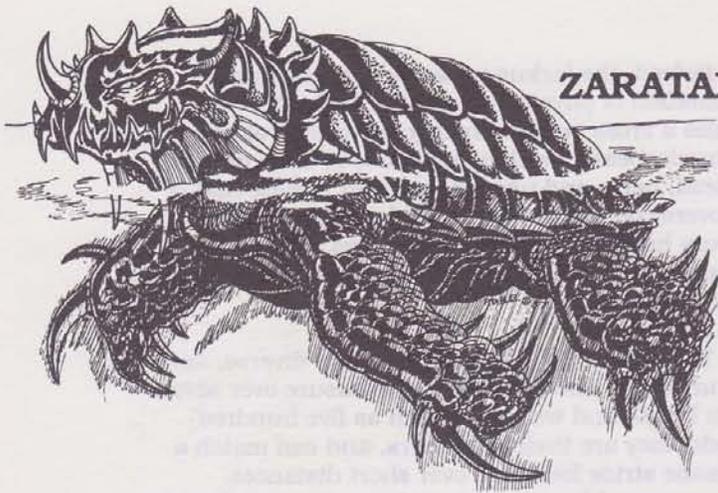
Special Abilities: Track prey by scent, night vision, can run as swiftly as a graymane for distances of up to one mile

Armor: Bony plates, 5 points (limbs/underside: thick fur, 1 point).

Hit Points: 15, +3 per level

Habitat: Graylands of the Quan Empire, Volcanic Hills, Wilderlands of Zaran (rare)





ZARATAN

Zaratans are giant sea creatures native to the Far Seas and other temperate, watery regions. The size of these normally docile beasts is quite impressive. Few adult zaratan measure in at less than twenty feet from head to tail, and specimens over twice this size have been reliably reported.

The Sea Nomads of Oceanus have domesticated the zaratans, and employ them for a variety of useful purposes including transportation, construction, and food gathering. The somewhat more aggressive females are used in military operations, and can be taught to ram intruding sea vessels. Zaratans themselves are practically impervious to harm. Their bodies are covered with thick scales nearly as tough as plate armor and almost a foot thick. Zaratans have heavy claws and horned beaks, but will only attack other creatures if greatly provoked.

Size: 20'-30' long, 4,000-10,000 lbs.
Attributes: INT -7, STR +12, DEX -2, CON +7, SPD +2
Level: 4-16+
Attacks/Damage: Bite: d10, Claws: d12 +STR, Ram: 2d12
Special Abilities: Unaffected by extremes of temperature, pressures of ocean depths, or storms
Armor: Heavy plated scales, 5 points
Hit Points: 30, +3 per level
Habitat: Seas and oceans

DENIZENS OF THE WILD

ABOMINATION

Abominations are typically hideous creatures who are the products of demented or abortive sorcerous or alchemical experiments. In appearance, these monstrosities may vary grossly in form and substance. Some are huge, some small; some are multi-limbed, others resemble bloated worms or maggots. It is a mistake to assume that the physical makeup of an abomination need bear any relation whatsoever to natural law or logic.

In terms of temperament and mentality, abominations are similarly variable in nature. Though many are of murderous intent, others are benign, and the most frightening are sometimes possessed of strange passions and desires. An abomination's intellect may range from nonsentience to genius level, and the creatures are frequently subject to raving insanity. The only element common to these bizarrely divergent entities is that, as the products of magic, all have at least a single magical weakness of some sort.

Size: Varies according to type
Attributes: Variable; abominations tend to have one or two high attributes and very low scores in all others
Level: 1+
Attacks/Damage: Variable
Special Abilities: Variable according to type, but all abominations possess at least one magical weakness
Armor: Variable
Hit Points: 10-30, +2 or +3 per level
Habitat: Wilderlands, ruins, various isolated regions



ALATUS

The alatus is a variety of winged leech that is found primarily in swamps and jungle regions such as Mog, the Dark Coast, and the southern coasts of Faradun and the Quan Empire. They normally nest in the hollows of rotten trees, flying forth to feed after sundown. A large tree may be riddled with dozens of these repugnant creatures, huddled together in a writhing mass of pale, snakelike forms.

Alatuses hatch from eggs, which the female lays in dead or rotting wood. They emerge as wingless larvae about six inches in length. At this stage of the creature's development, the alatus feeds mainly upon small insects and vermin, and is practically indistinguishable from the most common species of swamp leeches. After a period of one or two weeks the larval alatus burrows into the ground, encases itself within a fibrous sac, and goes into hibernation. It may remain in such a state for months or even years; the naturalist Thystram claimed to have found hibernating alatus larvae in sealed crypts and catacombs that had lain undisturbed for over a century.

When at last the alatus comes forth from its sac, it is as a full-grown adult, a hideous, serpentine creature up to six feet in length, with leathery wings and curved fangs. An alatus of this size may attack creatures as large as mogroth, strangling prey with its sinuous tail while sucking the victim's blood.

Size: 6' long, 120 lbs.

Attributes: INT -9, STR +2, DEX +1, SPD +1

Level: 2-5

Attacks/Damage: Bite: d4 per round from blood drain, Tail: d4 per round from constriction

Special Abilities: Flight, bite may cause blood-fever; roll versus CON to avoid contracting this disease

Armor: Unarmored

Hit Points: 12-24

Habitat: Swamps, junglelands



BANE

According to the naturalist Thystram, banes are sinister creatures that are a bizarre hybrid of several species: Darkling, night demon, and the extinct babbling howler. Their bodies are sleek and muscular, and they have pointed fangs, coal-black skin, and wild, black hair. The eyes of a bane glow in the dark like burning embers, a disconcerting sight when viewed at night.



Feared inhabitants of the forest realm of Werewood, banes are vampiric creatures that feed on warm-blooded prey of all sorts. They are exceptionally intelligent and possess the uncanny ability to mimic sounds of all sorts. So acute is this ability that banes are sometimes able to mimic spells and incantations. They are swift and silent afoot, and possess superior vision. A bane's eyes function normally even in magical darkness and are proof to illusions of any sort. Banes usually sleep in caves or abandoned ruins by day, and come forth to prowl at dusk. Solitary by nature, they are only rarely encountered in numbers, and mated pairs seldom stay together for any great length of time due to their ghastly feeding habits.

Size: 5'10"-6'6" tall, 130-220 lbs.

Attributes: INT +3, STR +2, DEX +2, SPD +2, INT +4, WIL -3, PER +5

Level: 1-10

Attacks/Damage: Bite: d4 per round from blood drain, Claws: d8 + STR

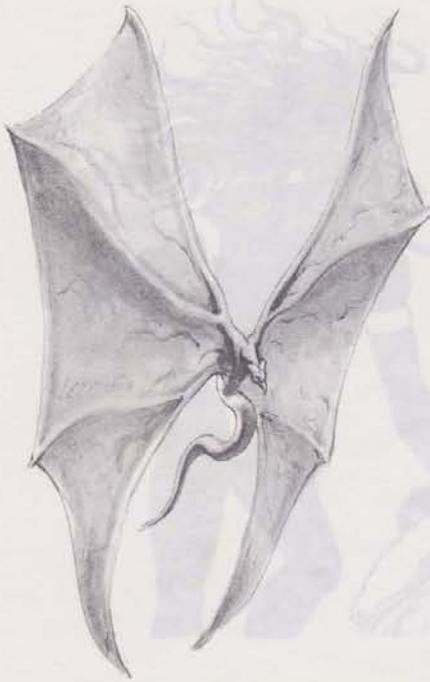
Special Abilities: Mimic any sound (roll versus level +PER), superior night vision, move silently (roll versus level +DEX), immunity to spells of illusion

Armor: Unarmored

Hit Points: 12, +2 per level

Habitat: Werewood, surrounding regions

BATRANC



Batranc are kite-winged predators native to the skies of Talislanta. They have wings of translucent membrane stretched taut over a framework of cartilaginous spines and measuring over thirty feet across. By contrast, the creature's serpentine body rarely exceeds ten feet in length from head to tail.

Batranc are a true avian species, spending their entire lives in the air. They are able to glide effortlessly

on the winds, riding the air currents as a sailing ship rides the waves. Despite their great wingspan, these creatures are surprisingly graceful, and can execute the most complex and dazzling aerial maneuvers without exertion. During the spring mating season, flocks of these creatures can sometimes pose a navigational hazard to windships.

Batranc prey on other avian creatures, including avir, Stryx, ravengers, and a variety of smaller lifeforms. They will never attack creatures on the ground, but will sometimes snatch individuals from high places such as towers, battlements, and so forth. The creature's grasping tail is its main weapon, both for attack and defense. The batranc's long, tearing fangs are used primarily to devour its prey, which it does by holding the victim in its coils and rending it to bits.

Size: 10' long, 30'+ wingspan, 140 lbs.

Attributes: INT -8, PER +6, STR +2, DEX +6, SPD +8

Level: 4-8+

Attacks/Damage: Fangs: d10, tail used for grasping only

Special Abilities: Can remain airborne indefinitely

Armor: Unarmored

Hit Points: 16-24+

Habitat: The skies above all areas of Talislanta

BEHEMOTH

Behemoths are giant, quadrupedal predators found throughout the Wilderlands of Zaran, the Plains of Golarin, and the Graylands of the Quan Empire. They are huge creatures, standing up to ten feet tall at the shoulder. Their natural armament includes an inch-thick layer of tough, leathery hide, with a mantle of rock-hard bone encasing the cranium. The latter form of defense is of particular importance to these great beasts, who have been described as "living battering rams."

The behemoth's method of attack is simple and straightforward: the creature charges towards its intended victim at full speed, intent upon a head-on collision that will incapacitate or upend its prey. If this attack is successful, the behemoth will attempt to kill the victim by goring it with its long, curved tusks. Behemoths normally prey only on large creatures such as ahtra, land lizards, megalodont, and durge. They are notoriously nearsighted, however, and have been known to ram into wagons, landarks, and even duneships.

Size: 18'+ in length, 10' at shoulder, 4,000-5,000 lbs.

Attributes: INT -9, STR +9, DEX -5, CON +9, SPD +2

Level: 2-8

Attacks/Damage: Ram: 2d12 (+1 per level), Trample (2d10), Gore: d12; one attack per round

Special Abilities: Armored skull is virtually impervious to damage, upends victim of any ramming attack on a roll of 20+

Armor: Thick skull, 10 points (on head); thick hide, 3 points (on body).

Hit Points: 20, +5 per level

Habitat: Wilderlands of Zaran, Plains of Golarin, Graylands of the Quan Empire



CAVE BAT



Cave bats are singularly unattractive creatures with beady black eyes, horrible fanged visages, and a definite predisposition towards vampirism. Their hides are shaggy, and their leathery wings may exceed twelve feet from tip to tip. A cave bat's feet are clawed, the better to grip prey while feeding. They are blind, but have superior hearing and sonar capabilities.

Cave bats do not fear humanoids, and will attack even larger creatures if other food cannot be found. They spend the daylight hours sleeping, suspended from the ceilings of their cavernous lairs. Except in their underground haunts, cave bats are never encountered until after dusk, when they come forth in numbers to feed. Cave bats are carriers of an infectious disease that affects the brain.

Size: 12'+ wingspan, 100-200 lbs.

Attributes: INT -7, PER +2, STR +1, SPD +3 (airborne; -3 on the ground)

Level: 1-4

Attacks/Damage: Bite: d6 per round from blood drain, plus chance of disease (roll versus CON to resist or suffer increasingly worse incidents of irrational and violent behavior), Claws: d4

Special Abilities: Navigate by sound, immunity to spells of illusion, flight

Armor: Leathery hide, 1 point

Hit Points: 10, +1 per level

Habitat: Subterranean caves, grottos, abandoned ruins, mausoleums

CRAG SPIDER

Crag spiders are monstrous, twelve-legged predators that make their lairs amid cliffs, caves, and abandoned ruins. Their bodies are covered with glistening scales and their horrid visages marked by rows of cold, unfeeling eyes and venomous fangs. Imposing creatures, the largest reported specimens have measured over fifteen feet in length.

Like common arachnids, the crag spider is able to produce silken strands of webbing from its abdomen. Its usual method of capturing prey is simply to wait until a victim becomes ensnared in its sticky web, whereupon the spider will leap forth and entangle the unfortunate creature in more webbing. This done, the crag spider injects its prey with a potent, paralytic venom. Once its venom has taken effect, the spider injects the victim with gastric fluids. These have the effect of slowly dissolving the victim's inner organs into a liquid upon which the crag spider can later feed.

Crag spiders are notoriously difficult to kill since the undersides and eyes are the only truly vulnerable areas on these creatures. They are surprisingly swift and agile for their size and can climb even the sheerest surfaces with ease. Crag spiders are also quite intelligent, and are capable of moving with great stealth. Their multiple eyes function well in darkness, but are believed incapable of discerning details or small objects with any degree of accuracy. Crag spiders fear wasps, the fearsome insectoids who are their rivals for food and dominance in their territories.

Size: 15'+ from end to end, 300+ lbs.

Attributes: INT -9, PER -1,* STR +4, DEX +2, CON +5, SPD +2

*the crag spider's multiple eyes are incapable of discerning fine detail

Level: 2-8

Attacks/Damage: Bite: 1-8 plus paralysis (duration: 2-20 minutes; roll versus CON to resist effect), Web: entangle (roll versus STR at -4 to break free)

Special Abilities: Night vision, superior climbers, web-spinning, stealth

Armor: Chitinous scales, 6 points; undersides and eyes are unarmored

Hit Points: 12, +4 per level

Habitat: Mountains, caves, chasms, wastelands



DEATH'S HEAD VIPER

The most poisonous of Talislantan serpents, the death's head viper is found only in the jungles of Chana. These small, scaly armored serpents are emerald green in color with white, skull-like markings on the back of the head, hence their name. It is rare for full-grown specimens to measure greater than twelve inches in length, and the majority of these creatures are quite a bit smaller than this. The venomous bite of this snake causes searing pain, and usually results in death within a minute's time. Its venom is so toxic that victims who are fortunate enough to survive a bite attack will still fall into a coma that can last up to twelve hours, unless an antidote is available.

The Witchfolk of Chana are known to charm death's head vipers and wear them as living bracelets. Called wrist vipers, these trained serpents sell for as much as three hundred gold lumens in certain regions.

Size: 10"-12", 1 lb.

Attributes: INT -7, PER +4, STR -6, DEX +6, SPD +8

Level: 1-2

Attacks/Damage: Bite: 1 point plus poison (roll versus CON or fatal within d10 rounds; successful roll means victim goes into a coma for d12 hours, or until an antidote can be given)

Special Abilities: None

Armor: Scaly hide, 1 point

Hit Points: 1-4

Habitat: Jungles of Chana, southern Quan Empire, tropical isles



EXOMORPH

Exomorphs are fierce, quadrupedal predators that measure up to nine feet in length and have lizardlike skin, a heavily muscled torso, and great, gnashing fangs. The primary attribute of the exomorph is its uncanny ability to alter the coloration of its thick, scaly hide so as to blend in perfectly with its surroundings. This ability is such that these creatures can assume nearly any color or combination of colors imaginable, with variations in hue achieved in a second or two at most.

When their camouflage ability is combined with their ability to stand perfectly still for hours on end, exomorphs are nearly impossible to detect in the wild. They often show a remarkable degree of patience, waiting for prey to approach within a few feet or so before leaping to the attack. Although exomorphs are quite vicious, they will abandon an attack that is not going in their favor. In such instances, they may use their chameleonlike abilities to elude pursuers. A starving exomorph, however, will return to attack again unless it has been severely wounded.

Size: 7'-9' in length, 400-600 lbs.

Attributes: INT -7, PER +4, STR +5, DEX +3, SPD +4

Level: 2-8+

Attacks/Damage: Bite: d8, Claws: d12

Special Abilities: Alter color of hide at will (roll versus PER at -5 to detect), stealth, tracking (by scent; ability is at level + PER)

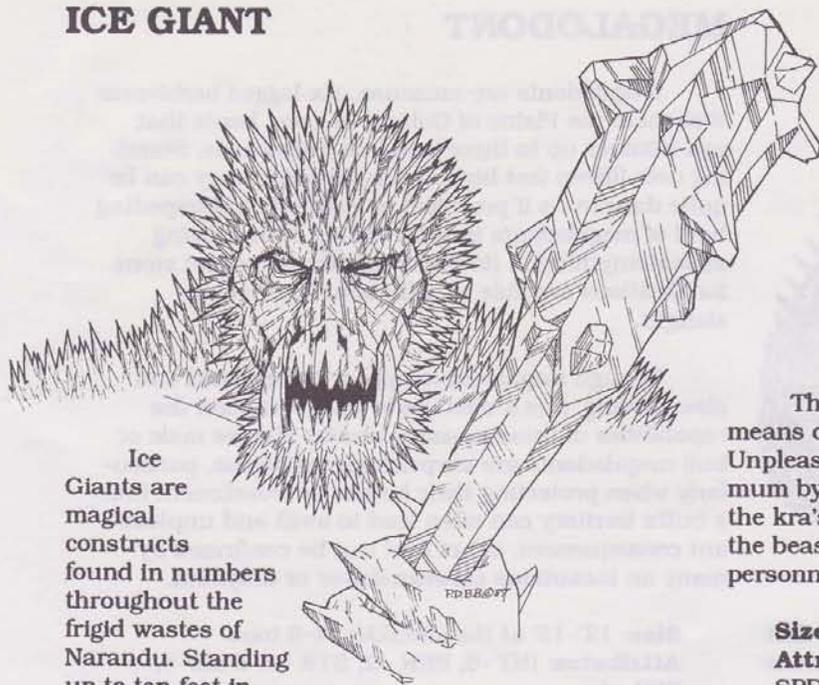
Armor: Hide and muscle, 1 point

Hit Points: 20, +3 per level

Habitat: Forests, wilderlands, jungles



ICE GIANT



Ice Giants are magical constructs found in numbers throughout the frigid wastes of Narandu. Standing up to ten feet in height and weighing over two thousand pounds, their bodies are comprised entirely of magically animate ice. Spiny icicles serve as their hair, and frozen tusks protrude from their gaping jaws. It is believed that these monstrosities were created by an entity known as the Ice King, who is reputed to be either a demonlord or a magician of great power.

In battle, Ice Giants wield great clubs, often studded with uncut blue diamonds. Their bodies emanate waves of cold sufficient in intensity to numb the reflexes and reactions of warm-blooded creatures. Although Ice Giants are quite susceptible to fire, normal weapons are of little avail against them. Magical weapons provide a more effective deterrent, and elemental spells affecting water or ice can be used to dispel the magic that animates them. Removed of such enchantments, Ice Giants shatter into inanimate fragments.

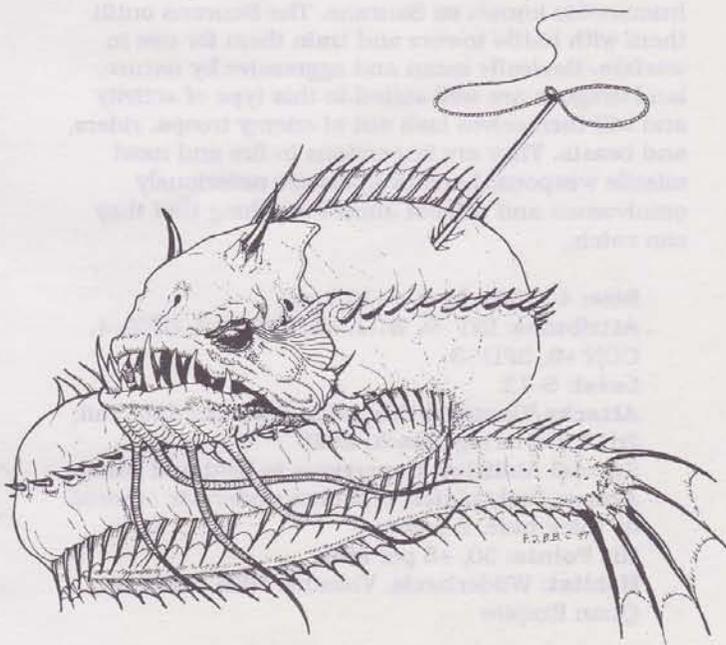
Size: 9'-10' tall, 1,800-2,400 lbs.
Attributes: INT -5, STR +10, DEX -4, SPD -6
Level: 1-20
Attacks/Damage: Fist: d10 plus STR, or as per weapon employed
Special Abilities: Emanate piercing cold (individuals within a 10-ft. radius suffer a -2 penalty on combat die rolls), fire does double damage
Armor: Ice skin, 4 points
Hit Points: 20, +2 per level
Habitat: Frozen wastes of Narandu, Xanadas, and L'Haan

KRA

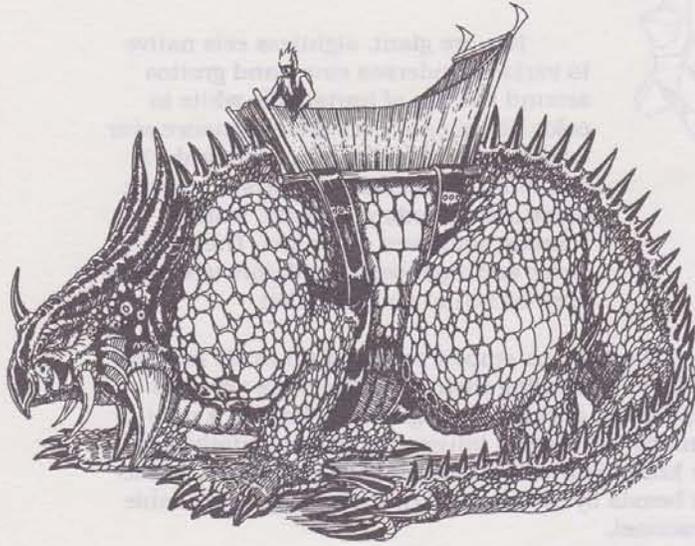
Kra are giant, sightless eels native to various undersea caves and grottos around the Isle of Imria. Pale white in color, these creatures often measure over twenty-two feet in length. In their dark domains, kra feed on all sorts of marine creatures including skalanx, water raknids, and even other kra. They are fierce and aggressive predators who sense prey by sound and vibration.

The Imrians employ teams of up to six kra as a means of propelling their bargelike slave coracles. Unpleasant accidents are generally kept to a minimum by the regular infusion of potent sedatives in the kra's food, which is customarily administered to the beasts by slaves and other similarly expendable personnel.

Size: 20'-25' long, 2,000-4,000 lbs.
Attributes: INT -9, PER +1, STR +7, DEX -1, SPD +5
Level: 1-12
Attacks/Damage: Bite: d8 (+1 per level), Tail: d8
Special Abilities: Swimming, water-breathing
Armor: Thick hide, 1 point
Hit Points: 14, +3 per level
Habitat: Warm seas and oceans, swamplands, undersea grottos



LAND DRAGON



Land dragons are massive, bulky creatures that can attain lengths of up to fifty feet. These ponderous quadrupeds are covered with a profusion of horns, spikes, and red-hued armor plates. They are incredibly strong and can easily batter down stone walls and fortifications. In the wild, they make their lairs in great caves and rock tunnels.

The least intelligent of the dragon species, these creatures have been domesticated by the reptilian humanoids known as Saurans. The Saurans outfit them with battle towers and train them for use in warfare. Basically mean and aggressive by nature, land dragons are well suited to this type of activity and will themselves lash out at enemy troops, riders, and beasts. They are impervious to fire and most missile weapons. Land dragons are notoriously omnivorous and will eat almost anything that they can catch.

Size: 40'-50'+ long, 6-10 tons

Attributes: INT -9, WILL +2, STR +12, DEX -4, CON +8, SPD -3

Level: 6-12

Attacks/Damage: Bite: d12, Trample: d20, Tail: 2d12, Battering Attack: 2d20

Special Abilities: Impervious to heat and flame

Armor: Body plates, 6 points; underside covered by thick hide, 2 points

Hit Points: 30, +5 per level

Habitat: Wilderlands, Volcanic Hills, western Quan Empire

MEGALODONT

Megalodons are immense, six-legged herbivores that roam the Plains of Golarin in great herds that can number up to three hundred individuals. Standing over fifteen feet high at the shoulder, they can be quite dangerous if provoked or startled. A stampeding herd of megalodons is well capable of destroying almost anything in its path; only the strongest stone fortifications are able to withstand such an onslaught.

Though megalodons appear to be placid and slow moving, it is a mistake to underestimate the capabilities of these massive beasts. Mature male or bull megalodons are surprisingly tenacious, particularly when protecting their herds. Encroachment into a bull's territory can often lead to swift and unpleasant consequences, a fact that can be confirmed by many an incautious caravan driver or drayman.

Size: 12'-15' at the shoulder, 4-6 tons

Attributes: INT -8, PER +2, STR +9, DEX -8, SPD -4

Level: 2-5

Attacks/Damage: Tail or Kick: d20, Trample: 2d20

Special Abilities: Detect scent of blood, predators, or Men at ranges of up to one mile

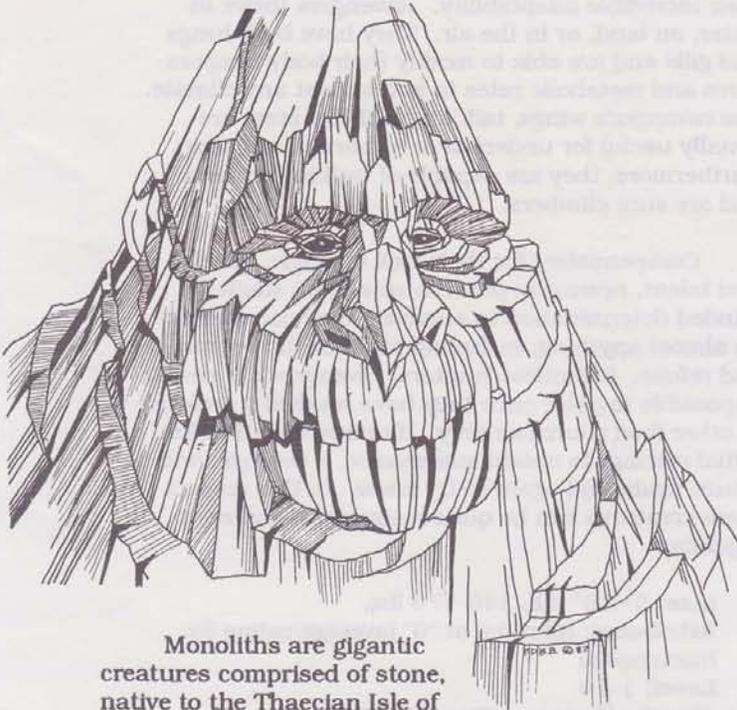
Armor: Thick hide, 2 points

Hit Points: 40, +3 per level

Habitat: Plains of Golarin, surrounding regions



MONOLITH



Monoliths are gigantic creatures comprised of stone, native to the Thaeclian Isle of Garganta; some Talislantan scholars regard them as a form of sub-elemental. There are perhaps three dozen monoliths on Garganta, each the size of a small mountain. They are ponderous creatures, slow to act and moving only as the mood suits them, which is often not at all. Most monoliths are passive and calm, though some are prone to outbursts of violence, generally expressed by means of some volcanic or seismic display. Extremely violent volcanic activity may signal the birth or death of a monolith, or so some scholars believe.

Monoliths claim to be as old as the world itself, and are said to possess nearly infinite stores of knowledge. They can be convinced to impart a portion of their wisdom to those patient enough to await a reply. A waiting period of several days or even weeks is to be expected when dealing with these lethargic beings whose conception of time is not affected by the urgency displayed by mortal beings.

Size: 100'-2,000'+ tall, weight unknown
Attributes: INT +4, WIL +10
Level: 20+
Attacks/Damage: See special abilities
Special Abilities: Cause seismic/volcanic disturbances at will (varying in intensity, as desired), immunity to magical control or influence
Armor: Stone skin, 25 points
Hit Points: 200, +50 per level
Habitat: Isle of Garganta, mountainous regions (very rare)

OMNIVRAX

The omnivrax is a ferocious quadrupedal predator native to wilderness and woodland regions throughout the Talislantan continent. The creature derives its name from the fact that it will eat almost any living organism, including plants, wild beasts, Men, or even others of its own kind.

Omnivrax are dangerous creatures, highly adapted to a predatory existence. They have excellent vision and can see clearly even in near-total darkness. Their sense of smell is so acute that they can follow the faintest tracks and trails without difficulty. The omnivrax's hearing is such that it can perceive the sound of another creature's breathing at distances of a hundred feet or more.

The physical characteristics of the omnivrax are likewise exceptional. A full-grown adult is capable of dragging a land lizard to the ground or running down even the swiftest graymane. The omnivrax's claws and fangs can easily slice through the toughest hide or rip wooden planks to shreds. The natural armament of these creatures, a spiny exoskeleton augmented with spikes and bone plates, affords them protection similar to the best chainmail.

If the omnivrax has a weakness, it is that the creature's intellect can in no way compare to its great ferocity. Tales of omnivrax attacking statues, scarecrows, or even their own shadows are not unknown.

Size: 8'-9' long, up to 4'+ at the shoulder, 600+ lbs.
Attributes: INT -11, PER +6, STR +7, DEX +2, SPD +7
Level: 4-10
Attacks/Damage: Bite: d10, Claws: 2d8; total of two attacks
Special Abilities: Can subsist on any organic substance, tracking by scent (roll versus level +PER), detect prey by sound or scent (range: 100+ ft.)
Armor: Spiny exoskeleton, 3 points
Hit Points: 20, +4 per level
Habitat: Wilderness regions



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RAKNID WARRIOR



Raknids are horrible insect creatures thought to be a sorcerous hybrid of demon and scorpion. Their segmented bodies are encased in exoskeletons of iridescent, chitinous material. Raknid warriors are humanoid in form, with a heavily armored carapace, hooked talons, and a tail stinger capable of injecting a potent, paralytic venom. These creatures are employed to defend the hive-colony and gather food for the hive's inhabitants. Like all raknids, they share an evil hive mentality and are subject to the telepathic commands of their queen. Raknid warriors instinctively attack other species to protect their own race.

Size: 6'-6'8" tall, 200-300 lbs.

Attributes: INT none, controlled by queen;

STR +4, DEX +2, CON +6

Level: 1-12

Attacks/Damage: Claws: d6, Tail Stinger: d8 + paralysis (duration: d20 rounds)

Special Abilities: Leap up to 20 feet, immunity to magical influence and control, amphibious (water raknids only)

Armor: Chitin, 3 points

Hit Points: 14, +2 per level

Habitat: Volcanic Hills, Wilderlands of Zaran

RAVENGER

From an evolutionary standpoint, the ravenger is certainly one of the more opportunistic Talislantan lifeforms. Considered individually, its attributes seem rather unremarkable: ravengers do not possess exceptional strength, intellect, or dexterity. They are neither the fastest flyers, the strongest swimmers, nor the swiftest of runners. In short, ravengers are not a dominant or even particularly imposing species.

What is remarkable about these creatures is their incredible adaptability. Ravengers thrive in water, on land, or in the air. They have both lungs and gills and are able to modify their body temperatures and metabolic rates to suit almost any climate. The ravenger's wings, tail, and sail-like crest are equally useful for undersea or airborne navigation. Furthermore, they are capable of walking on land and are sure climbers.

Compensating for their lack of single, specialized talent, ravengers possess an almost single-minded determination to survive. They can subsist on almost anything, including wild beasts, vermin, and refuse. Relentless hunters, ravengers are nearly impossible to deter once they have marked a creature or other food source as prey. If unsuccessful in its initial attempt to obtain sustenance, a ravenger will return again and again to try anew. In this respect these creatures can be quite resourceful and even ingenious.

Size: 6'-6'8" tall, 140-175 lbs.

Attributes: All rated at "0" (average rating for humanoids)

Level: 1-10

Attacks/Damage: Bite: d6, Claws: d8

Special Abilities: Ability to thrive in practically any environment, heat or cold does only half damage, flight

Armor: Hide, 1 point

Hit Points: 10, +2 per level

Habitat: Found throughout the continent



SATADA

Satada are a race of reptilian predators found in hot and arid regions from Kasmir and Sindar of the Seven Kingdoms to the Red Desert and the Graylands of the Quan Empire. The great range of these intelligent creatures is attributed to the widely held belief that groups of satada regularly traverse the length and breadth of the continent, following an extensive maze of subterranean tunnels known as the Underground Highway.

Satada are intelligent and converse in an ancient variation of the Sauran tongue. They fashion iron implements and weapons of fair quality, including the capture-bow, a heavy and unwieldy weapon resembling an oversized crossbow. Satada feed on both warm and cold-blooded creatures, including humanoid beings. Despite the claims of certain scholars, they recognize no other creatures as kin, and bear an ancient hatred for all other intelligent lifeforms.

Size: 7'-7'6" tall, 300+ lbs.

Attributes: INT +1, PER +2, STR +4, DEX +2, SPD +2

Level: 2-12

Attacks/Damage: Bite: d4, Claws: d4 +STR, Tail: d6 (may use tail simultaneously to defend from rear assault), or as per weapon employed

Special Abilities: Capable of speech, cold does double damage

Armor: Scaly hide, 1 point

Hit Points: 16, +2 per level

Habitat: Subterranean domains, hot and arid regions throughout the continent



SCAVENGER SLIME



Scavenger slimes are a variety of large, single-celled creatures native to certain swamps, deep woodlands, and subterranean regions. They prefer moist, dank climates and so are most common in the Sinking Land, Mog, and the Mushroom Forest of Werewood.

Scavenger slimes may grow up to ten feet in diameter and about eight feet in height. They resemble pale, oozing bags of viscous fluid, and are not a sight recommended to those who have weak stomachs. Visible within the organism is its cytoplasm and nucleus; the tentaclelike appendages attached to its surface are flagella, which enable the creature to move about.

Scavenger slimes feed on carrion and organic wastes, which they ingest by surrounding and enveloping these substances within their bodily forms. Once consumed in this manner, the substance is dissolved by the scavenger's corrosive internal fluids. The nutrients and degradable organic materials are thereby extracted, leaving only bones and any inorganic materials that the creature may have inadvertently "swallowed." These the scavenger eventually discards along with other waste products; the entire process takes a day or two to complete. Scavenger slimes occasionally contain the remains or possessions of deceased humanoids. The areas that they inhabit are often littered with these materials.

Size: 8' tall, up to 10' in diameter, 500+ lbs.

Attributes: INT -10, DEX -20, SPD +2

Level: 1-4

Attacks/Damage: Whiplike Flagella: d4+1 per level, Acidic Internal Fluids: d6 per round

Special Abilities: Bodily fluids dissolve all types of organic materials, unaffected by poisons, acids, or illusions

Armor: Unarmored

Hit Points: 10, +3 per level

Habitat: The Sinking Land, Mog, the Mushroom Forest, dank underground regions

SEA SCORPION



The sea scorpion is a giant species of aquatic insectoid similar in overall appearance to skalanx. It is a widely held opinion amongst Talislantan sailors that there are few creatures more dangerous or unpredictable than these fearsome monsters, which are found throughout the southern reaches of the Azure Ocean and the Far Seas.

The sea scorpion's pincers can crush wooden masts and timbers with ease, and its long stinger can penetrate even the thickest wooden hulls. If these creatures have a weakness, it is that their vision is extremely poor; the multiple eyes of the sea scorpion are apparently incapable of perceiving great detail.

Sea scorpions normally prey on large aquatic creatures such as sea dragons and ocean kra. It is possible that they attack sailing vessels only by mistake, thinking them living creatures. Errors of this sort do not stop sea scorpions from feeding on a ship's crew after the vessel has been torn apart, however.

Size: 40'+ long, 4-6 tons

Attributes: INT -10, PER -4, STR +9, DEX -6, CON +8, SPD +2

Level: 10-16

Attacks/Damage: Pincers: 2d12, Mandibles: d12, Sting: d20 (total of two attacks per round)

Special Abilities: None

Armor: Exoskeleton, 5 points

Hit Points: 40, +4 per level

Habitat: Seas and oceans

SEA DRAGON

The sea dragons of Talislanta are gigantic serpentine creatures that may reach lengths of over sixty feet. Their bodies are covered with overlapping rows of iridescent green scales as tough as plate mail. A crest of spines runs along the length of the body from head to tail, with barbs and spikes ranging the area about the head. The great jaws of these aquatic monsters, large enough to swallow a man-sized creature whole, are lined with ten-inch fangs.

Sea dragons are unparticular with regard to their eating habits, exhibiting an equal fondness for rainbow kra, giant sea scorpions, aquatic serpents, and Men. They have an abiding fear of zaratans, particularly in herds, and tend to avoid areas where these creatures are found in numbers.

Size: 50'-60' long, 6-10 tons

Attributes: INT +1, WILL +9, STR +9, CON +6

Level: 8-16

Attacks/Damage: Bite: d20, Constrict: d12 + STR per round

Special Abilities: Swallow man-sized prey whole (50% chance on a maximum damage result), converse in ancient tongue, immunity to poisons

Armor: Scales, 3 points

Hit Points: 26, +4 per level

Habitat: Seas and oceans



SHRIEKER



Shriekers are fierce avian predators who haunt the forests of the northern Quan Empire. They have sharp metallic feathers, typically a glistening silver-gray in color, and a pointed, three-foot long beak. Adults may attain a wingspan of up to fourteen feet.

The shrieker, with its heavy plumage, is not a good flyer. For this reason, shriekers hunt by diving from the high branches of trees, impaling prey with their long beaks. Few creatures possess hide or armor strong enough to afford protection from a shrieker diving at full speed from high altitudes. Travelers in the Cerulean Forests of the Vajra district are in the habit of stringing nets of silken cords between the trees to protect their encampments from plummeting shriekers.

The metallic feathers of the shrieker are much in demand in the Quan Empire. In addition to their ornamental uses, the feathers are used in the making of arrows and are smelted down to obtain a metal similar in quality to red iron. A smaller relative of the shrieker, the ironshrike, is a native of the Sinking Land.

Size: 6'-7' in length, 14' wingspan, 160-200 lbs.

Attributes: INT -4, PER +1, STR -4, SPD +4*
*+8 while diving

Level: 1-3

Attacks/Damage: Beak: d12 diving, d6 otherwise

Special Abilities: Diving attack, loud call can be heard up to two miles away

Armor: Metallic feathers, 3 points

Hit Points: 6, +2 per level

Habitat: Cerulean Forest of northern Quan Empire, surrounding regions

VORL

Vorls are insidious creatures whose bodies are composed entirely of animate mists and vapors, leading some naturalists to surmise that these organisms are a variety of quasi-elemental. Although they are vaguely humanoid in form, vorls are able to alter their shape as suits their needs. Their features are amorphous; their mouths and eyes resemble little more than pulsating, dark holes.

Denizens of the Valley of Mist, vorls are sinister entities of some intelligence. Vorls prey on living creatures of all sorts, whom they seek to suffocate in their trailing, misty forms. They thrive on moisture and feed on the bodily fluids of their victims. Creatures "devoured" by vorls in this manner appear as dried, mummified husks, and will crumble to dust at a touch.

Vorls cannot be harmed by ordinary weapons, and even magical weapons do little damage against their vaporous forms. Strong winds will disperse them temporarily, and spells that call into effect magical mists can be cast in reverse as counterspells and used to dissolve them to nothingness. Vorls can also be evaporated by great surges of heat or flame. As they often roam the Valley of Mist in numbers, these insubstantial beings pose a great hazard to pilgrims en route to the Well of Saints.

Size: 6'-7' tall when in humanoid form

Attributes: INT +3, WIL +2, SPD +1

Level: 1-8

Attacks/Damage: Touch: d8 +1 per level from moisture drain, per round

Special Abilities: Immune to nonmagical weapons, magical weapons do only half damage, harmed by heat or flame, can be affected by winds and magic

Armor: Unarmored

Hit Points: 10, +1 per level

Habitat: Valley of Mists



WEREBEAST

These fearsome creatures are a mutated variety of lycanthromorph, a species of vampiric predators believed extinct for many hundreds of years. They are huge and ugly, standing nearly seven feet tall with deep-set eyes and curved, yellow tusks. Their hands and feet are equipped with curved talons and their hunched, muscular torsos are covered with coarse gray-black fur.

Werebeasts are vicious carnivores who hunt only by night, lying dormant in caves and barrows during the daylight. They are rather stupid and will attack and devour almost anything that moves. Werebeasts tend to hunt in small packs that may number from three to seven individuals. The largest and strongest member of the pack is generally its leader, though fierce fights to establish dominance are thought to be quite common among these creatures. Werebeasts are noted for their cruelty and will often torture and torment their victims unless driven to less elaborate measures by extreme hunger. They are able to track prey by scent, and have superior night vision and keen hearing.

Several sub-species of werebeast are found in different parts of the Tallslantan continent, including the snow-dwelling frostwere; the yaksha, a denizen of rugged hills and mountain regions; and the shathane, a species found only in tropical and temperate forests.

Size: 6'6"-7' tall, 290-400+ lbs.

Attributes: INT -6, PER +3, STR +7, CON +3, SPD -1

Level: 2-10

Attacks/Damage: Bite: d8, Talons: d12 + STR

Special Abilities: Keen hearing, track prey by scent at level +PER, superior night vision

Armor: Fur, 1 point

Hit Points: 20, +5 per level

Habitat: Werewood, surrounding regions



WHISP



Whisps are a diminutive species of minor elementals who dwell in forests, swamps, and other wilderness areas. There are several known types, all of which exhibit certain basic similarities. Most range in height from one to six inches, are slender and somewhat frail, and have delicate, butterflylike wings. They are exceptionally swift flyers, capable of the most incredible aerial acrobatics. To varying degrees, all are mischief-makers who find joy in tormenting other creatures and beings.

The most common types of whisps are the brownish, tree-dwelling woodwhisp, the aqua-colored waterwhisp, and the smoky gray nightwhisp.

Woodwhisps are forest dwellers who flit about the woods drinking the nectar of flowers. They are deemed the wisest of their kind and generally the least mischievous. Woodwhisps know all the secrets of the woodlands in which they dwell, but will rarely reveal what they know to mortals. They are fond of the race of Muses, however, and often act on their behalf as interpreters.

Waterwhisps are a translucent aqua in color, with deep blue eyes. They are very shy, usually keeping to the streams and ponds in which they make their homes. Waterwhisps live in fanciful "castles" made of air bubbles and gossamer. They sometimes come forth to splash or spy upon creatures who stop to refresh themselves in their watery domains.

Nightwhisps are smoky gray in color and have sardonic features. They are the most obnoxious of the race of whisps, coming forth at night to play their pranks. Nightwhisps find amusement in creating misfortune for other creatures and can sometimes be quite cruel.

All whisps can usually be bought off with bribes of cakes, sweetmeats, or blossom nectar. If attacked, they will flee only to return later with reinforcements. When angered, whisps can become quite nasty. Though few know any but the most minor spells, whisps are adept in the creation of clever traps and snares and know how to concoct various toxic substances from the juice or pollen of plants. Some

folk claim that the best way to be rid of whisps is to ignore them until they become bored and leave. Others suggest ample doses of whispbane, live serpentvine, and yellow stickler or noxious magics as a more certain remedy for these tiny troublemakers.

Size: 6" tall, 1-6 oz.

Attributes: INT +1, WIL -2, PER +4, STR -10, DEX +8, SPD +8

Level: 1

Attacks/Damage: 1 point with diminutive weapon, or as per spell employed

Special Abilities: Secondary magic skills (natural magic, maximum 1-3 spells per day), flight, swimming (waterwhisp only)

Armor: Unarmored

Hit Points: 1-2

Habitat: Forests, swamplands, wilderlands, jungles, seas and oceans (waterwhisps only)

WINGED VIPER

Winged vipers are bat-winged serpents that can be found in certain jungles and tropical forests. They are a striated green and yellow in coloration, enabling them to hide amid the leafy branches of trees. These serpentine predators normally prey on small birds and lizards, but will attack even the largest creatures if hungry or disturbed.

Like the majority of Talislantan serpents, the winged viper is covered with rows of tough, overlapping scales that afford the creature protection from the smaller and less determined sorts of predators. Scales taken from the largest of these serpents are sometimes used to make a decorative sort of leatherlike armor. Winged vipers may grow to lengths in excess of ten feet.

Despite claims to the contrary, winged vipers are poor flyers and are unable to maneuver swiftly while in the air. Their venom, though seldom deadly to man-sized creatures, is nonetheless quite unpleasant. A nocturnal species that feeds primarily on bats is also known to exist.

Size: 2'-12' long, 4'-18' wingspan, 2-24+ lbs.

Attributes: INT -9, PER +3, STR -2, DEX +1, SPD +5

Level: 1-4

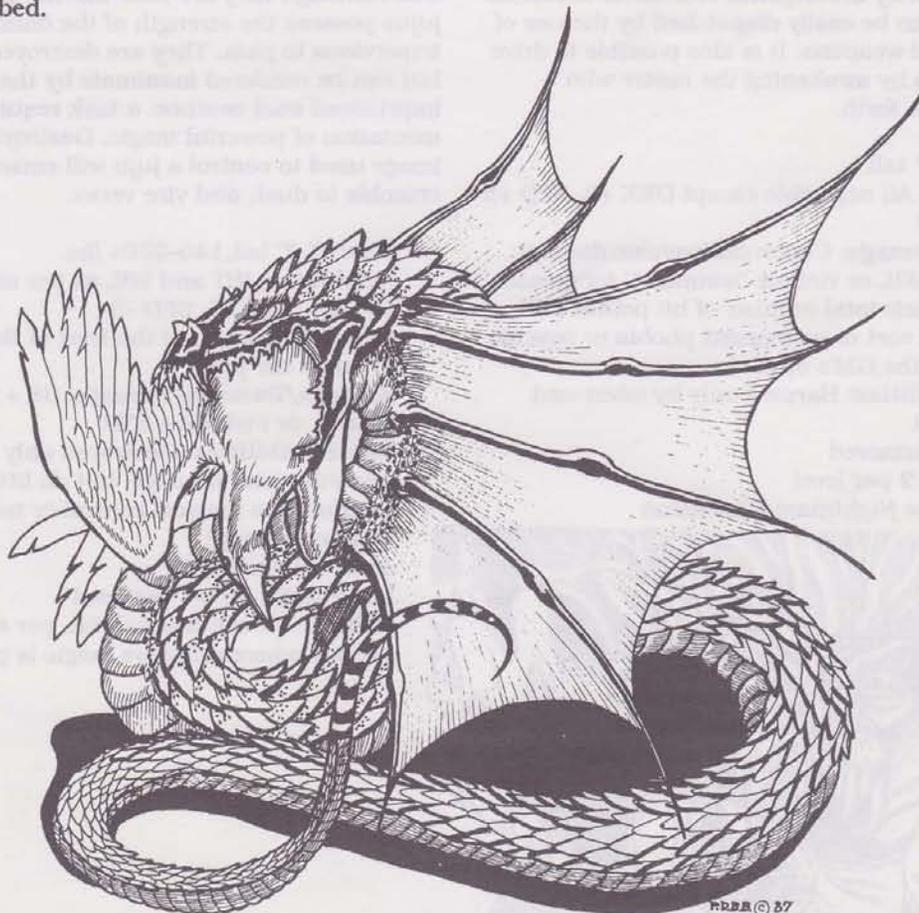
Attacks/Damage: Bite: 1-4 +1 point of venom per level

Special Abilities: Flight, natural camouflage (-2 to PER rolls to spot in trees)

Armor: Scaly hide, 1 point

Hit Points: 2, +1 per level

Habitat: Tropical jungles, rain forests, swamps, and marshes



EXTRA-DIMENSIONAL ENTITIES

FANTASM

Fantasms are bat-winged pseudo-demons who hail from the lower plane known as the Nightmare Dimension. They are humanoid in appearance, but have elongated limbs and long, drawn visages. These spectral beings range in size from about two feet tall to just over six feet, a fantasm's height seemingly having little bearing upon its capabilities.

On their home plane, fantasms are impotent creatures, scarcely able to frighten those young and impressionable children whose sleepy thoughts and astral bodies venture too near the Nightmare Dimension. If summoned from their home plane by one skilled in the black arts, fantasms can be made to spring forth from a sleeping spellcaster's subconscious, thereby gaining a semblance of reality. In this form they are capable of causing fear, which they do by raking victims with their shadowy claws. Victims who sustain a sufficient amount of this psychic damage will actually die of fright. Those who have been badly but not fatally "wounded" by a fantasm will generally recover in a day or so, though the attack may leave permanent mental scars. These may in time develop into phobias of one sort or another, to the lasting detriment of the unfortunate victim.

Although they are frightful creatures, fantasms are weak and can be easily dispatched by the use of silver or magical weapons. It is also possible to drive off the fantasms by awakening the caster who summoned them forth.

Size: 2'-6"2" tall

Attributes: All negligible except DEX +2, SPD +3

Level: 1-10

Attacks/Damage: Claws: d8 (psychic damage; roll versus WIL or victims "wounded" for greater than half their total number of hit points will suffer some sort of permanent phobia or psychic disorder at the GM's option)

Special Abilities: Harmed only by silver and magic, flight

Armor: Unarmored

Hit Points: 2 per level

Habitat: The Nightmare Dimension



JUJU

Jujus are zombies created through the use of primitive black magical rituals. They possess no volition of their own, but are totally subject to the commands of their masters, who control them through the use of a graven image. The soul essence of a living being, captured and placed within the juju, gives the monster a semblance of life.

Jujus are repulsive entities, filthy with grave dust and infested with maggots and flies. They emit a horrid stench, sufficient to make most living creatures who encounter them incapacitated with nausea. Although they are slow moving and awkward, jujus possess the strength of the damned and are impervious to pain. They are destroyed only by fire, but can be rendered inanimate by the release of the imprisoned soul essence, a task requiring the implementation of powerful magic. Destroying the graven image used to control a juju will cause the monster to crumble to dust, and vice versa.

Size: 6'-7' tall, 140-200+ lbs.

Attributes: INT and WIL as per master, CHA -10, STR +5, DEX -5, SPD -5

Level: Equal to half the level of the spirit used to animate the juju

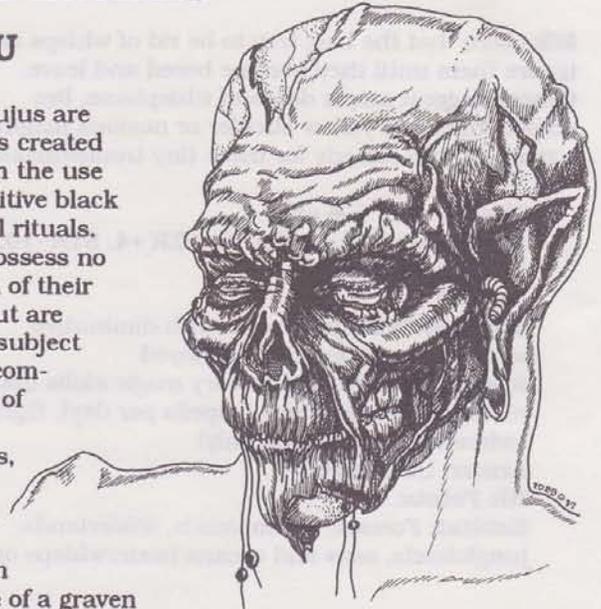
Attacks/Damage: Strangle: d8 + STR (per round), or Fist: d6 + STR

Special Abilities: Destroyed only by fire (weapons will cause damage, but do little or no harm), immunity to magical control or influence except by graven image

Armor: Unarmored

Hit Points: 20, +1 per level

Habitat: No natural habitat, per se; found in regions where primitive magic is practiced



NECROPHAGE

Necrophages are ghastly humanoid creatures that haunt crypts and barrows, subsisting on the decaying flesh and bones of corpses. These creatures are horrid to behold, with deathly white skin, yellowish fangs, and cold, dark eyes. They dress in rags stolen from the bodies of corpses, wear necklaces of teeth and bones, and speak in harsh, rasping whispers. Despite their emaciated and unhealthy appearance, necrophages possess fearsome strength.

Though found in great numbers only in the mysterious land of Khazad, necrophages are drawn by the stench of death and decay. Accordingly, these creatures may be encountered in a variety of places, including graveyards, abandoned ruins, and battlefields. Driven by their horrible craving for carrion, necrophages are strangers to fear. Many, in fact, are utterly insane. Necrophages can detect the scent of bones, corpses, and such at distances of up to two miles, and they are always hungry.

Nocturnal by nature, necrophages huddle in underground caves and crypts by day. Since they never sleep, their gnashing and mumbling may sometimes provide warning of their presence to those who venture too near their haunts. Certain necromancers and demons are known to employ these wretched beings as slaves and servants, though their insatiable appetites can make them difficult for any but the most powerful masters to control. They are also proven carriers of a variety of unpleasant ailments and contagious diseases, including corpse rot.

Size: 6'4"-7' tall, 120-180+ lbs.

Attributes: INT -2, WIL +3, PER +2, STR +4, DEX -2, SPD -1

Level: 1-6

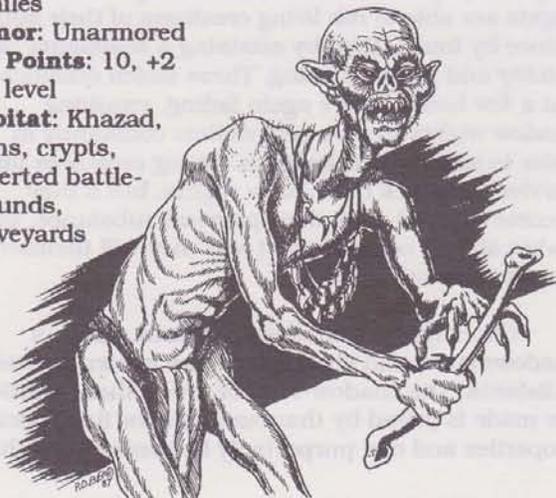
Attacks/Damage: Bite: d6, Claws: d8 (roll versus CON or contract corpse rot; see Chapter Seven for a description of this disease)

Special Abilities: Harmed only by silver and magic, night vision, ability to detect the scent of carrion or bones at a range of 2 miles

Armor: Unarmored

Hit Points: 10, +2 per level

Habitat: Khazad, ruins, crypts, deserted battle-grounds, graveyards



NOCTURNAL STRANGLER



Perhaps the most mysterious of Talislantan creatures is the nocturnal strangler. Attempts at accurately describing this strange beast have long suffered certain logistical difficulties. Under normal conditions, the nocturnal strangler is quite invisible and leaves no trail of footprints in its wake. In fog, mist, or smoke, the creature's outline can sometimes be seen, though this of itself is seldom cause for any great rejoicing. According to most accounts, the nocturnal strangler is roughly humanoid or apelike in form, stands from eight to ten feet tall, and moves with a slow, shuffling gait. Some describe its call as a mournful howl, some claim it is a bloodcurdling scream, while others say that the creature makes no sound at all.

There is less disagreement concerning the nature of these beasts, which is uniformly murderous. They attack by night, sneaking up on victims from behind and silently strangling them to death. The physical strength of these creatures is said to be most fearsome; nocturnal stranglers are supposedly capable of lifting even large humanoids such as Ur off the ground without apparent difficulty.

Nocturnal stranglers cannot be detected except at ranges of ten feet or less. Under such conditions, the sound of heavy breathing or shuffling footsteps may be heard, and a pungent sulfurous odor may be noticed. Magical weapons seem to have some effect against these monsters, but little else can harm them.

Size: Unknown

Attributes: INT +3, PER +3 (on astral plane; -3 elsewhere), STR +2, DEX -2, SPD +3 (on astral plane; -3 elsewhere)

Level: 6-12

Attacks/Damage: Strangle: d10 + STR per round (roll versus STR at -8 to break grasp)

Special Abilities: Affected only by magical weapons and spells of mysticism and invisibility, undetectable except at close range

Armor: Unarmored

Hit Points: 24, +4 per level

Habitat: "sightings" claimed throughout the continent

REINCARNATOR

Reincarnators are the spirits of the necromancers of Quaran, a cabal of black magicians who, in ancient times, once ruled a dark empire that spanned much of the continent of Talislanta. By dint of a cursed pact with the rebel shaitan Zahur, these malign spiritforms cannot be claimed by Death, the dread ruler of the Underworld. Thus they are able to return time and time again to walk among the living.

Reincarnators have the ability to "possess" the physical form of any type of living creature. They do so by draining the victim's will and inhabiting its body. Once inside the host, the reincarnator latches on to its spirit, which it uses to sustain itself. It will continue to possess the victim until the physical body wastes away or until such time as it chooses to move on to another form. In this way, the necromancers of Quaran have lived on for thousands of years, evading detection by those who would bring them to justice for their crimes—the Xambrian wizard hunters.

The Xambrians are the last survivors of a race whose ancestors were subjected to genocide by the Quaranians during the Forgotten Age. Xambrian wizard hunters have stalked reincarnators ever since, tracking them across countless lifetimes. Reincarnators fear them above all things. If vanquished in astral combat by a Xambrian wizard hunter, these vile spiritforms can no longer elude Death and must go to their final judgment.

Size: 6'-7' tall, weight negligible

Attributes: Mental attributes as per the spiritform (typically, INT +5, WIL +3, CHA +5); physical attributes as per the physical body that the reincarnator has taken over

Level: 1-16

Attacks/Damage: Touch: drains 1 point of WIL, or as per spell or weapon employed



Special Abilities: Possession (roll versus WIL to resist, or the reincarnator takes over the victim's physical form), drain will, primary magic skills (necromancy); in spiritform, harmed only by enchanted weapons and magic, flight, pass through solid matter at will

Armor: Unarmored

Hit Points: 10, +1 per level

Habitat: Any

SHADOW WIGHT

Shadow wights are the spirit forms of deceased persons consigned to spend eternity as specters. Creatures of the night, they resemble humanoid shadows, distorted in shape and insubstantial to the touch. Their eyes emit a faint, colorless glow; their voices are soft and imploring, masking the vile intentions that these wraithlike beings harbor towards the living.



The domain of the majority of shadow wights is the lower plane known as the Nightmare Dimension, a place populated by fantasms, shadowforms, and other horrors. As the Nightmare Dimension lies in close proximity to the material plane, denizens of this dark domain are sometimes able to cross over into the land of the living. Those that do invariably return to the places where their mortal bodies lie interred in the ground.

Consigned to haunt the areas surrounding their gravesites, shadow wights are miserable creatures. They despise their spectral bodies and crave corporeality and physical form above all things. Shadow wights are able to rob living creatures of their substance by touch, thereby attaining a semblance of solidity and physical being. These stolen qualities last but a few hours before again fading, requiring shadow wights to seek new victims constantly in order to satisfy their longings. Living creatures may survive an attack by shadow wights, but if they become drained of all their physical substance, their bodies simply cease to exist and they will themselves become shadowforms.

Other types of shadow creatures, such as shadowmanes and shadowcats, are known to exist in Talislanta. The shadow-stuff of which these entities are made is prized by thaumaturges for its magical properties and can purportedly be contained within

stoppered vials made of amberglass. There is no evident consensus of opinion regarding the most reliable means of getting a shadowform into such a container, however.

Size: 6'6"-7'6" tall, weight negligible
Attributes: Mental attributes as in life, physical attributes are as per corporeal form
Level: 1+
Attacks/Damage: Touch: d6 +1 per level (drains substance; see Special Abilities)
Special Abilities: Immune to weapons while in spectral form, ability to steal the substance of similar creatures by touch (stolen corporeality lasts one hour per level of the victim), dismayed by strong light, dispersed by magical radiance
Armor: Unarmored
Hit Points: 10+
Habitat: The Nightmare Dimension, material plane (rare except in the Shadow Realm)

SPIRITFORM

These ethereal entities are the spiritforms of deceased creatures and beings who for one reason or another have become lost or stranded en route to their next incarnations. Countless numbers of these disembodied entities have been consigned to wander the gray sphere of the astral plane or, in some cases, the material planes. Some, having met a particularly violent or unjust end, simply refuse to move on to their next lives. Others were the victims of miscast spells, abortive attempts at astral travel, or any of a variety of unfortunate circumstances.

Entities of this sort are useful to magicians, for they may provide information of events that have transpired in the astral or material planes, or may consent to be bound by a pact to serve as a magician's familiar spirit. In the latter case, a disembodied spirit may willingly elect to take up residence in an inanimate object such as a mirror, crystal ball, or cauldron, and agree to serve as an advisor answering up to three questions per day, as a spy, or as a sentinel. The disembodied spirits of ancient magicians are especially coveted for their knowledge of spells and arcane formulae, while other types of



Bestiary

spirits are better suited for less intellectual tasks.

Content simply to experience again some form of corporeality, most disembodied spirits will eagerly agree to a pact of servitude. The magician is advised to exercise discretion in such dealings, however, for a fair percentage of disembodied spirits are either deranged, vengeful, or otherwise possessed of malicious motives.

Size: 5'-7' tall, weight negligible
Attributes: As per former life (physical attributes do not apply, except SPD and DEX, both of which are rated at +2)
Level: 1-16
Attacks/Damage: 1 point per level (energy damage)
Special Abilities: Possess/inhabit inanimate objects, flight, pass through solid substances at will, harmed only by silver, magic, or other extra-dimensional entities
Armor: Unarmored (noncorporeal)
Hit Points: 6, +1 per level
Habitat: The gray sphere of the astral plane

SUB-ELEMENTAL

Sub-elementals are a variety of minor nature spirits related to the true elementals. There are several distinct types, including sand, mud, smoke, lightning, ice, crystal, wood, and plant sub-elementals. Normally amorphous, these entities are capable of assuming any form desired within the limitations of their size, total volume, and the nature of their substance. Sub-elementals are among the most useful of summoned creatures, for they possess little volition of their own and generally follow instructions without complaint.

Size: 1 ft. in height per level, volume is one cubic ft. per level
Attributes: All attributes are average except INT -4 and CHA (not applicable)
Level: 1-16
Attacks/Damage: d4 +1 per level (energy damage, according to elemental type)
Special Abilities: Immune to nonmagical attacks except from opposing elemental forces, ability to alter bodily form and mass at will, providing suitable quantities of elemental substance are available to be absorbed
Armor: Unarmored
Hit Points: 2 per level
Habitat: The elemental plane



TALISLANTAN INSECTS

The following is a listing of some of the more common varieties of insects native to the world of Archaeus. Unless stated otherwise, most insects have the following common characteristics:

Attributes: INT -15, PER +6, STR -15, DEX +11, CON -10, SPD +11

Level: 0 (no modifier)

Attacks/Damage: 1 point (bite or sting)

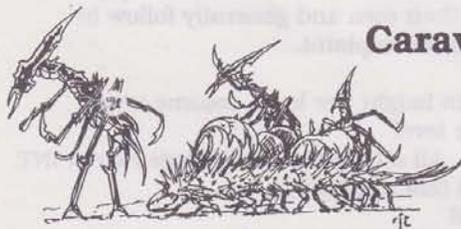
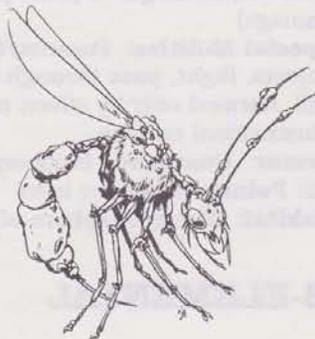
Armor: Unarmored

Hit Points: 1

Amber Wasp

The amber wasp is a denizen of the swamps of Mog and a relative of the fabled gold beetle. Amber wasps derive their unique coloration from the tiny bits of amber upon which they feed.

Unlike the gold beetle, however, the amber wasp is an aggressive defender of its territories. The sting of this inch-long insect is incredibly painful, producing the wildest and most unseemly gesticulations, thrashings, contortions, and howling in its victims (duration: 1-10 rounds). The nests made by these insects are made of spun amber and are valued at 20-30 gold lumens apiece.



Caravan Bug

Caravan bugs are social insects native to temperate woodlands and semitropical forests. The drones are six-legged, but walk erect on their hind legs and stand approximately 3 inches in height. They are surprisingly intelligent (INT -6), and are believed to have a primitive language of sorts. Caravanbugs are nomadic by nature, traveling in groups of up to two thousand insects. They carry with them everything essential to their survival: seed pods, hollow nut shells filled with plant nectar, the eggs of their young, and parasol-shaped ferns that are used to shield the queen from the rays of the twin Talislantan suns. Traveling both by night and by day, a group of caravan bugs can cover up to a mile in a day's time. They are not particularly dangerous, though caravan bugs have been known to scavenge food and provisions from campsites and storage areas.

Chig

The most destructive of all Talislantan insects, the chig is native to wastelands and wooded areas from Zandu to the Quan Empire. A full-grown chig can average

almost six inches in length and weighs about a quarter of a pound. They are prodigious leapers, able to span distances of up to 10 feet at a single bound. The wicked pincers of these insects are capable of piercing cloth and even hide (damage: 1-2 points, no STR modifier).

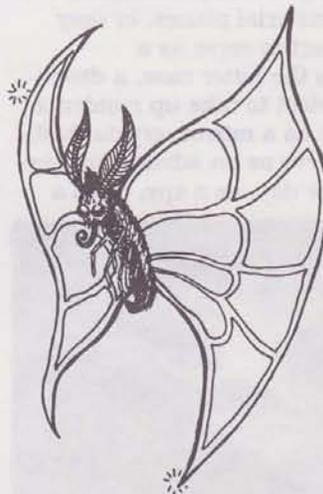


Chigs usually prey on small avians, reptiles, and vermin, and in this respect are sometimes beneficial to Men. They are seldom found in numbers, except at such times when it is their nature to spawn (once every 6-7 years, on the average). When spawning, chigs reproduce at such a frightening rate that massive swarms of these insects can appear practically overnight. It is then that chigs are most dangerous, for in large numbers they will attack and devour all living creatures in their path. Such infestations generally last only three days, after which most of the newly-spawned chigs suddenly die. The discovery of a bloated, egg-laden chig is often the only warning that a spawning is about to occur in a given region.

Crystal Moth

These beautiful, crystal-winged insects are common throughout much of Talislanta; a hardy ice-blue variety is found even in such frigid regions as L'Haan and Narandu. The largest may attain wingspans of up to 2 feet; the smallest, 1-2 inches. Crystal moths are valued by collectors, who may pay up to 20 gold lumens for the

finest specimens. The Hadjin favor fans and head-dresses made of these delicate pieces of colored crystal; such items can be quite costly, up to 20 times the price of common articles of the same sort. The Jhangarans and Imrians eat crystal moths wings and all, and consider them a great delicacy.



Flit

Flits are small, winged insects generally ranging from 1-2 inches in length. They dwell in swamp and jungle regions, making their homes in the hollows of rotting logs. Flits feed on the blood of birds and mammals and are a great nuisance to travelers and their mounts. With their barbed legs, they latch onto their victims, insert their stingers, and begin to feed (blood drain: 1 HP). Flits are carriers of swamp fever, a disease that can cause madness. They are repelled by whispbane and by the bitter juice of the mung-berry. Smoke anesthetizes them, causing them to drop harmlessly to the ground.



condition attributed to the bugs' diet, which consists almost entirely of tiny bits of gold. Fine specimens may bring up to 2,000 gold lumens apiece in some lands, but only if still alive and unharmed; collectors have little interest in dead or damaged gold beetles.

Iron Dragonfly

These metallic-winged insects are typically found only in tropical jungles and rain forests. They feed on other insects, including such pests as the Tazian fly and flits. They are generally harmless, though the larger types can sometimes do accidental damage to the sails and riggings of low-flying windships. A relative, the iron butterfly, is found in certain woodland regions.



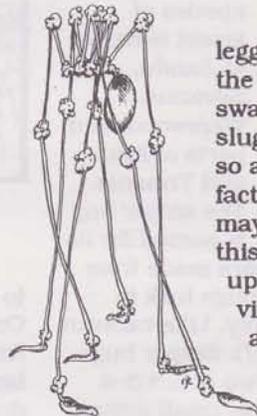
Giant Waterbug

There are hundreds of different varieties of giant waterbug native to the Talislantan continent, from the foot-long, water-skimming boatsman to the six-foot tall swamp mantis (level 3, HP 6; claws do d8 damage). Most feed on tiny crustaceans, larvae, and the eggs of other aquatic creatures, though some are rubbish- or carrion-eating scavengers. Though only the fearsome swamp mantis poses any great danger to Men, most giant waterbugs will bite or sting if threatened, and some may be responsible for spreading disease. Aerial, Jhangarans, and Imrians favor these creatures for food, as do water raknids; broiled swamp mantis is traditional fare at a Jhangaran banquet.



Mud Walker

These awkward-looking, stilt-legged insects are found throughout the Sinking Land, as well as in most swamps and marshlands. They eat slugs, mudworms, and leeches, and so are rarely molested by Men; the fact that mudwalkers are inedible may also have something to do with this. Adult mudwalkers may stand up to three feet in height and are virtually all legs. Despite the almost comical appearance of these insects, they are surprisingly swift and agile and are excellent climbers.



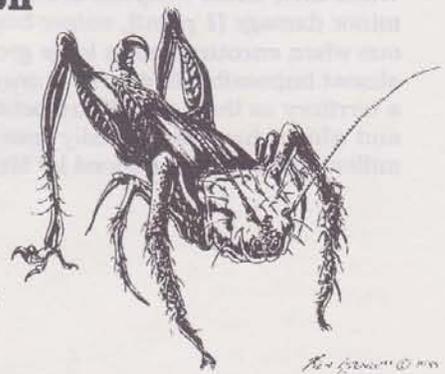
Gold Beetle

This fabulous and rare insect is a denizen of the deep swamplands of Mog. They measure up to 4 inches in length, with their wings and carapaces comprised of pure gold; this is a



Rajan Scorpion

This desert-dwelling species is found primarily in Rajanistan, hence its name. They are a sandy brown in color, and measure up to about a foot in length when fully grown. The Rajan scorpion's coloration and talent for burrowing allows it to blend almost unseen into its desert habitat, a cause of some concern to individuals who must traverse these areas. The insect's powerful sting (damage: d3 points, not modified by STR) can penetrate even the toughest leather, and carries a lethal venom (d4 damage per round for 10 rounds).



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Root Grub

These eyeless, fanged larvae live below ground in many woodland and jungle regions, feeding on the roots of large plants and trees. They are a threat to cultivated crops, vineyards, and orchards, and are the bane of sentient plants such as mandragores and mangs. An adult root grub may grow up to two feet in length with a diameter of eight inches or more. Their fanged mandibles are capable of penetrating leather, hide, and even light chain mail (damage: d3). Green Aeriad botanomancers employ trained dracs to locate and kill these subterranean vermin.

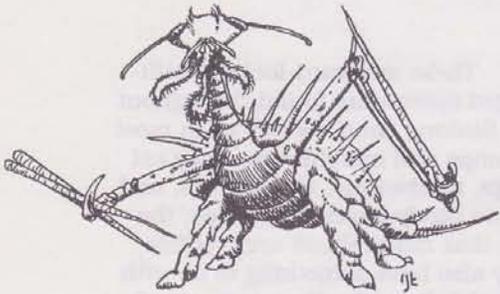


Tazian Fly

This noxious variety of biting insect is native to the jungles of Taz as well as other swamps and jungle regions. Less than an inch in length, the Tazian fly is believed to be a carrier of such virulent diseases as yakuk and the Red Death. During the spring months, the flies swarm in hordes ten thousand strong.



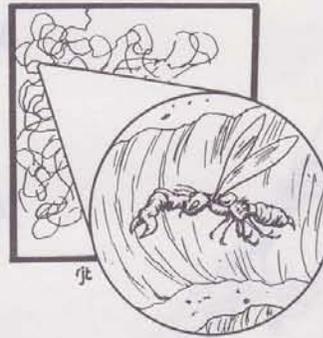
Sniper Bug



This unusual species of insect is native to Zandu, Silvanus, Werewood, and parts of Arim and Yrmania. The sniper bug is named for its

uncanny habits; armed with tiny spears made from bits of wood, rock, and glass, sniper bugs lurk in hiding, waiting to ambush unwary prey. Like caravan bugs, they are quite intelligent (INT -7). Sniper bugs usually travel in "platoons" of up to two dozen 3-4 inch tall adults. They generally prey on small avians, reptiles, and other insects, but are quite fearless and will attack man-sized or larger creatures as well. While their small weapons are capable of doing only minor damage (1 point), sniper bugs can be dangerous when encountered in large groups. They are almost impossible to get rid of once they have marked a territory as their own. Wars between sniper bugs and whisps have purportedly gone on for untold millennia, largely unnoticed by Men.

Whirig



The whirig is a tiny, one-millimeter long variety of winged insect found throughout much of the Talislantan continent. It is the whirig's nature to feed on leather, wood, rope, and various types of metals. Whirig do this by boring into the substance they wish

to devour, leaving a hole no larger than a pinprick. Once inside, the insect feeds continually, leaving in its wake a complex network of tunnels in which it lays its eggs. When hatched, these turn into hundreds of equally voracious young whirig. These pestiferous insects are capable of causing considerable structural damage to buildings, conveyances, and equipment. The process is often so subtle as to elude the notice of even the most skillful engineers and artificers, so that the damage is often discovered only after it is too late—a building collapses, a conveyance suddenly breaks down, or equipment malfunctions or falls to pieces. Whirig can sometimes be kept away by dusting equipment and key structural elements with toxic powders, or through the application of noxious liquid solutions. Neither of these methods is without its own drawbacks, however.

TALISLANTAN FLORA

MANDRAGORE

Denizens of the dark forest of Werewood, mandragores are an intelligent and mobile species of plant life. Rarely exceeding three feet in height, these strange creatures are roughly humanoid in form, with gnarled, rootlike limbs and leafy "hair." Their eyes are like dark knots, their mouths like the twisted hollows of small trees. Mandragores are inactive by day, when they stand rooted to the ground. Though individuals skilled in woodlore or horticulture can sometimes spot them, they appear much like ordinary plants to the layman. In the evenings these vile creatures uproot themselves and stalk the forest in bands of up to two dozen individuals, searching for prey. They use nets of vines and grasses to snare their victims, whom they bury alive, feeding on them like compost or fertilizer. As mandragores have no use for coins or other civilized articles, their feeding grounds often contain an assortment of valuables buried along with the remains of unfortunate travelers, merchants, and adventurers.

Size: 2'-3' tall, 2-8 lbs.

Attributes: INT +1, PER +2, STR -4, DEX +3

Level: 1-2

Attacks/

Damage: see

Special

Abilities

Special

Abilities:

Warp or animate unliving wood and plant products

(maximum: 1 cubic foot of material per level), converse with plants and trees, night vision

Armor:

Unarmored

Hit Points: 2,

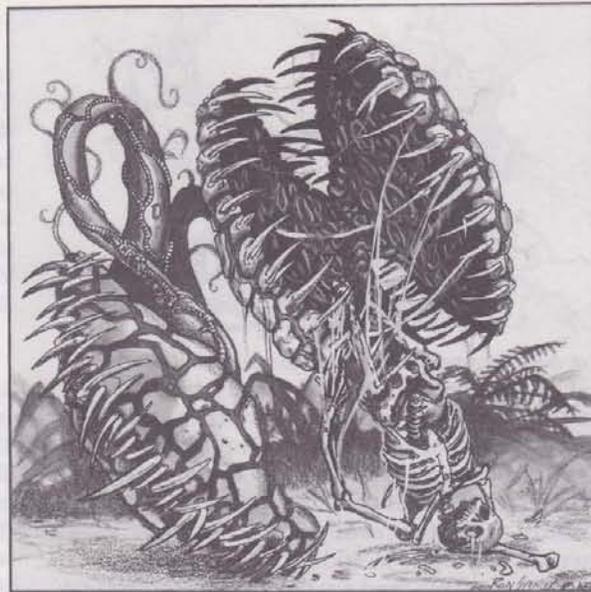
+2 per level

Habitat:

Werewood, jungles and forestlands (rare)



MANTRAP



The mantrap is a giant flowering plant native to certain swamps and marshlands. These dangerous organisms exude a scent that is irresistible to most living creatures and may be borne on the wind for distances of up to four miles.

Once an affected creature or individual comes close enough, the mantrap enfolds the unwitting victim in its petals; death by asphyxiation results within a minute's time (10 rounds), after which the mantrap gradually begins to dissolve and digest its prey. An hour later, the plant will disgorge any inedible materials (cloth, metal, bone, etc.) that it has swallowed. Despite the considerable risks, Jhangaran marsh hunters and other entrepreneurial sorts are known to hunt mantrap for its pollen, a narcotic substance called euphorica. The Farad have succeeded in growing these plants in vats, thereby simplifying the process of obtaining mantrap pollen.

Size: 6'-10' tall, 120-200 lbs.

Attributes: STR +3, SPD +1

Level: 1-5

Attacks/Damage: Asphyxiation: d10 per round

Special Abilities: Irresistible scent (roll versus WIL or approach the plant in fascination)

Armor: Unarmored

Hit Points: 8, +2 per level

Habitat: The Aberrant Forest, Werewood

SCARLET SPOROZOID



The scarlet sporozoid is a small, blood-red variety of mushroom found only in dark, damp environs such as swamps, caverns, and ancient crypts. If disturbed or approached carelessly, the fungus will expel a cloud of crimson spores in a five-foot radius area. Each of the tiny spores is a living, feeding entity that will greedily devour organic substances of any sort, including hide, flesh, and even bone. The spores feed for ten rounds, with new scarlet sporozoids then growing from the unwitting host's corpse. The parent plant dies soon after releasing its spores. Only fire, strong acid, or an anti-parasitic purge will kill the malignant spores, and neither treatment is without its own harmful side effects to victims infected by these insidious organisms. Radiant magical light, cast directly upon a scarlet sporozoid, will render the organism temporarily unable to expel its deadly spores. In this way the dust may be collected and stored for future use.

Size: 2"-12" tall, 1-6 oz.

Attributes: All negligible

Level: 1

Attacks/Damage: Spores: d6 per round for ten rounds

Special Abilities: Rendered impotent by radiant light, spores harmed only by fire, acid, or anti-parasitic purge

Armor: Unarmored

Hit Points: 1

Habitat: Subterranean caves, grottos, crypts, swamplands

STRANGLEVINE

Stranglevine is a rugged species of parasitic plant found in most jungle and forest regions of Talislanta. In its native environment, the plant is difficult to detect, for it intertwines itself in the branches of other trees and shrubs. When an animal or other creature passes within a few feet of a stranglevine, the plant sends forth a whiplike tendril in an attempt to ensnare its prey. If successful, the vine will entwine about its victim, seeking to immobilize and strangle it in its tough, fibrous coils.

Only creatures possessing great strength will be able to break free of the constricting vines, which are resistant to cutting and, to a lesser extent, burning. The plant's root system is far more vulnerable to damage, though it can be difficult to locate in a crisis. Stranglevines draw nutrients directly from the decomposing corpses of slain victims, the remains of which often provide a grim clue as to the location of these dangerous plants.

Size: 10'-80'+ long, averaging 1 lb. per foot of length

Attributes: STR +3, SPD +1

Level: 1-3

Attacks/Damage: Constriction: d6+3 per round (number of attacks based on number of tendrils)

Special Abilities: Limited mobility

Armor: Bark, 3 points; roots unarmored

Hit Points: Each tendril has 2 per level

Habitat: Forests, jungles, swamplands



Bald Nettle

This spiny-stemmed weed is native to the Western Lands. An extract of the bald nettle is used as a depilatory by the Aamanians.

Balmroot

This succulent is found in most temperate marshes and wetlands and is identifiable by its spongy, oval leaves and thick stalk. When dried and ground into a fine powder, the plant's root is used in healing elixirs and potions. It should be noted that the sticky sap of the balmroot attracts insects of many types.

Barb-Berry, Common

This thorny shrub is found primarily in mountainous regions. Its bright red berries are edible but well protected by the plant's sharp, spiny branches, which grow in great profusion.

Barb-Berry, Purple

The purple barb-berry is found only in the mountains of Arim. It is similar in most respects to its more common relative, with the exception that its fruit is a deep purple in color. The savage Drukh tribes color their skin, hair, and steeds with the berries' indelible juice, which is also of some use in the making of ink.

Barge Tree



The barge tree is an unusual species of squat, stumpy-limbed tree native to the Sinking Land. Notable primarily for its unusual, flat-edged roots, barge trees actually float upon the surface of their murky surroundings. Though incapable of independent movement, these organisms are propelled to some extent by the prevailing winds, and so tend to drift slowly from one place to another. Barge trees are sometimes home to certain species of birds, which roost in their branches and feed on the trees' succulent fruits, which resemble large pomegranates in appearance, taste, and nutritive value. These trees are also of benefit to travelers wishing to pass through the Sinking Land; such folk may rest in relative safety amid the barge tree's low-lying limbs. The spongy leaves of the barge tree are exceptionally buoyant and can be used to create makeshift "rafts" to keep equipment and other necessities from sinking in the mire.

Black Mushroom

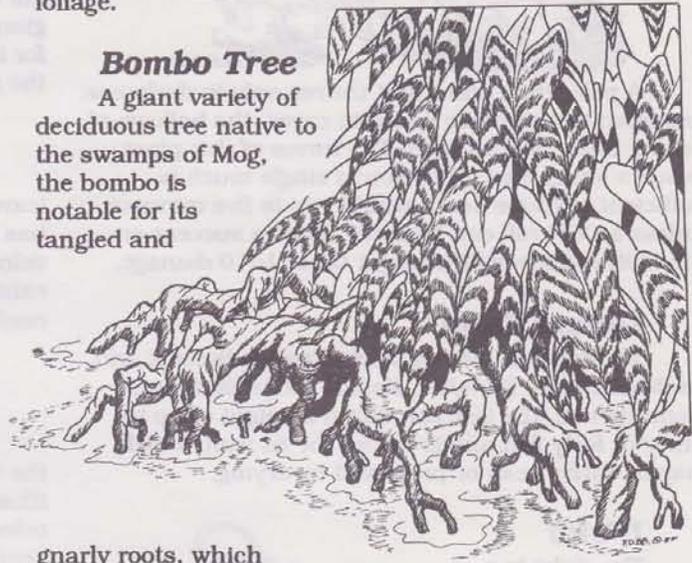
This rare variety of fungus is native to certain ruins and underground regions. These black, shriveled organisms grow on the roots of gall oak trees and are sometimes mistaken for truffles by less-than-adept gourmands. If eaten, black mushroom can cause severe hallucinations for ten minutes (unless a CON roll is made) and even temporary madness (on a mishap, duration: d20 days).

Blue Pomegranate

The blue pomegranate is a fruiting tree originally found only in the Cerulean Forest of Quan. It was imported to Zandu some years ago, where it has become a favorite of Zandir horticulturists. The tree is valued for its succulent fruit and brilliant blue foliage.

Bombo Tree

A giant variety of deciduous tree native to the swamps of Mog, the bombo is notable for its tangled and



gnarly roots, which often extend high above the water line. The fibrous, two-foot wide leaves of the bombo tree are collected by the slothlike Mogroth, who weave them into crude garments and use them to wrap parcels of amber or mung-berry. Wood whisps often employ the large leaves as river craft, and they are an important food source for certain species of swamp-dwelling birds.

Chokeweed

This spiky-leaved plant grows wild throughout the Plains of Golarin and certain parts of the Wilderlands of Zaran. The stem and leaves contain a noxious resin that, when ingested, can cause asphyxiation within ten minutes' time, hence the plant's name. It is possible to isolate the plant's resin for use as a poison.

Cleric's Cowl

This small flowering plant is found in woodland regions throughout Talislanta, typically under rotting logs and in other shady places. An extract derived from the plant's "cowl" (outer leaf) is of use as a poison antidote.

Crystal Dendron

Crystal dendrons are a variety of sorcerous hybrid found primarily in the Quan Empire and the Aberrant Forest. These crystalline plants come in many shapes, sizes, and colors, and are valued for their great beauty. Their delicate blossoms are sold for up to ten gold lumens apiece in the Western Lands and are available through the Ispasian merchants of the Quan Empire. It is a crime to export live crystal dendrons or their seeds out of the Quan Empire.

Deadman



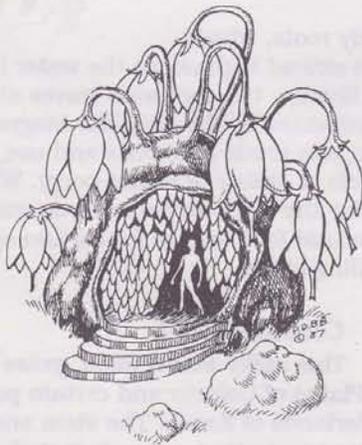
A pale white plant that thrives only in darkness, deadman is commonly found in caves, the hollows of rotting trees, and so forth. The leaves of this plant exude a lethal contact poison; a single touch is sufficient to cause death within two to five minutes unless a CON roll can be made. Even a success on the CON roll means the target takes 1d10 damage.

Desert Palm

The common desert palm is native to such arid lands as Djaffa, Faradun, Kasmir, Rajanistan, and Carantheum. The tree can attain a height of up to thirty or forty feet and is valued for its fruit, which may be eaten fresh or preserved by drying.

D'oko

The d'oko is a colorful, nine-foot tall species of flowering plant resembling in many respects a giant lotus. Employed as living plant houses by the Green Men of Talislanta's Dark Coast, d'oko are hardy perennials, growing new blossoms during the spring of each year.



Tended by Green Men for many generations, these great flowering plants supposedly no longer possess the ability to reproduce by themselves. Rather, the interaction of Green Men moving from plant to plant is said to perform the function of pollination for the d'oko. In return, the Green Men obtain shelter and nourishment (d'oko nectar) from the plants, constituting a symbiotic relationship of sorts.

Everblue Starfire

The everblue starfire is an exceedingly rare and precious flower, a magical hybrid thought to have

been created by Viridian, the fabled botanomancer of ancient times. The flower is valued for its brilliant sky-blue petals, which, when dried and ground into a fine powder, can be used to cause hybrid or natural plants and trees to grow to full maturity in just a minute's time. A single blossom yields one dram of powder, a quantity sufficient to affect up to a half-dozen plants, or half as many trees. The everblue starfire is believed to be found only on the Zandir Moors in Zandu. The flower, or a one-dram quantity of powdered blossom, is valued at a minimum of one thousand gold lumens. The starfire typically grows alone and blooms only at night.

Fernwood

Fernwood is a deciduous tree native to temperate woodlands and subtropical forests. It resembles a giant fern up to sixty feet tall, and is valued primarily for its fragrant wood, which is used in the making of the most common types of incense.

Fire Lily

This plant is identifiable by its red, seven-lobed leaves and is found primarily in regions where there has been recent volcanic activity. It grows in warm volcanic ash, and is practically impervious to fire. An extract of the fire lily is used in preparations that confer protection from flame and heat.

Fungoid

Fungoids are a type of giant fungus native to the Sinking Land as well as parts of Werewood and Khazad. These organisms grow in a variety of shapes, colors, and sizes, including pink puffballs, translucent orb fungoids, branching yellow fungoids, gray disks, orange fan-shaped fungoids, and a hundred others. Some fungoids are mildly poisonous, though most are benign. All possess phosphorescent properties and cast an eerie glow by night.

Gall Oak

This variety of deciduous tree is indigenous to many temperate forests and mountainous regions. The blisterlike galls found growing from the bark of these trees contain a blue-black secretion that is used in the making of inks and dyes.

Giant Mushroom

These umbrella-shaped fungi are commonly found in the Mushroom Forest of Werewood as well as the Sinking Land and parts of Khazad. They range in size from the smaller 2-6 foot types to massive specimens that stand up to eighty feet or more in height. Small creatures such as skanks and quaal often make their home in the stems and caps of these giant fungi, which emit a phosphorescent glow at night.

Gray Baobab

This variety of fruiting tropical tree grows to a height of about 20 feet and has a thick trunk that can measure up to 10 feet in diameter. Its squat appearance is such that the gray baobab is commonly known as the "barrel tree;" this is an appropriate name, for the baobab's hollow trunk may contain up to 40 gallons of potable water, which the tree absorbs through its roots. Among the other virtues of the gray baobab are its bark, which is used to make rope, and its five-pound fruits, which contain a sweet, nutritious pulp.

Hangman's Tree

This ominous-looking tree is a familiar sight in many wilderness and woodland regions—the angular black branches silhouetted against the sky, its long, ropelike tendrils hanging almost to the ground. Hangman's tree has been used as a ready-made gallows since ancient times; the black magician Mordante was said to have had a grove of such trees planted atop a hill overlooking his mansion. Hangman's tree is still commonly used for this purpose in Arim, primarily by assassins of the Revenant Cult.

Harpwood

This flowering tree is found in certain sylvan woodlands, such as Astar of the Seven Kingdoms. Its curved branches and resonant wood are much favored for use in the making of the finest harps, trioles, and other musical instruments.

Incense Tree

The incense tree is found primarily in Zandu and less commonly in Arim and Aaman. It is prized for its aromatic wood, which is used in the making of the finest incense and magical fumes. The Sultan of Zandu owns a grove of ancient incense trees that were reportedly once kept by the fabled sorcerer Kabros.

Ironwood

A variety of deciduous tree notable for its steely gray leaves and bark, the ironwood is found in temperate forests across the continent. It is valued for its wood, which is nearly as hard as iron; Zandir lumberjacks employ saws and axes coated with a solution of magical quicksilver when cutting these trees for timber.

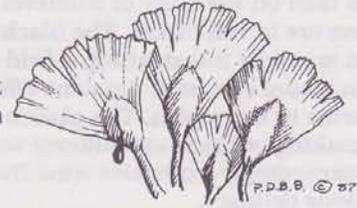
Jabutu

Jabutu grows only in the mountains that lie to the north of the jungles of Chana. It grows on the steepest inclines and is identifiable by its mottled yellow and green leaves. An extract of the jabutu

plant is used to make kesh, a narcotic commonly employed by the Chana Witchfolk tribes. The plant has other magical properties as well, and is utilized by the Manra tribes in their shapechanging rituals.

K'tallah

K'tallah is a rare variety of swamp plant with a serpentine stem and circular, gray-green leaves. The leaves of this plant contain a resinous substance that, when ingested, enables the user to "see" visions of the near future. Though casual users of this substance cannot control or dictate the nature of these divinatory dreams, those who use k'tallah regularly can supposedly acquire the ability to do so. See Chapter Six for more information on k'tallah's addictive properties.

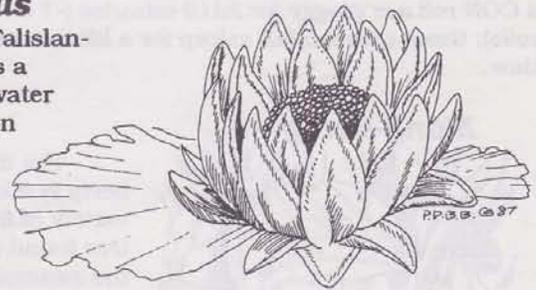


Lantern Plant

This flowering plant is found throughout various woodland regions on the continent of Talislanta. Its lantern-shaped blue flowers glow in the dark, casting a wan illumination. The plant is quite delicate and should be handled with care; if treated roughly, the lanterns lose their glow.

Lotus

The Talislantan lotus is a variety of water lily common to certain swamplands and jungle regions. There are several different types. The scarlet lotus is a subtle, mind-influencing substance. Its powder renders those who take it susceptible to the commands of others. Black lotus possesses powerful narcotic, hallucinogenic, and mind-expanding properties such as ESP, clairvoyance, and clairaudience. Repeated use of this substance, however, runs a 1% cumulative risk of addiction. The pollen of the blue lotus is a subtle narcotic that brings about the onset of prophetic dreams. A multihued variety known as rainbow lotus is cultivated by the Mandalan savants and herbalists of the eastern Quan Empire. Its properties are unpredictable, and the flower is prized mainly for its beauty.



Moonflower, Common

This exotic variety of flower is so named because its fragrant blossoms bloom only at night, and change color to match the hues of the first Talislantan moon to appear in the evening sky. Moonflowers are prized by horticulturists and collectors from other lands, often bringing a hundred gold lumens for a single, healthy specimen.

Moonflower, Black

The rare black moonflower is found only on the continent known as the Midnight Realm. These pitch-black plants bloom only at midnight, and the blossoms take on the color of whatever Talislantan moons are in full phase. The black moonflower's scent is mildly intoxicating; a field of black moonflowers in bloom can have a potent affect on other lifeforms in the region. The plant's petals are used in the making of black moonflower wine, an exquisite and exceedingly expensive wine that is considered a fabulous delicacy.

Morphius



Morphius is a parasitic plant that grows amid the branches of trees and bushes. The fragrance exuded by its deep blue blossoms induces sleep in most types of living creatures. Characters who make a CON roll are groggy for 2d10 minutes (-1 on die rolls); those who fail fall asleep for a like period of time.

Mung-Berry



The mung-berry is a large variety of fruiting tree found only in the swamplands of Mog. Notable for their extreme bitterness, the leaves and berries of this tree form a substantial part of the Mogroth's diet and have certain practical uses as well.

The juice of mung-berries is so bitter that it serves to repel biting insects and certain other pests, including the noxious

insects known as flits. When boiled in vinegar, the leaves of the mung-berry yield a waxy glue with excellent adhesive properties. As Mogroth do not take kindly to the stripping of their precious mung-berry

trees, the leaves and berries are sometimes difficult to obtain. Accordingly, these substances bring a fair price in many regions—as much as twenty gold lumens per pound for mung-berries, half this figure for the leaves alone.

Neurozoid

Neurozoids are a rare and bizarre-looking form of ambulatory fungus found only in the Mushroom Forest of Werewood and the Sinking Land. These organisms resemble masses of pulsating brain tissue 1-4 feet in diameter. Despite appearances, the fungus is not a sentient entity. Neurozoids graze on slimes and molds, moving slowly across the terrain. They are quite harmless and in fact are of some use to horticulturists and gardeners.

Orange Fungus

This odd variety of fungus is found in underground caves and tunnels throughout Durne of the Seven Kingdoms. It may lie dormant for months or even years until such time as it makes contact with another living organism or is moved or struck. Should this occur the organism will begin to multiply at a rapid rate, growing in size for one minute (10 rounds), after which it is 1d4+1 times as large as it originally was. The reason why the fungus reacts in this manner is unknown; the naturalist Thystram believed that this unusual activity was a defense measure intended to discourage predators.

Parasol Tree

This colorful variety of giant palm tree is common to tropical rain forests and jungles. It is notable for its size, up to a hundred feet in height, and for its spreading crimson foliage, which resembles a great umbrella or parasol in shape.

Polyp-Plant

The polyp-plant is indigenous to the Aberrant Forest and Dark Coast regions, as well as parts of Mog and Jhangara. The plant consists of a long, tubelike stem terminating in a bulbous tip filled with a sweet, sticky nectar. The Muses of Astar are partial to the nectar of polyp-plants, as are many types of insects.

Prism Plant

This rare variety of crystal dendron is found in certain woods and forests from Zandu to the Quan Empire. The plant is notable for the prismatic properties of its leaves and blossoms, which refract light in all the colors of the rainbow. Collectors and botanists will often pay up to a hundred and fifty gold lumens for a healthy prism plant.

Prophet Tree

This rare and ancient variety of fruiting tree can be found in certain isolated woods and forests. The tree produces a tempting red fruit that, when eaten, confers visions of future events. The nature of these

visions is unpredictable; the portents may be favorable, unfavorable, or utterly incomprehensible. Overindulgence in the fruit of the prophet tree is said to lead to madness. The trees cannot be transplanted and are difficult to cultivate from seeds or cuttings. The fruit is particularly perishable, losing its efficacy soon after it is picked.

Provender Plant

The provender plant grows in abundance throughout the continent of Talislanta, serving as a plentiful source of food for herdbeasts, omnivores, and humanoids alike. It is exceptionally hardy and thrives in almost any type of climate. The plant's grassy leaves make excellent fodder; its seeds, which can be harvested in the fall, can be used as a passable substitute for other grains. Even the bulbous root is edible, though its bitter flavor is favored by few creatures other than land kra, which feed on the tubers from below ground. The famed naturalist Thystram theorized that the provender plant was a hybrid created by ancient Archaen botanomancers.

Purple Narcissus

The purple narcissus is an enchanted hybrid created by a precocious botanomancer of ancient times whose name has long since been forgotten. The plant blooms only if it can see its reflection in a mirror, pond, or other reflective surface, a peculiarity that has endeared it to collectors of exotic plants, who will sometimes pay up to two hundred gold lumens for a healthy specimen. Purple narcissus is a cultivated plant that can only be grown in indoor environments. The plants are quite frail and wither if exposed to direct sunlight.

Rampant

Rampant is a leafy vine that grows wild throughout Archaesus. The plant serves as a plentiful supply of fodder for wild and domestic herbivores. Rampant grows at an alarming rate, up to 5 feet per day under ideal conditions, and is a nuisance to gardeners.

Repente

This plant is well known for its spiny stem and leaves, which are tipped with a noxious venom that can cause a painful, itching rash. The plant's name means "you'll be sorry" in old Archaen.

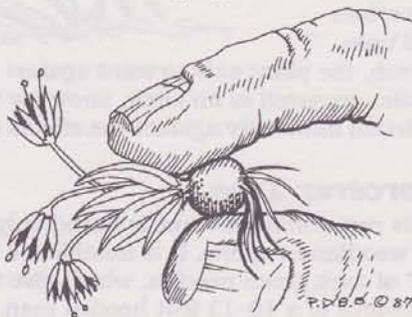
Scimitar Bush

The scimitar bush is indigenous to hills, plains, and wilderness regions. It is quite aggressive and will lash out at creatures or individuals who approach too closely. In this respect the plant is aptly named, for its leaves are as long and nearly as sharp as scimitars and are capable of delivering a nasty wound (d6 damage). Unlucky creatures who happen to run into a scimitar bush may suffer up to a dozen attacks and may be cut to ribbons. The scimitar bush is excep-

tionally rugged (12+ HP), and can survive even in such hostile regions as Khazad, Urag, and the Wilderlands of Zaran.

Shrinking Violet

An herb notable for its purple flowers and diminutive size, full-grown shrinking violets rarely exceed one-half inch in height. The tiny flowers of this plant possess magical properties and are useful in shrinking potions, powders of diminution, and so forth. A dram of shrinking violet seldom sells for less than twelve gold lumens.



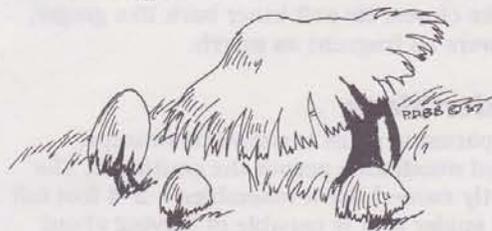
Sickleweed

This grassy plant grows wild in many wilderness areas and is particularly common on the Plains of Golarin. It is named for its wiry, curved leaves, which resemble sickleblades. A "blade" of sickleweed can, in fact, be used to saw through rope, cloth, or similar materials in a pinch.

Silver Deodar

This large variety of spreading conifer, which grows up to seventy feet tall, is native to both the Eastern and Western Lands. It is valued for its durable and fragrant wood.

Skullcap



Skullcap is a poisonous variety of mushroom notable for its bone-white cap and black, bowed stem. Taken in minute quantities of one-half dram or less, the mushroom can cause highly irrational and even violent behavior lasting up to one hour. A successful CON roll means the character is irrational, but not out of control. A dram or more will cause swift and painless death in most cases, usually within one to two minutes. Even a successful CON roll does 1 point of damage per round for the next 2d10 rounds. The Wildmen of Yrmania have, through long use, developed a virtual immunity to the more toxic effects of skullcap. Most have also been rendered insane, a possible side effect of this hallucinogenic substance.

Snow Lily

A delicate white flower found only in the coldest climes, snow lily has certain practical uses.

Eaten fresh, the plant acts to ward against the onset of frostbite; prepared in an elixir, snow lily is said to confer virtual immunity against the effects of cold.



Sorcerer Tree

This rare coniferous tree is found only in isolated woodland regions. It is notable for its "mantle" of dark green needles, which give the tree the semblance of a 10-12 foot hooded man. The wood of the sorcerer tree is often used in the making of enchanted staves and wands and is thought to possess magical virtues.

Span-Oak

Span-oak is a giant species of deciduous tree that may attain heights of over two hundred feet. The limbs of this tree are strong and sturdy and generally span a distance equal to the tree's height, hence its name. The avian Gryphs make their eyries in these great trees, which purportedly live for thousands of years. The tree sheds about a fourth of its branches each fall, and the fallen limbs are coveted as excellent timber in Cymril and other lands.

Spice Tree

The spice tree is a hybrid originally created by the Green Aerial botanomancers of Vardune and now grown extensively in Vardune and Zandu. The tree is eminently useful; its bark, leaves, and roots can be used to make three different types of tea, its nuts are like cloves, its soft inner bark like ginger, and its flowers as fragrant as myrrh.

Spider Moss

This parasitic plant is native to swamps, jungles, and woodlands across the continent. The plant is aptly named, for it resembles a 2-4 foot tall shambling spider and is capable of moving about from one place to another in a slow (SPD -4) creeping fashion. Except to other forms of plant life, spider moss is harmless. The Green Men of the Dark Coast have learned to be wary of this plant, which is stubbornly aggressive and feeds on vegetable matter by injecting it with a caustic chemical solvent (d4 damage) and then absorbing the nutrients through its roots.

Spitting Crocus

This noxious variety of wildflower is found in wooded and jungle regions. The flower is named for its habit of "spitting" at creatures or individuals who pass within a five-foot radius of its location, no doubt an effective deterrent to creatures who might wish to

devour it. The plant's acidic spray can cause temporary blindness lasting from 1-10 rounds, but generally does no permanent harm.

Sponge-Bristle

This rugged variety of spiny-skinned succulent is indigenous to hot, arid regions such as Djaffa, Kashmir, Rajanistan, and so forth. The sponge-bristle absorbs moisture from the air and from deep below the ground, storing it within its spongy interior. A fully grown plant may measure up to three feet in diameter and can contain up to six quarts of water. The sponge-bristle is a boon to desert dwellers and travelers. Along with desert palms, these plants are common to many a Wilderland oasis.

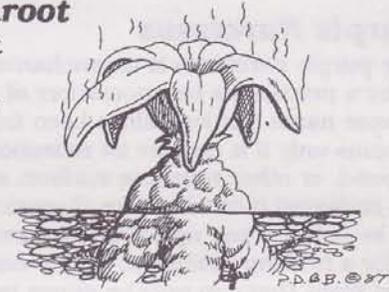
Spider Dendron

The spider dendron is a variety of deciduous tree identifiable by its network of fine branches, which resemble a spider's web, hence its name. Avians and other types of creatures sometimes become tangled in the spider dendron's branches.

Stenchroot

Stenchroot is a noxious variety of tuber cultivated by the Gnomekin of Durne. The plant is harvested for its milky juice, which is

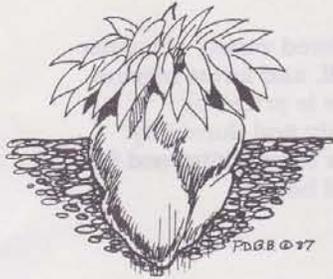
drained through small incisions in the root; this is accomplished from below ground, since the stenchroot plant itself is never picked. The Gnomekin of Durne employ flasks of stenchroot juice as a deterrent against intruders into their underground realms, using slings to propel the clay missiles great distances. The vials break upon contact with any relatively solid object, emitting the most horrid stench imaginable. So much as a whiff of this malodorous fluid will make most creatures incapacitated by extreme nausea. A critical success on a CON roll prevents incapacitation from direct exposure. A full success does the same for a mere whiff. Fortunately, the juice eventually evaporates when exposed to the air, leaving behind only a faint, musky scent.



Sulfur Tree

This acrid-smelling tree is notable for its bright yellow foliage, bark, and roots. Sulfur trees are highly flammable but are of no use as tinder, because they give off a noxious smoke. The tree is found only in the Yellow Marshes of Mog.

Tantalus



Tantalus is a small, leafy plant with a tuberous, heart-shaped root. Powdered tantalus root is known to be a potent aphrodisiac and sells for as much as one hundred fifty gold lumens per dram in certain places. The root causes an increase in

amorous desire, but even a partial success with a WIL roll allows a character to keep his or her behavior in check. The tantalus root is also said to be of use in the making of charms, love philters, and the like.

Thistledown

The thistledown bush is common to the deep woodlands of Tamaranth but is almost unknown elsewhere. The soft down contained in the plant's seedpods is used to make spinifax, a light and durable cloth favored by the Ariane.

Thornwood

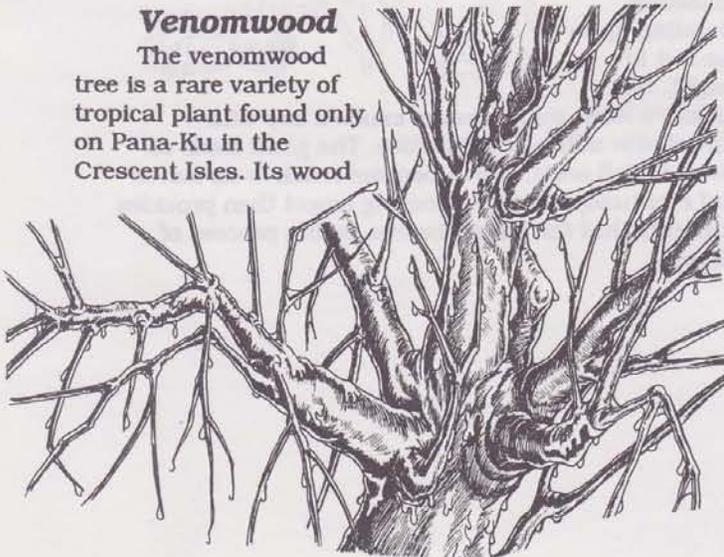
A giant species of trailing briar, thornwood is found in most types of temperate forests, wilderlands, and swamps. The plant grows at phenomenal speed, its fibrous and spiny branches taking on the form of a winding, mazelike hedgerow. Resistant to fire and cutting weapons, thornwood can render wilderness trails nearly impassable in just a few days.

Tinsel Tree

This peculiar tree is found in the Aberrant Forest and other isolated woodlands. It is named for its silvery leaves, which sparkle in the light of the twin Talslantans. The spun fibers of tinsel tree leaves are used to make silversparkle, a garish material that costs ten times the price of common cloth and is popular in Zandu, Hadjistan, and the Quan Empire.

Venomwood

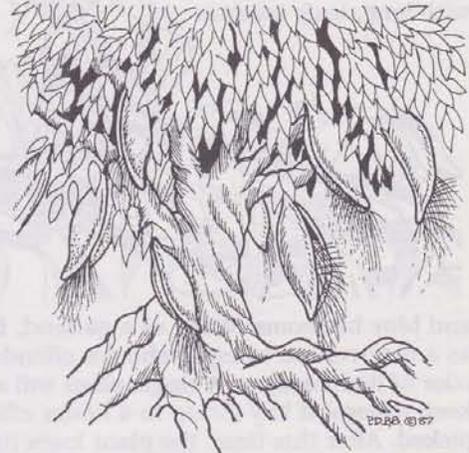
The venomwood tree is a rare variety of tropical plant found only on Pana-Ku in the Crescent Isles. Its wood



exudes a virulent poison that is thought to protect the tree from boring insects and termites. The cannibalistic Na-Ku tribes make poison arrows from the branches of the venomwood, employing them against other tribes in the region. In addition to its normal damage, a venomwood arrow causes 2d10 damage from the poison (or 2d4 with a successful CON roll).

Viridia

A hybrid plant with many practical uses, viridia was developed several hundred years ago by the legendary Viridian, a magician and author of some note. Seeking to create the ideal cultivated plant, Viridian spent over forty years isolating, categorizing, and combining plant essences.



The result of the fabled magician's labors was a plant of uncommon virtues. Growing ten feet per year, up to a maximum height of one hundred feet, all parts of the viridia plant are useful: viridia root is a nutritive tuber and can be ground into flour for baking. The limbs and trunk can be burned as fuel, and the leaves make a passable mulch. The viridia's large, four- to six-foot long pods are of use as one-person skiffs. Its tendrils exceed rattan in strength and durability, and the fibrous down found in the viridia's pods can be woven into a fine, supple linen.

Perhaps one of Viridian's finest achievements, the viridia plant is not without certain minor flaws. Developed to be hardy and long-lived, the plant grows with wild abandon, choking other forms of vegetation in its tendrils. Viridia bark is resistant to fire, and its root system grows so deep in the soil that the plant is practically impossible to remove or kill once it has attained a height of four feet or more.

Wavering Sunblossom

This colorful wildflower is found only in the Aberrant Forest, where it grows in great abundance in certain spots. The flower derives its name from its uncanny propensity to shift in color according to the prevailing breezes. There are few sights as breathtaking as a field of wavering sunblossoms fluctuating in myriad hues with the movement of the wind.

Whipweed

This insidious plant grows both on land and underwater and can be found across much of the continent. It can cover large areas in a fairly short amount of time, and is quite dangerous. Individuals or creatures attempting to pass through a patch of whipweed will be instantly attacked by dozens of

slashing, leafy tendrils (damage: d8 per round). Whipweed is easily mistaken for common plainsgrass, an error that may yield fatal consequences.

Whispbane

Whispbane is a rare variety of creeper with long, leafy tendrils



and blue blossoms. Worn as a garland, the plant acts as a deterrent to whisps, who are offended by the odor of its blossoms. A single plant will suffice to keep whisps at bay for up to 4 hours after it has been picked. After this time, the plant loses its effectiveness, though the dried flowers are of some use to alchemists.

Whisperweed

Whisperweed is a rare species of plant practically indistinguishable from the most common varieties of wild grasses. So ordinary is this plant's appearance that even the most highly skilled horticulturists find it difficult to identify accurately,



an unfortunate situation considering the fascinating properties of this most unusual organism. Whisperweed derives its name from the plant's ability to "speak" softly when swayed by the slightest breeze. These plants are known to whisper the most astonishing things: long-lost secrets, ancient incantations, legends, bits of verse, and more. How whisperweeds come to know such things and how the plants are able to speak are mysteries which as yet remain unsolved. As it is not possible to cultivate or grow this uncanny plant except in the wild, the discovery of a patch of whisperweed is deemed a rare find indeed.

Whitewood

Whitewood is an ivory-colored variety of coniferous tree found in mountain, hill, and forest regions. The handsome wood of this tree is prized by woodcarvers for its ornate beauty and durability. Both the Ariane and the Dhuna favor whitewood for use in the making of staves and bows.

Willowood

This tree, with its characteristic hanging foliage, is native to the banks of rivers, lakes, and swamps. The flexible twigs of the willowood are used in the weaving of baskets, mats, and furnishings of various sorts.

Withergall

Withergall is a variety of gall oak native to wastelands and wilderlands regions. It is similar in most respects to gall oak, but is bent and withered in appearance and is a favorite nesting place for avian scavengers such as the morde.

Yellow Aqueor

Yellow aqueor is a variety of giant kelp that can grow up to five hundred feet in length and is found throughout much of the Azure Ocean and Far Seas. The plant's massive trunk and fibrous stalks are used extensively in Oceanian construction.

Yellow Stickler

The yellow stickler is a peculiar plant native to various temperate forest and jungle regions of Tallslanta. Standing up to five feet in height, the stickler's long, golden leaves exude a sap with remarkable adhesive properties. The plant feeds on insects of all sorts, which become stuck to its leaves and eventually die. The decaying insect then provides nutrients that the plant absorbs by the process of osmosis.



TALISLANTAN FAUNA

ANGORN



The angorn is an unusual creature resembling a winged, aquatic eel. It glides above the water when hunting for prey, typically small aquatic creatures, then dives deep to catch the chosen victim in its jaws. The angorn is edible, though not particularly flavorful.

Size: 5'-6' long, 100-140 lbs.

Attributes: PER +2, STR -2, DEX +4, SPD +4

Level: 1-2

Attacks/Damage: Bite: d6

Special Abilities: Gliding (up to about 100 ft. per attempt), can survive out of water for up to one hour

Armor: Unarmored

Hit Points: 4-6

Habitat: Seas and oceans

AVIR

Avir are the most common of Talislantan avians. They nest in tree-tops and feed on insects, fruit, and seeds. There are hundreds of different varieties of avir, ranging widely in color and native habitat. The more colorful varieties are favored as pets in some lands, such as Zandu and the Quan Empire.



Size: Wingspan averages from 1'-4', 2-8 lbs.

Attributes: STR -10, DEX +12, CON -8, SPD +12

Level: 1

Attacks/Damage: Beak/Claws: 1-2 points

Special Abilities: Flight

Armor: Unarmored

Hit Points: 3

Habitat: All parts of the continent

CHANG

Chang are vicious, metallic-scaled fish. They travel in schools of up to two hundred individuals and are exceedingly aggressive. Voracious eaters, chang will attack even such large predators as skalanx and river kra. The Kang favor these creatures as pets, keeping them in heavy glass tanks. Chang can survive out of water for an hour or more.



Size: 1'-3', 3-12 lbs.

Attributes: STR -4, DEX +5, CON +2, SPD +8

Level: 1

Attacks/Damage: Bite: 1-3 points

Special Abilities: Metallic exoskeleton

Armor: As per chain mail

Hit Points: 4

Habitat: Rivers and lakes, Inland Sea (Quan Empire)

CHASM VIPER

Chasm vipers are creatures resembling metallic serpents. They normally prey on small avians and vermin and are expert rock climbers. Their venom is too weak to be of any great value.

Size: 1'-8', 2-16+ lbs.

Attributes:

STR -1,

DEX +5, SPD +3

Level: 1-4

Attacks/Damage: Bite: d4 (plus d4 poison damage)

Special Abilities: Poison bite, ability to climb rock surfaces, metallic scales

Armor: As per chain mail

Hit Points: 3-12

Habitat: Canyons, wastelands, mountains



DRAC

Dracs are a species of small, wingless dragons. In the wild, these creatures prey mainly on vermin but may exhibit aggressive tendencies. Dracs are much favored as pets in some lands, where a young, up to one-foot long drac may sell for as much as fifty gold lumens. They are sometimes trained as guard beasts or trackers (skill rating equal to level of ability plus PER).

Size: 2'-8' in length, 20-160+ lbs.

Attributes: PER +4, DEX +2, CON +2, SPD +2

Level: 1-4

Attacks/Damage: Bite: d4 (+1 per level), Claws: 1 point per level

Special Abilities: Keen sense of smell (can be trained to track and/or detect any single species of creature)

Armor: Scaly hide, 2 points

Hit Points: 4-16

Habitat: Wilderness regions of all sorts



FEATHER DRACTYL

Feather dractyl are a small species of avian resembling a cross between an avir and a dractyl. They are peaceful creatures that subsist primarily on a diet of seeds and fruits. Feather dractyls are prized as pets and may be sold for up to a hundred gold lumens in some places.

Size: Wingspan: 1'-4', 3-12 lbs.

Attributes: STR -8, DEX +6, SPD +8

Level: 1-3

Attacks/Damage: Bite: 1-3 points, Claws: 1 point

Special Abilities: Flight

Armor: Unarmored

Hit Points: 3-9

Habitat: Jungles, forests, wilderness regions



ENDOMORPH



Endomorphs are implike creatures that live together in communal shells, with as many as twenty individuals sharing the same common abode. They are quite intelligent and are capable of speech,

but are extremely timid; at the first sign of danger, the colony retracts into its protective shell. If removed from its colony, an endomorph will go into shock and die.

Size: 1' long, 1-2 lbs.

Attributes: INT +1, PER +6, STR -8, DEX +4, SPD +6

Level: 1

Attacks/Damage: None

Special Abilities: Ability to sense danger, high intelligence, have own language (similar to Talislan)

Armor: Shell, 4 points; otherwise, unarmored

Hit Points: 1

Habitat: The Mushroom Forest (Werewood), Aberrant Forest

GIANT MOLLUSK



There are many species of giant mollusk native to the Talislan continent, ranging in size from benign 1-6 foot types to a man-eating variety that

can measure up to twelve feet across. The rarest of these is the giant quaga, a dangerous carnivore that is hunted for the violet pearls it produces. These pearls may weigh up to ten pounds and are valued at over a thousand gold lumens.

Size: 1'-12' in diameter, 5-500+ lbs.

Attributes: STR +1 per 2' diameter

Level: 1-6

Attacks/Damage: Constriction: d4+1 per level (see Special Abilities)

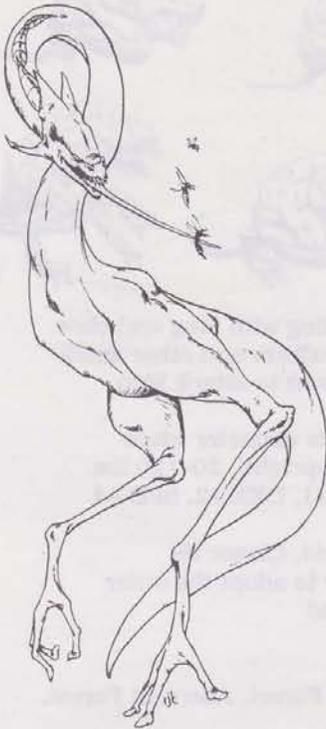
Special Abilities: Ability to crush prey between upper and lower shell as if the shells were "jaws"

Armor: Shell, 4 points

Hit Points: 2 per level

Habitat: Sea, ocean, lake, and river bottoms, shorelines, tidal pools

IBIK



The ibik is a flightless bird found only in the Sinking Land. It feeds upon flits, chigs, and other insects, which it spears with a lightning-fast pointed tongue. Ibi are incredibly swift and agile runners, easily able to elude practically any type of predator. The creatures can be trained for use as pets.

Size: 1'-4' long, 10-40 lbs.

Attributes: PER +4, STR -6, DEX +12, SPD +12

Level: 1-4

Attacks/Damage: Pointed Tongue: 1 point, Claws: 1-2

points (up to two attacks per round)

Special Abilities: Superior speed and agility, excellent climber, run across mud or water

Armor: Unarmored

Hit Points: 2 per level

Habitat: The Sinking Land, Mog, Jhangara, swamps and marshes

L'LATHA



The l'latha is a creature resembling a reptilian monkey, found only on the Isle of Phantas. Phantasian astromancers often keep l'latha as pets, since they are quite intelligent and can be trained as

astrogationist's helpers. A trained l'latha may sell for as much as four hundred gold lumens. Untrained, l'latha can be purchased for about a hundred gold lumens.

Size: 2'-3' tall, 10-15 lbs.

Attributes: INT -4, PER +7, DEX +6, CON -1, SPD +6

Level: 1

Attacks/Damage: Bite: 1-2 points

Special Abilities: High animal intelligence, acute powers of perception (detect impending storms, night vision, keen hearing)

Armor: Hide, 1 point

Hit Points: 4

Habitat: Isle of Phantas

MOONFISH

Moonfish are silvery-scaled aquatic creatures found only in the Inland Sea and Moon Lake in the Quan Empire. The Sunra revere moonfish as the spirits of their ancestors and cherish them for their "songs," complex melodic patterns sung or projected at night that other sentient beings perceive on a telepathic level. The Quan and Kang, with less highly refined sensibilities, favor moonfish as a delicacy. Wealthy Ispasians sometimes keep these creatures as pets, imprisoning them in ornate crystal spheres.



Size: 1'-2' long, 2-4 lbs.

Attributes: INT +2 (possibly higher), PER +3, DEX +1, CON -2, SPD +3

Level: 1

Attacks/Damage: None; moonfish feed on plankton and aquatic plants

Special Abilities: Telepathic communication

Armor: Unarmored

Hit Points: 1-2

Habitat: The Inland Sea (the Quan Empire)

MORDE

Morde are a lowly variety of avian scavenger favored as pets by the Stryx of Urag. They are semi-intelligent and possess the ability to detect the scent of death at great distances. Craven cowards, morde serve their masters for fear of being eaten. They are believed to be carriers of disease and pestilence.



Size: Wingspan 1'-3', 2-6 lbs.

Attributes: INT -6, PER +8, STR -5, DEX +2, CON +4, SPD +3

Level: 1-3

Attacks/Damage: Bite: d4, Claws: 1 point

Special Abilities: Keen sense of smell, flight

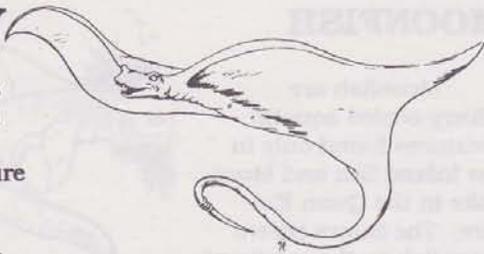
Armor: Unarmored

Hit Points: 2 per level

Habitat: Most parts of the continent

MUDRAY

Mudrays are a common species of aquatic creature resembling murky-brown mantas. They are edible and form a staple part of the diet of many Talislantans; smoked mudray is sold throughout much of the continent. A less common variety, the glittering silvurray, is considered a delicacy. Both species are found in salt and fresh water and have a poisonous sting.



Size: 1'-3' long, 1-6 lbs.

Attributes: STR -8, DEX +4, SPD +6

Level: 1

Attacks/Damage: Sting: 1 point (+d4 poison damage)

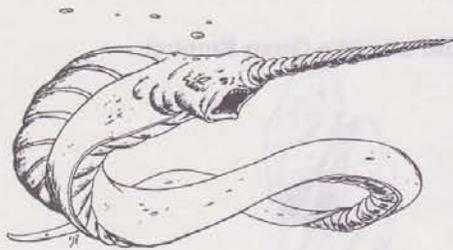
Special Abilities: Poisonous sting

Armor: Unarmored

Hit Points: 2

Habitat: Seas, oceans, rivers, lakes

NAR-EEL



Nar-eels are sinuous aquatic creatures resembling long-horned, spiny-finned serpents. They normally prey only upon smaller aquatic

species, but have been known to attack small boats and Men. The nar-eel's horn is coveted by ivory traders, who value these items at up to fifty gold lumens apiece.

Size: 4'-12' long, 40-120+ lbs.

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

Level: 1-3

Attacks/Damage: Horn: d6 +1 per level

Special Abilities: Leap up to 10' out of the water

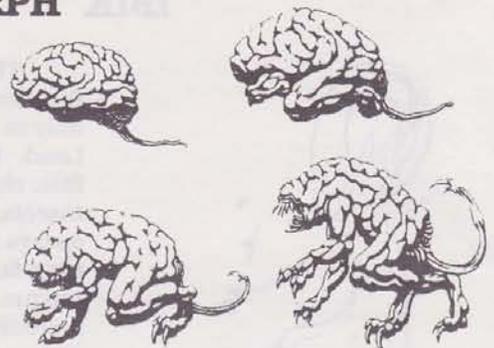
Armor: Scaly skin, 2 points

Hit Points: 6-18

Habitat: Seas, oceans, rivers, lakes (rare)

NEUROMORPH

Neuromorphs are bizarre creatures that closely resemble the ambulatory fungi known as neurozoids (see *Talislantan Flora*). Posing as these benign organisms, neuromorphs



attack prey by surprise, rending with fang and claw. They normally feed on mudwalkers and other small creatures, but have been known to attack Men.

Size: 1'-4' (this represents diameter when crouching, height when upright), 30-120 lbs.

Attributes: INT -7, STR +1, DEX +2, SPD +4

Level: 1-4

Attacks/Damage: Bite: d4, Claws: d6

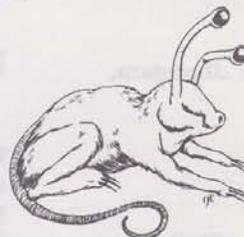
Special Abilities: Ability to adopt the outer appearance of a neurozoid

Armor: Unarmored

Hit Points: 4-16

Habitat: The Mushroom Forest, Aberrant Forest, Sinking Land

QUAAL



Quaal are smallish, furry creatures with long, flexible eyestalks. They are semi-intelligent and possess keen powers of perception. Quaal are popular among certain rogues and charlatans, who keep these

creatures as pets. They can be trained as lookouts, emitting a chattering noise at the first sign of intruders, and as sneak-thieves. Quaal normally subsist on nuts and berries but have a weakness for sweets.

Size: 1' long, 1-2 lbs.

Attributes: INT -5, PER +6, STR -8, DEX +8, SPD +8

Level: 1

Attacks/Damage: Bite: 1-2 points

Special Abilities: Keen senses of smell and hearing, prehensile tail

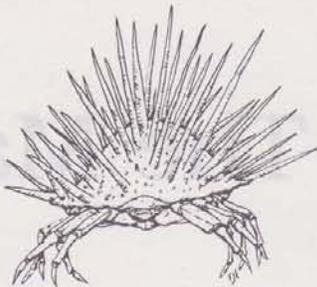
Armor: Unarmored

Hit Points: 2

Habitat: Wilderness regions, wastelands, swamps

ROCK URCHIN

Rock urchins are benign, cave-dwelling creatures that feed on mosses, lichens, and detritus. They are prized as delicacies and for their spines, which are used to make quill pens.



Size: 1'-2' in diameter, 1-2 lbs.

Attributes: SPD -10

Level: 1

Attacks/Damage: Spines may cause incidental damage when handling (1-2 points)

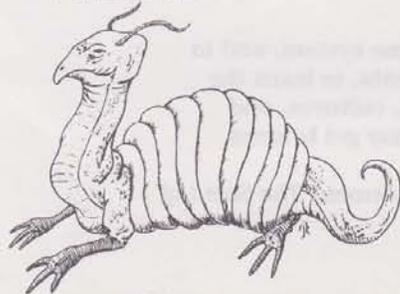
Special Abilities: Slow-moving but sure rock climbers, able to hang upside-down from cave ceilings

Armor: As per chain mail

Hit Points: 2

Habitat: Caves, caverns, underground grottos

SKANK



The skank is a distant relative of the snipe, a species of intelligent mollusk that inhabits the Sinking Land. Like snipes, they are curious creatures, eager to exchange news of their surroundings for bits of gossip, information about other locales, and so on. Skanks are burrowers, however, and do not possess the snipes' ability to "swim" through earth and mud. Also, if the truth be known, skanks are prone to telling tall tales.

Size: 1'-2' in diameter, 2-4 lbs.

Attributes: INT +1, PER +5, DEX -6, SPD -6

Level: 1

Attacks/Damage: None

Special Abilities: Intelligent, capable of speech, can retract into shell for protection, adhere to almost any surface

Armor: Shell, 4 points

Hit Points: 1

Habitat: Wilderness, wastelands

TARDISITE

Tardisites are amphibious creatures that resemble large, six-legged newts. They are notoriously slow-moving, often remaining perched atop a stone or tree stump for days at a time. Tardisites are fairly intelligent, and are capable of speaking Common Talisman. They possess the somewhat disconcerting ability to swivel their heads a full 360 degrees, and can rotate each of their eyes independently. If threatened, a tardisite will puff up like a blowfish, becoming a ten-foot ball covered with needle-sharp spines. Tardisites normally subsist on insects, which they catch with their tongues.

Size: 3' long, 30+ lbs.

Attributes: INT -6, PER +4, STR -4, DEX +2, SPD -12 (except as pertains to special ability)

Level: 1-2

Attacks/Damage: Spines (when inflated): d8
Special Abilities: Rotate head 360 degrees, expand in size if threatened

Armor: Normally unarmored; spiny hide, 2 points in expanded form.

Hit Points: 4, +2 per level

Habitat: Swamps, marshes, lakes, ponds





9

The Magical Fair

Introduction to the Magical Fair

This adventure introduces new players to the world of Talislanta, to the game system, and to their characters. It provides them many opportunities to test their skills and talents, to learn the game mechanics, and to see or experience the various races, foods, philosophies, cultures, and habits to which Talislanta is home, all in a nonthreatening setting. Characters may get bruises, taunts, or facefuls of noxious smoke, but they won't get killed.

In addition, this adventure serves as a prelude either to the adventure supplement *The Scent of the Beast* or to whatever adventure you as the gamemaster may wish to invent.

THE MAGICAL FAIR

The first two weeks of Phandir are marked in Cymril by the Magical Fair. Ostensibly this event commemorates the founding of the free kingdom of Cymril in 148 N.A., but it has largely turned into an excuse to hold an extravagant fair. As the Cymrilians are fascinated by magic, various magical goods, services, and shows are popular fair attractions.

The fair is held in the Cymril Bazaar (#21 on the city of Cymril map), forcing the usual vendors out for over two weeks as the fair is prepared and held.

As a center of trade on the continent, Cymril generally sees a diverse array of travelers, but this diversity reaches its peak during the Magical Fair. Some of these groups, such as the Aamanian Orthodoxists and Zandir Paradoxists, do not see eye to eye; to prevent violence, Thrall guards patrol the fair, often with Cymrillian wizards to provide more sophisticated means to quell trouble.

The Characters

Six pregenerated characters have been provided to make this first game session easy for you and the players. If you wish to use them, pass them out to the players, letting them choose the characters they

are most interested in. If you have more than six players, or if your players want to invent their own characters, then guide them through the character generation process described in Chapter Two. The characters are all relatively inexperienced people who have come to Cymril within the past month, or who live there, and they have let it be known that they are willing to take risks in pursuit of employment, wealth, training, glory, or the good of the Seven Kingdoms. Some may even have come expressly to take part in the Magical Fair. Show each player his or her character's homeland and the city of Cymril on the map of Talislanta so the characters know something of where they've been and where they are when the adventure begins. If you wish, elaborate to your heart's content on the adventures the characters may have already had leaving home and setting off for a better life.

The pregenerated characters do not know each other, but player-created characters may. This adventure, however, gives the characters a chance to get acquainted, so most or all of the characters probably do not know each other—yet.

Running the Adventure

Just a few notes to keep in mind as you run this adventure:

Gorgeous Detail: Honestly, this adventure could be as long as the entire guidebook if it went into the level of detail that it would take to do it justice. Since that's not possible, you'll have to pick up the slack. Be sure to flesh out the scenes, events, and people that the player characters encounter in the Magical Fair. Make a special effort to get across to your players the extreme diversity of the people and the extravagance of this legendary event.

Running into People: The Tazian Arena, the Vardune Archery Tournament, and the Battle Arcane describe several types of people attending the fair. These non-player characters are meant as opponents for the player characters, but you can also use them as random encounters. Just have one of these characters bump into, talk to, argue with, fall in love with, or ask directions from one of the player characters.

Naive Characters: If you assume that the characters are well versed in the ways of the world, tell the players the names of the races they encounter: "A Kang walks onto the archery field. He has crimson skin, reptilian features, white eyes, and long black hair held in a queue." For more effect, you can assume the characters are less well informed, in which case describe the non-player races but do not supply their names: "Onto the field walks a man with crimson skin, reptilian features, white eyes, and long black hair held in a queue." Of course, characters will be able to recognize the races that are predominant in the areas from which they come. In the above example, you could give the second description to the group as a whole and then tell a player who is running a character from the nearby Quan Empire that he or she recognizes the being as a Kang, one of the warlike, de facto rulers of the Quan Empire.

Contests: The adventure includes contests for combat, magic, and archery. Not only do these contests show the players how the rules work, but they also introduce them to various races, so they are very important to getting the players familiar with and interested in Talislanta. Encourage the players to join in, and when one of the players is involved in a contest, encourage the others to lend moral support by crossing their fingers, cheering, or whatever. Have the spectating players see other spectators cheering on their friends to give your players the idea.

If characters get knocked out of a competition so early that they didn't have any fun or didn't learn much about the rules, it's always possible for the judges to make an exception and allow two eliminated contestants to have an informal contest between themselves.

The First Step

It is the first week of Phandir, the third month of median, a season roughly corresponding to the summer of earth's temperate zones. As is to be

expected, the weather is mild, with temperatures in the low 70s during the day.

Each character has been contacted indirectly by Abn Qua, a Kasmiran moneylender who has offered an unspecified reward for an unspecified task. Each character has been told to come to the Magical Fair and meet at midmorning at the Kasmiran trapmage booth, there to meet Abn Qua and discuss the terms of the employment, all at no obligation. To increase their chances of taking up the offer, he has offered to buy them a drink.

Characters who are associated with a mentor or organization may have received word about this offer through their superiors. Others probably heard about it through Voranil, Abn Qua's Cymrillian messenger, who is described on the next page.

For the pregenerated characters, use the following introductions to the adventure:

Javin introduced Thrust to Voranil when he heard that Voranil was looking for potential adventurers.

Quirisan told Prevectot about the offer herself, having heard about it at the Lyceum.

Twitwee-it came to Voranil's attention on her own; her constant running about in search of an employer had called a lot of attention to her.

Haripella overheard Voranil offering the deal to Thrust in a bar. She then arranged to run into Voranil and make it apparent that she was looking for an adventuring opportunity. Haripella, then, at least has had a glimpse of Thrust. She is the only pregenerated character who knows anything of any of the others.

Bara Urba directed Abi to the right places to look for employment, and there he met Voranil.

Voranil overheard Afallia talking to some patrons in a bar about her plans, and then Voranil approached her with Abn Qua's offer.

If you have the time and inclination, briefly roleplay these offers, bearing in mind that in any case the characters will receive no further information on the offer. They have to show up to find out more.

Meeting at the Kasmiran Trapmage Booth

The booth itself will be described later as attraction "A."

Ask the players which character shows up first. Perhaps among the characters there is a nervous Blue Aeriad who always arrives anywhere fifteen minutes ahead of schedule, or a cautious Thrall who wants to check out the surroundings before meeting his or her potential employer. For the first character, read the following:

You follow the wide, crowded roads through the great, arching towers of Cymril until you come to the outskirts of the Magical Fair. High above the fair, moored to a tall ironwood tower, floats a Cymrillian windship sporting silk pennants of each

color representing the Seven Kingdoms: green, azure, brown, purple, orange, crimson, and aqua-blue. A moat filled with colorful fish separates the street from the grassy sward and its rows of booths and tents. On the other side of the moat is a vast, confusing throng of people representing various races from across the land: massive Thralls decorated head to foot with colorful tattoos, wrinkled Kasmirans in hooded purple robes, a Muse with violet butterfly wings, slender Aeriads with bright plumes, serious-looking Cymrilians, lumbering Monad servitors, gaunt Sindarans, and diminutive Gnomekin with amber optics under their eyelids. Above the constant murmur of footfalls and conversation you can hear exclamations of surprise, violent sounds of wood hitting wood, the grinding of hidden gears, the piercing calls of hawkers selling their wares, and the crackles and hums of magic.

You find one of the many footbridges across the moat, pay the 1 gold lumen entrance fee, and join a steady stream of people filling the fair.

If the characters want to tour the fair before finding the Kasmiran trapmage booth, hurry them through the process to get the action started. When the character decides to find the booth, continue reading.

After asking around for several minutes and jostling through the crowd, you find the Kasmiran trapmage booth. The booth consists of a large, purple tarp shading an expanse of ground, with tables nearly surrounding the shaded area. Along the tables are hundreds of boxes of various sizes, all chestnut brown and lacquered until shiny. A few wrinkled Kasmirans in purple robes tend the booth, and fairgoers of all races are cautiously examining the boxes. You circle the booth, but no potential employer seems nearby.

After the first character arrives, determine who comes next, one by one, until everyone is there. Doubtless they will ask the booth tenders if they know of Abn Qua, but they know nothing. Eventually, a character will realize that these other people who are hanging around the booth must be here for the same reason and approach the others to verify the time and place of the meeting. This is how the characters who do not know each other already can meet each other. While waiting, they might wander a bit to see the sights or try their luck at the Kasmiran stench-traps.

About half an hour past midmorning, Voranil, Abn Qua's messenger, arrives. She is a slender Cymrilian woman of about thirty years (see description below). She seems a bit out of breath and just a touch embarrassed as she gathers the characters together, verifies that they have come to meet Abn Qua, and tells them his news. Abn Qua, she says, has been delayed by the unexpected visit of an important Djaffir merchant. He will, however,

certainly come before nightfall, and he expects to arrive much sooner. Voranil instructs the characters to remain at the fair, preferably in a group, so that when Abn Qua arrives he will be able to find them. For their trouble, Voranil hands them each a small bag that weighs about half a pound and jingles when moved. Each bag contains ten gold lumens. She also reminds them that if Abn Qua considers them suitable for his needs, they will all be working together in what might be dangerous circumstances, so they should take this opportunity to get to know each other.

Note that, true to his Kasmiran nature, Abn Qua intends to deduct these lumens from future pay.

If questioned, Voranil says she has no more information than she has already given them, and that she really has other business to which she must attend. With another apology and a reminder to stay at the fair so Abn Qua can find them, she turns and hurries away.

If this set-up is not enough to get your players to enjoy the fair for the day, make up something that will do the job.

Once Voranil leaves the party, Horvunce begins tailing them. See "The Lurker" on page 314.

Voranil

Cymrilian Messenger, 12th level

Female, age 33, 6'1", 130 pounds. Light green skin, dark green magical sigil on her right cheek, nondescript features, long black hair, slender build. She wears a tunic checkered blue and green, dark blue breeches, and red curl-toed shoes.

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

Hit Points: 33.

Languages: Common Talislan +13, High Talislan +13, Archaen +2, Nomadic +13, Sign +13.

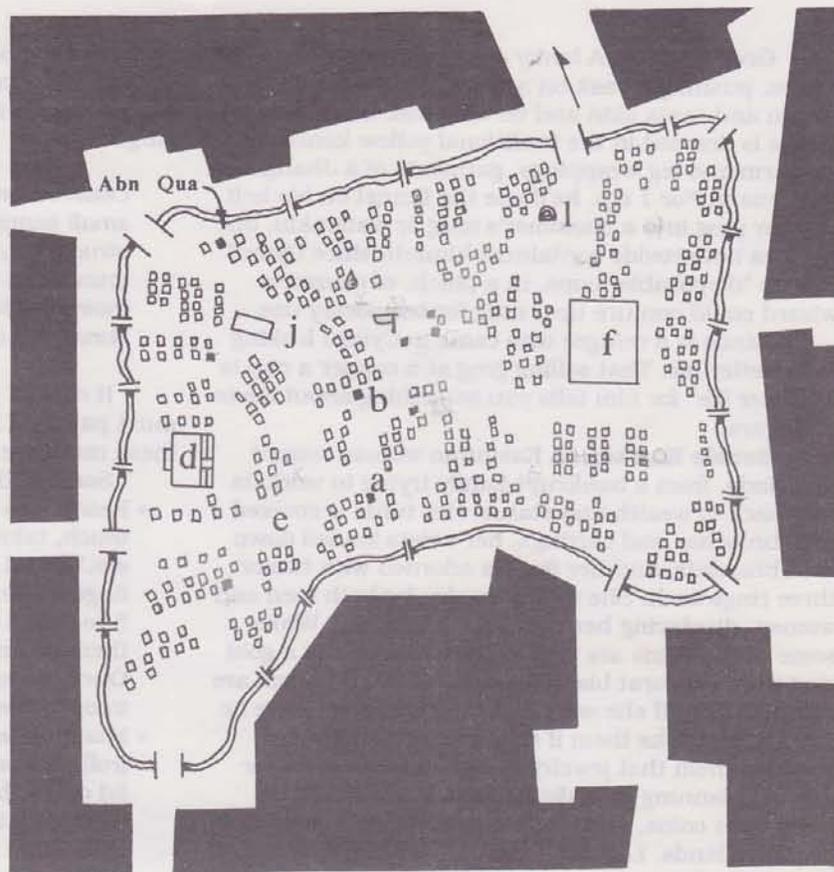
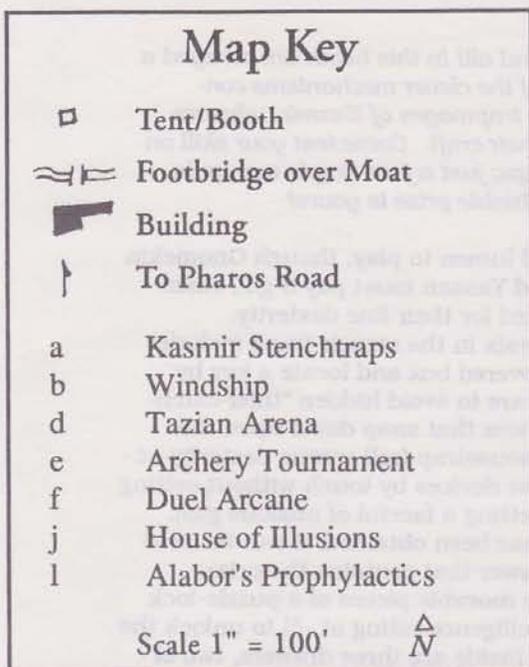
Skills: Acting +14, Oratory +14, Diplomacy +14, Talislantan Culture +13, Coerce +14, Cartography +13, Ride +11, Customs, Urban (Cymril) +13, Haggle +14, Fashion +14, Short Sword +5, Lip-Reading +3, Bribe +3, Con +4.

Attack	CR	Damage
Short Sword	+5	d8-1
Armor:	none	

Vendors

In addition to the vendors who have set up booths at the fair, many merchants carry their goods with them and sell them to passersby. Depending on the pace of your session, you can have one of these vendors approach the characters each time they travel from one attraction to another, or you can let them fade into the background and forget them. Below are some sample vendors that may be of interest to the characters. Use whichever ones strike your fancy.

The Magical Fair



Lettering corresponds to text.

Euphorica Seller: A young Cymrilian woman named Cil, bedecked with sparkling face powder and a scintillating robe. She carries an embroidered satchel filled with small tins, each containing a one-dram dose of euphorica, a white powder that users mix in drinks or sprinkle on foods. At 25 g.l. a dose, it is an expensive drug, but brisk trade in this commodity proves that more than a few find the price fair. Thanks to prosperous times and liberal attitudes, euphorica has become quite popular in Cymril in recent years.

She approaches potential customers with the phrase, "Looking for a *really* good time?"

Note that a dram is one-sixteenth of an ounce.

Marukan Talismaner: Ord is a pale, gloomy fellow attired in gray mourning robes. He carries a gnarled staff, from which hang nine Marukan luck medallions, lead lozenges stamped with the symbol of Talisandre, the silver moon. Most people recognize Marukans and their medallions, so he does little work to attract buyers. In any event, he's too morose to stir up interest in potential buyers. Each medallion costs 60 g.l. and gives its wearer +1 magic resistance as pertains to curses and maledictions. Since the home city of the Marukans is beset with a terrible curse, many people doubt the potency of Marukan luck medallions.

Sarista Gypsy: An old woman named Govea; she has an olive complexion and long white hair, and is dressed in a peasant dress adorned with odd

bangles and trifles. She clutches a silver Sarista love locket in one hand and brashly approaches anyone young and not in the company of a lover. First she asks for directions to one attraction or another, and then asks if the characters know of a very inexpensive place to stay. Regardless of their answer, she thanks them and then starts to walk away, only to turn back once more. "Could you help out an old woman?" she asks plaintively. Govea explains that she and her family have not been able to find work like they thought they would, and she has decided that for the sake of her daughter and two-year-old granddaughter she should sell one of her family's prized possessions.

At that point she offers them her locket. "Because we need the money now," she says, "I will consent to part with it for just 120 g.l." She will go as low as 95 g.l. if the characters haggle. Her whole story, obviously, is a concoction, but she has a Con skill of +14, so it is unlikely that the characters will see through it. If any characters try to see through her story, have each roll versus PER + Con. Those who do not have the Con skill must roll 1d10 instead of the usual 1d20. For the Sarista, roll d20+14. If any characters beat her roll, they can tell she is lying to them. There is a 50% chance that the locket is faked with the spell False Dweomer (see Chapter Five) so that it simply appears to be magical to anyone who can detect magical emanations.

Grog Vendor: A lanky Jhangaran named Yanos, pushing a cask on a dolly. He has marbled brown and sepia skin and an elliptical, hairless head. Yanos is dressed in the traditional yellow loincloth and arm and leg wrappings, garments of a Jhangaran mercenary. For 1 c.p. he'll use the funnel on his belt to pour grog into a customer's mug or waterskin, but he does not provide containers himself, since Cymril has no "disposable" cups. In a pinch, of course, a wizard could conjure up a mug for temporary use.

Yanos is a refugee who came to Cymril looking for a better life. That selling grog at a copper a cup is a "better life" for him tells you something about life in Jhangara.

Bauble Hawker: A Kasmiran woman named Aba Nada, from a bankrupt family trying to work its way back to wealth and status. Her tunic is covered with brooches and earrings, her wrists loaded down with bracelets, and her fingers adorned with two or three rings each. She wears jewelry for both men and women, displaying her wares for passersby. While some of the items are very expensive, such as a gold ring with a 5-carat black diamond (550 g.l.), most are common fare. If she sees that the characters have no jewelry, she asks them if they are travelers and reminds them that jewelry is a good investment for anyone planning to make a journey. It's easier to carry than coins, and also easier to trade in certain primitive lands. Like all Kasmirans she strikes a hard bargain for her wares.

ATTRACTIONS AT THE FAIR

The Magical Fair consists of many brightly colored tents and painted wooden booths lining wide lanes filled with peddlers, wizards, curious spectators, and visitors from distant lands. The largest and most important attractions are in the center of the fair, with lesser booths sprawled unevenly around the edges. Hundreds of sounds, smells, and sights create a bewildering pageant of magic and possibility. Typical booths offer foods, fine weaponry, intricately designed mechanisms, or minor magic devices. The more noteworthy attractions are described below.

A. Kasmiran Trapmage Booth

Here the Kasmirans display over two dozen deep brown wooden boxes that vary from eight inches to over three feet wide and are of similar dimensions deep and long—the peculiar devices known as stench-traps. Fairgoers are invited to test their manual dexterity against the workings of the boxes. Each box has a series of levers, buttons, latches, and so forth that must be handled just so. Mishandling any of the delicate mechanisms releases a cloud of noxious smoke accompanied by the blare of a hidden horn and jeers from onlookers. Working each mechanism correctly causes a hidden drawer in the

bottom of the box to slide open, revealing a prize for the winner. Only one prize per customer, please.

A purple-robed Kasmiran calls out to fairgoers . . .

Observe, one and all! In this booth are arrayed a small sample of the clever mechanisms constructed by the trapmages of Kasmir, who are unexcelled at their craft. Come test your skill on their stench-traps; just a few simple manipulations, and a valuable prize is yours!

It costs 1 gold lumen to play, though Gnomekin must pay 2 g.l., and Yassan must pay 3 g.l., since these races are noted for their fine dexterity.

Some of the tests in the stench-traps include:

- Reach into a covered box and locate a key by touch, taking care to avoid hidden "thief-catchers," metal devices that snap down upon the fingers like a mousetrap (roll versus dexterity at -5 to detect these devices by touch without setting them off and getting a faceful of noxious gas). Once the key has been obtained, it can be used to open the drawer that contains the prize.
- Manipulate the movable pieces of a puzzle-lock (roll versus intelligence rating at -5) to unlock the lid of this box. Inside are three drawers, two of which are booby-trapped and will spray the contestant with vile-smelling liquid if opened (roll versus perception rating at -5 to detect the tiny nozzle devices before opening the lid all the way). The untrapped drawer (GM's choice) contains the prize.
- Inside this box is a pair of small iron pendulums, beneath which sits a tin token the size of a standard coin. The object is to reach in and snatch the token without being struck by either of the two pendulums (roll versus dexterity rating at -5 to do so, or the unlucky victim is subjected to a dose of ogront dung essence). Once obtained, the token is then placed in a slot, causing a hidden drawer to open and reveal the prize.

To succeed at any of the stench-traps, the character must achieve at least a result of success on each die roll required to win the prize. Add the character's Traps skill, if any, to the roll. On a partial success, the character touches the trip-mechanism, not hard enough to set it off, but enough to warn that he or she came close. If a character fails at a trap and tries the same trap again, he or she gets a +1 bonus on each roll for each previous attempt.

Some of the stench-traps that the traps release include ogriphant dung, stinging alchemical waste, swamp gas, sour milk, and rotten eggs (sulfur).

All the prizes are gemstones worth 5 g.l., such as 1-carat stones of carnelian, jacinth, or jade; 5-carat stones of obsidian or sard; a half-carat moonstone; or a 1-carat uncut diamond. Note that 140 carats equal approximately one ounce.

Under the tarp, the Kasmiran trapmages have a wide variety of traps for sale. They make most of their profit on the sale of these items, using the stench-

traps only to attract attention. These traps sell for anywhere from 50 g.l. to 2,000 g.l., depending on their complexity.

B. The Windship

A graceful windship, its gossamer sails billowing in the breeze, is tethered to a tower of ironwood that rises above the buildings of Cymril. At the base, a Cymrillian barker cries out . . .

People of the Seven Kingdoms, and visitors from distant lands: here is the opportunity to experience the excitement of traveling in a real windship. See for yourself what it's like to ride the clouds, and to soar high above our fair kingdom. I can assure you, it is a sight you will not soon forget.

For a mere 10 gold lumens, a character can climb in a wicker basket and be hauled up 300 feet to the windship. Once the riders are on board, the Cymrillian crew unfastens the moorings and takes the ship high into the air. The view of the colorful fair, the hexagonal City of Cymril, the lush croplands and vineyards around it, and the rolling, wooded hills beyond is easily worth the price. The rocking sensation caused by winds and the uneasiness felt by newcomers to the experience, however, has meant the loss of lunch for more than one daring adventurer (roll versus constitution or experience a sense of nausea).

The windship tour lasts about fifteen minutes, then the passengers are brought back down to the ground. If you need to inject a little action at this point, you can add a close encounter with a batranc, a kite-winged creature with a long, grasping tail (see Chapter Eight). The batranc can make a couple of passes at the ship before being driven off by the crew and passengers. The crew is occupied with the task of flying the vessel, and may request that the passengers help. A full refund will be offered to any unsatisfied customer.

C. Betting Booth

Near the center of the fair is a large booth open on all four sides where anyone can bet on contestants in the four major competitions of the fair. A Sindaran odds-maker named Zorn calls out . . .

Attention, all sentient: wagers are now being accepted for today's tournaments. Review the list of contestants and allocate funds as desired. The current odds afford a wide range of possible choices. Come forth and place your bets.

A group of three Sindarans calculate the odds for each event based upon a variety of complex computations, while Zorn takes all wagers. Anyone who bets receives a copper token engraved with the name of the contestant and the latest odds. There is no upper limit on wagers, but the minimum is 5 s.p. Winners can turn in their tokens for cash when the

contests are over. It is considered patriotic to bet on contestants from one's own land, but no one looks askance at those who put their money with foreigners. The Sindarans who are running the booth are eager to expound on the nature of the contestants in an attempt to drum up interest.

While the contestants are certainly exceptional, they are not the continent's best. Often they are not even the Seven Kingdoms' best. After all, the truly powerful warriors and wizards are generally too busy or too proud to take part in these contests.

The eventual winners are listed at the end of the adventure under "Return to the Fair."

Wizards' Duels

On the last day of the fair, eight wizards will face off for the championship, a contest given great regard among the magic-obsessed Cymrillians.

3:1 Cirelle—Thaectian enchantress. Associate Professor and Head of the Enchantment Department in the Lyceum Arcanum, last year's winner.

4:1 Ezedal—Cymrillian magician. A wanderer who has reportedly returned to Cymril with newly discovered magics that he has yet to show to anyone.

5:1 Trimetheus—Tanasian wizard. Defeated by Cirelle two years ago; he wouldn't be back unless he had developed some new spell that he thinks will give him an advantage.

7:1 Thalia—Zandir charlatan. Although her access to centers of learning is limited, she is a clever opponent.

9:1 Zoramir—Dracartan thaumaturge. He has competed eight times, but has yet to win the championship.

12:1 Eo Benobio—Gnomekin crystalomancer. Skilled in magic, but generally thought to lack the competitive spirit that is required to win the contest.

14:1 Aja—Cymrillian magician. Her power is unquestioned, but her ability to wield that power is open to debate; two years ago she nearly won the championship, but last year her magics failed almost entirely.

Windship Regatta

Held on the 7th of Phandir, this regatta pits Cymrillian ships against those from the island of Phantas. The rivalry is a tradition among these two nations, who for many years held a virtual monopoly on windship arcanology. In recent years Faradun has acquired winship arcanology, and some believe that the Rajans may also be developing windships of their own. However, Faradun has been banned from the contest, just as the Farad are banned from the Seven Kingdoms in general.

3:2 Cloudsplitter—A Cymrillian ship piloted by the legendary Captain Artinomia; she has won this race for three years straight.

2:1 Wind Warrior—A Cymrillian ship piloted by Farsem, a captain with plenty of experience on the eastern Borderlands; this is his first regatta, and lots of money is being wagered in his favor.

8:1 Blue Lightning—Though most Phantasian windships are deteriorating from poor maintenance, rumor has it that the Phantasians have actually been improving this one. It is based on this rumor that the Phantasians are given such comparatively good odds.

15:1 Cabal Magicus—An old and somewhat outmoded Phantasian vessel that appears to be on its last legs. The hull shows signs of numerous repairs, and the decks creak underfoot.

Combat Championship

On the second to the last day of the fair, the field used for the Tazian Arena is reserved for a brutal contest of combat ability.

4:1 Anastos—A Zandir swordswoman, trained from childhood to represent Zandu in the Clash of Champions, an annual duel between the best warriors of Zandu and Aaman. Four months ago she defeated the Aamanian champion in the Clash of Champions. Known for her speed and agility.

9:2 Halbard—A Thrall veteran of the eastern Borderlands.

5:1 Tai-Yann—An Ahazu mercenary; his four arms give him quite an edge in a duel.

6:1 Rugart—An Arimite knife-fighter; rumor has it that he is a Revenant, though his fees must be steep indeed if this is the case.

7:1 Cetala—A Danuvian swordswoman, renowned for determination and persistence.

10:1 Dast Roder—An Aamanian warrior-priest, defeated four years ago in the Clash of Champions; he survived the defeat, but has exiled himself in penance for his failure.

14:1 Odo Binalo—A Gnomekin warrior; she packs a great deal of strength and skill into her small body.

20:1 Daag—A Kharakhan giant; not the most skilled contestant, but certainly very strong and tough.

40:1 Aribal—A Dracartan warrior, tough and resilient.

Archery Tourney

Most of the archers use crossbows for superior accuracy, though some prefer other weapons with which they are more familiar.

3:1 Tanas—A Jaka manhunter using her bow, last year's champion.

4:1 Chitichee—A Blue Aeriad, newly returned from paramilitary actions in the Obsidian Mountains.

5:1 Dis—A Ferran who won the contest two years ago, but has been slipping ever since; rumor has it that success allowed him to indulge some bad habits that are now catching up to him.

7:1 Ajinami—A Dracartan; good, but not Carantheum's best.

8:1 Beo Omono—A Gnomekin, an instructor for Durne's Underground Highway patrols.

16:1 Bolt—A Thrall, a newcomer, relatively untested, and attracting a lot of wagers.

25:1 Sheeva—A Danuvian swordswoman using her bow; reports from the eastern Borderlands suggest she is good, but few give her much chance of winning.

D. The Tazian Arena

A large, open field is set aside for the Tazian Arena, where the Kingdom of Taz sponsors mock duels. An eight-foot high wooden barricade encircles the field, and a Thrall warrior named Cestus stands near the single entrance. His body is covered with ceremonial tattoos, as is the custom of his people. Other Thralls can "read" these markings, which reveal much about the wearer's past.

Cestus's markings indicate that he comes from the village of Tor, has achieved the rank of commander, spent four years in the Eastern Borderlands stationed at Ikarthis, and has been decorated for valorous conduct in battle no less than eighteen times.

Like all Thralls, Cestus is not very talkative, but he gets his point across in a strong voice:

Welcome to the Tazian Arena! Come see the greatest warriors in the Seven Kingdoms compete on the field of battle. Or test your own skill at arms, if you dare. For honor and glory! Challenge and melee matches; one-on-one, or team versus team. Just one gold lumen!

Inside the entrance, Thrall guards take 1 gold lumen from each person. Spectators are then shown to the stands to either side, while contestants are ushered into a tent on the far side of the field. In the tent, Thralls ask whether the contestants want to fight individually, as a team, or both. Anyone fighting both individually and on a team must pay an additional gold lumen. They also explain that all fighters wear protective padding and sturdy helmets, and that all weapons are wooden and padded. No missile weapons are allowed in the fight; archery contests are held elsewhere. The two main events are as follows:

Challenge: This is a contest pitting individual opponents in one-on-one combat using padded swords. The matches take place on a one-foot wide bridge suspended above a mud pit. The first match starts with a Thrall warrior standing at one end of the span. He challenges any member of the audience to attempt to defeat him. Whoever remains standing on the plank is the winner, and may remain on the bridge until defeated by another challenger. The longer an individual remains undefeated, the more tokens he or she earns.

Note: In challenge, opponents roll to hit as per standard combat rules. Any time characters are hit, they must roll versus dexterity to determine if they can keep their balances. Failure means that the character loses his or her balance and falls into the mud. An opponent can also lose by being knocked unconscious (temporarily reduced to 0 hit points). All damage is temporary, as explained below.



Battling in the Tazian Arena

Melee: This is a mock battle between two evenly matched teams of 3-7 opponents. It takes place on a field measuring 100 feet in length and 20 feet in width. Each team has a battle standard at its end of the field, which it must defend against attack. There is an element of strategy involved, for each team must decide how much of its force to commit to offense, and how much to allocate for defense. The team that first captures the opponents' standard wins the match, and may remain on the field until beaten or until the team decides to retire.

Note: This is an opportunity for the GM to get some practice handling a group combat situation. Rules are as per standard combat, except that damage is temporary (see below). Opponents cannot capture a battle standard in any round when they are engaged in close combat; an opponent must somehow win free for at least one round in order to grab hold of the opposing team's standard.

The minimum number on a team is three. If only two characters want to fight, they can find another lone fighter to join them; use one of the first round duellists and let one of the other players run that character. If you want to get all the players in on the fun, let everyone play either their own character or one of the first round duellists to form a large team.

All contestants are required to divest themselves of their own gear, after which they will be given padded armor and weapons. Any combatant who is stunned (reduced to 0 or less hit points) is out of the fight and must leave the field. Damage is counted normally against hit points, but this damage is temporary. When dropped to 0 or fewer hit points, a character falls to the ground and is out of the fight. To recover, the character makes a roll versus constitution rating as if recovering from normal wounds. A failure on this roll means the character loses 1 regular hit point and has aches and pains that hound him or her the rest of the day. A mishap means the character loses 1d6 hit points and is in quite a bit of pain.

Traditionally the combatants walk onto the field carrying their helmets so that they can clearly see their opponents, be seen in turn, and make their declarations. Before each fight, each team or individual duellist gets to make one statement to the crowd. These statements may be personal, religious, honorable, derogatory (aimed at the opponent), or obscure in nature. These statements allow the players to express their motives for fighting and their attitudes toward their opponents, to stand up for a cause, or just to be silly.

You may determine the opponents that the characters face randomly, or choose the ones you find most interesting, or choose opponents that best match the characters' combat skills.

For fun, you might have some of the characters' opponents stop by to see them after the fights to get to know them. Perhaps that Danuvian swordswoman, for example, was impressed by the strength and skill of the man she beat.

See Chapter Two for the basic combat rules.

First Round Duellists

Tarra, Danuvian Swordswoman, 1st Level:

Female, age 22, 6'3", 170 pounds. Bronze-skinned, black mane, strong features, face decorated with black and red triangles. Holds her helmet under her right arm and supports her halberd with her left.

Declares: "May the best woman win!"

SPD +2, CR (combat rating) +4, Damage 1d12 +3, Hit Points 15.

Elayd, Thrall Warrior, 1st Level: Male, age

19, 6'2", 160 pounds. Body covered with ceremonial tattoos; if "read" by other Thralls, these indicate that he is a young warrior from Trang, with little combat experience. Holds his pole-axe firmly before him.

Declares: "I accept the challenge!"

SPD +1, CR +3, Damage 1d12 +4, Hit Points 20.

Garn, Jhangaran Mercenary, 1st Level: Male,

age 23, 6'5", 175 pounds. Marbled brown and sepi skin, elliptical cranium, angular build, hairless, dull eyes. Raises his longsword above his head, with his shield leaning against his leg.

Declares: "I Hear! My services currently for hire!"

SPD 0, CR +2*, Damage 1d10 +1, Hit Points 14.

*Uses a shield, so attackers receive -2 on attack rolls.

Aaban, Aamanian Acolyte, 1st Level: Male,

age 17, 5'6", 120 pounds. Topaz skin, green eyes, all facial and bodily hair removed. Lets his mace rest on the ground.

Declares: "For thinking dread thoughts against the will of Aa the Omniscient, for failing to serve Aa in all things, and for trying to hide secrets from He Who Sees All Things, I now submit myself to the punishment of the infidels."

SPD 0, CR 0*, Damage 1d10, Hit Points 12.

*Since he has no combat skill, he rolls on 1d10, not 1d20, when attacking.

Note: Aaban is here to take a beating after sinning against Aa. He has little intention or chance of winning.

Second Round Fighters

Kaz, Kang Warrior, 2nd Level: Male, looks

age 25 (actually age 20), 6'7", 200 pounds. Crimson skin, hard features, white, pupilless eyes, long black

hair worn in a queue, ugly sneer. Brandishes a broadsword and shield before him.

Declares: "Kang strong. This people weak. Kang defeat now." Forgive him his broken Talisman.

SPD 0, CR +4*, Damage 1d10 +4, Hit Points 19.

*Since he uses a shield, attackers receive a -2

penalty on attack rolls.

Axxe, Thrall Warrior, 7th Level: Male, looks age 30 (actually age 15), 6'2", 160 lbs. Hairless, muscular, body covered with jagged tattoos in green, blue, and black. Holds his greatsword on high while speaking.

Declares: "On this, the anniversary of Cymril's founding, all good people of Cymril must vow to fight now against the Zal!"

SPD +1, CR +9, Damage 1d12 +4, Hit Points 32.

Third Round Duellists

Ethenia, Zandir Swordsmage of great repute,

21st Level: Female, age 28, 5'7", 150 pounds. Topaz skin shining with glitter, black hair, green eyes, and scarlet eye shadow. Flourishes a long sword and disdains the use of a shield.

Declares: "A good day to you, my good [sir or madam]. Fancy I should run into you here." (to the opponent, while performing a deep, exaggerated curtsy)

SPD +3, CR +13, Damage d10 +1, Hit Points 52.

First Round Fighting Team

A bunch of young, drugged, Cymrilian

warrior-mages, 1st Level: Males, ages 17 to 25, 6' to 6'2", 140 to 160 pounds. Light green skin, nondescript features, slender builds. They use longswords and shields.

Declare: (to the characters) "Come forth and meet your superiors. Ha! We applaud your certain demise!"

SPD -3, CR 0, Damage d10+1, Hit Points 12.

Note: These stats are lower than normal due to the amount of euphorica they have recently consumed.

Second Round Team

Gnomekin Warriors, 3rd Level: Males and females, appear ages 20 to 30 (actually 10 to 20), 2'10" to 3'2", 60 to 80 pounds. Nut-brown skin, soft black mane, large green eyes, childlike features. They hold their short swords and shields at the ready.

Declare: (to the characters, smiling) "Are most honored to challenge you."

SPD 0, CR +7*, Damage 1d8 +1, Hit Points 26.

*Against characters seven feet tall or taller, they receive a +2 combat bonus. Since they use shields, attackers receive a -2 penalty on attack rolls.

Third Round Team

Thrall Warriors, 10th Level: Males and females, look about ages 30 to 35 (actually ages 15 to 20), hairless, muscular, bodies covered with tattoos. They carry their greatswords with exceptional familiarity.

Declare: "Soon all good people must fight the Sub-Men!"
SPD +1, CR +12, Damage 1d12 +4, Hit Points 38.

E. Vardune Archery Tournament

Heavy canvas draped over poles serves as a wall to surround the archery field. Above the wide entrance on one end is a banner proclaiming "Vardune Archery Tournament."

To one side of the entrance stands a Blue Aeriad, his plumed headcrest waving in the wind. He calls out in the characteristic Aeriad voice, which is accompanied by faint clicking sounds produced by his vestigial beak . . .

C-come in and see archers in a c-contest of sharp eyes and steady aim. Fierce targets appear suddenly on the field. Who will be the first to discriminate between friend and foe? Who will strike the target in the most vulnerable spot? See

for yourself. And if you are an archer in your own right, here is an opportunity to measure yourself against other archers from across the c-continent.

Past the entrance is a 75-foot long field with archers standing on the near end. People line the archery lane to watch the contests. It costs 1 s.p. to watch or 1 g.l. to compete. Contestants earn 1 g.l. for each win, with the overall winner taking home an additional 100 g.l.

Two archers compete at a time. At the far end of the field, 50 feet from the archers, is an array of invisible targets, all in the shape of humanoids. For each round, one target is revealed at random; roll 1d10 to see which it is. Or you can choose the targets; if the characters will follow "The Magical Fair" with *The Scent of the Beast*, you might want to be sure that they get a glimpse of a Beastman, a satada, and a Za. Points are scored as follows:

-3 points for striking a friendly target (Sindaran, Thrall, or Blue Aeriad)

+1 point for being the first to hit your target

+1 point for hitting the target in a better location than your opponent (higher attack roll)

If you hit and your opponent misses, you get +2 points because you get points both for "first" and for "better" hit.

After five rounds, the scores are tallied and the winner determined.



Target: (1d10)

- 1 Sindaran—Tall, gaunt humanoid; wears robes.
- 2 Thrall—Huge, well-muscled, heavily tattooed humanoid; wears loincloth and garde (parrying armor), carries greatsword.
- 3 Blue Aeriad—Bird-woman with vestigial wings; wears cloak, tunic, and breeches, carries dart-thrower.
- 4 Beastman—Brown fur, bestial features; wears a loincloth and boots, carries an axe.
- 5 Za—Wrinkled yellow-green skin, shaved skull, long braided moustache; wears a loincloth and headband, carries a curved, jagged sword.
- 6 Darkling—Five feet tall, soot-gray skin, bestial features, hairless, sinuous tail.
- 7 Satada—Scaly hide, reptilian features, 7' long tail; wears loincloth and carries a capture-bow (looks like a crossbow).
- 8 Raknid—Insect-man, with exoskeleton and long, segmented tail and vicious pincers.
- 9 Necrophage—Naked, death-white, bald, ghastly humanoid.
- 10 Bane—Humanoid with coal-black body and sleek muscles.

Running the Tourney

1) Ask the characters how fast they intend to fire. The characters can add up to 5 points to their SPD rolls, but only by subtracting a like number from the PER roll. The players must declare whether they are trying to fire more quickly than normal before the target is determined. The opponents' scores already represent their desired SPD.

2) Determine the target that appears. Roll 1d10 on the chart.

3a) If the target is friendly, have each archer make a PER roll to hold fire (requires a partial success to hold back). Add +5 to the archer's PER for this roll if the target is the same race as the archer. Characters who fail the PER test roll to hit as normal, but lose 3 points if they score a hit. End the round and start over at #1, unless this was the 5th round, in which case the contest ends and the winner is declared. In the event of a tie, the archers keep playing rounds until one outscored the other.

3b) If the target is unfriendly, have each archer make a SPD roll to see who hits first. If they have deducted points from PER, they can add them to SPD for this roll. The first to hit receives 1 point. An archer automatically gets this point if he or she hits and the opponent misses. Continue with #4 below.

4) Both archers roll to hit. The one with the better result gets a point. Describe where each missile hits. A partial success might be a graze or a limb hit, a full success might be a solid body hit, and a critical success a hit in the eye or heart. If both score the same type of hit (both partial successes or both full successes, for example), then neither scores points. End the round and start over at #1, unless this was the 5th round, in which case the contest

ends and the winner is declared. In the event of a tie, the archers keep playing rounds until one outscored the other.

NOTE: The PER/SPD rule in the archery tourney is used to simulate the split-second timing of tournament-level, athletic competition. This modifier is inapplicable in actual combat situations.

First Round Archers

Avaj, Dracartan Desert Scout with Hurlant, 1st Level: Male, age 19, 6'10", 210 pounds. Jade skin, disheveled sandy-brown hair. Wears a vest of red iron disks, a red iron torc, and red iron bracers. The hurlant is a large crossbow made of span-oak and red iron. For this tourney, he is using standard bolts rather than the typical thaumaturgic missiles.
PER +2, SPD 0, CR +1

Azzak, Kang Tracker with Light Crossbow, 1st Level: Male, looks age 20 (actually age 14), 6'1", 150 pounds. Crimson skin, brutal features, white eyes, long black hair held in a queue. His light crossbow is of standard make.
PER +1, SPD 0, CR +4

Second Round Archers

Rykeet, Blue Aeriad with Tri-Bow, 2nd Level: Female, age 21, 5'4", 110 pounds. Cobalt blue skin, metallic blue plumes on head and along the arms.
PER -1, SPD +5, CR +7

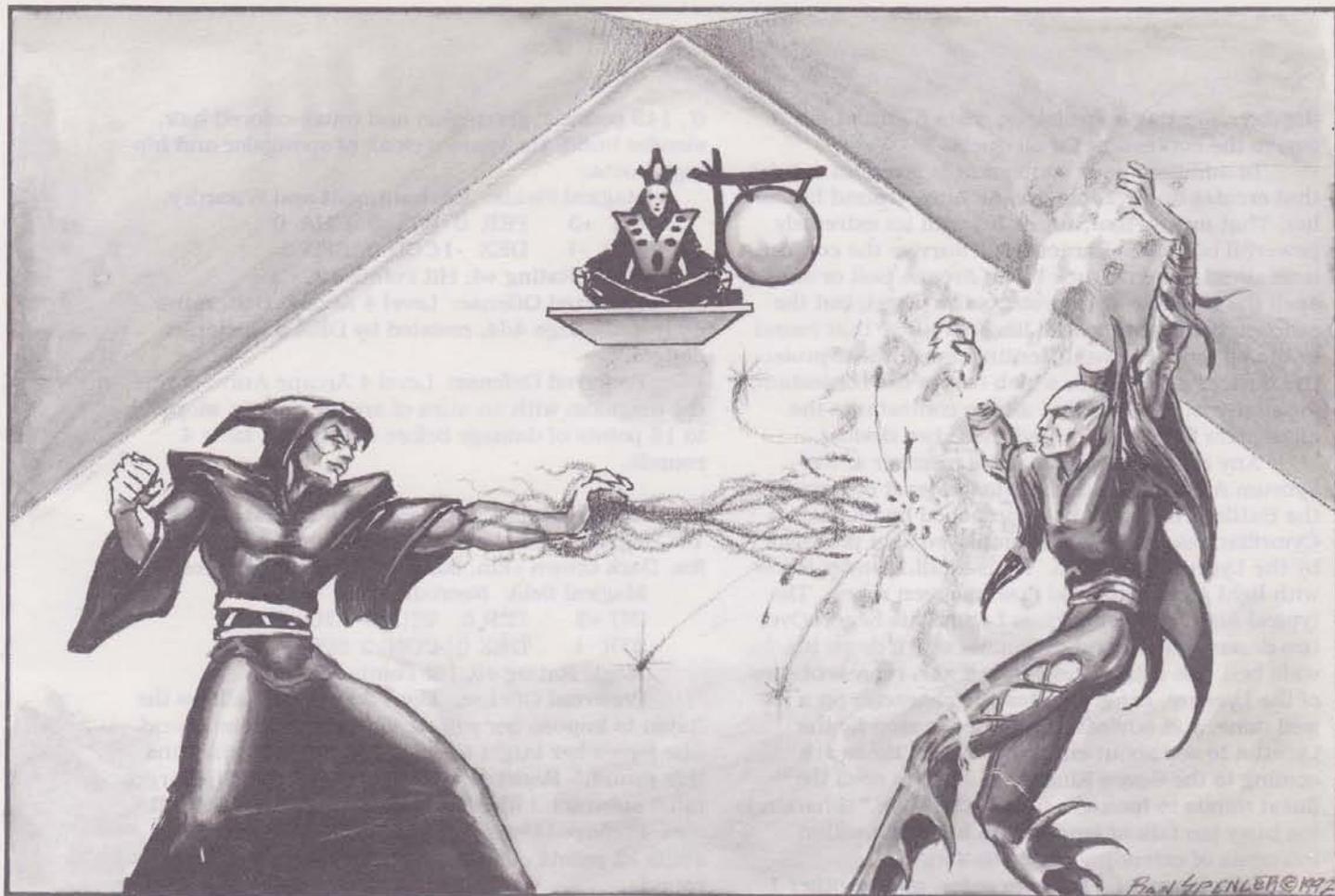
Ordan, Orgovian Trader with Star-Thrower, 3rd Level: Male, looks age 18 (actually 13), 5'4", 90 pounds. Dusky orange skin, narrow chin, squinty eyes, lean build. Wears a striped tan and brown caftan and red leather boots. His star-thrower is like a light crossbow with a deep groove cut into the shaft. It hurls 3" diameter spiked iron balls ("shooting stars").
PER -2, SPD +3, CR +5

Third Round Archer

Ch-Chin, Blue Aeriad Scout with Tri-Bow, 5th Level: Male, age 29, 6'4", 160 pounds. Iridescent blue plumage, sharp birdlike features, vestigial wings, restless. Wears viridian linen cloak and tunic and leather sandals. A veteran of the eastern Borderlands.
PER -2, SPD +6, CR +10

Fourth Round Archer

Twirrit, Blue Aeriad Scout with Dart-Thrower, 7th Level: Female, looks age 20 (actually 14), 5'8", 90 pounds, iridescent blue plumage, sharp birdlike features, vestigial wings, restless. Wears viridian linen cloak and tunic and leather sandals. The dart-thrower is a small, single-handed crossbow.
PER 0, SPD +4, CR +12



Exchanging Spells in the Battle Arcane

F. Battle Arcane

Dominating the center of the fair is a glass pyramid of seven tiers, with the flag of the Lyceum Arcanum flying proudly above the topmost tier. The top tier is ten yards square, and each lower tier is ten yards wider and longer than the one above it. Thus the tier on ground level is seventy yards square. Each tier is five yards high, for a total height of seventy-five yards. Pillars of ironwood, retaining most of the form they had as living trees, rise and support each tier from below. Each tier has several doors, but only on the north and south walls. At all times, spectators crowd the tiers, looking inside the pyramid. Inside, the Lyceum Arcanum is holding its annual wizards' duels, and magicians from across Talislanta have come here to try their skill against each other.

On the north and south sides of the pyramid are wooden stairs leading to each of the tiers. Spectators stand on the outside of the tier on the roof of the tier below them to view the magical duels conducted within.

Untried contestants are matched by level (Initiate of the 1st Degree, Initiate of the 5th Degree, Adept of the 2nd Degree, etc.). After the first round, it's dumb luck whom you'll go up against. The first duel is fought on the ground level. The winner fights the next duel on the second tier, and the winner of that contest fights on the third tier, and so on. By

tradition, the winner of a duel may exit from a door in the north wall, but the loser must exit by a south door.

Each duel lasts a number of rounds equal to double the level of the tier plus one. Thus duels on the ground level last three rounds each, duels on the second level last five rounds, and so forth. A Cymrilian magician, serving as judge and sitting to one side of the duel, starts each round with a note from a flute and ends it by striking a small gong. Each round is enough time for one spell or counterspell. After the gong sounds, the judge motions his wand toward the contestant who, in his opinion, gained the advantage that round, cast the better spell, or made a better showing in general (your discretion). Once one combatant has won more than half the total number of rounds available, the contest is over, though the loser may request that the event be continued even though the official result is already determined. It is up to the winner to decide whether to allow the duel to continue.

The Lyceum Arcanum provides two magical devices to the contestants to aid them in the contest, albeit at a price. First, each is offered a *spellstone* with enough power to last through the contest at hand (level 3 spellstones on the first tier, level 5 on the second tier, and so on). The spellstones assure the contestants that they will be able to compete in as many contests as they can win, and that they will not deplete their ability to cast spells for the rest of

the day. Renting a spellstone costs 5 g.l., which covers the contestant for all duels.

In addition, each contestant is given an amulet that creates an invisible Arcane Aura around him or her. That means that, unless hit with an extremely powerful bolt, the character will survive the contest unscathed. When struck by an Arcane Bolt or similar spell the invisible aura protects the target, but the stricken contestant is still likely to judge that round in the opponent's favor. Renting one of these protective devices costs 5 g.l., which covers the contestant for all duels. Assume that all the contestants the characters fight have rented these two devices.

Any character who is not a member of the Lyceum Arcanum and who wins at least one round in the Battle Arcane will be approached by Pharian, a Cymrilian magician who is employed as a professor by the Lyceum Arcanum. He is a tall, slender fellow with light green skin and flowing green robes. The typical high, stiff collar rises behind his head. Over two dozen charms and talismans weigh down his wide belt. He introduces himself as a representative of the Lyceum, congratulates the character on a job well done, and advises him or her to stop by the Lyceum to see about enrolling. "Dark times are coming to the Seven Kingdoms, and we need the finest minds to have the finest education." Pharian is too busy to talk at length, and he leaves within moments of extending his invitation.

Spectators pay 1 s.p. to enter, plus another 1 s.p. for each tier they ascend. Contestants pay the admittance fee plus 10 g.l. for the rental of the spellstone and amulet. A prize of 5,000 g.l. goes to the overall winner of the contest.

First Round Contestants

Vath Arin, Aamanian Witch Hunter, Initiate of the 1st Degree: Female, age 31, 5'7", 130 pounds. Topaz skin, green eyes, regal features, all facial and body hair shaved, stern demeanor. She wears a long, thick, off-white robe designed to conceal her figure.

Magical Field: Invocation.

INT +1 PER 0 WIL +4 CHA 0

STR 0 DEX 0 CON 0 SPD 0

Magic Rating: +2, Hit Points 12.

Preferred Offense: Level 1 Word of Command: "Kneel." She actually says, "Kneel and pay homage to Aa the Omnipotent," but only the first word counts as part of the spell. Unless the player character resists versus will rating, he or she must drop and kneel.

Preferred Defense: None. The magical field of invocation does not have a general defensive spell similar to wizardry's Arcane Aura.

Note: If she has to face an Ariane, the witch hunter is in trouble; her only effective attack is a spell of influence, to which the Ariane are immune.

Ordius, Cymrilian Magician, Initiate of the First Degree: Male, looks age 33 (actually age 37),

6', 145 pounds, green skin and topaz-colored hair, slender build. He wears a cloak of spangalar and hip-high boots.

Magical Fields: Enchantment and Wizardry.

INT +3 PER 0 WIL 0 CHA 0

STR -1 DEX -1 CON 0 SPD 0

Magic Rating +4, Hit Points 12.

Preferred Offense: Level 4 Arcane Bolt, range 40 feet, damage 4d4, resisted by DEX if the target dodges.

Preferred Defense: Level 4 Arcane Aura, covers the magician with an aura of arcane energy, stops up to 16 points of damage before shattering, lasts 4 rounds.

Morjia, Rajan Necromancer, Initiate of the 1st Degree: Female, looks 25 (actually 15), 5'5", 120 lbs. Dark brown skin, black hair, blood-red eyes.

Magical field: Necromancy.

INT +2 PER 0 WIL +3 CHA +2

STR -1 DEX 0 CON -2 SPD 0

Magic Rating +3, Hit Points 8.

Preferred Offense: Level 3 Coercion, allows the Rajan to impose her will on the target for one round. She forces her target to say, "The noble Morjia wins this round." Resisted with WIL + level, but the target must subtract 3 (the level of the spell) from the roll.

Preferred Defense: Level 3 Necromantic Aura, stops 12 points of damage before shattering, lasts 3 rounds.

Second Round Opponent

Vorn, Tanasian Wizard, Initiate of the 4th Degree: Male, looks age 38 (actually age 47), 6', 160 pounds. Pale green skin, green topknot and mustache, wears a deep green cloak and a dagger with a jeweled hilt.

Magical Fields: Wizardry and Aquamancy.

INT +2 PER 0 WILL +2 CHA 0

STR 0 DEX 0 CON 0 SPD 0

Magic Rating +6, Hit Points 18.

Preferred Offense: Level 5 Arcane Bolt, range 50 feet, damage 5d4, resisted by DEX if the target dodges.

Preferred Defense: Level 4 Arcane Aura, stops 16 points of damage before crumbling, lasts 4 rounds.

Note: Vorn is an outcast who has spent time in the Eastern Lands. He is here in the hope of gaining a measure of revenge upon the Cymrilians, who banished his parents from the Seven Kingdoms for their part in the scandal of 603 N.A.

G. Field of Peddlers

One square field in the fair has been set aside for peddlers. Those who can't afford booths sell their wares here. Some sit and spread their goods on a blanket in front of them; others carry all their goods in pouches, suspended from belts, tucked in pockets, or stuffed into a pack worn over the back. Pharesian

peddlers, Marukan talismancers, Zandir charlatans and others come from far and wide to sell their magical goods to the magic-hungry Cymrillians. Those looking for minor magical items or raw materials can find them here at standard prices, though it may take a while to locate what they're looking for.

H. Lane of Refreshment

Most of the food and drink for sale in the fair is here, representing the cuisine of many different lands, not all to the taste of the average palate. Below are some of the foods and drinks the player characters may care to sample. All prices for drinks are for a single glass, cup, or mug. Note that prices for foreign goods are higher than those listed in the rules because of the cost of importing them.

Drinks

Amber Wine, 2 s.p.—Rich and slightly bitter.

Served in clear glass goblets.

Blossom Wine, 5 s.p.—Bright pink, sweet, and light. Served in clear glass goblets.

Thaecian Nectar, 7 g.l.—Looks like silver syrup, tastes sweet and "sparkly." Individuals under its influence become placid and content, and they show an increased inclination to romance and art. Served in small crystal cups.

Vinesap, 1 g.l.—Thick and sweet-smelling. Favored by the Aeriad, an acquired taste to others. Served in wooden cups.

Tazian Fire-Ale, 1 g.l.—Powerful liquor popular among the Thralls. Decide for yourself if the name comes from the habit of igniting the drink when serving it, or from what it does to your throat when you drink it. Served in large black iron mugs.

Skoryx, 10 g.l.—A strong Sindaran drink, somewhat popular here in Cymril. Its flavors seem to change as a person drinks it. Served in small, thimble-sized glasses.

Mushroom Ale, 5 c.p.—A pungent Gnomekin drink, served in ceramic mugs.

Mochan, 3 g.l.—A dark, sweet, invigorating beverage from the desert kingdoms. For an extra gold lumen, you can get it served to you in the traditional red iron cups instead of the copper ones most fairgoers are using.

Grog, 1 c.p.—Cheap, strong, foul-tasting liquor, but a bit watered down today. Served in tin mugs.

Chakos, 8 s.p.—A strong, metallic-tasting liquor from Arim. Served in black iron mugs.

Aquavit, 2 g.l.—An effervescent liquor of high quality, very popular in Cymril and the Western Lands. Served in glass half-spheres. If you want really good aquavit, you can pay up to ten times the regular price.

Food

Giant Waterbug, 2 s.p.—The Aeriad consider one of these lunch, but other races see them as a sure way to lose their lunches.

Guaga, 2 g.l.—Steamed and seasoned shellfish, a delicacy.

Rock Urchin, 15 g.l.—Steamed, served with tin prying tools to get at the delicate meat inside. Favored by Gnomekin.

Seeds, 1 s.p.—A filling if not succulent meal for Aeriad.

Blue Pomegranate, 1 g.l.—Succulent and tasty. From Zandu.

Dried Palm Dates, 5 s.p.—Tough, rich, tangy. From Carantheum.

Barb-Berry Muffin, 5 c.p.—Sweet, juicy, and a little tart. Barb-berries from Arim.

Spiced Breads, 1 c.p.—Palm-size loaves spiced with affric, gum-root, ground spatefish scales, morb spores, or tylet.

Love Melons, 1 s.p.—Juicy and sweet, from Vardune. Aeriad like the smooth brown seeds more than the bright pink pulp.

Encounter in the Avenue of Refreshment

The characters are passed by a Hadjin aristocrat reclining upon a curtained palanquin borne aloft by a quartet of huge Monads. As is the custom amongst these snobbish folk, he waves a scented fan under his long thin nose, in order to protect himself from the unpleasant odors emitted by "commoners." He is tall and thin, his pale green skin decorated with fine white markings like scrollwork. A Hadjin servant follows on foot. He acts as a taster for his master, who complains incessantly about the quality of the food; the aristocrat is accustomed to the finest delicacies, and is very hard to please. The aristocrat is obviously displeased, and will be heard to offer "100 gold lumens for a decent meal."

I. Cavernrock

This attraction was created by the Gnomekin of Durne, utilizing the geomantic properties of their enchanted crystals. It is a miniature version of the mountain by the same name, which stands in the land of Durne. Cavernrock is a 50' high, sculpted stone block shaped like a steep hill. Slides, trails, chutes, and other obstructions have been built into the sides of the mound. Flying at the summit is a brown pennant. Anyone who can return the pennant to the booth at the entrance receives 50 g.l. Of course, just to try one must pay a 1 g.l. entrance fee.

At any given time, one to four climbers are attempting to scale the side of Cavernrock. Most of them make a slip, land on a slide, and come whizzing down the side of the rock to land safely in a soft pile of sand that rings the mound.

A Gnomekin dressed in a loose-fitting tunic says quietly to passersby . . .

Am very pleased to see you have taken a kind interest in Cavernrock. Please take care to note that a pennant flies at the top. Just climb to the summit, take the pennant, and return it to those who run the

attraction, and you will receive 50 gold lumens. And even if you fall, many have told that the climb itself is quite enjoyable. Just one gold lumen to try. All may try, regardless of age.

To reach the summit, a character must overcome the obstacles described below. Under each obstacle is a slide to catch those who fall and send them into the sand. For each roll, a critical success means the character has passed the obstacle with ease, a normal success means the character succeeds admirably, a partial success means the character almost falls but manages to hang on and succeed, a failure means the character falls, and a mishap means the character falls and takes 1-4 points of damage in the process; in the latter case, several Gnomekin will rush forth to make sure that the victim is all right, and to administer first aid if needed. Because of their natural climbing ability, Gnomekin always roll 1d20, even if they do not have the Mountain Climbing skill.

- 1) Scale a simple slope fifteen feet high. Roll versus DEX.
- 2) Pull yourself up over the edge of a ledge. Roll versus STR.
- 3) Climb up a vertical shaft. Roll versus Mountain Climbing + DEX (and roll 1d10 instead of 1d20 if you don't have the Mountain Climbing skill).
- 4) Leap a chasm. Roll versus STR at -10 on the roll.
- 5) Swing along three overhanging handholds. Roll versus DEX at -10 on the roll.
- 6) Climb up 15' using a one-foot wide crack in the cliff face. Roll versus Mountain Climbing + DEX at -10 on the roll and Mountain Climbing + STR at -10.

Once at the top of Cavernrock, a character can pluck the pennant and drop down a chute that leads to the bottom.

J. House of Illusion

This attraction is run by a Cymrillian magician named Miramar. The tent boasts two brightly painted scenes: a floating city and a volcanic landscape. Over the entrance is a sign that says:

HOUSE OF ILLUSION
ALL FANTASIES FULFILLED

A Cymrillian barker named Marnia proclaims:

*Welcome one and all to the House of Illusions!
Herein are marvels and wonders such as have
never before been seen in the Seven Kingdoms!
Visit the lost glory of an Archaen city, tour Talis-
lanta by windship, dally in beautiful Thaecia, or
experience the thrill of adventure without incurring
the risks usually associated with such pastimes!
Or if you prefer, choose a fantasy of your own
design. All fantasies fulfilled!*

Inside, customers are greeted by a Cymrillian magician named Nemian, who asks them which illusion they would like to experience. If the characters ask what the adventure illusion is about, she says that the only way to find out is to try it. If they ask about personalized fantasies, she asks them what they have in mind and assures them their fantasies can be arranged, but informs them that for even a simple customized illusion the fee is 1,000 g.l., with much higher prices for longer or more involved illusions. The four specials created for the fair, however, can be enjoyed for just 10 g.l. per person per illusion.

Those who sign up for an illusion are each given a red iron ring. For each illusion there is a separate set of rings that "connects" the wearer to that particular illusion. They are then conducted to a small, dark stall, where they are told to stake a seat, clear their minds, and wait for the illusion.

These illusions are the special creations of Miramar, a 33rd-level Cymrillian magician. Unlike normal illusions, these spurtous panoramas completely surround the people involved. Individuals affected by the illusion remain in their seats throughout the duration, though the illusion may give them the sensation of moving. The illusions have no actual effect on the participants, even if they believe in them. Anyone in the illusion can attempt a PER roll to "see through" it. With a full success or better, the character "wakes up" from the illusion and it disappears entirely.

The illusions offered here are limited in scope and duration. Anyone who drastically affects the nature of the illusion, such as by leaping over the side of the windship, simply breaks the enchantment and "wakes up."

This attraction is run by Miramar, who also runs the House of Illusion as a permanent business in the city. Miramar uses the sample illusions described below to attract new customers to his regular establishment.

Golden Age of Archaeus

This illusion attempts to reconstruct the lost glory of the ancient Archaen Empire. The characters find themselves looking over the balustrade of a fabulous floating city. Far below is a beautiful landscape of rolling hills, light forests, and gentle streams, barely visible from this great height. Elegant windships float serenely among the clouds. Behind them rises a fantastic city of graceful spires, walkways, arches, and balconies. Evident throughout the sky-city are the Archaens, similar to Cymrillian stock but dressed in the most elaborate and beautiful costumes. All of them sit or recline on various floating devices: chairs, litters, divans, and carpets.

The Archaens in this illusion conveniently speak Talislan and welcome the characters as if they were long-lost relatives. They first offer them fine aquavit and delicious food, and then invite them on a tour of the city. Every wall, window, and door in the city is a virtual work of art, carved from crystals of

various hues. The doors of the buildings are found at all heights, as the Archaens rarely walk, preferring to use their ubiquitous floating conveyances.

The characters will only have time to wander and gape a bit before one of the Archaens says, "I regret to inform you that you must now depart. The Great Disaster looms before us, and you must leave before it is too late."

The city then disappears, leaving the characters in a black void. In front of them stands a Cymrillian man who says, "Greetings; I am Miramar. Thank you for enjoying my illusion. More elaborate illusions are available year-round in my establishment across from Durne Park. I hope you enjoyed yourself." Then he disappears and the characters are back in their booth.

Note: This particular illusion is the least accurate of those offered at the fair. No Talislantan of the New Age knows exactly what ancient Archaen culture was like, and Miramar portrays the inhabitants of the sky-city as Cymrillians simply because he is Cymrillian himself. Miramar also has a flair for the dramatic, as is evidenced by the warning of The Great Disaster.

Windship Tour

The characters find themselves at the prow of a mighty windship sailing at great speed through the air. Next to them is a Cymrillian windship pilot, who introduces herself as Violendra. "Welcome aboard the windship *Cloudweaver*. We are now over Khazad, far to the northwest of Cymril," she says. The characters can see great stands of barren gall oak covering irregular hills. The air here stinks of rotting vegetation and somehow gives the sense of great age and decay.

The windship speeds across the land to a range of mountains, passing near a tall, twisting spiral of gray basalt from which comes a deep, penetrating moan or wail. Violendra says, "That is the Wailing Mountain, in which it is said a great shaitan is chained."

Then the windship is through the mountains and over a deep, dense forest. "This is Werewood," says Violendra, "where live fell creatures of the night, such as banes and werebeasts."

Within seconds, the ship is over a barren land of sprawling mountains, crooked canyons, and arid plains. "We come now to Urag, which is north of the Seven Kingdoms," says Violendra, "Here live the dreaded Ur clans and their minions. And look, there is a Stryx come to spy on us." She points to the side of the ship, which is now being paced by a manlike creature with a twenty-foot wingspan. It has a cadaverous vulturelike head with two horns, and sharp talons protrude from its hands and feet. If the characters cast spells on it or fire on it, they strike it out of the sky. This illusion is not sophisticated enough to handle the details of a more prolonged combat.

Very soon the characters are hurtling over grassy steppes. "The Plains of Golarin," says Violendra, "where dwell the fierce Beastmen." In the distance is a pillar of gray basalt, which the windship

passes. It rises literally miles into the air, and a group of bald-headed, white-robed Aamanians can be seen climbing the stairs that spiral around it. "This is the Watchstone," explains Violendra, "which the Aamanians regard as one of their holy places. Recent discoveries prove that the Watchstone was erected by the Drakken, giant, intelligent reptiles that ruled Talislanta even before the Archaens."

And then the characters are flying over a wasteland dotted with towering statues worn by ages of sun and wind. Violendra says, "These are the Sad Plains, where the nation of Xambria once stood. And that," she says, pointing at a very regular mountain in the distance, "is Omen." As the windship passes the "mountain," the characters see that it is actually a pile of skulls at least one thousand feet high. "Those skulls," says Violendra, "are the ancient remains of untold millions of Xambrians, victims of the necromancer-kings of Quaran, who in ancient times tried to eradicate the Xambrian people from the face of the continent."

Next the characters find themselves flying over a tortured land of lava flows, shattered mountains, and black gorges. Ash and the smell of sulfur fill the air. One mountain below them is a dead volcano, and in the caldera are hundreds of skeletons of mighty crested dragons. Gold and gems glint in what little sunlight finds its way through the clouds of ash. "These are the Volcanic Hills," explains Violendra, "and below is Dragon's Grave, where crested dragons go to die, carrying with them their most precious treasures."

No sooner is the dead volcano out of sight than the windship is flying over cultivated fields, and then circling about a beautiful city that rises from the center of a lake. The gilded towers of the ornate buildings glint in the sun. Violendra says, "Now we come to the Eastern Lands, and the Quan Empire. We are currently above the golden city of Tian, the empire's capital. It was not long ago that the Kang seized control of the empire from the Quan, who now serve merely as puppet governors."

With that, the windship flies out over the sea and then disappears, leaving the characters in a black void. In front of them stands a Cymrillian man who says, "Greetings; I am Miramar. Thank you for enjoying my illusion. More elaborate illusions are available year-round in my establishment across from Durne Park. I hope you enjoyed yourself." Then he disappears and the characters are back in their booth.

Note: Miramar ignored actual distances when designing this illusion, as the actual journey described would cover over 1,500 miles. Miramar wanted to pack as much scenery into as short an illusion as possible. His facts aren't always accurate, either. The Watchstone, for instance, may have been erected by the Drakken, but no one knows for sure. Also, Dragon's Grave is a legend, which may or may not be true. Ever the sensationalist, Miramar presents it as fact.

Adventure

The Cymrillian who conducts the characters to their booth tells them to clear their minds and wait; it will take a few minutes to prepare the illusion. As the characters stand in the dark booth, the illusion starts without their realizing it.

First, the characters hear screams and commotion outside the tent. Ask the characters what they do. Anyone who leaves to find out what the problem is sees a large force of Za warriors running through the fair, cutting down fairgoers with their jagged broadswords. A few of them break off and charge the characters. If the characters remain in the booth, Za cut through the side of the tent and attack them.

The Za are just under six feet tall, with wrinkled, greenish-yellow skin, shaved skulls, and long, braided moustaches on the males. They wear harnesses of studded land lizard hide and wield heavy broadswords with jagged cutting edges.

All of this, of course, is an illusion, and the characters are standing stock still in their booth, experiencing the combat in their minds.

The illusionary Za have the following statistics. Note that these are not normal Za statistics; they are lower to insure that the customers have a good time in the illusion.

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

Hit Points: 14

Attacks	CR	Damage
Broadsword	0	1d10+1

Armor: Battle Harness, stops 2 points

One Za attacks for each character in the party. If some go to investigate the noise and others stay in the booth, then some Za attack each group. Any character who falls to 0 hit points or below blacks out.

When all the Za attacking the characters have been slain, or all the characters are dead or unconscious, the characters' surroundings suddenly disappear, leaving nothing but a black void. Standing near them is a wealthy Cymrillian. He says, "I hope you enjoyed this little illusion. I am Miramar, its creator and your host. Before I let you go, let me just remind you that this illusion could be truth at next year's fair if our kingdom's best and brightest do not apply themselves to defeating the Za menace."

Then the illusion ends completely, and the characters are standing, sweating, in their booth.

Illusions such as this one maintain Miramar's reputation as a practical joker. Note that Miramar is trying to encourage expendable citizens to fight the Za. He hopes that they can nip the threat of the Tirshata in the bud, thereby insuring that the danger never grows so great that Miramar must risk his own life in defense of the Seven Kingdoms.

K. Tareau the Cartomancer

Good sir, kind madam, would you like a hint of what awaits you in the future? A gentle nudge in the right direction? A special insight into a contemplated change in life?

Step closer, closer. Are you planning on embarking upon a voyage? Thinking of starting a family? Plotting to confront a foe, or try to make a special friend? Come inside and have your questions answered. Yes, come this way. And if, in a year, the portent proves untrue, why your money back, with no questions asked.

Those are the words spoken by a dark-skinned, black-haired beauty in a long cape of blue fustian, a Rahastran. She stands in front of a lopsided tent with strings of beads obscuring the entrance. For a fee, one can enter and have the Rahastran cartomancer Tareau consult the magical Zodar deck to divine the future.

In the tent sits a tall, dark-skinned male dressed in blue fustian. He sits on the ground behind a low table, consulting the Zodar deck by playing solitaire. This is the cartomancer Tareau. He is a strange and eccentric individual who believes that his fate is inextricably intertwined with his cards. As he says, "The cards do not lie." If by chance Tareau is not here, he is probably at the House of Games.

Tareau: Level 20, PER +6. Fifty g.l. for an omen or augury, 100 g.l. for a fortune.

To perform his auguries and fortunes, Tareau uses the method of cartomancy given in Chapter Five. He is advanced enough at cartomancy that he can almost always draw the appropriate card, so



The Necrophage Head Outside Alabor's
Chapter 9

choose cards that are relevant to the upcoming adventure. If you intend to play *The Scent of the Beast*, good cards include the Assassin, the Warrior, and the Charlatan.

After playing the card or cards, the cartomancer tries to interpret it. Make a PER roll on the Action Table to see how well Tareau interprets the card. No matter how well he does, he will state the interpretation as if it were certain truth.

As to the guarantee, if the prediction proves false after a year, the character is entitled to a full refund—but good luck finding Tareau, who is a wanderer by nature, and good luck proving to him that, in some way of looking at it, the prediction did not come true.

L. Alabor's True Prophylactics

Hanging from the center of the crossbar that runs along the front of this booth is the severed head of a necrophage. The head is a ghastly caricature of a man's, white as death, shriveled, bald, and hideous. Its nose is nothing more than wrinkled flesh bunched around two nasal slits. Much to the amusement of passersby, it snaps its fanged mouth and grimaces, glaring evilly at those who come near.

Alabor, a gaunt, sand-colored Sindaran alchemist, calls out . . .

Visitors to the Magical Fair, approach and attend. Here is but a sample of the estimable Alabor's collection of oddities, not the least of which is the severed cranium of a necrophage. Observe, if you will: the head remains functional despite having been separated from the neck and torso three months and eleven days ago. But do not fear; the creature has been alchemically cleansed of corpse rot and all other contagious diseases. And should you wish to procure similarly useful potions and mixtures for yourself, you have come to the right place.

Like all Sindarans, Alabor is a collector. He has a penchant for oddities of all sorts, particularly abominations, mutations, and rare beasts. The necrophage is used to attract customers, for he makes his living selling a great variety of useful alchemical substances.

If the player characters show interest in his necrophage, Alabor explains that the head was severed with an iron blade, and since only silver and magic can harm the things, the necrophage is still "animate." He keeps the body chained up and far away to keep the two from getting back together. He explains that necrophages feed on the dead, can smell corpses up to two miles away, travel only at night, and frequently carry corpse-rot, a dangerous disease if not treated quickly. Perhaps Alabor will try to interest the characters in an alchemical remedy to protect themselves from these dire creatures.

Available at Alabor's

Healing Elixir	heals 10 hit points	200 g.l.
Potion of Cold Resistance	immunity to ice and cold	400 g.l.
Potion of Fire Resistance	immunity to fire and heat	400 g.l.
Neutralizing Powder	neutralizes poisons	115 g.l.
Alchahest	universal solvent	1,100 g.l.
Alchemical Test Kit	to analyze mixtures	5 g.l.
Poison Antidote	reverses effect of poison	100 g.l.
Alabor's Remedies	for various ailments	50-100 g.l.
Vitriol	alchemical adhesive (plus quicksilver vial)	125 g.l. +20 g.l.

M. Entrance to the Subterranean Market

A broad, paved ramp slopes gradually down into a wide, dark tunnel. Merchants leading durge-drawn wagons into and out of the tunnel curse the trouble caused by the fair. They are heading to or coming back from a trip along the Underground Highway, and the trip is troublesome enough as it is, without a bunch of booths and fairgoers making the way even more difficult.

N. Pharzee's Incredible Elixirs

You, my friend; yes, you. You seem to be a healthy and vigorous fellow. Come forward, if you would be so kind. Now, observe this appalling fellow, who appears to be little more than skin and bones. I am willing to wager that he can beat you at arm wrestling. Can it be that you doubt the veracity of this statement? Well then, I will tell you his secret. This small vial I hold in my hand contains a potent potion made from werebeast tusk and many secret ingredients. One swallow of this, and the scrawny excuse for a man you see here will indeed be able to beat you in a test of strength. What? Still you do not believe me? Very well, then, come forward and give it a try. If you defeat my feeble champion, a dose of this rare and costly potion is yours, absolutely free. And if he beats you? Naturally, you will wish to purchase a vial or two of my potion, won't you? Ha-ho! Mark my words! You'll need all the strength you have when the accursed Aamanians come marching in to take over your fair kingdom. Now step right up and have a seat right here.

The speaker is Pharzee, a Pharesian peddler, a man of unexceptional build, pale green skin en-

hanced with colored pigments, and trustworthy green eyes. His gaily colored patchwork garments make him stand out in the crowd. The toes of his boots curl up and are so long that he uses a string attached to the knee to support them. He has no booth, but he stands next to a large trunk with a flat top some four feet high. Hanging on the trunk is a banner that reads "Pharzee's Incredible Elixirs." On either side of the chest is a folding stool, and next to the peddler is a thin, young Zandir who looks rather peaked. Pharzee holds a small, glass vial of reddish liquid. More vials are carefully stored in the chest.

Anyone can sit down at one of the stools and try his or her strength against the young Zandir. If the contestant is in a group, the peddler tries to spot the weakest member in the group and says, "A moment, if you please. Why don't you try first? After all, this poor, scrawny young lad needs a fighting chance. You stronger folk can give it a try next." Ideally, all the player characters can try, from weakest to strongest, to build up suspense until the strongest character in the party makes an attempt.

When someone sits in the stool, Pharzee hands the vial of red liquid to the young man who drinks it, and then rolls back a sleeve to flex his almost nonexistent muscles. He makes a show of rubbing his palms together and flexing his fingers, and then he sits down at the stool opposite the player character. The two contestants lock left hands on the trunk and then clasp right hands. At the peddler's signal, the contest begins.

Each round, each contestant makes a roll on the Action Table, adding the difference between his or her STR and the opponent's. For the weaker party, this means taking a penalty. It takes a critical success to beat the opponent in the first round, a normal success to beat the opponent in the second round, and a partial success or better to beat the opponent in following rounds. Each round, the character who rolled higher in the previous round has the advantage and adds +2 to his or her die roll. The opponents roll each round until someone wins. These "rounds" take only five seconds each, so the elixir should last long enough for the Zandir to arm-wrestle everyone in the group.

The young Zandir has a STR of +5 while under the influence of the potion.

Anyone who wins the round gets a free vial of the potion.

Pharzee's Elixir of Potency: Gives the drinker a STR of +5 for 1d6+6 rounds. The potion has no effect if the drinker already has a STR rating of +5 or better. It might have strange side effects, but that's up to you. Cost: 150 g.l. per dose (one ounce). If a character haggles over the price, have the player roll versus Haggling + CHA. A character without the Haggling skill must roll 1d10 instead of the normal 1d20. For Pharzee, roll 1d20+7. If the character beats Pharzee's roll, he or she can have the elixir for just 100 g.l.

O. Astar Mind-Art Exhibit

This is a pavillion lined with curtains of woven gossamer. At the entrance stands a butterfly-winged Muse with a tiny woodwhisp perched upon her shoulder. The spritelike creature speaks into a flower shaped like a horn, an enchanted device that amplifies the whisp's voice so that it can be heard at distances of up to 100 feet.

Men and Near-Men, creatures and beings: hear my words! Inside this curtained pavillion you will find an exhibition of the telempathic mind-art of the Muses of Astar, which must be experienced firsthand in order to be appreciated. Here you will find the works of such noted artists as Elettaria, Amaryllid, and Pandanus! Step within and experience these fascinating and surreal vistas for yourself. Only 1 silver piece!

The interior of the pavillion is decorated with live wildflowers and cool grasses, and has been partitioned into three separate exhibition chambers. Each of these chambers is occupied by a Muse, one of the three artists mentioned by the woodwhisp. Each Muse has a woodwhisp on his or her shoulder who acts as the artist's spokesperson. Up to seven individuals may enter an exhibition chamber at a time. When a chamber has reached full capacity, the artist concentrates and the exhibition begins. The viewer "sees" the artist's work in his or her mind, manifesting as a series of vivid images.

Elettaria, Muse Telempath, Level 9: A female Muse with pale blue skin and lavender wings. She projects a scene of eleven silver flowers, bathed in a shower of green raindrops. Nurtured by the enchanted rain, the flowers burst into bloom, yielding eleven silver woodwhisps. The whisps cavort among themselves with unbridled joy; the viewers will feel the same emotion unless they pass a roll versus will rating at -9, the level of the Muse artist. Then the image fades from the viewers' minds.

Amaryllid, Muse Telempath, Level 11: A rose-hued female Muse with amber-colored wings. She projects an image of a blue moon in a deep purple night sky. A dozen stars glitter like tiny jewels in the wan blue light; they seem to beckon to the viewers, who will feel the urge to take the glistening motes in their hands and have them for their own. But no matter how hard the viewers try, the stars always drift just beyond their reach. Viewers experience a poignant sense of longing unless they make a roll versus will rating at -11.

Pandanus, Muse Telempath, Level 12: A green-tinted male with saffron-colored wings. He projects an image of a sylvan glade, replete with a crystal spring and verdant foliage. As the viewer watches, an oily black substance leaches into the stream, causing the vegetation to wilt, droop, and die. Spiny fungal creatures emerge from the rotten trunks

of trees; they begin to devour the dead vegetation, gorging themselves until they explode in a burst of stinking fumes and bits of rotten organic material. Viewers who do not make a roll versus will rating at a penalty of -12 experience a deep sense of revulsion and anger directed towards any who would desecrate the natural environment.

At the conclusion of each exhibition of mind-art, the artist takes a subdued and graceful bow. The accompanying woodwhisks then usher the viewers out of their presence either to the next chamber or out of the pavillion if all three panoramas have been experienced. The Muses themselves will not speak, preferring as they do to communicate via thought-images. They may communicate telepathically with other Muse characters, at the GM's discretion.

P. Aamanian Orator

In front of a white tent, on an elegant wooden platform, stands an Aamanian in long robes. He is preaching the good news that Aa wants to take everyone to Him and teach them the Truth.

All who seek to attain enlightenment, come close and hear what I have to say. For these are the sacred words of Aa the All-Knowing, who said, in the eighteenth book of the Omnival, chapter 31, verse 11: "Only those who follow the one true path of Orthodoxy shall be saved." Hear me now, oh troubled people. These are evil times, rife with confusion and temptation. Will you be among the blessed ones, or will you be cast out along with those who have been condemned for their sins, their names stricken from the List, their souls consigned to wander throughout Eternity? Do not hesitate, or trouble yourselves in thought. Come forth, and receive the blessings of Aa!

A Cymrilian wizard in an elaborate robe with a high-standing collar is standing to one side watching the whole scene. The Aamanians were allowed a place at the fair only under the condition that they did not use magical powers to convert anyone, and he is in charge of seeing to it that none of the Aamanians secretly use their magic to this end.

Anyone who steps forward and wants to learn more about Aa is greeted by another Aamanian who takes the interested party into a private space in the tent. The potential convert is asked questions about lifestyle and interests, and is in turn informed about basic Aamanian doctrines. Truly interested people are escorted directly to the Aamanian Temple (#49 on the city of Cymril map).

Q. House of Games

Cloth striped with bright colors walls in this attraction, giving the clients privacy. No huckster stands calling to the crowd; only a silk banner above the entrance proclaims:

HOUSE OF GAMES JUST 10 GOLD LUMENS

The reputation of this establishment is enough to attract all the business it needs. Characters from Cymril have no doubt heard of the House of Games, which is located in the city proper and operates year round.

At the entrance stands a rare sight, a Saurud bouncer. This reptilian humanoid stands about eight feet high and is covered with a scaly brown hide. While passersby stop and gawk, it stares dully back.

Those who pass through the entrance are greeted by a well-dressed young Cymrilian maiden who accepts the cover charge of 10 g.l. This fee allows the character to play games of skill and chance. Zodar and Pentadrille are the most popular, though travelers journeying to the fair from afar are often willing to teach games from their homelands. No game is played here without some money changing hands. Trivarian is popular here, though it is played only by Sindarans; mono-encephalons cannot comprehend the abstract principles involved in this esoteric game. Non-Sindarans also enjoy betting on the outcome, as the enigmatic nature of Trivarian makes the wagers unpredictable and exciting.

The games being played include Quatrillion, Pentadrille, Ska-Wac, and Trivarian. See Chapter Seven for rules on how to simulate these games.

Quatrillion: This is a popular game played by the Sarista gypsy peoples of Silvanus. The game utilizes a deck of sixty-four cards and has several variations. The version being played today is "High-Low," which requires a minimum of three players.



Two Unusual Patrons of the House of Games

The minimum bet is one gold lumen, though higher stakes games can also be arranged. To begin, each player puts one gold lumen into the pot, then is dealt three cards face-up. The players read their cards, then declare whether they believe they will have the high hand or the low hand of the group. Each player "antes up" another gold lumen, after which the players are dealt two more cards. The five cards are then totalled, and the pot is split between the two players who have the highest and lowest total scores.

Pentadrille: This popular Cymrillian game is played on a pentagram-shaped board inscribed with arcane symbols, using playing pieces representing wizards, devils, and demons. Five players compete against each other, each starting the game in control of one of the five pentagram points on the board. The object is to establish control of three of the five pentagram points by seizing control of the other players' points.

Ska-Wae: A favorite of the Mangar Corsairs, Ska-Wae is a game of chance and skill played with curved daggers and dice, with the participants seated around a wooden table. Before the start of each round, all players pay 5 silver pieces or more into the pot. Each opponent holds a dagger in one hand, and takes turns rolling three six-sided dice with the other. Whenever an individual rolls a 6 or a 12, he or she must quickly snatch up the dice and withdraw the hand before the opponent seated to his or her left can strike it with a thrown dagger. The winner is either the one who snatches up the dice in time or the player who succeeds in hitting an opponent with the dagger. When each player in the game has rolled once it is the end of the round. All survivors then ante up once more, and the next round begins.

Trivarian: Trivarian is the favorite pastime of the dual-brained Sindarans, who are the only Talisnantans capable of comprehending the abstract principles involved in this game. The board is a 3-foot tall pyramid of translucent crystal, illuminated from within by a glowing orb, usually a scintilla, and suspended above a triangular table of polished stone by means of a silken cord. Amberglass orbs, marked with distinctive hieroglyphs, serve as the playing pieces.

Three opponents play, each pitted against the other two. The players take turns inserting orbs into slots carved into the sides of the pyramid, thereby creating intricate patterns of light and color. The general objective is to establish control over the base of the pyramid; hence, masters of Trivarian are referred to as nadirs.

High standards of decorum are enforced in the House of Games, where Thrall security guards and Cymrillian wizards see to it that no one cheats at the various games in progress. The proprietor has repeatedly been forced to assure the authorities that, contrary to rumor, those caught cheating at the House of Games do not quietly and helplessly disappear.

Tareau, a 20th-level Rahastran cartomancer, wanders for most of the year, but he makes a point to

be in Cymril for the Magical Fair. His skill at Zodar is legendary. He may be found here when he is not at his own tent (Attraction K, above).

In Cymril is a permanent establishment, also called the House of Games, that offers much better accommodations year round. The low cover charge for this fair attraction, however, attracts a completely different, much less genteel clientele. Some regular customers enjoy the tent at the fair, as they consider the players here easy pickings. Others avoid it as a low-class exhibition of crudeness and stupidity.

The Lurker

Abn Qua was not really delayed by important business. Instead, he wanted to find out more about the player characters before hiring them. He arranged his "delay" so the characters would meet each other and so that his spy, a Cymrillian named Horvunce, could watch them as they enjoy the Magical Fair. Horvunce wants to see how well they cooperate, how well the warriors fight, and how well the magicians cast spells.

Every time things slow down a bit, call for characters to make PER rolls. Allow characters who are not currently involved in the action to make these rolls to keep the players active. With a critical success, a character spots Horvunce watching them from a distance and realizes that he or she has seen him in the crowd before (see description below). The character who succeeds can point Horvunce out to the other characters before the spy casually ducks behind cover.

Once a character has seen Horvunce, it takes only a normal success to spot him a second time, and he will still be following and observing the characters. Once a character has seen him twice, only a partial success is necessary to spot him again. Keep giving the characters chances to see him as the day progresses. Horvunce, however, will not allow himself to be approached or confronted by the characters.

Near the end of the day and the end of your gaming session, Horvunce gives the characters a test of perception. He tells a Ferran thief who works with him, a snivelling fellow named Erk, to pick the pockets of one of the player characters. If a character has won a prize, seems to have a nicely bulging gold pouch, or has been seen putting some valuable item into a pocket, Horvunce will tell him to steal from that character. Otherwise, Erk will steal from whomever is most convenient.

To make the theft, Erk rolls at +13 on the Action Table. The target and any nearby fellow party members roll versus PER, to which they can add Pick Pockets. Anyone rolling higher than Erk (yeah, right) notices the theft. If no one notices, a friendly Monad servitor taps the victim on the shoulder. The Monad servitor has no gender, is of indeterminate age, stands 7'6", and weighs 750 pounds. It has an immense body, tiny cranium, striated black and white skin, and a placid countenance. It wears a loincloth and sandals, nothing more. The Monad is

mute, but knows Sign. If a character knows Sign, it explains that a "rat-man" just robbed one of them. If the characters do not know Sign, the Monad will slowly use pantomime to explain that some short thief just picked the character's pocket. One way or another, the characters should learn about the theft and take off after Erk.

Realistically, there's no way a bunch of neophytes can trail a fleeing Ferran through a crowded fair, but Erk is trying to be followed. He is leading the characters to Abn Qua. Have the characters make PER rolls to spot Erk (a full success is necessary), and those who succeed can then make SPD rolls to try to catch him—but they must beat Erk's roll of 1d20+10. Those who fail the PER rolls can follow behind those who were successful. If no one spots Erk, he'll hang around until someone does; give the characters another try once they've tried to locate him through such methods as asking passersby if they've seen a Ferran or splitting up to cover more territory. Give the characters two or three chances to catch Erk, or more if they're having a lot of fun. Eventually they'll either catch him or run into Abn Qua.

If they catch him, he'll raise a stink, literally. Ferrans are able to emit a stench like a ferret, making the characters resist versus CON or be nauseated for 1d4 rounds. If that doesn't save him, Horvunce and Voranil step in to prevent serious violence. In case the characters get carried away and cause a fight, Thrall guards soon put an end to it. They also give Erk a healing elixir if he has serious wounds. Then they tell the characters that the theft was a test of their ability, and that Abn Qua, their examiner, is quite pleased with their performance. They tell the characters to come along and meet Abn Qua in person, then guide the characters to the tent marked "Abn Qua" on the map.

If the characters don't catch Erk, they see him dart into an unmarked tent. When they look inside, Abn Qua is waiting for them. This is the tent marked "Abn Qua" on the map.

Abn Qua is in a small purple tent, sitting in a heavy, ornately carved wooden chair. If the characters did not catch Erk, he is alone. Otherwise Erk, Horvunce, and Voranil are standing behind him and whatever Erk stole is on the floor in front of him. The characters recognize Voranil from their meeting that morning, and they may recognize Horvunce as the man who has been watching them. Surrounding Abn Qua is an invisible Arcane Barrier (Arcane Barrier, level 10, plus Concealment, level 10. Stops 40 points of damage before shattering).

Abn Qua explains that the day's events have been a test, and that Horvunce has been watching them to see how worthy they would be of hire. He then compliments them on anything they did well, such as winning fights, spotting Horvunce, catching Erk, or even just getting involved in the fair instead of sitting around. Try to compliment each character for at least one thing.

Abn Qua then tells them that he would like very much to hire them. If you are going to use an

adventure of your own creation, he takes them to a booth for something to eat and drink while he explains what he needs. If you are going to use *The Scent of the Beast*, he pulls a red iron talisman from a drawer under his chair and holds it up for the characters to see.

"An associate of mine purchased this item yesterday at the fair. What's unusual about it is that it recently belonged to a Thrall warrior stationed in Akmir who died in a Beastman raid. Now it has turned up here in the city of Cymril, apparently as part of shipment from Sindar. This situation only confirms my suspicion that someone in Sindar is dealing with the Sub-Men, perhaps selling military information for goods such as these. I need you to find out who it is."

To be continued . . .

Abn Qua

Kasmiran Moneylender, 23rd Level

Male, age 78, 4'5", 85 pounds. Mahogany brown skin, shriveled features, hunched posture, gold-capped teeth. He wears a heavy, hooded, purple robe whose interior pockets are filled with magic devices and useful gizmos. He also has curl-toed boots and a Kasmiran blade-staff.

INT +4 PER +2
WILL +5 CHA +1
STR -2 DEX -1
CON -2 SPD -2

Hit Points: 54.

Languages: Common Talislan +27, High Talislan +27, Archaen +5.

Skills: Secondary combat +11, Merchant +24, Administrator +27, Artificer (locks and trap mechanisms) +22, Lockpicking +22, Disarm/Detect Traps +22/+25, Customs, Urban (Kasmir and Cymril) +27, Haggle +24, Ride (equus) +22, Diplomacy +24, Appraise Treasure +7, Bribe +5.

Magic: Wizardry: Arcane Blade +5, Illusion +5, Invisibility +5; 5 spells per day.

Magic Device: A ring that produces an invisible box of arcane force (Level 10 Arcane Barrier) three times per day. He has many other devices, but he won't tell you what they are.

Horvunce

Cymrillian Warrior-Mage, 9th Level, Initiate of the the 5th Degree

Male, age 26, 6'3", 160 pounds. Light green skin, nondescript features, red iron ring in left ear, slender build. Wears a black collarless cloak over dark green clothes. His boots are high, black, and well polished. He carries a sword in a decorative sheath.

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

Hit Points: 28.

Languages: Common Talislan +10, High Talislan +10, Archaen +10, Sign +2.

Skills: Secondary Combat +5, Secondary Magic +6 (wizardry), Navigator (windship) +9, Arcane Lore +10, Customs, Urban (Cymril) +10, Ride (equus) +9, Swim +9, Disarm/Detect Traps +3/+3.

Magic: All wizardry spells +6; 7 spells per day.

Attack	CR	Damage
Longsword	+5	d10

Erk

Ferran Thief, 5th Level

Male, adult, 3'9", coarse brown fur, rodentlike features, hairless tail. He wears a dirty loincloth, sandals a bit too big for him, and a dagger.

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

*Sense of smell only; otherwise +3.

Hit Points: 14.

Languages: Common Talisman +7, Sign +7.

Special Ability: Emit foul odor three times per day; victims resist versus CON or become nauseated for 1d4 rounds.

Skills: Secondary Combat +11, Pick Pockets +13, Swipe +13, Appraise Treasure +8, Stealth +13, Stalking +13, Tracking (by scent) +13, Customs, Nomadic (Zaran) +7, Customs, Urban (Cymril) +4, Barter +1, Haggle +1, Swim +13, Disarm/Detect Traps +9/+4, Con +3.

Rewards

The characters receive 5 experience points each for the adventure. Add or deduct a point if the characters were very active or relatively inactive. In addition, each character gets 0 to 3 points for good roleplaying, at your discretion.

If the players take more than one session to complete the adventure, give them 3 to 5 points, plus 0 to 2 points for good roleplaying, at the end of each session.

They can also keep any money they won or saved from the sum Voranil gave them in the morning, though Abn Qua will later deduct this amount from their pay. Like all Kasmirans, he is extremely frugal; miserly might be a more accurate term.

Return to the Fair

After the day detailed in this adventure, the fair continues through the 14th of Phandir. In case they keep track of such things, the characters may care to know who has won the various competitions highlighted in the fair.

Windship Regatta: Farsem wins easily in his *Wind Warrior*, his experience in the field obviously paying off. Winners are paid off two-to-one.

Combat Championship: In something of an upset, Cetala the Danuvian swordswoman shows more staying power and defeats the favorites. The happy winners are paid off seven-to-one.

Archery Tourney: Chitichee proves to all that he's got what it takes, claiming the championship

with a stunning show of steady aim. Winners are paid off four-to-one.

Wizards' Duels: Trimetheus wins with a stunning new spell that somehow circumvents standard magical defenses. The Lyceum Arcanum, naturally, is interested in finding out how he does it, but he isn't talking. Those unpatriotic souls who bet on him earn five-to-one winnings.

Since the Magical Fair is held every year, the characters may want to attend the fair repeatedly. Use the characters and booths described here as your foundation, and then add your own. Participating in the combat, archery, and magical contests year after year will give the players a concrete measure of their improving skills. Each year they can aspire to go further in the contests than in the previous year. They may also meet again those contestants who bested them in the past, giving them the opportunity to even the score.

In addition, the Magical Fair in coming years will reflect the changing state of Cymril. If war with the Sub-Men comes, the fair may turn more martial or less elaborate, as resources are diverted from celebration and focused on the war effort. Perhaps beggars, even maimed veterans, will mar the beauty of the fair and remind the Cymrillians that all is not peace and prosperity in the land. Relations with foreign powers may alter the fair. The Aamanians, for example, would be conspicuously absent if the Seven Kingdoms allied with Zandu. New discoveries by the Lyceum Arcanum may also change the look of the fair, as could an influx of refugees from lands where war has made many homeless. On the bright side, new discoveries and ingenious inventions may be on display here, tracking the progress the Cymrillians make as they attempt to recapture the knowledge and grandeur of the Archaens.

The Magical Fair gives the players a good time, and simultaneously lets them chart the changes in their own characters and in the Seven Kingdoms.

GLOSSARY OF TALISLANTAN TERMS

Aamanian: A citizen of Aaman. Colloquially, a derogatory term meaning "fanatic," "prudish," or "intolerant," depending on the context in which the word is used.

Aeriad: A species of former avians now in the process of devolving into a race of ground-dwellers. There are two sub-species: the smaller Green Aeriad and the larger Blue Aeriad. Both retain vestigial wings and head-crests of bright, metallic plumes.

Ahazu: Any of a race of four-armed, warlike savages native to the eastern jungles of the Dark Coast.

Ahtra: A species of burden beast bred by the nomadic Djaffir tribes of Djaffa. There are three sub-species of ahtra: the one-humped ontra, the two-humped batra, and the three-humped tatra.

Amberglass: A fine glass derived from raw amber or amber crystal, amberglass has practical applications in various magical, alchemical, and thaumaturgical operations.

Aquavit: An effervescent liquor popular in Cymril of the Seven Kingdoms.

Araq: A sorcerous crossbreed of Sauran and Man, generally exhibiting the worst traits of these two races.

Ariane: A humanoid people dwelling within the maze city of Altan in Tamaranth, notable as practitioners of the metaphysical doctrines of transcendancy.

Arimite: A citizen of Arim. Elsewhere, the term is loosely used to describe any type of vicious cutthroat.

Avar: The Farad deity of wealth and personal gain, typically depicted as a golden idol with outstretched, grasping hands.

Batrean: A race of primitive humanoids inhabiting the island of Batre. The females are alluring creatures of exceptional charm and beauty; the males, huge and repugnant monsters with a tendency towards violent behavior.

Beastmen: A species of bestial humanoids native to the Plains of Golarin. Omnivorous creatures, Beastmen scavenge the numerous ruined cities and structures that dot the plains region, traveling in large packs.

Black Pit of Narandu: Purportedly, a bottomless fissure located in the south-central region of Narandu, and the source of many colorful and imaginative legends.

Black Savant: Any of the mysterious inhabitants of the isle of Nefaratus; in popular conception, a race of diabolists.

Bodor: An amber-skinned, portly race of humanoids renowned as traveling musicians. A people displaced by The Great Disaster.

Caduceus: Magic wand and symbol of the Dracartan thaumaturges. The caduceus is utilized in all thaumaturgic operations entailing the use of quintessence.

Callidian: A member of a dying race of beings whose ancestors were displaced by The Great Disaster. Callidians possess the ability to comprehend and converse in any language, and many use this talent in their work as cryptomancers.

Chana Witchfolk: Primitive inhabitants of the Jungles of Chana, and practitioners of various grisly necromantic rituals.

Cymrilian: A citizen of Cymril, capital of the Seven Kingdoms. A green-skinned and green-haired people, the Cymrilians are enamored of all things magical.

Da-Khar: A type of hide gauntlet equipped with retractable claws. Da-khar are favored by the Torquar of Rajanistan.

Danelek: A xenophobic tribe of hunters native to the Barrens region of the Wilderlands of Zaran. There are many clans of Danelek, each of which is ruled by a hereditary family leader called the Naz.

Danuvian: A citizen of the city-state of Danuvia. Male Danuvians are typically weak and slack-witted, quite the opposite of the females, who are renowned as swordswomen, military tacticians, and administrators.

Darkling: Any of a race of vile, skulking humanoids native to the Darklands of Urag.

Deadman: A rare species of plant, the deathly pale leaves of which exude a lethal contact poison.

Demon: Any of several species of extra-dimensional entities originating from the lower planes. Categorized as quasi-elementals by many Talislantan scholars, the most commonly known demon types include earth demons, frost demons, night demons, sand demons, sea demons, swamp demons, and wind demons.

Devil: Any of several species of extra-dimensional beings originating from the lower planes of existence. The most commonly known types include the shaitan, enim, and sardonicus.

Devilroot: A rare species of plant with blue-black "horned" leaves. The root of the plant, when dried and prepared in the proper fashion, yields a virulent toxin that is much favored for use by assassins.

Dhuna: A people related to the Sarista, reputed to have an obsessive interest in witchcraft. The kiss of a Dhuna witchwoman is credited in popular belief with the ability to enslave a man's heart.

Djaffir: A nomadic people native to the desert kingdom of Djaffa and its surrounding environs. The Djaffir population is divided into two main tribes: merchants and bandits. Critics maintain that distinctions between the two are minimal at best.

D'oko: A large species of plant found only in the rain forests of the Dark Coast. The Green Men dwell within the D'oko's hollow bole and protect the plant from harm, an arrangement constituting a unique form of symbiotic relationship.

Dracartan: A citizen of the desert kingdom of Carantheum, descended from the nomadic people of the same name.

Dractyl: A winged and ungainly species of reptilian native to the bleak land of Harak. The Harakin tribes utilize dractyl as steeds, a situation dictated by need rather than choice.

Drukh: A tribe of primitive humanoids native to the mountainous regions of Arim, notable for their bloodthirsty and excessively violent tendencies.

Enim: A race of giant devils, some few of which are known to inhabit the Barrens and other sectors of the Wilderlands of Zaran. They enjoy violent sport and have a weakness for games of chance, gold, and Man-flesh.

Equus: A species of quadrupedal beasts found throughout various parts of the continent. Known sub-species include the cold-dwelling snowmane, the swift silvermane, the graymane (much valued for use as durable and loyal steeds) and the bestial darkmane.

Exarch: The hereditary monarch of the Arimites who dwells in seclusion within the walls of the Forbidden City of Ahrazad.

Farad: A citizen of Faradun. In Djaffa, the term carries unfavorable connotations, both literally and figuratively.

Ferran: A species of feral humanoids native to the Wilderlands of Zaran. Ferrans live in underground tunnels, coming forth at dusk to scavenge for food or steal from unwary travelers.

Frostwere: An arctic species of werebeast known to inhabit frozen tundra and high mountain ranges.

Occasionally mistaken for frost demons by less-than-expert observers.

Gao-Din: A rocky isle situated off the southern coast of Mog, formerly a penal colony of the ancient Phaedran Dynasty and now home to the rogue city of Gao.

Gnomekin: A race of small, brown-skinned humanoids native to the subterranean caverns and grottos of Durne.

Gnorl: A member of a race of gnarled humanoids that may be related to the Gnomekin. Gnorls live underground and are practitioners of an ancient magical art called rhabdomancy, the art of divining secrets.

Graymane: See Equus.

Great Disaster: A cataclysmic occurrence—perhaps the inadvertent result of the mad wizard Rodinn's misguided attempts to concoct quintessence—that laid waste to much of the continent and brought to ruin the first great civilizations of Talislanta. The results of The Great Disaster are still in evidence throughout the Wilderlands of Zaran, a vast region littered with ruined cities and bizarre topographical and climatic anomalies.

Green Men: A race of diminutive plant people native to the western rain forests of the Dark Coast. Peaceful symbionts, the Green Men live in complete harmony with their surroundings and possess the ability to communicate with and influence all types of plant life.

Gryph: A race of avian humanoids native to the forests of Tamaranth. They are aggressive protectors of their woodland home, and friends to the Ariane.

Hadjin: A citizen of the city-state of Hadjistan. The Hadjin are among the wealthiest folk in Talislanta and consider themselves superior to the "common" people of other lands.

Harakin: A nomadic, warlike race native to the bleak and uninviting region known as Harak. Conditioned to withstand hardship, they are perhaps the ultimate survivalists.

Hierophant: High Priest of the Orthodoxist Cult and ruler of Aaman.

Ice Giant: Monstrous humanoids whose bodies are composed of magically animate ice. They dwell within the frozen expanses of Narandu.

Ice King: Mysterious ruler of the Ice Giants, purportedly a warlock of great power.

Imrian: A race of brutish, amphibious humanoids native to the island of Imria. They travel the seas in coracles drawn by teams of kra, preying on the

primitive peoples of the Azure Ocean region, whom they capture and sell as slaves.

Ispasian: A member of a yellow-skinned race of shrewd mercantillists once enslaved by the Quan. The Ispasians now serve the Kang, and many of them have grown quite influential and prosperous under the eyes of masters who care far less about administrative details.

Jabutu: A rare tropical plant found only in the Jungles of Chana. A derivative of the plant is used in the making of kesh, a potent elixir with uncanny properties.

Jaka: A race of furred humanoids native to the brown hills of Yrmania. They possess a type of sixth sense and are skilled trackers and manhunters.

Jamba: Unknowable patron deity of the Dracartans, to whom Jamba supposedly gave the secrets of the lost art of thaumaturgy.

Jhangaran: A superstitious, impoverished folk considered primitive by most other Talislantans. Many Jhangarans have joined the Aamanian army rather than continue to endure the harsh life in their homeland.

Juju: An undead fetish-creature created through the use of black magic; a zombie controlled by manipulation of a graven image.

Kabros: Legendary sorcerer-king of ancient Phaedra, renowned as the author of numerous cogent spells and insightful treatises on interdimensional travel. Considered a visionary, particularly after his timely escape from Phaedra just prior to the fall of the old dynasty.

Kang: A warlike, crimson-skinned race, de facto rulers of the Quan Empire.

Kasmiran: A citizen of the desert kingdom of Kasmir. The shrivel-skinned Kasmirans bear a reputation as shrewd moneylenders and appraisers.

Kesh: A pungent liquid made from the root of the jabutu plant. After consuming a certain quantity, drinkers of kesh claim to be capable of detecting invisible and spirit presences, seeing into other planes of existence, or actually entering other dimensions. The substance has potent hallucinogenic properties, which perhaps goes far to explain the claims of its users.

Khadun: Necromantic high priest and ruler of Rajanistan. The Khadun is viewed as an earthly manifestation of Death by his morbid followers, who willingly serve him without question.

Kharakhan: A member of a race of giants possibly descended from a race of giant neomorphs created to

battle the Drakken long ago. The Kharakhan range the Wilderlands of Zaran in great battle wagons drawn by teams of ogriphants.

Khu: A double-bladed dagger used by the Harakin tribes.

Kral: Mercantile ruler and despot of Faradun.

Krin: A heavy, black iron crossbow employed by the Harakin tribes. The krin uses hammered iron spikes as ammunition and is a cumbersome and unwieldy weapon.

K'tallah: A potent narcotic substance that bestows upon the user the ability to see into the future. K'tallah is in wide use in Rajanistan and, to a lesser extent, Fardun. It is highly addictive.

Malum: Spectral denizens of the Shadow Realm, rumored to be black magicians of terrible power. Most live in the Iron Citadel, an eerie structure surmounted by towers equipped with enchanted orbs of polished obsidian.

Mandalan: A race of passive, golden-skinned humanoids conquered and enslaved by the Quan.

Mandragore: A species of insidious plant-creatures native to the forests of Werewood.

Mangar Corsair: Pirate denizens of the Mangars, a cluster of small islands situated in the Crescent Isles. The term applies as well to individuals of other races who, by choice or coercion, have joined up with the corsairs.

Mangonel Lizard: A species of large reptile similar in some respects to land lizards, but with a muscular tail tipped with a rock-hard knob of bone and cartilage. The mangonel lizard's tail is an effective deterrent to predators, and is similarly employed in the creature's combative mating rituals.

Manra: A race of primitive humanoids native to the northern region of Chana. The Manra are shapechangers, possessing the ability to adopt the physical semblances of other life forms.

Maruk: A citizen of the Independent City-State of Maruk. Victims of an age-old curse, the Marukan are widely regarded as harbingers of gloom and ill fortune, and accordingly are shunned by the more superstitious peoples of Talislanta.

Matsu: A type of long-handled war club favored by the Ahazu tribes of the Dark Coast.

Megalodont: A giant, six-legged reptilian native to the Plains of Golarin and parts of Urag and the Wilderlands. Megalodonts are herbivorous, and travel in herds of up to a hundred or more individu-

als. A stampeding megalodont herd is a thing to be avoided at all costs.

Mirin: A race of blue-skinned humanoids native to the snowfields of L'Hann. The Mirin dwell in ice castles and are ruled by the Snow Queen, a white witch of great power.

Mogroth: A ponderous race of slothlike humanoids native to the swamplands of Mog. In popular usage, the term has come to mean "dull-witted."

Monad: A member of a race of sorcerous hybrids bred for size, strength, and the ability to follow orders. Monads are sexless and mute, communicating via a complex form of Sign they devised.

Mondre Khan: A savage race of Sub-Men who live in the wooded hills and mountains of the eastern Quan Empire. Despite many centuries of effort, the Kang have not succeeded in dominating this ferocious, cunning people.

Monolith: A race of mountainous beings whose bodies are comprised entirely of earth and stone. Monoliths dwell on the island of Garganta in the Thaeclan Isle chain, and may be the oldest living things in Talislanta.

Morphius: A parasitic plant found in swamps, marshes, and lowlands. The deep blue blossoms of the morphius exude a fragrance that induces sleep.

Mud People: A race of six-limbed, amphibious humanoids native to the Dark Coast. The Mud People live in aboveground hill complexes constructed of sodden earth and mud.

Muse: A race of butterfly-winged, nymphlike humanoids native to the sylvan glades of Astar. Muses are telepaths, notable as artisans of superior skill and utterly lax work habits.

Muskront: A shaggy-haired relative of the ogriphant hunted for its pungent musk and hide. Muskronts are foul-tempered and dangerous when aroused to anger.

Nagra: A race of primitive, frightful-looking humanoids native to the Jade Mountains and surrounding areas. The Nagra are renowned as spirit-trackers, possessing the uncanny ability to follow the faint spirit emanations of living creatures.

Na-Ku: A race of indigo blue-skinned demonoids native to the island of Pana-Ku, of the Crescent Isles chain. Their ruler is a horrible demon fattened on prisoners captured by the Na-Ku, who are cannibalistic by nature.

Necron: Legendary "City of the Dead" in Khazad, where it is said that an entire city and its population is interred below the ground.

Nightstalker: Fearsome denizens of the astral plane that invade the dreams and nightmares of living creatures, seeking to slay victims by devouring their astral forms.

Nocturnal Strangler: A mysterious, invisible creature rumored to inhabit Urag, Arim, and other neighboring locales.

Oc: A peculiar type of barbed bolas employed by Imrian slavers in order to capture prey.

Ogriphant: A species of massive, quadrupedal herbivores native to the western regions of Talislanta. Domesticated in some lands, ogriphant are used as burden beasts and to help clear forest or jungle land. Wild ogriphant are hunted for their tusks.

Ogront: Ogronts are gigantic herbivores, towering over even the largest megalodonts. Practically mindless, these immense beasts are impervious to harm and pose an incidental danger to outpost settlements and farms located in near proximity to their grazing and breeding grounds.

Omnival: Traditional name for the Orthodoxist Cult's Book of the Law, a listing of acceptable customs, behaviors, and modes of thought, proscriptions against infidels, and related cult doctrines.

Orgovian: A member of a nomadic race that roams the Wilderlands of Zoran making a living as traders. Since the devaluation of the Orgovian yatma, the Orgovians have lost all faith in currency of any kind and now deal exclusively in barter.

Orthodoxist: A practitioner of Orthodoxy, the severe state religion of Aaman.

Paradoxist: A practitioner of Paradoxo, a quasi-mystical doctrine popular in the land of Zandu.

Parthenian: A member of a group of automatons that managed to survive The Great Disaster. Parthenians range the oceans of Archaeus looking for sunken treasure and other valuables and avoiding contact with other peoples.

Phantasian: A race of tall, thin humanoids native to the isle of Phantas. The Phantasians are renowned as minor magicians and sellers of dream essence, the purported "stuff of which dreams are made."

Pharesian: A member of a class of Cymrilians who prefer the role of free agents to that of loyal citizens. Many Pharesians travel the continent as itinerant merchant-magicians.

Quan: Technically, any citizen of the Quan Empire. The term is more accurately used to describe the race of formerly barbaric humanoids who once ruled the empire and are now puppet rulers controlled by the Kang.

Quintessence: A crystalline powder derived by thaumaturgic techniques and having profound magical properties.

Rahastran: A member of a race of wandering seers and mountebanks skilled in the use of the Zodar, a card game used to divine the future.

Rajan: A member of a saturnine race of humanoids, citizens of the desert kingdom of Rajanistan. The Rajans serve their ruler, the Khadun, whom they revere as the earthly manifestation of the dread entity Death.

Raknid: A vile species of insectoids thought to be a hybrid of demon and giant scorpion and known to inhabit the Volcanic Hills region. An aquatic species, the water raknid, is also known to exist.

Rasmirin: Anarchist rebels exiled from L'Haan by their enemies, the Mirin. Rasmirin revere the entity Aberon, ruler of Talislantan demons.

Revenant: Member of a secret society of assassins that operates freely in the land of Arim.

Rodinn: The legendary "mad wizard" of ancient times whose ill-advised magical experiments inadvertently led to the creation of the Aberrant Forest and may well have caused that singular catastrophe known in Talislantan history as The Great Disaster.

R'ruh: A sharp-edged stone disk affixed to a leather thong and employed as an axe and missile weapon by the Wildmen tribes of Yrmanla.

Sardonicus: A vile species of implike lesser devils favored as familiars and advisors by black magicians; also known as "bottle imps."

Sarista: A dark-skinned race of gypsy people native to the woodlands of Silvanus. The Sarista bear a richly deserved reputation as incorrigible thieves, con artists, and charlatans.

Sauran: A species of large, reptilian humanoids native to the Volcanic Hills region. The Saurans are a warlike race who have domesticated the monstrous creatures known as land dragons, which they employ in battle as living siege engines.

Saurud: A species of reptilian humanoid related to the Saurans, but more massive of build and generally slower-moving.

Sawila: A species of translucent-skinned albinos native to the island of Fahn in the Crescent Isles chain. The Sawila are spellweavers, skilled in the art of casting enchantments by the use of intricate songs.

Scourge: A type of giant siege engine employed by the Ur clans of Urag and consisting of a thirty-foot

rotating spindle to which are affixed rows of spikes, rasps, scything blades, and ball-tipped chains. A team of slaves operating winches sets the scourge in motion, and the movement of its wheels causes the spindle to revolve with great force.

Sea Nomad: A citizen of the floating city of Oceanus and member of a group of nomadic hunters. The Sea Nomads do not dare to set foot on solid land, fearing that to do so would invoke an ancient curse placed on their people by a witch named Jezem.

Shadinn: A race of giant humanoids related to the Rajans.

Shaitan: A species of giant devils cast out from the heavens and consigned to dwell in a brass city situated on the lower plane of Oblivion. Their ruler, Diabolus, is a master of the black arts and a creature horrible to behold.

Shrieker: A species of fierce, avian predators native to the Cerulean Forest of the Quan Empire and the surrounding environs. Shriekers have metallic feathers, razor-sharp claws, and long pointed beaks, which are used to spear prey when the birds dive down from the treetops.

Silvermane: See *Equus*.

Sindaran: A race of thin, seven-foot tall humanoids native to the mesa lands of Sindar. The Sindarans are dual-encephalons, double-brained beings possessed of exceptional intellectual capabilities.

Skoryx: A type of alcoholic beverage favored by the folk of Sindar, among others. It is quite potent, but is most notable for its myriad and varying taste sensations, a quality derived from the use of rainbow lotus in the distillation process.

Snipe: A species of intelligent and insatiably curious mollusk native to the Sinking Land. The snipe is able to pass as swiftly through the mud and sludge of its homeland as a fish swims through the water, a useful ability when spying on other creatures or fleeing from voracious predators.

Snowmane: See *Equus*.

Strider: A species of large, bipedal predator resembling a cross between reptile and flightless bird. The Kang employ trained striders as warsteeds; in the wild, the creatures are vicious and prone to mad attacks. A swamp-dwelling species, the marsh strider, is also known to exist.

Stryx: A race of foul avian humanoids native to the Obsidian Mountains and other areas in Urag. The Stryx are carrion-eaters who scavenge battlefields and burial mounds for food.

Sunra: A race of silvery-skinned, semi-aquatic humanoids; subjects of the Quan. The Sunra live in the coral city of Isalls, build magnificent dragon barques, and are the most skilled navigators on the continent.

Tanasian: A member of the former ruling class of Cymril, now banished from the crystal city by the Wizard King Azradamus for attempting to overthrow the government. Most Tanasians are bitter about their exile and would love to see the current government fall.

Tantalus: A leafy plant, the heart-shaped root of which is dried and crushed to obtain a powder reputed to have aphrodisiac properties.

Tarak: A heavy, four-bladed iron axe employed by the Harakin tribes.

Tarkus: A species of murderous, quadrupedal carnivores, possibly a sorcerous hybrid of mangonel lizard, raknid, and tundra beast. The Kang of the Quan Empire use trained tarkuses as hunting beasts.

Thaecian: A tall, slender, and graceful people native to the isle of Thaecia. The Thaecians are skilled in the arts of enchantment and create many wondrous products and wares.

Thiasian: A member of a violet-skinned race residing on Eros Isle. Thiasians are known for their superior abilities as dancers, acrobats, jugglers, and performers of all types, as well as for their cheerful, extroverted manner.

Thrall: A race of giant albinos bred specifically for use as an army of slave warriors by the sorcerers of some ancient, now-forgotten land. It is the practice of the Thralls to cover their bodies from head to foot with colorful and elaborate tattoos as a means of expressing individuality; aside from differences in gender, all Thralls would otherwise look exactly alike.

Tirshata: The fabled future savior and ruler of the Za bandit tribes. An individual claiming to be the Tirshata has recently united the Za clans and sworn to lead all Sub-Men in an uprising that will wipe out the descendants of the Archaens.

Torquar: A secret society of torturers, assassins, and terrorists sworn to serve the Khadun of Rajanistan.

Transcendancy: A system of metaphysical theorisms and beliefs adhered to by the Ariane, who believe that all creatures and things are animate, incarnating entities.

Trivarian: A complex game favored by the dual-encephalons of Sindar but quite incomprehensible to non-Sindarans.

Tundra Beast: A particularly fierce, two-headed species of quadrupedal carnivore native to the northern regions of Talislanta.

Ur: A massive and malformed species of humanoid native to the wilds of Urag, with yellow-green skin, curved fangs, and brutish features. The Ur clans dwell in rude stone fortresses and build giant siege engines, which they use in battle against their foes.

Vajra: A species of stout, subterranean humanoids whose sturdy frames are covered with rows of overlapping scaly plates; they are subjects of the Quan. The Vajra are renowned as skilled builders and engineers.

Vird: A mongrel race related to the Rajans. Colloquially, the word serves as the basis for numerous derogatory remarks: "son of a Vird," "mother of a Vird," and so forth.

Xambrian: One of the few surviving members of a race subjected to genocide by the necromancers of Quaran. Xambrians are often called by the spirits of their dead ancestors to seek out and eliminate the reincarnations of their ancient enemies.

Yassan: A nomadic people skilled in technomancy, an art that allows them to repair, assemble, and modify just about anything that has working parts. The Yassan bear a deep distrust of Kasmirans, whom they suspect of stealing some of their trade secrets.

Yitek: A nomadic race known for its skill at recovering ancient artifacts from long-abandoned tombs. The recent interest in ancient secrets has raised the status of the Yitek, though many more fastidious folk are still dismayed by the morbid nature of their profession.

Yrmanian: A race of Sub-Men, most of whom have been driven insane by the ritual use of the drug skullcap.

Za: A member of one of the war clans that roam the Wilderlands preying on the civilized travelers of Talislanta. Recently united by their legendary leader, the Tirshata, the Za clans are preparing for an uprising of Sub-Men that greatly worries many of the peoples of Talislanta.

Zandir: A citizen of Zandu, the Paradoxist state that is the philosophical opposite of Aaman. The Zandir are an enthusiastic and easily excitable people given to flamboyant manners and exceedingly fanciful dress.

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