

TALISLANA



Fantasy
Roleplaying
Game

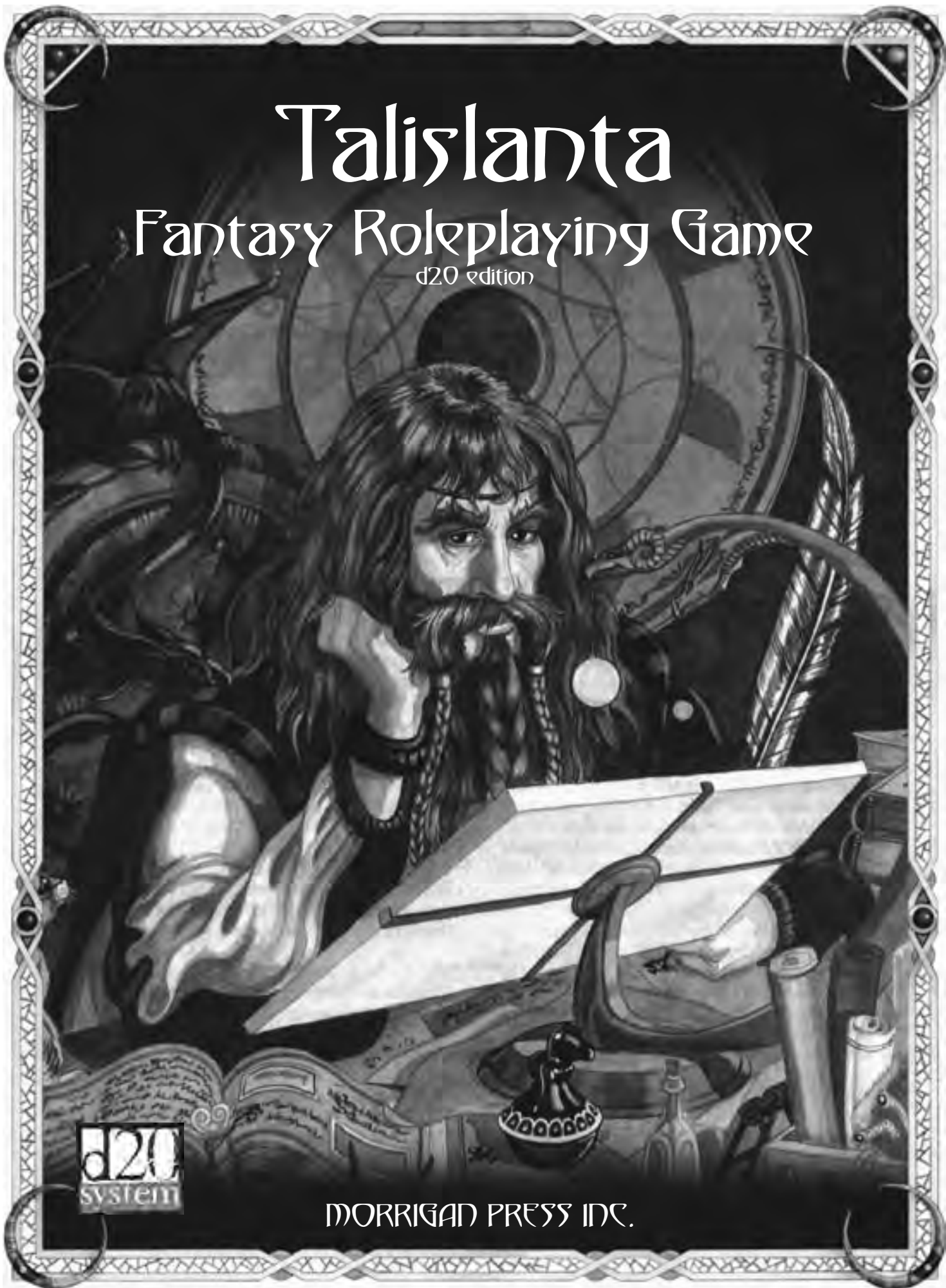


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Talisanta

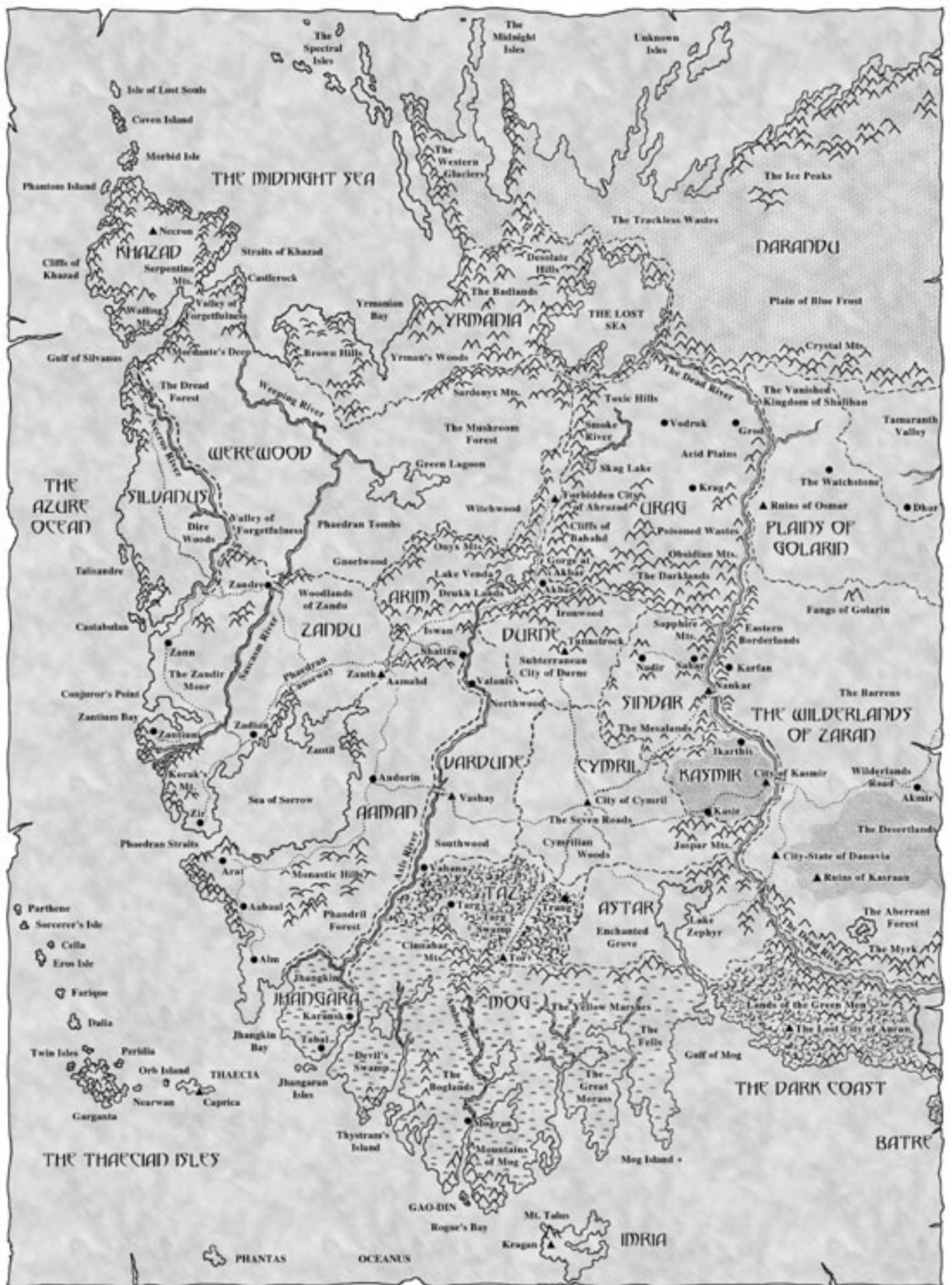
Fantasy Roleplaying Game

d20 edition



d20
system

MORRIGAN PRESS INC.





TALISLANTA

FANTASY ROLE PLAYING GAME
d20 EDITION

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To Hannah and Mhàiri

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This edition of Talislanta was designed under the Open Game License and d20 System Trademark License by Wizards of the Coast. As such, players familiar with other d20 games should find the concepts and ideas presented within readily identifiable. Great effort was made by the game designers to fit the d20 system around Talislanta and not vice-versa. Talislanta has a long and respected history in the RPG industry and great care was taken not to mess with the core of the world to force it into a game system for which it was not designed.

Older fans of Talislanta will recognize many of the same rules as previous editions of the game but will also notice that some of the sacred cows of Talislanta are gone. Archetypes for example are absent from this edition in favor of the more standard class and level system familiar to many gamers. That said, the classes, races, skills and feats of Talislanta have been carefully crafted around the world of Talislanta and thus are custom made for the Talislanta player.

One distinction Talislanta has had for many years is the elegance of its magic system. Tal fans will be pleased to see that not only have we kept this system largely intact but we have defined it in d20 terms, again, bringing the OGL and d20 STL to Talislanta and not vice versa.

Along with Core Rulebook I from Wizards of the Coast, this book is all you will need to begin adventuring in the fantastic and dangerous world of Talislanta. Again, experienced Talislanta fans will notice decidedly fewer character types than they may be familiar with from previous editions. No need to worry, if your favorite race or class didn't make it into this book, then it most certainly will appear in one of the number of other books and supplements we have planned for Talislanta.

In particular, due to space restrictions, only a handful of creatures and monsters are presented in this book.

That said, players wanting more monsters should look for the Talislanta Menagerie from Morrigan Press in the coming months (early 2005).

For spellcasting players, the Codex Magicus will be an invaluable tool, fully detailing Talislantan magic and containing many new magical character classes. In addition, several regional guides are also forthcoming. These will go into much greater detail of the various locales found on Talislanta.

Finally, for those looking for a more detailed overview of the continent of Talislanta, pick up a copy of the Chronicles of Talislanta (revised & annotated). Written by the renowned wizard Tamerlin, the Chronicles detail his travels around the continent and contain much more detail than we could squeeze into the world guide chapter of this book.

We hope you enjoy this new edition of Talislanta and have hours of fun playing in this unique world in the annals of roleplaying games.

SPECIAL THANKS

Special thanks goes to my wife for her patience, understanding and assistance in the preparation of this book. Thanks also to the following individuals without whom this book would never have existed:

Stephan Michael Sechi, Bob Rybak, PD Breeding-Black, Jonathan Elliot, John Harper, Adam Black, Colin Chapman, Aldo Ghiozzi, Ron Spencer, Trudy Andrews, Gary & Terry Agnew, Brian Agnew, Florence Spencer, Joy Cummings, and all members of the TalDev group.

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Web enhancements, the Talislanta mailing list, new character types, spells, equipment, the Fan Zone, and more!

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CHAPTER ONE

A TRAVELER'S GUIDE TO TALISLANTA

TALISLANTA: AN HISTORICAL OVERVIEW

In order to acquire an understanding of the modern-day Talislantan continent, the aspiring traveler should first learn something of its ancient past — a tenuous undertaking, as the history of Talislanta is unfortunately somewhat indistinct. The lack of reliable data concerning Talislanta's distant past can be directly attributed to the occurrence of an event known as The Great Disaster, a terrible cataclysm that laid waste to much of the Talislantan continent many centuries ago. What is currently known (or believed to be true) of this bygone epoch — gleaned from a smattering of ancient tomes, folk tales, and legends — may be summarized as follows:



THE FORGOTTEN AGE

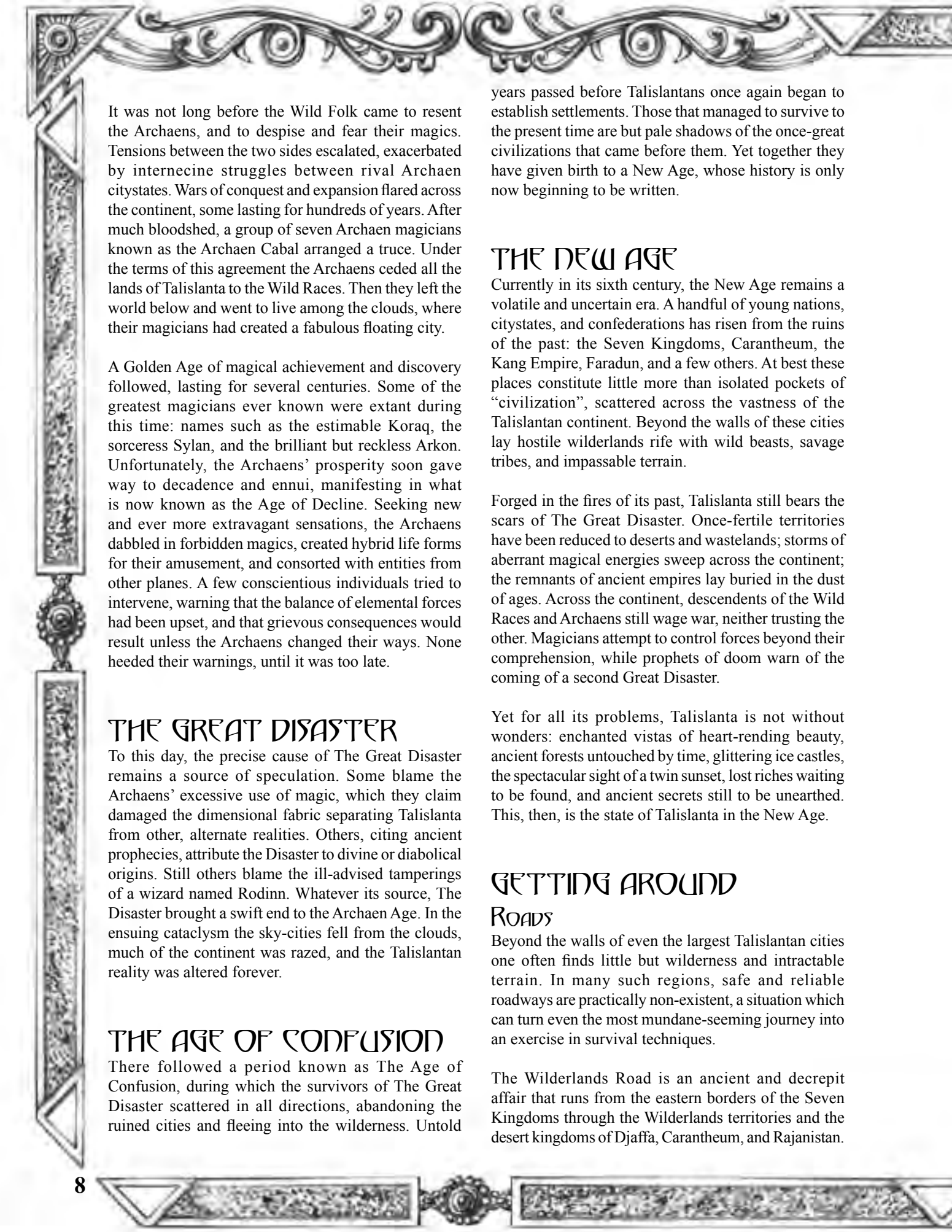
The period predating The Disaster, appropriately referred to by scholars as the Forgotten Age, can be divided into two eras: The Time Before Time, and The Archaen Age. The former period was dominated by

the fabled First Folk, humanoid peoples believed to have been of reptilian and/or amphibious origin; as records from this period are almost non-existent, very little is known of these folk. The mammalian humanoids known as the Wild Races (or “sub-men”, in the derogatory sense) appeared towards the end of this halcyon epoch, but remained subservient to the First Folk until the emergence of the Archaens.

Like the Wild Races from whom they were descended, the Archaens were a tribe of simple hunter-gatherers. One day they stumbled upon the remains of an alien ark or vessel, within which they found the secrets of a mysterious lore called Magic. Armed with their newfound knowledge, the Archaens united the Wild Races and embarked upon a great war against the First Folk. When it was over the First Folk had all been slain or driven from the continent, and the Wild Races ruled over Talislanta. So began the Archaen Age.

THE ARCHAEN AGE

At first, relations between the Archaens and their more primitive brothers were amicable. However, as the Archaens delved deeper into the arcane arts they grew strange and aloof. Using magic they altered their physical semblances, so that they began to look less and less like their feral ancestors. They laid claim to the best hunting lands, cut down forests, and erected walled settlements for their own people. Their settlements expanded, became cities, and then citystates.



It was not long before the Wild Folk came to resent the Archaens, and to despise and fear their magics. Tensions between the two sides escalated, exacerbated by internecine struggles between rival Archaen citystates. Wars of conquest and expansion flared across the continent, some lasting for hundreds of years. After much bloodshed, a group of seven Archaen magicians known as the Archaen Cabal arranged a truce. Under the terms of this agreement the Archaens ceded all the lands of Talislanta to the Wild Races. Then they left the world below and went to live among the clouds, where their magicians had created a fabulous floating city.

A Golden Age of magical achievement and discovery followed, lasting for several centuries. Some of the greatest magicians ever known were extant during this time: names such as the estimable Koraq, the sorceress Sylan, and the brilliant but reckless Arkon. Unfortunately, the Archaens' prosperity soon gave way to decadence and ennui, manifesting in what is now known as the Age of Decline. Seeking new and ever more extravagant sensations, the Archaens dabbled in forbidden magics, created hybrid life forms for their amusement, and consorted with entities from other planes. A few conscientious individuals tried to intervene, warning that the balance of elemental forces had been upset, and that grievous consequences would result unless the Archaens changed their ways. None heeded their warnings, until it was too late.

THE GREAT DISASTER

To this day, the precise cause of The Great Disaster remains a source of speculation. Some blame the Archaens' excessive use of magic, which they claim damaged the dimensional fabric separating Talislanta from other, alternate realities. Others, citing ancient prophecies, attribute the Disaster to divine or diabolical origins. Still others blame the ill-advised tamperings of a wizard named Rodinn. Whatever its source, The Disaster brought a swift end to the Archaen Age. In the ensuing cataclysm the sky-cities fell from the clouds, much of the continent was razed, and the Talislantan reality was altered forever.

THE AGE OF CONFUSION

There followed a period known as The Age of Confusion, during which the survivors of The Great Disaster scattered in all directions, abandoning the ruined cities and fleeing into the wilderness. Untold

years passed before Talislantans once again began to establish settlements. Those that managed to survive to the present time are but pale shadows of the once-great civilizations that came before them. Yet together they have given birth to a New Age, whose history is only now beginning to be written.

THE NEW AGE

Currently in its sixth century, the New Age remains a volatile and uncertain era. A handful of young nations, citystates, and confederations has risen from the ruins of the past: the Seven Kingdoms, Carantheum, the Kang Empire, Faradun, and a few others. At best these places constitute little more than isolated pockets of "civilization", scattered across the vastness of the Talislantan continent. Beyond the walls of these cities lay hostile wilderlands rife with wild beasts, savage tribes, and impassable terrain.

Forged in the fires of its past, Talislanta still bears the scars of The Great Disaster. Once-fertile territories have been reduced to deserts and wastelands; storms of aberrant magical energies sweep across the continent; the remnants of ancient empires lay buried in the dust of ages. Across the continent, descendents of the Wild Races and Archaens still wage war, neither trusting the other. Magicians attempt to control forces beyond their comprehension, while prophets of doom warn of the coming of a second Great Disaster.

Yet for all its problems, Talislanta is not without wonders: enchanted vistas of heart-rending beauty, ancient forests untouched by time, glittering ice castles, the spectacular sight of a twin sunset, lost riches waiting to be found, and ancient secrets still to be unearthed. This, then, is the state of Talislanta in the New Age.

GETTING AROUND

ROADS

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

The Wilderlands Road is an ancient and decrepit affair that runs from the eastern borders of the Seven Kingdoms through the Wilderlands territories and the desert kingdoms of Djaffa, Carantheum, and Rajanistan.

The safest means of traversing the Wilderness Road is in the company of a large and well-armed caravan or land ark, which affords some protection from Beastmen, Za bandits, and other malicious predators. The Phaedran Causeway runs from Zandu through Aaman, terminating at the western border of the Seven Kingdoms. A toll is charged at the gates of the Great Barrier Wall, which separates the two rival nations of Aaman and Zandu. The Seven Kingdoms has its own system of roadways, known as the Seven Roads. Six of these roads lead to the capitol of Cymril; the seventh road is the Underground Highway, a network of subterranean tunnels. The Seven Roads are of good quality, at least by Talislantan standards. The Emperor's Road winds its way through the eastern territories of the Kang Empire. The only thoroughfare on the continent that offers a semblance of security, it is well-maintained and heavily patrolled by cadres of Kang warriors. 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, and are covered in greater detail elsewhere in this Guide. With the exception of the amphibious Imrian slavers, few Talislantan sailors dare to venture into open waters, a phobia not entirely attributable to mere superstition. The seas and oceans surrounding the continent teem with dangerous creatures such as giant sea scorpions, as well as roving bands of Mangar Corsairs. Accordingly, most Talislantan sea vessels navigate by hugging the coastline.

MODES OF CONVEYANCE

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 there is little difficulty in obtaining a mount, generally at reasonable cost. Equus are the most common and reliable of steeds, and can be found across the continent. In arid or desert climes, aht-ra are preferred, as these creatures can travel long distances with little need for water. Squat and powerful, land lizards are best suited to the towing of carriages or wagons. In Carantheum, duneships and land arks are quite popular.

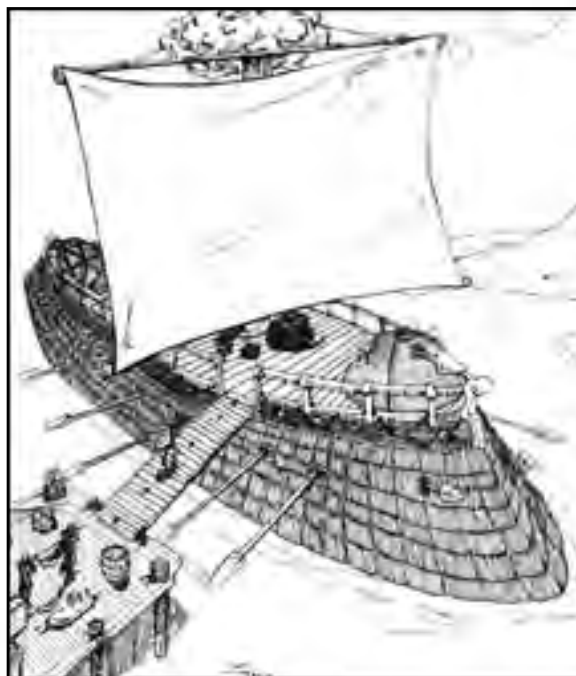
Several types of water craft are available in various

parts of Talislanta. Barges and flat-bottomed skiffs are ideal for navigating rivers and lakes. The finest sailing ships are the majestic dragon barques of the Sunra, though Mangar carracks are said to be swifter in open waters. Imrian coracles, drawn by giant cave eels called kra, are seaworthy but difficult to manage. The Zandir, Aamanians and Farad make serviceable galleys, though these vessels require large teams of slaves to man the oars. The capabilities of the ominous sailing vessels of the Black Savants, like 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 some what more proficient, using their bat-like 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 the 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 is also highly recommended.

THE SEVEN KINGDOMS

The territories designated as the Seven Kingdoms represent a loosely organized confederation of seven separate city states, each ruled by its own king. 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. The seven member nations of this unique confederation are: Cymril, Durne, Sindar, Astar, Taz, Vardune and Kasmir.

CYMRIL

Cymril is the erstwhile capitol of the Seven Kingdoms, this due as much to the country's central location as anything else. Here dwell the Cymrilians, the descendants of the Phandre, a race of wizards and magicians exiled long ago from the now-defunct Phaedran dynasty. Tall and slender in stature, they have pale green skin and hair, with golden eyes and placid features. There are no prerequisites 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.

Sweeping hills and light forest dominate much of the Cymrilian countryside, which is largely uninhabited save for scattered villages and hamlets. The greatest part of the population lives in the enchanting capitol



of Cymril, a city of convoluted spires and archways constructed almost entirely of green glass. Here, the Cymrilian magicians practice their arts, creating wondrous windships (sail-powered vessels which ride the winds), potions, powders and other magical adjuncts. Cymril's artisans are unsurpassed in the Western Lands, and are the continent's leading suppliers of amberglass, a crystalline substance with numerous practical uses in the field of magic. Caravans from many lands come here to trade for Cymrilian wares, aquavit (an expensive Cymrilian liqueur), and goods from across the Seven Kingdoms.

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

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. Nymph-like 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 gowns, shaded in hues complementing the colors of their butterfly-like wings, skin and hair: pastel blue, aquamarine, turquoise, violet, and rose, to name just a few.

The Muses of Astar are by nature flighty and irresponsible. Most are content to lay about, dreaming secret dreams, sipping the nectar of flowers, or gazing at butterflies, birds and Muses of the opposite sex. As the mood suits them, they may project a thought, an idea, or a mental picture to another Muse or some other

creature. All Muses possess this unusual ability, the range and scope of which supposedly increase with practice. The Muses have no 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.

The Muses of Astar have no king or queen, but 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 crowned king or queen, as the situation dictates. Though some few of curious bent become adventurers, most Muses are quite content to spend their lives in Astar. Were it not for the occasional visitor from Thaecia (whose people greatly admire the Muses' telepathic talents) or other parts of the Seven Kingdoms, few Muses would know little of the rest of Talislanta.

VARDUNE

Vardune is a densely forested region bordering the Axis River to the west. Its inhabitants, the Aeriad, are a race 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.

There are two sub-species 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 which glistens with a metallic sheen. A crested cox-comb of feathers adds to the distinctive appearance of these folk. By contrast, their manner of dress is simple and austere, and includes a short tunic and cape of plain viridian linen.

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 fruiting plants, became horticulturists. They soon adapted to their new existence, and their settlements grew and prospered.

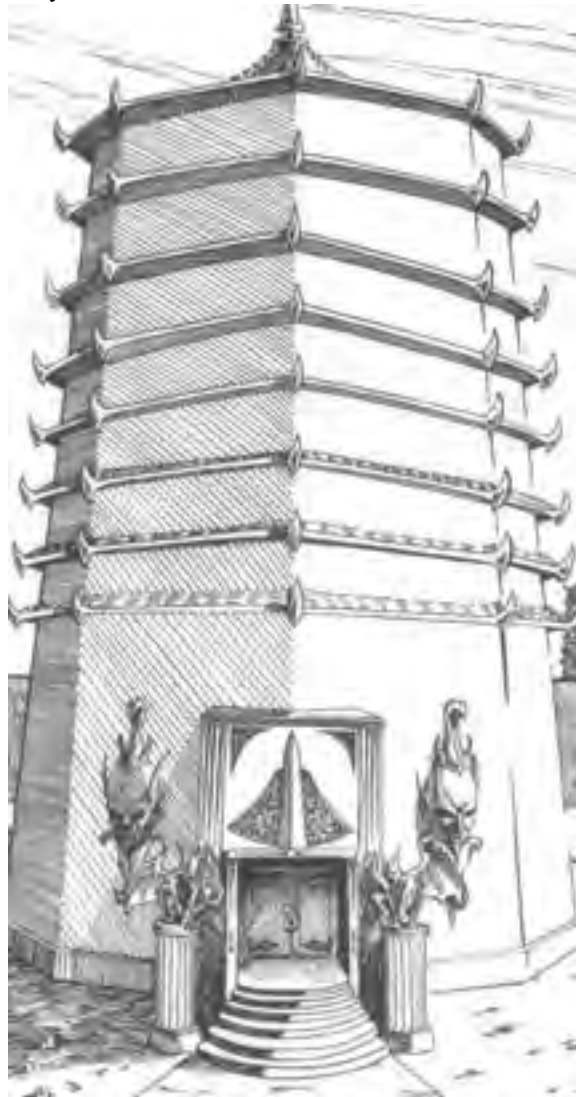
The largest of the Aeriad's settlements is the River City of Vashay, renowned as a producer of useful herbs and plants. Vashay's most important crop is viridia, a giant species of pod-bearing plant. The breathtaking bridge at Vashay and the triple-tiered terrace dwellings of the Aeriad are all made of woven viridia tendrils, as are many other products sold in this region. The plant's ten-foot long pods are filled with a fibrous down which can be spun into cloth (called viridian linen); the pods themselves, when cured, cut to specifications and lacquered, are of use in the making of small skiffs, wagons and roofing materials. The ruler of the Aeriad is the River King, who may be either a Blue or Green Aeriad.

DURNE

Durne is a land of grassy knolls, gently rising hills, and sparse woodlands. The folk who live here, known as the Gnomekin, are a diminutive race of humanoids that average just over three feet in height. They have nut-brown complexions, muscular bodies and wide-eyed, almost child-like 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 of Durne are quite strong, and are as agile and sure-footed as mountain goats. Their language sounds much like the purring of cats.

The Gnomekin have but a single settlement, the subterranean city of Durne. 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, underground lakes serving as

hatcheries for several species of subterranean fish and mollusks. The Gnomekin also grow amber crystals, raw materials useful in the making of magical orbs and scrying devices. Durne is ruled by an hereditary monarch known as the Gnome-King, a personage of some local renown. He is responsible for determining fair prices for the goods produced by his peoples, which are delivered via the underground highway to Cymril once each month. Additionally, the Gnome-King is commander-in-chief of the country's small but feisty army.



KASMIR

Kasmir is an arid region bordered to the south by the Jasper Mountains and to the east by the Wilderlands of Zaran. The folk who live here, called the Kasmir, 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 Kasmir 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 Kasmir are renowned throughout the continent as misers. Their metal smiths construct the most ingenious and elaborate locking mechanisms, traps and vaults. Kasmir money lenders and appraisers are unexcelled in their craft. They finance caravans, purchase and re-sell large quantities of goods, and lend money to fund ventures of many different sorts, typically at somewhat high rates. The Djaffir merchant tribes, who still do business with the Kasmir from time to time, commonly refer to them as “Tu-Beshal” (meaning “blood-suckers”, though the term carries certain lewd connotations as well).

The capitol city of Kasmir is a veritable fortress, guarded by mercenary Thralls from Taz. Here the Kasmir live in windowless stone towers, their doors barred and locked against thieves. The ruler of these people, known simply as the King of Kasmir, holds his job only as long as the wealthy Kasmir money-changers feel he is effectively representing their best interests. Should he fail to live up to their expectations, the King is beheaded and a new ruler chosen. Despite the high pay and numerous perquisites, the position of King is one which few Kasmir aspire to.

TAZ

Taz is a land of thick jungle fading into the swampy mire of neighboring Mog. Here lives the strange 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, the 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, the Thralls know no other life. Most serve as protectors of the Seven Kingdoms, guarding the various 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 Queen, as the case may be) of Taz. The position is open to challenge by duel once every

year, the winner being accorded ruling status.

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. They stand over seven feet in height, are emaciated in build, and have wrinkled, sandy-colored skin. Sindarans have a row of horn-like nodules running from the crown of the head to the back of the neck, dividing the brain into two independently operating organs. Their earlobes are long and distended, and a curved spur of bone protrudes from beneath the chin.

The Sindarans live in small communes, each situated atop a large mesa or some similarly prominent topographical feature. 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 and burnt umber, serve as the outer walls of the Sindarans' structures. Billowing gracefully in the warm breezes, the curtains provide a measure of privacy while retaining a feeling of wide-open spaces. Communication between Sindaran communes is possible by means of large, reflective crystals, mounted on tripod stands and used to flash messages from one outpost to the next. In this way, information may be passed rapidly throughout the country.



The Sindarans are renowned as collectors, from menageries of rare beasts to ancient scrolls, coins, curios and objects of art. To finance their private collections, they create fine wares of silver and precious stones (both common in the region), which they sell for gold in Cymril. When not preoccupied with their collections, Sindarans enjoy playing Trivarian, a complex game which other races find incomprehensible. The drinking of Skoryx, a potent liquor of rare qualities, is also a favored pastime. The national color of Sindar is orange.

At the eastern border of Kasmir is a great stone bridge which spans the yawning chasm known as the Dead River. Built by the Sindarans, the bridge is exceptionally sturdy, but a bit narrow. It will accommodate only a single wagon, or perhaps three mounted men riding abreast of one another, at a time. As such, large caravans can sometimes cause considerable delays when attempting to traverse the span. A toll of



one gold lumen per person five gold lumens per wagon or other conveyance) is collected by mercenary Thrall guards, stationed night and day at a fortified complex adjacent to the bridge. Alternatives to this costly route are limited to the free bridges at Sindar and Danuvia, both of which are constructed along similar lines.

The Seven Kingdoms' Council of Kings meets once a month at the Royal Palace in Cymril. Though relations between the member nations are usually good, the seven kings seem to be constantly squabbling over petty laws, tariffs, boundary lines, prices for trade goods, and so forth. A majority vote decides all issues, except in the case of a four-to-three decision, known as an "impasse." Whenever a Council ends in an impasse, there is no official ruling on the subject, and each kingdom is free to establish its own laws and guidelines on the issue in question until the following Council. As might be expected, this often leads to incredible confusion. Laws may change abruptly, curfews or new tariffs may be instituted, and prices for goods or tolls may fluctuate wildly.

Keeping the confederation secure from without, bands of Thralls, mounted on rugged Mangonel Lizards, patrol the northern and eastern borderlands in force. Contingents of Blue Aeriad guard the western and southern borders, plying the river in barge-forts and armed with crescent knives and dart throwers. It is little wonder, then, that the Seven Kingdoms are considered among the safest places on the 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 a 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.

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.

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.

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 primitive people 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 Badijan, 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 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, rodent-like 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 HADJ

The city-state of 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 Talislantan 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. Farad mercantilists have taken great interest in the city-state and since the year 609, Hadj has become renowned as a resort for wealthy Talislantans.

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 Kang 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 Torquarans and who now operate as wizard hunters; the dying race

of Kharakhan Giants and the Yitek, a race of nomadic tomb robbers.

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 faced perhaps its greatest challenge. After decades of prosperity, the kingdom found itself besieged by hostile forces on all sides. The unification of the Za tribes had damaged trade with the Seven Kingdoms, the Dracartans' primary source of vital trade goods and resources. To the south, the Khadun of Raj has amassed a great army, and a third war 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 Kang 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.

RAJ

The nation of Raj 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 their leader, the Khadun. The Khadun is the mystic ruler of the Nihilist Cult, formerly known as the Black Mystics, the state religion of Raj. 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.

Raj 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 war against their old enemies, the Dracartans.

THE EASTERN LANDS

CHANA

The jungles of Chana occupy a portion of the southeastern coast of Talislanta, from Faradun to the borders of the Kang 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 Kang 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.

THE KANG EMPIRE

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

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 slaves. 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.

The empire's major cities include the coastal city of Jacinthe, the coral city of Isallis, and the military outposts of Karang, Vishana, Shonan, and Hadran.

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 NORTHERN REACHES

Khazad

Khazad is a strange and largely unknown realm located at the furthest north western reaches of Talislanta. Inaccessible to all but the most determined travelers, its terrain is most forbidding. A line of precipitous cliffs runs the length of its western coast, and a ridge of mountains extends along its eastern borders. To the north lay fields of ice and snow; beyond this is the Midnight Sea, where sailors fear to go. The waters of the Gulf of Silvanus, rock-strewn and perilous, deny easy access from the southeast.

As a result of these impediments to travel, much of what is known of Khazad is based upon the accounts of the wandering Sarista tribes and the few hardy adventurers who have risked journeying to this isolated area. According to their accounts, the interior of Khazad is less than inviting. Patches of bleached and barren gall oak and deadwood stand like skeletons, silhouetted against a dreary, purple and grey sky. Broken and irregular lines of hills dot the landscape, interspersed with moors, quagmires, and stagnant ponds. The air is heavy with the smell of moldering vegetation, and exudes an unsettling, ancient quality.

Scattered throughout the country are ruins, evidently of some long-forgotten civilization. Though a few of the ruins have been plundered of their hidden secrets, many remain largely unexplored. Far to the north are vast burial grounds, denoted by row upon row of age-worn stone markers, or cenotaphs. Less frequently encountered are mausoleums of pitted stone, engraved with arcane symbols of obscure origin. Humanoid remains, entombed in massive sarcophagi of strange design, have been found in some of these crypts. Scholars of the New Age have theorized that these are the final resting places of the Thane, ancient ancestors of the Black Savants of Nefaratus.

There is a legend to the effect that a vast complex of ruins lies far to the north. 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 Sarista claim that the city is cursed, and say that it is death to enter it. Others believe that the Sarista tell such tales to frighten away would-be grave robbers from their own private plundering grounds.

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 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 tt.

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, and sections of Yrmania. The prophecies of the avian Gryphs of Tamaranth, which foretold the war of the Ice Giants against the other races of Talislanta and the extension of their rule over the entire continent, were once considered preposterous by scholars from the Western Lands, but now echo ominously from the past.

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.

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.

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 Talislanta. 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 CENTRAL REGIONS

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 SubMen, 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.

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.

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.. 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 SOUTHERN RIM

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 jungles, 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.

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.

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 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 Raj and Aaman.

JHANGARA

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.

Jhangara is a hot and humid land consisting mainly

of jungle, murky swamp, and bog that becomes progressively more dense and inhospitable to wards 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.”

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 swashbuckling 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 Raj and Faradun. Failing to establish a foothold on the Talislanta 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.

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, sloth-like 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 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

Rising ominously above the waters of the Far Seas is the Isle of Nefaratus, a shadowy mound of stone rimmed with jungle. A row of onyx towers dot the isle, each a hundred feet in height and decorated with the graven images of leering devils. Within, the inhabitants of Nefaratus gaze into mirrors of polished obsidian and work their strange enchantments and divinations. These are the Black Savants, members of a secret magical order that dates back to the Forgotten Age.

The activities of the Black Savants have long been subject to speculation. Their midnight-black vessels are rumored to sail the cursed waters which 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, copper-skinned devils. Others claim to have seen the black ships pull into certain port cities on moonless nights, only to depart before the coming of dawn.

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.

THAECIA

Thaecia is an island of rare and splendid beauty, located off the southwestern coast of the Talislantan 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 scintillating 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.

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.

THE THAECIAN ISLES

Islands in the Thaecian Isles chain include Peridia, a rocky isle known for its underwater grottos; DaWa, 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.

TALISLANTAN COSMOLOGY

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 ARCHAENS

Even as late as the year 600 NA, 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

High above 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 Drome, 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. Talislantans days have no names, but are referred to by number, as in the twelfth of Ardan, the thirty-seventh of Drome, and so on.

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

The Omniverse is a term used by Talislantans 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 Tallslanta 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 life forms, 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 demon lord by some Talislantans.





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 Soliman III to be the first ruler of Phaedra. A period of lasting 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	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	Soliman 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 Aeriad, who flee to the forests of what is now Vardune.
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 Thaecia. 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' 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 warchieftains, 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 Aeriad 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	Irnrian 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 Raj 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 Witch folk from Chana. Beginning of the Quarn 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 Raj is amassing an 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 quirk 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 Raj 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 Raj 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 Ariane 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.
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 Dracartan thaumaturges. His statue-like 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 Arimites' 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 Thaecia, but are easily repulsed by the magics of the Thaecian 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 Tanasian ethnic minority.
602	Imrian slavers annex the Isle of Batre.

603	A trio of Tanasians attempts to restore the old regime to power in Cymril. They fall when the Lyceum Arcanum comes out in support of the Wizard King. The Lyceum's secret archives are opened, and the Tanasian's discredited. Nymandre is tried and convicted of treason; he is placed in stasis and imprisoned in an impermeable orb. Ebonarde feels to parts unknown, while Naryx of the Gloved Hand disappears – some say he is 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.
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 Raj 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 war against the nation of Carantheum.
609	A consortium of Farad monopolists takes a great interest in the independent city-state of Hadj. Hadj begins to gain a reputation as an exclusive resort for the wealthy. Certain of the Hadjin Tombs are 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 Omnus 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. These 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.
621	Proven a fraud, the fledgling army of the Tirshata disbands with the fall of their charismatic leader. War is narrowly averted.

CHAPTER TWO

RACES & CULTURES

THE PEOPLES OF TALISLANTA

The humanoid peoples of modern-day Talislanta are remarkably diverse in outward appearance, exhibiting an uncanny variety of skin colorations, facial features, and bodily forms. Yet despite these discrepancies, the continent's humanoid inhabitants are all believed to be descended from one of four* root sources:

1. The Wild Races

Primitive tribesfolk such as the Yrmanians, Druhks, Za, Beastmen, Jaka, and Ur.

2. The Archaens

“Civilized” humanoids such as the Cymrilians, Phantasians, Thaeciens, Hadjin, Aamanians, Zandir, and Mandalans.

3. Neomorphs: Magical hybrids/mutations

A wide-ranging group consisting of hybrids such as Thralls, Muses, Bodor, Green Men, Araq, and Yassan; mixed breeds such as Rajans and Virds; magically evolved or devolved species such as the Gryphs and Aeriad; and magically mutated species such as the Ahazu and Moorg-Wan.

4. Extra-dimensional entities

Includes the Sindarans and Ariane; also, so-called demons, devils, and other entities who have come to Talislanta from other planes of existence.

** Although the Archaens are descended from the Wild Races, scholars of the New Age claim that the two races diverged and became distinct after the Archaens*

discovered how to use magic to alter their appearance. This theory is supported by the Wild Races as well; such is the ages-old animosity between the two peoples that neither race will acknowledge being related to the other. This should tell you all you need to know about Talislantan race relations.

CUSTOMS & CULTURES

To the neophyte traveller or explorer, Talislanta presents nearly unlimited opportunities for discovery and adventure. Conversely, the possibilities of disaster are at least as numerous, particularly for those unfamiliar with the many unusual cultures native to this realm. The foreigner is best advised to avoid incautious behavior at all costs; keeping a keen eye out for signs of trouble, tactfully acceding to the customs and beliefs of the natives (no matter how odd or irrational these may seem), and maintaining a degree of civility and decorum in public places. Travelling in groups of trustworthy companions, wielding cogent magics, and/or carrying concealed weapons on one's person are also advisable, unless one prefers trusting all to luck.

A NOTE ON BALANCE

Many different roleplaying games go to great lengths to ensure a proper balance is maintained between characters of different types. Talislanta has never been one of those games.

The sheer number of playable races makes balancing them all impossible. Talislanta has always been about the setting and as such, matters of balance are largely ignored. The focus of Talislanta has been, and should

be, about roleplaying. This means that certain character types might be less powerful than others in game terms, however this should have no bearing on the fun a player will have playing a lesser powered character. An Aeriad Botanomancer can be just as much fun to roleplay as a mighty Thrall or Kang warrior.

PLAYABLE RACES

With the sheer number of races and ethnicities found on the continent of Talislanta, it is impossible to include them all in one book. The playable races found in this chapter represent the most common groups that take up an adventuring lifestyle. There are races here from all over Talislanta with a concentration on those found regularly in and around the Seven Kingdoms region.

AAMANIAN

Stern of bearing, Aamanians have copper-colored skin, sculpted features, and deep green eyes. In order to promote the Orthodoxist ideal of “oneness in body

and spirit”, Aamanians use an extract of the bald nettle plant to remove all facial and body hair, thus achieving a sameness of appearance. Astringents and powders that whiten the skin are also used by many, as an expression of “purity”. Only the most modest attire is permissible in Aaman — colorless smocks, robes designed to conceal the figure, and caps of starched linen.

The Aamanians are descended from the ancient Phaedrans, rulers of an empire that once encompassed the greater part of the Western Lands. Aaman became an independent nation following the long and bloody Cult Wars, which pitted the Orthodoxists against the Paradoxists of neighboring Zandu.

Aamanian society is rigidly structured, and is based on a religious caste system. Higher caste Aamanians work in mercantile guilds, elite ranks of the military, or the clergy and its various branches. The lower classes work as farmers, laborers, vendors, or as conscripts in the infantry. Slaves are used for the most odious types of manual labor. They have no rights and are regarded as property, to be bought and sold as desired by their Aamanian masters.



Aamanians live in drab, whitewashed brick dwellings. The cubiform structures which pass for Aamanian architecture are all identical in appearance, and their cities are laid out in monotonous, square grids. Of decoration save for approved cult symbols and icons. Every Aamanian home has a small shrine with an All-Seeing Eye at its center. These icons can be found throughout Aaman: in the cities, villages, along roadways, and so forth. The symbols serve as a constant reminder that the Monitors, mortal representatives of Aa the All-Seeing, are always watching.

RELATIONS

Devout fundamentalists, Aamanians shun any form of merry-making or improper behavior, and are taught never to question the dictates of their superiors. Disagreement with Orthodoxist doctrine is considered tantamount to heresy, and may result in unpleasant consequences; a trip to the House of Penance is the usual remedy. Visitors from other lands are required to show respect for the local customs. Outsiders are constantly watched by Monitors in the service of the Knights of the All-Seeing Eye, from the moment they enter Aaman to the moment they leave. In this regard they are treated no differently from any other

RELIGION

High Orthodoxy is the official state religion; all other beliefs are regarded as heresy. Aaman's religious caste system is based on the acquisition and accumulation of mana, or "spiritual purity", which is measured in units known as "aalms". One can attain aalms by entering the priesthood or a Monastic Order, making donations to a temple, or by undertaking a pilgrimage to one of the cult's officially sanctioned holy places. In order of esteem, these are: the Well of Saints, which lies beyond the Volcanic Hills; the Watchstone, situated amidst the Plains of Golarin; the Red Desert in Carantheum; and several places of lesser significance.

It is the custom of Aamanians to bury their dead in plain iron coffins painted white and stamped with the All-Seeing Eye icon; even in death, the faithful cannot escape the all-knowing gaze of Aa. The pious are buried in white funerary shrouds, while those who died "in a state of sin" are buried in black. A stone tablet enumerating the deceased's final aalms total and cult status serves as a grave marker.

LANGUAGE

Aamanians speak a simplified version of High Talislan. Stripped of the flowery turns of phrase and flourishes

AAMANIAN RACIAL TRAITS

- -2 Charisma, +2 Wisdom
- **Medium Size:** As Medium-size creatures, Aamanians have no special bonuses or penalties due to their size.
- An Aamanian's base speed is 30 feet.
- **Bonus feat:** Faith or Zealot
- All Aamanians receive 4 free ranks in Knowledge (Orthodoxy)
- **Automatic Language:** High Talislan
- **Favored Class:** Warrior OR Magician (Priest background only)
- **Restricted Class:** Barbarian, Rogue

that are a part of High Talislan, the language sounds rigid, overly formal, and restrained. Aamanians converse mainly in clichéd cult dogma and quotations from Orthodoxist scripture. Gesticulation is practically unknown; Aamanians are taught to speak with the hands clasped together in the traditional gesture of piety.

NAMES

Male and female cult members always have the "Aa" prefix affixed to their names, as in Aamar, Aabas, Aalm, Aama. Converts to the faith are given an Aamanian name to distinguish them from "infidels".

ADVENTURERS

Aamanians rarely travel outside of their homeland except for mercantile business or on pilgrimage. The traditional enemy of Aaman is the nation of Zandu; their enmity dates back over five hundred years. The Great Barrier Wall, built after the Cult Wars of the early New Age, is all that separates the two rival states. Aaman continues to pursue a policy of persecution against all practitioners of witchcraft and pagan cults, particularly the Dhuna of neighboring Werewood. Arim is officially neutral as regards Aaman and Zandu; so are the Djaffir and Farad, whose interests in Aaman are strictly mercantile. The Seven Kingdoms has censured Aaman as a slave-state, and diplomatic relations and communications between the two nation-states are infrequent at best.

AERIAD

There are two sub-species 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. By contrast, their manner of dress is simple and austere, typically featuring a short tunic, loincloth, and a cape of plain viridian linen.

The Aeriad race is in the process of devolving from an avian to a ground-dwelling species. Their vestigial wings, once used for flying, have atrophied from disuse. For the majority of Aeriad, these appendages are now more decorative than functional, though they can still be used for gliding short distances. The Aeriad attribute the process of devolution to the after-effects of The Great Disaster, and believe that the problem is irreversible.

RELATIONS

Though they are of the same species, Blue and Green Aeriad have different outlooks on life. Blue Aeriad identify more closely with their avian ancestors. To these folk, their species' gradual transmutation is a form of "devolution", indicative of the decline of a once-great people. Blue Aeriad yearn to recapture the glory of the past, when their ancestors flew free upon the winds. To this end Blues sometimes seek the companionship of Gryphs, an avian species to whom Aeriad are closely related. Some Blues have even been known to mate with Gryphs in an attempt to reinvigorate their line, or at least retard its further devolution.

Green Aeriad regard the transition of their species as "evolutionary", rather than "devolutionary". While they also have great respect for their ancestors, Greens tend not to dwell upon the past. They believe that the future of the Aeriad is among other ground-dwelling peoples, such as the Cymrilians and Sindarans. Like Blues, they are protective of the natural riches of their forest home, though most Green Aeriad express this through their interest in horticulture and botanomancy. By enriching their environment and increasing Vardune's natural resources they hope to ensure the future survival of their species.

RELIGION

Blue and Green Aeriad revere the deity called Creator, whom they depict as a great winged humanoid with rainbow-colored plumage. Blues and Greens gather together to roost in the branches of great span-oak "temples" and raise their voices in the ancient songs of their ancestors. Many of these songs are about the "Tree of Life", which Aeriad believe is the ancestral home of the first avian race, from whom the Aeriad and Gryphs are descended. When an Aeriad dies, his body is covered with a shroud of woven vines and laid to rest amidst the uppermost branches of a great viridia

AERIAD RACIAL TRAITS

- -2 Strength, +2 Dexterity
- **Medium Size:** As Medium-size creatures, Aeriad have no special bonuses or penalties due to their size.
- An Aeriad's base speed is 30 feet on land. Aeriad may also fly a limited distance using their wings. Their flying speed is 60 ft. but they are limited to a maximum of 6 rounds in the air.
- +2 racial bonus to Knowledge (herbalism) (Green Aeriad)
- + 2 racial bonus to Spot checks (Blue Aeriad)
- Bonus feat: Botanomancy (green)
- Bonus feat: Aerial Combat (blue)
- Automatic Language: Low Talislan
- *Weapon Familiarity:* Aeriad may treat the tri-bow, dart thrower and crescent knife as martial weapons rather than exotic weapons.
- Favored Class: Scout (Blue) OR Magician (Green)
- Restricted Class: Barbarian

tree; a ritual signifying the Aeriad's connection to the Tree of Life.

LANGUAGE

Aeriad speech is characterized by a slight stutter, evident only on words which begin with a hard "C" or "K" sound. This occurs because the Aeriad's vestigial beak has not yet evolved (or devolved) sufficiently to allow for all nuances of the Talislan tongue.

NAMES

Common names tend to sound like bird-calls, as in Kree-Kya, Cha-Chik, Kee-Ree, etc.

ADVENTURERS

Located far to the west, Vardune feels less threatened by the presence of the Za and other Wilderlands tribes than most of the other states in the Seven Kingdoms confederation. Even so, Blue Aeriad often volunteer to serve as aerial reconnaissance in the Borderlands Legion and throughout the Seven Kingdoms. Green Aeriad,

may be found far from their forest homes practicing the art of Botanomancy or otherwise seeking rare and exotic plant life.

AHAZU

These fierce, four-armed folk may exceed seven feet in height, and are quite imposing to behold. They have bright-yellow skin, with fiery red markings lining the face and neck and running down the back of the arms, legs and spine. Their features are almost demonic: sloping forehead, forked tongue, thin nostrils, and dark-green, pupil-less eyes vacant of mercy or compassion. Long and lean of build, Ahazu dress in reptile-hide loincloths, with numerous thongs tied below the shoulder and at the elbows, wrists, knees and ankles.

Ahazu are beset by dark moods and governed by strange passions that other races do not comprehend. They are prone to fits of shan-ya; literally, "battle madness". When "the rage" is upon them, Ahazu will attack any living creature in their path, even their own comrades. In such a condition Ahazu are completely devoid of fear, feel no pain, and attack with incredible ferocity – it is said that a single Ahazu in shan-ya can sometimes kill a dozen or more foes in the span of just a few moments. To die during a fit of shan-ya, slaying enemies by the score, is considered the greatest possible death for an Ahazu warrior.

Ahazu adhere to a secret warrior code that prohibits them from attempting to escape if captured in battle, which is considered a grave humiliation. If taken in such a manner an Ahazu becomes the captor's slave for life. The pact can be broken only if the captor assaults the slave, at which point the Ahazu will be free to do as it pleases. This arrangement can be deceptive, however, as an angry Ahazu may regard even an accidental bump or touch as an "attack".

RELATIONS

Most Talislantans who are aware of the existence of the Ahazu regard them as fierce, blood-thirsty savages. Such impressions are not far from the mark. The Ahazu have no known ties to any other tribe, race, or nation. They mark the Moorg-Wan as their ancient enemies and territorial rivals, and often engage in vicious battles with the swamp people. Ahazu will never do harm to a Green Man, believing that such actions anger the ancient Forest Gods, and may yield terrible consequences.



RELIGION

The Ahazu have no spellcasters, and consider magic the domain of cowards and weaklings. They are said to revere a secret warrior-deity, whom they believe determines the outcome of all battles. Ahazu observe no formal rituals or holidays as regards their secret deity or any other occasion. To die anywhere but in battle is considered dishonorable.

LANGUAGE

These folk have their own language, called Ahazu, which is typified by harsh shrieks and yells, frequently punctuated by violent gestures and the brandishing of weapons.

NAMES

Common names include Y'azu, K'yaz, I'zu, S'azu, Y'ozu, A'zu, and so on. Ahazu have no written language.

ADVENTURERS

Ahazu excel at jungle warfare, their striated coloration enabling them to blend into the surrounding vegetation. 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



(see sidebar).

Ahazu On The Warpath

The Thrall warrior, Cesta, once worked as a mercenary guard on an expedition into the Junglelands. Her account of an attack by a band of Ahazu follows.

“Far in the distance I heard the fierce howls of an Ahazu band on the warpath. There was little time to take defensive action. We herded the mounts into a grove of parasol trees and took cover behind a stand of thornwood. A moment later the Ahazu war party came into view, running towards us through the dense undergrowth. Now I understood the reason for the Ahazu’s striated skin: it helps them blend into the jungle shadows, and makes them difficult to see clearly. We fired our crossbows as the first line of warriors came into range. The Ahazu took several casualties, but kept on coming. The magician, Balmundos, prepared to send a spell of fire into their midst. The Ahazu unleashed a hail of three-bladed throwing knives. That was the end of Balmundos.

Another second and the Ahazu were upon us, leaping and scrambling over the thornwood barricade. In close combat, the four-armed warriors had a decided advantage. I countered with wide strokes of my greatsword, using the long blade to keep the attackers at arm’s length - an excellent strategy, but an inadequate response, for the Ahazu were too many. They overran our position, and soon I was the only one of my group still standing. Surrounded and outnumbered, I could think of no response but to fight until the end. Suddenly one of the Ahazu let out a blood-curdling scream. Frothing at the mouth, he set upon his own companions like one possessed, wielding a three-bladed knife in each of his four hands. From the other Ahazu I heard the cry, “Shan-Ya!”, repeated several times. While they were occupied with the mad one I made a strategic withdrawal into the jungle.”

AHAZU RACIAL TRAITS

- +2 Dex, -2 Int, -2 Cha
- Medium Size: As Medium-size creatures, Ahazu have no special bonuses or penalties due to their size.
- An Ahazu’s base speed is 30 feet.
- Bonus feat: Multiple Attacks
- *Shan-Ya Battle Madness* - Whenever an Ahazu enters combat, he must roll a d20 to avoid entering a Shan-Ya battle madness. On a roll of “1”, the Ahazu has entered Shan-Ya. Shan-Ya provides the Ahazu with a bonus +2 to STR and CON but a -2 penalty to AC. While under the effects of Shan-Ya, the Ahazu may not use any skills or abilities that require patience and concentration. Additionally, the Ahazu will attempt to engage anyone within range in combat, whether friend or foe. While under the Shan-Ya effect, the Ahazu character will attack the nearest target and continue to do so for 1d10 rounds.
- *Weapon Familiarity*: Ahazu may treat the gwanga and matsu as martial weapons rather than exotic weapons.
- Automatic Language: Ahazu, Sign
- Favored Class: Barbarian
- Restricted Class: Scholar, Magician

ARIANE

The Ariane are striking in appearance. They have skin the color of onyx, long snowy-white hair, and grey eyes flecked with sparkling silvery motes. Tall and slender of build, Ariane exhibit a grace and serenity approximated only by the enchanting folk of Astar or Thaecia. Their mode of dress is simple but elegant: their capes, flowing garments and high boots are all made of spinifax, a silken cloth derived from the flax-bearing pods of the thistledown plant.

The Ariane are the oldest of Talislanta’s inhabitants. The fabled mystic, Hotan, referred to them as “the Elder Ones”, and claimed to have discovered Ariane records dating back to the Time Before Time. Talislantan scholars now believe that the Ariane were originally not native to Talislanta, but came here ages ago when their own home was ravaged by a terrible cataclysm.

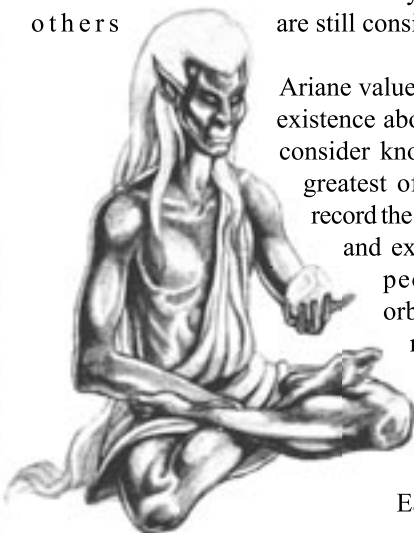
In the north central region of Tamaranth, surrounded on three sides by the purple-hued peaks of the Amethyst

Mountains, is a sylvan valley of rare beauty. The woods here exude an ancient magic, as if permeated with the essences of a forgotten age. At the foot of the mountains stands the maze-city of Altan, home of the Ariane. Altan is a fabulous city carved from a single mound of violet stone, using only magic.

Ariane dwellings are enchanting creations of smoothly polished arches, tunnels, and spirals of violet stone. Furnishings of living plants and trees decorate the interior of these structures, no two of which are alike. Water is provided by running streams, which pass through and amongst the Ariane dwellings, gathering in pools and grottoes. In all the city, there is not a single door or lock — no Ariane would ever steal from another.

The ways of the Ariane are difficult for others to comprehend. On the surface, they seem closed and introspective, as if dreaming or lost in thought. In truth, the Ariane possess an altogether different view of the world than most Talislantans, and are practitioners of the mystic doctrine known as Transascendancy — a philosophy based on the concepts of reincarnation and animism.

The Ariane's belief in Transascendancy has influenced their culture in many ways. To the Ariane, all creatures great and small, and even inanimate materials such as stone and water, are alive. Fearing to do harm to some reincarnating lifeform, the Ariane eat only ripened fruits and vegetables. Their tools and utensils are fashioned from stone or dead wood, never from living trees. Ariane make a distinction between physical age and "spiritual age"; i.e., 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".



Ariane value the experience of existence above all things, and consider knowledge to be the greatest of treasures. They record the collective histories and experiences of their people on tamar - orbs of violet stone, magically imbued with the thoughts and memories of those who create them. Each Ariane has his

or her own tamar, within which is contained the sum total of that individual's experiences. The devices are also used to contain messages, historical data, and other information. By the exchange of tamar, the Ariane are able to communicate their thoughts and feelings in ways which mere words cannot convey. The great obelisk that stands at the center of the maze-city of Altan is actually a massive tamar, which has served as a repository for the accumulated knowledge of the Ariane and their ancestors for countless centuries.

RELATIONS

The Ariane are strict neutrals; they never involve themselves in the affairs of other peoples or governments. Secure in their hidden city they have remained aloof from the affairs of other Talislantans for thousands of years.

RELIGION

Joined in spirit as members of the nature-oriented "cult" of Transascendancy, Ariane are able to commune with all things in nature (see sidebar). Masters of Transascendancy claim to be able to "read" a person's past lives. High Masters of the art are reportedly able to maintain a constant consciousness throughout any number of future incarnations, and can choose the nature of their successive future reincarnations. To the Ariane, time is "the river upon which all living things flow enroute to their next incarnation". "Following the river" in astral form, High Masters are said to be able see into the past or the future.

When an Ariane dies, there is no mourning. It is merely part of the cycle of life, death, and renewal. The body is returned to the earth, and the spirit moves on to its next incarnation. Finally, the deceased's tamar must be brought before the great obelisk at Altan, so that his life experiences can be transferred within.

LANGUAGE

All Ariane are fluent in the Elder Tongue, old Archaen, and common Low Talislan. Additionally, their Transascendant abilities allow them to commune with all things in the natural world.

NAMES

Among their own people, Ariane do not use names, for each knows who the other is.

ADVENTURERS

The majority of the Ariane spend their entire lives

ARIANE RACIAL TRAITS

- +2 Intelligence, +2 Wisdom, -2 Strength
- **Medium Size:** As Medium-size creatures, Ariane have no special bonuses or penalties due to their size.
- An Ariane's base speed is 30 feet.
- Bonus 4 skill points at first level.
- *Commune with Nature:* All Ariane may spend 10 meditating to become one with nature, attaining knowledge of the surrounding territory. With a successful Concentration check (DC 15), the Ariane instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.
This racial ability operates in a radius of 1 mile per character level of the Ariane. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per character level. This ability may not be used in an urban or unnatural environment.
- **Spell Immunity:** Ariane are immune to all mind-affecting spells and spell-like effects. Ariane characters are assumed to automatically succeed on any required saving throw vs. mind-affecting spells.
- **Automatic Language:** Archaen, Elder Tongue, Low Talislan
- **Favored Class:** Scholar (savant specialty)
- **Restricted Class:** Barbarian, Rogue, Warrior

in the city of Altan, where they strive to master the secrets of Transcendancy. Yet for some, the search for enlightenment requires them to journey beyond the Forest of Tamaranth, perhaps even to distant lands. Such individuals are known as a Druas, meaning "seeker". Ariane encountered outside of Altan will always be Druas, who have left the maze-city to gather experiences in the outside world.

ARIMITE

A dour and moody lot, the Arimites are swarthy of complexion, with long black hair and dark, deep-set eyes. The customary mode of dress in this region

consists of sackcloth garments, animal-hide boots, and bulky fur vests, accented with wristbands, ear-rings and knives made of black iron.

The origin of the Arimites is uncertain; some say they are descended from Farad traders, who sometimes sail to Arim via the Axis River, and the wild tribes known as the Drukhs. The Arimites hotly deny such claims, and state that they are a distinct and unique ethnic group whose ancestors have occupied the hills of Arim since the Time Before Time.

The population of Arim is divided between the country's rural and urban areas. Rural Arimites dwell in stone huts with thatched roofs and dirt floors. They live under a feudal-type system, with wealthy land owners providing arable land and protection to families in return for half of what they grow or raise. Their urban counterparts dwell in houses made of stone with black iron sheeted or plated roofs, typically streaked red with rust. All Arimite dwellings have heavy wood and reinforced iron doors and shutters, which are always locked to keep out assassins and thieves.

Arimites subsist on grains, wild game, erd's milk, erd cheese, tubers, and domesticated livestock. Roast avir is a particular favorite. In the outlying hill regions, Arimite hunters and trappers still subsist primarily on wild game, as did their ancestors.

The clan is the foremost unit of Arimite society, a holdover from tribal days. Blood ties are strong, and often take precedence over local law. Arimites excel at knife-throwing, which serves both as sport and as a form of self-defense. Most carry a throwing knife or two with them at all times, thereby helping promote the generally unsavory image that these folk bear among other Talislantans.

The Arimites are a humorless people, most of whom live hard lives as miners of the country's considerable mineral wealth. They favor chakos, a fiery liquor brewed in black-iron kegs. Abuse of this potent intoxicant is widespread in Arim, especially among the overworked miners, who seek escape from the tedium of their existence. Even discounting the influence of chakos, various forms of pathologically deviant behavior seem to be ingrained traits among these folk. Accordingly, the Arimites bear a reputation in other lands as cut-throats, an assessment which experts say is not without merit.

The theme of revenge runs through Arimite culture. Arimites have long memories, and never forget an

ARIMITE RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Arimites have no special bonuses or penalties due to their size.
- An Arimite's base speed is 30 feet.
- Arimites receive a +2 racial bonus when using Thrown Weapons
- All Arimites receive a bonus feat at first level
- Bonus feat: Weapon Focus (dagger)
- Automatic Language, Low Talislan
- Favored Class: Rogue
- Restricted Class: None

affront or insult. This is most evident in the history of the Revenant Cult, a secret society that specializes in revenge-for-hire. Anyone who can afford their fees — which range from as little as ten silver pieces to over 100,000 gold lumens — can obtain the services of the cult. This is done by the simple method of posting a notice in some public place. The prevalence of the cult is such that a Revenant, attired in customary night-grey cloak and veil, will perform the desired service by the following day.

Government officials,
common laborers,



merchants, and even jealous lovers and irate housewives have all been known to employ the services of the Revenants to settle disputes or avenge affronts.

The popularity of this impersonal means of seeking redress is such that, in most parts of Arim, the mere shaking or brandishing of a change purse is considered suggestive of a threat to hire the Revenants. The only way for an intended victim to cancel a Revenant contract is to buy it back — at twice the original price.

RELATIONS

The Ur clans of neighboring Urag and their allies pose a constant threat to the Arimites, and are greatly despised. The Darklings of Urag are regarded as thieves, baby-stealers, and bogey-men, and are usually killed on sight. The Arimites have waged war against the Drukh tribes for over a thousand years, and there is much bad blood between the two. Arim is officially neutral as pertains to Aaman and Zandu.

RELIGION

Arimites are agnostics who place little faith in a supreme being. They rarely practice magic, which most regard as a pastime that only the wealthy or highborn can afford. Still, some dabble in the arcane arts or practice witchcraft, and a few Arimites become accomplished wizards. Arimites bury their dead without ceremony.

LANGUAGE

Arimites speak a version of Low Talislan, liberally flavored with an impressive variety of curse words and epithets. Their dialect is considered crude and uncouth, even by others who speak Low Talislan.

NAMES

Common names for males typically consist of two

syllables, such as

Hakmir, Yaku, and Abdul. Female names usually have three syllables, like Hakmira, Yakuo, and Abduli.

ADVENTURERS

Arimite adventures can be found across the length and breath of Talislanta. Life in Arim can be grim and many seek to escape this land through adventuring.

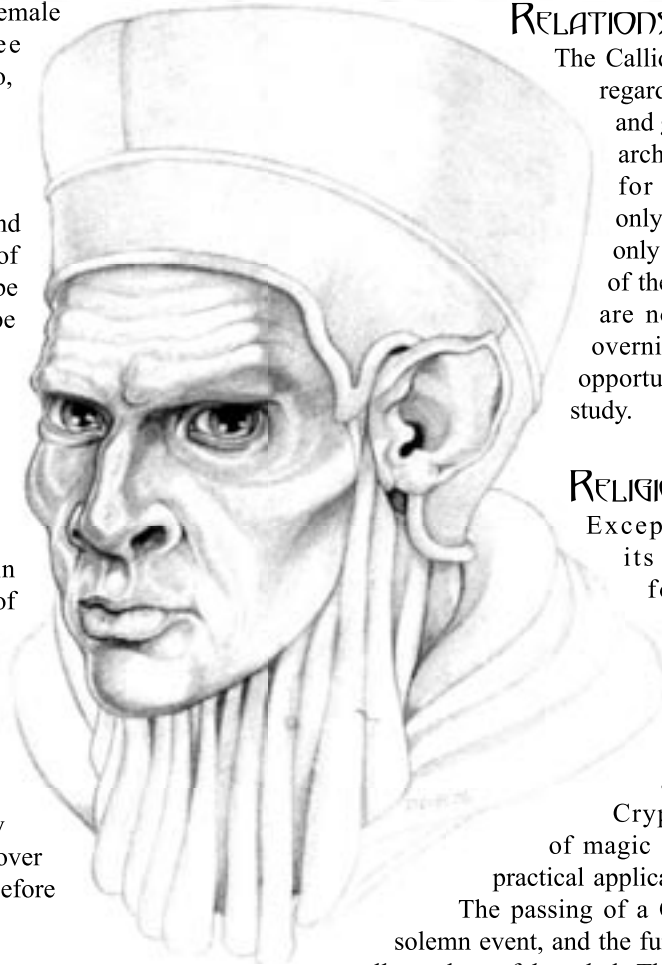
CALLIDIAN

Tall and frail in stature, the Callidians have skin a deep orange in hue. They dress in starched headdress and robes of yellow linen, and walk with a slow and stately gait.

Callidians are direct descendents of a sect of magician-scholars who once lived in the city of Jaalad. They can trace their ancestry back over a thousand years, to the time before The Great Disaster.

The Callidians are members of a cabal that has helped preserve and maintain the Library of Jalaad since the time of the Great Disaster. They are the keepers of a purportedly vast archive of ancient lore, recorded on stone and metal tablets, faded scrolls, texts, and enchanted orbs. It is believed that perhaps as many as two hundred Callidians live in Jalaad, forming an insular and largely self-sustaining community. Their people live inside the Library, in quarters set aside expressly for their purposes. They are assisted by Monads, who tend the gardens where tubers and provender plant are grown under ancient orbs of illumination.

Callidians choose mates on the basis of wisdom and knowledge; in this society, the most studious and knowledgeable individuals are accorded the greatest respect. Children begin extensive education in linguistics and other fields of study by age three. After centuries upon centuries of inbreeding, the Callidian people have grown wan. Alchemical infusions have long been required to prevent sterility, and also to extend their lifespans.



RELATIONS

The Callidians are neutral as regards all other peoples and governments. Their archivists are available for consultation, but only by permission, and only during certain hours of the week. As visitors are not allowed to stay overnight, this limits the opportunities for extended study.

RELIGION

Except as pertains to its role in history, foreign cultures, and mythology, Callidians have little interest in matters of religion. They are skilled in

Cryptomancy, a field of magic that has numerous practical applications to these folk.

The passing of a Callidian is a most solemn event, and the funeral is attended by all members of the cabal. The deceased is laid to rest along with his or her ancestors in an underground crypt located far beneath the Library of Jalaad.

LANGUAGE

Callidians possess the ability to comprehend and converse in almost all languages. They are experts at analyzing and deciphering all types of written works, including ancient texts and charts.

NAMES

Common names have archaic sound, such as Callidius, Cronus, Galius, Hiberius, and Malius.

ADVENTURERS

Callidians are serious and studious by nature. They prefer to spend their time reading, and are normally averse to frivolous behavior. Every Callidian specializes in at least one field of knowledge, and may have familiarity with a number of minor fields, as well. Though rich in wisdom and lore, Callidian society is essentially stagnant, and has remained unchanged for

CALLIDIAN RACIAL TRAITS

- +2 Int
- Medium Size: As Medium-size creatures, Callidian's have no special bonuses or penalties due to their size.
- A Callidian's base speed is 30 feet.
- +4 racial bonus to Decipher Script skill checks.
- Bonus feat: Cryptomancy. Callidians may cast spells of the Cryptomancy Order regardless of their character class. They start play with 2 spells and gain one new spell every 5 character levels.
- Automatic Language: Choose 6 languages
- Favored Class: Scholar (savant specialty)
- Restricted Class: Barbarian, Rogue, Scout, and Warrior.

over a thousand years. Some Callidians can be found adventuring, normally seeking out lost tomes or ancient knowledge.

CYMRILIAN

Tall and slender in stature, Cymrilians have pale green skin and hair, with golden eyes and handsome features. All types of exotic apparel are in vogue, with magical enhancements used to alter appearance as desired.

The Cymrilians are descended from the Phandre, a people related to the ancient Archaens. Exiled from the old Phaedran Empire, the Phandre fled eastwards and settled in the woodlands of Cymril. In time they established an independent citystate, which came to be known as Cymril.

RELATIONS

The Cymrilian people are divided into three political groups, each of which had their origins among the ancient Phandre. The most numerous are the moderates, or Koresians, who comprise about 95% of the population. These folk are flexible in their views, and have no great attachment to the old ways of their ancestors. The conservatives,

or Tanasians, make-up less than two percent of the population. Once the ruling class of Cymril, they are known for their strict adherence to tradition and stern views regarding magical lore, which they believe should not be shared with other peoples. Following an unsuccessful attempt to usurp control of the monarchy, most Tanasians were exiled or fled to distant lands. The few who remain in the citystate are regarded with some suspicion by other Cymrilians. The third group, comprising about three percent of the population, is known as the radicals, or Pharesians. Most Pharesians left the citystate long ago, protesting against the discriminatory practices of the conservatives. Many became peddlers of magical paraphernalia, traversing the Cymrilian countryside and beyond.

RELIGION

Cymrilians are not an especially devout people. Most are more interested in magic than religion, which is not surprising given the peculiarities of Cymrilian culture. Though practicing magicians make up less than one-tenth of the populace, Cymrilians of all ages possess an insatiable curiosity as pertains to magic.



CYMRILIAN RACIAL TRAITS

- +2 Intelligence, -2 Constitution
- Medium Size: As Medium-size creatures, Cymrilians have no special bonuses or penalties due to their size.
- A Cymrilian's base speed is 30 feet.
- Cymrilian characters gain an Order feat at 1st level. They may select from: Elementalism, Natural Magic or Wizardry
- Bonus feat: Magical Aptitude
- Automatic Language: Low Talislan, High Talislan
- Favored Class: Magician

Cymrilians inter their dead in crystal sarcophagi, a practice that goes back hundreds of years to the founding of the nation-state. The color of the crystal used in the making of these funerary devices has varied from one age to the next, though until recent times variations of green and yellow were the most popular hues.

LANGUAGE

Cymrilians converse in either High or Low Talislan, depending upon their profession, level of education, and purported degree of sophistication.

NAMES

Common names are derived from old Archaen nomenclature, as in Celene, Cirelle, Califax, Merdigan, and Pandaran.

ADVENTURERS

Cymril plays an important role in the Seven Kingdoms, both as a supplier of magical wares and as an integral part of the confederation's defenses and diplomatic efforts. Cymrilian ambassadors represent the Seven Kingdoms' interests in many foreign countries, including Carantheum, the Independent Citystates, the Western Lands, and even the Kang Empire. Likewise, Cymrilian adventurers can be found the length and breadth of the continent seeking lost magics or other treasures.

DANELEK

The Danelek have glossy black skin, and stark white hair, which is worn in long dreadlocks. They dress in loincloths and sandals, their warriors wearing ornaments such as feathers, ear and neck rings, bones, stripes of paint, animal claws, and the fingers of slain victims.

Some say the Danelek are a lost tribe of Dracartans who passed through the Plaguelands en route to the western Wilderlands, and were changed in mind and body.

The Danelek tribes roam the Barrens region of the Borderlands, hunting for land lizards and wild game. They also mine the salt flats for rock-hard salt crystals, which the tribes trade to other peoples. A Danelek tribe may consist of twenty-to-forty families, all living together in huts fashioned from blocks of salt. Danelek society is governed by a caste system, at the top of which are the Warriors. Shamans are next, followed by Hunters and Traders.

The Danelek are a primitive people of harsh and occasionally cruel habits. Travelers passing through the Barrens may be amused by the fact that the Danelek perspire through their tongues as well as their pores. Showing such amusement is ill-advised, as the Danelek do not take lightly to being ridiculed. Danelek warriors are protective of their tribe's territories, and will attack small caravans or groups of travelers who stop to drink from their oases without permission. Stealth, ambush or a stab in the back are all permissible under their code of conduct.

RELATIONS

Danelek tend to prefer the company of their own kind, and are generally distrustful of strangers. Their tribes have trade relations with some of the Orgovians, Djaffir, and even the Za, but rarely associate with other folk. The Danelek practice of ambushing travelers who stop at their oases has not endeared them to many other Talislantans.

RELIGION

Danelek worship the Creator, who is said to have given their people salt, spring rains, and the oases: the necessities of survival in this harsh land. Danelek shamans are skilled in the healing arts, and are said to have some small talent for divining the location of water and salt crystals. However, few have actual spell-casting abilities. Danelek preserve the bodies of their dead with salt and bury them deep in underground ossuary.



LANGUAGE

Most Danelek are able to converse both in Low Talislan and Sign. The oral history of each Danelek tribe is kept by its Naz, who passes the stories down from one generation to the next.

NAMES

The nomenclature of the Danelek uses three-syllable, hyphenated names that always end in the suffix, “Lek”. For example: Na-ta-Lek, Ka-na-Lek, Ma-na-Lek, and Ja-ma-Lek.

ADVENTURERS

Although they rarely venture beyond their tribal lands, some few Danelek have been known to travel. Most Danelek encountered are Barbarians or Scout although the Danelek do count powerful Shamans among their tribes. Occasionally, a Danelek will seek out more refined martial training in civilized areas to return to his tribe a hero.

DANELEK RACIAL TRAITS

- +2 Con
- Medium Size: As Medium-size creatures, Danelek have no special bonuses or penalties due to their size.
- A Danelek’s base speed is 30 feet.
- Danelek characters receive a +4 racial bonus to all Survival (desert) checks.
- Danelek characters receive a +2 racial bonus to all Ride checks.
- Automatic Language: Low Talislan, Sign
- Favored Class: Barbarian
- Restricted Class: Scholar

DANUVIAN

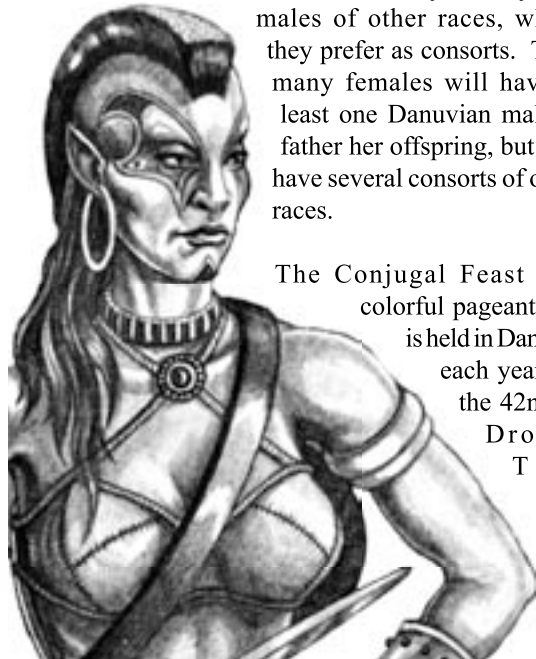
Danuvian females are tall and bronze-skinned, with strong features. They decorate their faces with bold pigments, dress in martial attire replete with iron torc and corslet, and wear their hair in a stiffly-lacquered crest. Danuvian males tend to be smaller, physically weaker, and somewhat more pale of complexion. They dress in robes and sandals, and arrange their hair in elaborate coiffures.

Descendants of the ancient Phaedrans, the Danuvians were exiled from the Western Lands during the latter part of the Cult Wars. They settled in the eastern Wilderlands and established the independent citystate of Danuvia in the year 480.

The Danuvians live in a walled city of brick, stone, and mortar. Their dwellings are spacious, with high ceilings and hides draped across their furnishings and floors. Danuvian society is divided along lines of gender. Females hold all positions of authority, while males serve a subservient role and are treated as inferiors. Females may take as many husbands as they can support, and may divorce an unwanted mate at any time. Female children are greatly favored; they inherit their mother's name and, by association, her status. Women raise their daughters, and men raise their sons. The majority of Danuvian females are employed in positions of influence in the military and government. Danuvian males are house-cleaners, artists, horticulturists, weavers, and tailors. Though Danuvian females can only procreate with males of their own race, many actively seek

males of other races, whom they prefer as consorts. Thus many females will have at least one Danuvian male to father her offspring, but also have several consorts of other races.

The Conjugal Feast is a colorful pageant that is held in Danuvia each year, on the 42nd of Drome. This



DANUVIAN RACIAL TRAITS

(female only)

- +2 Str
- Medium Size: As Medium-size creatures, Danuvian's have no special bonuses or penalties due to their size.
- A Danuvian's base speed is 30 feet. A Danuvian receives a bonus feat at 1st level
- Automatic Language: Low Talislan
- Favored Class: Warrior
- Restricted Class: Barbarian, Magician

event features a procession of males, each competing for the affection of the Danuvian queen. The top three contestants are rewarded by being appointed to the queen's "harem" of male consorts. The Queen's Ministers bid on the remaining eligible males (see sidebar).

RELATIONS

Danuvia is officially a neutral, independent state. However, it clearly sides with the Seven Kingdoms on the issue of the Za tribes, and is sympathetic to Carantheum, an important trading partner. Danuvia is considered vital to the defense of the other independent citystates, and to the Wilderlands territories in general.

RELIGION

The Danuvians have no formal religion, though they express reverence for a war god similar in some ways to Zoriah, the Kang's God of War. However, in the Danuvian interpretation, the god is called Danu, and is a female. Danuvian females are given a warrior's funeral and buried with honor, along with their best weapons and ceremonial armor. Danuvian males are buried in wooden coffins, without great fanfare.

LANGUAGE

Females Danuvians converse primarily in Low Talislan. Males speak High Talislan exclusively, in order to avoid being accused of being too "aggressive".

NAMES

Female names typically have the U sound like Ullu,

The Conjugal Feast

The site of this annual festival is a great amphitheater decked out in colorful pennants and banners, with a raised gallery situated at the far end. The lower levels are allocated to the sallow-faced Danuvian males, who gather together in small groups to gossip or chat among themselves. The upper tiers are occupied by the Danuvian females; women of imposing size and mien. Overlooking the assemblage are the Queen of Danuvia and her retinue, attired in ceremonial armor. When all have settled into their proper places the Queen signals the start of the festivities. A procession of male contestants comes forth, each exhibiting some special talent: for Danuvian males, a song, expressive dance, or a recitation of poetry. Among foreign contestants, displays of martial prowess and feats of strength are popular. The members of the Gynecocracy grade each contestant on his virtues, appearance, and personal qualities, making their notations in secret.

After the presentations are finished, a banquet commences. A host of male attendants come forth, attired only in scanty loincloths and sandals, to serve the male contestants. Throughout the course of the meal the contestants are closely watched by the Queen and her retinue, who appraise each according to his table manners and overall conduct. When the last course has been consumed another fanfare is sounded, and the servants hurry to clear away the empty plates and goblets. The Gynocrats confer briefly with their Queen; notations are tallied and compared. Then, at a sign from the Queen, a herald blows a fanfare and announces the names of the finalists. The Queen presents the honorees with gold ribbons and certificates of commendation, and the crowd showers them with handfuls of petals. Then, with much pomp and ceremony, a contingent of female guards whisks the finalists from the hall and escorts them to private suites, where each receives his reward – a personal audience with the Queen or one of her Royal retinue.

Ular, Alu and Ozulu. Male names can vary by Povyn, Daryn and Bryn are common.

ADVENTURERS

Lacking in any form of ambition, Danuvian males are generally weak, docile, and subservient to the female population. This is a tradition among Danuvian males, and there is no stigma associated with such behavior. In fact, a male who exhibits aggressive behavior is considered “pushy” or disrespectful, and may be disciplined in order to keep him in his place. Danuvian adventurers are always female.

DHUNA

An olive-skinned folk, the Dhuna have jet-black hair and expressive features. The females dress in linen robes, cloaks, and tunics, with sandals or boots. Male Dhuna wear shirts, breeches, and cloaks, with knee-high boots of soft leather.

The Dhuna are believed to be related to the Sarista gypsy folk and the Zandir. Persecuted for practicing witchcraft, their ancestors were forced to seek refuge in the forests of Werewood following the Phaedran Cult Wars. Hidden deep in these woods the Dhuna discovered a number of sacred groves, each demarcated by a circular ring of ten-foot tall runestones. Here they settled, and remain to the present day.

The Dhuna live in communal groups, called covens, ranging in size from small family groups of less than a dozen to large fraternal orders that may number into the hundreds. Each coven has its own settlement. Dhuna

Circles of Stone

“While traveling through Werewood with the Jaka hunter, Tane, I chanced to come upon a circle of seven stone dolmens, each over twenty feet in height. The obelisk-like structures appeared to be of ancient origin, the strange symbols and glyphs carved into their faces long since worn by wind, rain, and the passage of time. I dismounted my equus, intending to examine the stones at a closer distance. I was immediately restrained by my Jaka companion, who explained in no uncertain terms that such an act could bring about dire consequences for us both.

Regarding myself as an enlightened seeker of truth, I was inclined to dismiss Tane’s concern as the product of a superstitious upbringing. The Jaka, on the other hand, considered me to be both ignorant and misguided, and let me know that should I proceed in the direction of the dolmens he would have no choice but to bring about the immediate cessation of our relationship, and perhaps my life as well. I found his argument compelling; so much so that I moved away from the dolmens without delay.

Reassured by my retreat, Tane explained the reason for his concern. According to the Jaka, the runestones found in this region were erected thousands of years ago by a people who once revered the ancient deities now known only as the Forgotten Gods. Tane said that the Dhuna tribes still gathered at these sites to observe the ancient rituals, sacrifices, and holy days. He added that many of the stone circles were witchgates - openings to other dimensions, through which the Dhuna summoned entities of terrifying aspect. As some of the witchgates were protected by potent curses, Tane said that we should leave them alone and depart the area at once. By this time I had already re-mounted and was headed back to Zandu.”

DHUNA RACIAL TRAITS

- +2 Cha
- Medium Size: As Medium-size creatures, Dhuna have no special bonuses or penalties due to their size.
- A Dhuna’s base speed is 30 feet.
- *Dhuna Kiss*: Dhuna females can capture a man’s heart with a single kiss; victims must make Willpower save to resist (DC 15). The Will save suffers a penalty of -1 for every two levels of the Dhuna.
- Dhuna characters receive +2 competency bonus to all Heal and Knowledge (herbalism) checks.
- Automatic Language: Elder Tongue, Low Talislan
- Favored Class: Magician (witchcraft)

live in simple huts made of stone and earth, and roofed with woven thatch. The huts are well-hidden by the surrounding woods, and occasionally by certain spells and charms, as well.

Dhuna are liberal in their views towards matrimony; both males and females may have more than one spouse. Covens live together in their communal dwellings, but are free to come and go as they please. The Dhuna are vegetarians, subsisting on a diet of wild berries, mushrooms, roots, tubers, and other edible plants, all of which are readily available in Witchwood — provided one knows where to look.

The Dhuna are practitioners of witchcraft, and are thought to have strange powers, such as the ability to cast curses by means of ‘the evil eye’. The womenfolk are said to possess extraordinary talents, not the least of which is the reputed ability of Dhuna witchwomen to capture a man’s heart with but a single kiss. Long persecuted for their pagan beliefs, the Dhuna are highly suspicious of outsiders. Such suspicions are warranted, as the covens are still persecuted by Aamanian witch-hunters to the present day.

RELATIONS

Aside from their trade contacts, the Dhuna have no formal relations with other countries or peoples. No other folk are allowed to pass through Dhuna territory without their permission.

which may date back to the Age of Mystery. Witchgates (see sidebar) play an important role in certain of these rituals, and may be used to summon entities from other planes of existence.

Dhuna inter the dead along with their clothes and possessions in hidden caves warded with runes and symbols. Believing that it is unwise to disturb the sleep of the dead, Dhuna do their best to avoid such places.

LANGUAGE

Though some Dhuna speak Low Talislan, the language most used by these people is the arcane Elder Tongue.

NAMES

Dhuna names are said to date back to the Forgotten Age, and indeed have a somewhat archaic sound, as in Alasta, Abramelus, Perdurabo, Nagina, and Mecasefir.



ELMORE

RELIGION

All Dhuna covens claim alliance to one of three general Orders: White, Black, or Grey. Covens of the White Order focus on the creative and fertile aspects of nature, and are diametrically opposed to the Black covens, who employ the destructive forces of nature. Grey covens seek a balance between the two, while favoring neither.

The covens gather together during certain cycles of the suns and moons, meeting in secret among the ancient runestones. Here the Dhuna hold their rituals, certain of

ADVENTURERS

Dhuna rarely travel beyond the borders to Werewood for fear of persecution. Occasionally a Dhuna will take up the adventuring life, bringing their witchcraft secrets along with them. Some few Dhuna are outcasts from their Covens and reside in northern Zandu or amongst the Sarista.

DJAFFIR

The Djaffir are uniformly slender and wiry of build, dark skinned, and of average height. Flowing head dresses, robes, and cloaks of beige or white linen are worn by both tribes, along with boots of soft animal hide. All Djaffir wear traditional fetish-masks made of cured hide and decorated with occult symbology.

The Djaffir people are comprised of many families and clans, each of which belongs to one of two main tribes: merchant traders or bandits. By far the most numerous of the two tribes, the Djaffir merchants make their living by buying and selling goods from distant lands and importing them across the continent in large caravans. They also breed aht-ra and other beasts, which they sell at markets from the Western Lands to the Kang Empire. The bandit tribes are mainly caravan robbers, though on rare occasions they have been known to raid small settlements and encampments, taking anything of value that can be carried off.

It is the peculiar custom of all Djaffir to wear leather fetish masks, which cover the entire face. The Djaffir will not remove these masks except in the privacy of their tents, believing that “the face mirrors the soul”, and that their masks protect them from hostile magics.



These devices do indeed seem to confer some protection from magical influences, and certainly are of practical use against sand storms. Individuals of a more skeptical nature claim that the Djaffir wear masks simply to conceal their identities from those whom they intend, by one means or another, to eventually relieve of their money.

RELATIONS

The Djaffir are allies and friends of the Dracartans, both of whom despise the Rajans. They are also on good terms with the Yitek, Yassan, and to a lesser extent, the Danelek. The Djaffir and Kasmirans have been trading partners for many years, despite some animosity between the two. Djaffir complain that the Kasmirans are cheap, while the Kasmirans complain that Djaffir merchants are no different than Djaffir bandits. Some say both make valid points.

RELIGION

The Djaffir are a devoutly religious people who revere the deity, Creator, whom they depict as a desert wanderer who watches over all nomads. Djaffir “priests” and “priestesses” are known as wizards, but serve mainly as tribal healers and seers. They are often called upon to interpret the meaning of events, which are regarded as omens of symbolic, if not actual, significance. Djaffir wizards make the fetish-masks worn by all their people.

DJAFFIR RACIAL TRAITS

- Medium Size: As Medium-size creatures, Djaffir have no special bonuses or penalties due to their size.
- A Djaffir’s base speed is 30 feet.
- +2 racial bonus to Handle Animal checks
- +2 racial bonus to Ride check.
- Automatic Language: Low Talislan, High Talislan, Nomadic
- Favored Class: Scout OR Trader
- Restricted Class: None

**All Djaffir begin play with a fetish mask specially created for them by Djaffir Talismancers. This mask confers a +2 bonus to Will saves vs. charm and influence type spells.*

SPORT WITH THE RAJANS

“Both the Djaffir merchant tribes and their bandit brethren have no love for the Rajans, and will seldom pass up an opportunity to “pull their beards” (as they like to put it). I am reminded of an incident that occurred at the eastern edge of the Wilderlands of Zaran. The Djaffir merchant tribe I had been riding with was known to do business with certain merchants in the city of Hadran, in the Kang Empire. To do so, the Djaffir either had to follow a circuitous route through the Volcanic Hills or trespass through a heavily patrolled sector of Raj. Naturally, the Djaffir always chose the latter approach, as it was the shortest of the two.

On this particular occasion, the tribe decided that they would show their utter disdain for the Rajans by venturing into their territories during broad daylight. I assured them that they need not be so bold merely to impress me, which they considered a grand joke. On the next day we rose before dawn and approached the Rajan border. There we waited, mounted on our swift ontra, a cool night wind blowing at our backs. When the twin suns finally broke across the horizon, the tribe’s chieftain raised his scimitar and let out an exultant cry. The rest of the tribe replied in kind, and we were off, thundering across the plains and into Raj.

The first Rajans we encountered were a band of Virds, barely risen from their sleep. We rode directly into their encampment, the Djaffir capsizing tents and slashing indiscriminately with their blades, and were gone before the Virds knew what had transpired. The Djaffir were wild with the thrill of battle, and becoming ever more bold with each passing mile. At the sight of a Rajan merchant caravan, the nomads shouted in unison some deprecating remark. Then they descended upon their rivals, wreaking havoc upon the Rajans’ baggage trains before again dashing off towards Hadran.

This last incident aroused the attention of a contingent of Rajan cavalry, who set off after us in hot pursuit. When the bridge at Hadran finally came into view, my heart leapt with joy, then just as quickly sank; blocking the bridge was a unit of Shadinn land lizards. With the Rajans at our heels and the Shadinn ahead, our doom seemed imminent. Though certainly aware of our plight, the Djaffir continued to ride at full gallop towards the bridge. The Shadinn responded, charging forth on their armored lizards to meet us head on. This, evidently, was what the Djaffir had hoped would occur. Scattering like leaves on the wind, the nomads rode in between and around the Shadinn’s lumbering beasts, who nearly fell over themselves trying to match the agile maneuvers of the Djaffir’s swift steeds. The pursuing Rajan cavalry arrived on the scene only to become hopelessly entangled with the Shadinn host, which by this time was in a state of utter disarray. In the ensuing crush of Rajans, land lizards, and Shadinn, the nomads were able to make the bridge. Four of our group had suffered slight wounds, a small price to pay for such sport, at least in the opinion of the Djaffir.”

They are also employed to cast spells of warding upon the bodies of the deceased, in order to protect them from grave robbers.

LANGUAGE

Djaffir speak Nomadic and both High and Low Talislan. Since Djaffa are a well traveled race, it is not uncommon to find individual who speak two, three or even more languages.

NAMES

Djaffir first names often begin with the prefix "Dj". For example: Djamal al Arin, Djeral djen Harune, Djalla il Faruud, and so on.

ADVENTURERS

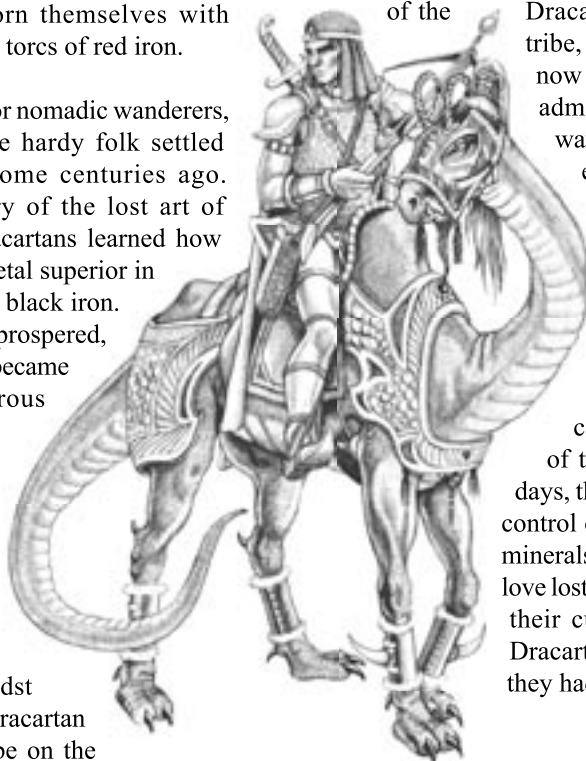
Both bandit and merchant Djaffir travel the continent widely. As such, they often become familiar with other cultures and normally make excellent adventurers. Their desert survival skills, business acumen and talent with a scimitar can all be put to good use by a band of adventurers.

DRACARTAN

The Dracartans are tall and jade-skinned, with chiseled features. They dress in flowing robes of fine white linen, and adorn themselves with necklaces, bracers and torcs of red iron.

Formerly a tribe of poor nomadic wanderers, the ancestors of these hardy folk settled in the Red Desert some centuries ago. With the re-discovery of the lost art of Thaumaturgy, the Dracartans learned how to create red iron, a metal superior in all aspects to common black iron. The Dracartan people prospered, and Carantheum soon became a strong and prosperous nation.

With little more than their own ingenuity and thaumaturgical talents, the Dracartans have built a flourishing and sophisticated civilization in the midst of a barren desert. Dracartan architecture tends to be on the



DRACARTAN RACIAL TRAITS

- Medium Size: As Medium-size creatures, Dracartans have no special bonuses or penalties due to their size.
- Dracartan base speed is 30 feet.
- 1 extra feat at 1st level
- Dracartans receive a +4 racial bonus to Survival (desert) checks.
- Automatic Language: Low Talislan.
- Bonus Languages: High Talislan or Nomadic or Rajan
- Favored Class: Scout or Scholar (thaumaturge specialty)
- Restricted Class: Barbarian

grand scale, but aesthetically pleasing. Their cities are comprised of domed towers and circular structures of whitewashed stone, which the Dracartans make from thaumaturgically solidified sand. Red iron plating is used for defensive purposes, and to add decorative touches.

The Dracartans are a moody and introspective people, prone to brooding. Most are friendly, if somewhat reserved; frivolity is not a quality associated with these folk. This trait can be ascribed to the unending struggle of the Dracartan people to survive, first as a tribe, then as homeless wanderers, and now as a nation. Dracartans exhibit an admirable degree of tolerance for the ways and beliefs of most other peoples, except as pertains to the inhabitants of Faradun, the Kang Empire, and Rajanistan. The former two, while accorded a modicum of courtesy in Carantheum, are regarded with suspicion and distrust. The prevailing attitude towards Rajans is less indistinct, and can be categorized as "murderous." Enemies of the Dracartans since their nomadic days, the Rajans have long sought to wrest control of the Red Desert and its wealth of minerals from Carantheum, and there is no love lost between these two peoples. Despite their current wealth and prosperity, the Dracartans remember the old days when they had nothing.

RELATIONS

The Dracartans have good relations with the Djaffir and Yitek tribes, whom they have known since the time of their nomadic ancestors. They have close ties to the Yassan, a people displaced by The Great Disaster and given safe haven in the Dracartan settlement of Nadan. The nation-states comprising the Seven Kingdoms are also considered to be close friends.

RELIGION

The folk of Carantheum revere Jamba, the mysterious god of their nomadic ancestors. Dracartans build pyramid-shaped shrines in honor of their patron, whose ways are said to be beyond the understanding of mere mortals. According to legend, it was Jamba who guided the Dracartans into the Red Desert and told them where to find the fabled seventeen Ruby Tablets practice many a diverse array of crafts and professions.

LANGUAGE

Most Dracartans are bilingual, speaking a simplified version of High Talislan and the language of their ancestors, Nomadic. The former, stripped of some of its more pretentious affects, is used extensively in everyday life, and in all dealings with civilized peoples. The latter tongue is reserved for matters pertaining to the Dracartans themselves, and to converse with nomadic peoples such as the Djaffir and Orgovians.

NAMES

Common male names end in an “a”, and female names end in “al”. For example: T’Jama, K’Tara, M’Dama (males), K’Jamal, K’Taral, M’Daral (females).

ADVENTURERS

Dracartan desert scouts are in high demand as scouts and fighters. Dracartan scholars are amongst only a handful of Talislantans to understand the metaphysical science of Thaumaturgy.

PARAD

The Farad are a dark and saturnine folk of above average height, with flint-grey skin, stony visages, and narrow eyes as black as coal. The customary mode of dress for Farad males includes elaborate headdress, voluminous robes, broad sashes, and velvet boots, all hung with ornate tassels, fringes, and beads of colored glass. Men over the age of twenty wear their beards in twin braids bound with silver fastenings, the length and the degree

of ornamentation employed being considered signs of status. Farad women wear long silken gowns and veils, and adorn themselves with necklaces of silver loops, and rings on each of their fingers.

Some say the Farad are related in some way to the Rajans. Others claim the Farad are descended from the ancient Baratus, a race of sky-roving pirates. Neither theory is very complementary to the Farad, who much prefer to claim descent from the Archaens.

The Farad are a mercantile people who live in walled villas made of brick and stone, with wrought iron bars on the doors and windows. They like to indulge in fine foods, and shun simple fare as “peasant fodder”. Generally speaking, the wealthier the Farad, the more costly his or her home, style of dress, and style of dining will be, as wealth is a sign of status among these folk.

Farad bear an unsavory reputation as unscrupulous merchants that is tempered only by their great wealth and apparent competence in mercantile endeavors. Generally speaking, a Farad will buy or sell anything from anyone, with no questions asked. Trusting no one, Farad merchants require prospective clients to sign elaborate mercantile contracts for all but the most basic transactions. Bribes, favors, and special incentives are common Farad practices; when attempting to make a deal, a Farad can be most accommodating, and even obsequious. Conversely, Farad possess a capacity for cold-blooded, emotionless behavior that is matched only by the soulless logic of the barbaric Harakin.

RELATIONS

The Farad’s unscrupulous trade policies have brought them great prosperity, as well as the enmity of many Talislantans. Following the sale of windship arcanology to the Rajans, Farad mongers and procurers were banned from both the Seven Kingdoms and Carantheum. In retaliation, the Farad began selling weapons to the Rajans, who in turn have re-sold these items to some of the Wild Tribes.

RELIGION

The Farad have a religion of sorts, revering the Golden God Avar, deity of material riches and personal gain. The merchant-priests of Avar preach the attainment of wealth by any means. To illustrate the point, they sell blessings, golden idols, and other holy items in the god’s gilded temples. They also handle funeral arrangements, selling the gold-chased coffins favored by wealthy Farad and offering advice on how best to safeguard their lavishly decorated tombs from would-be thieves.



Farad wizards tend to be pragmatic by nature. Most have little interest in the arcane arts, but study magic only to further their desire for wealth and power.

LANGUAGE

Farad speak High Talislan, which they regard as a sign of status.

NAMES

Farad nomenclature is two-fold: each individual has an informal name, used primarily during one's youth, and a formal title. Informal names are generally short: Avi, Fe, Nir, Sej, Jir. Formal names are derived from the names of the great mercantile Houses, such as Falal of the House of Nageth, Sulemar of the House of Zorastin, etc. Male and female nomenclature is distinguishable only by such titles as Madame or Sir.

ADVENTURERS

Through the port of Tarun pass the merchant ships of many nations: Imrian slave vessels, Zandir freetraders, Sunra dragon barques bearing gold and riches from the Kang Empire, Aamanian ore traders, and even Corsair vessels from the Mangar Isles and Gao-Din. The

FARAD RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Farad have no special bonuses or penalties due to their size.
- **Farad base speed is 30 feet.**
- **Wealthy:** Even the poorest Farad is better off than most Talislantans. All Farad characters start play with an additional 500 gold lumens above and beyond the starting wealth received from their character class.
- **Automatic Language:** High Talislan.
- **Favored Class:** Trader OR Magician
- **Restricted Class:** Barbarian

Farad have an extensive network of buyers and sellers located throughout the continent. They have their hands in just about everything, from legitimate trade concerns to shadowy operations involving the sale of narcotics, stolen goods and arcanology, and other forms of contraband. As such, Farad can be found throughout Talislanda and one can be assured that there is profit to be had wherever they may be found.

GNOMEKIN

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.

Gnomekin live in underground colonies, each comprised of a number of single-family dwellings known as nooks. Gnomekin nooks are like small caves, lined with carpets of soft and sweet-smelling moss; furnishings are spare and made from polished stone covered with moss for comfort. Underground streams and brooks provide fresh water. Phosphorescent fungi provide a faint illumination - enough for a Gnomekin to see clearly, though outsiders sometimes have a hard time getting acclimated to the gloom.

Gnomekin are a warm and friendly folk, possessed of an almost childlike innocence. Their families are close-knit, and often quite large. It is not uncommon for a Gnomekin couple to have a dozen or more offspring (see *All in the Family*). Gnomekin subsist on mushrooms, tubers, roots, and lichen; many tasty dishes are made from these simple ingredients. A sweet and nutritious syrup, made from the sap of certain roots that extend far below the earth, is a favorite drink of the young. Adult Gnomekin prefer mushroom ale.

RELATIONS

Gnomekin mark the Ur and their allies as enemies, and have good reason to be wary of the Satada and Subterranoïds. They enjoy excellent relations with the other member states of the Seven Kingdoms, but otherwise have few contacts with other countries.

RELIGION

Gnomekin have a deep reverence for the earth and for the earth goddess Terra, who is revered as their people's benefactor. They are not much for dogma or formal ceremonies, but prefer simple prayer services conducted in sacred caverns by the female priestesses of the Great Mother. Gnomekin inter their dead deep in the earth, or as they say, "close to the Goddess."

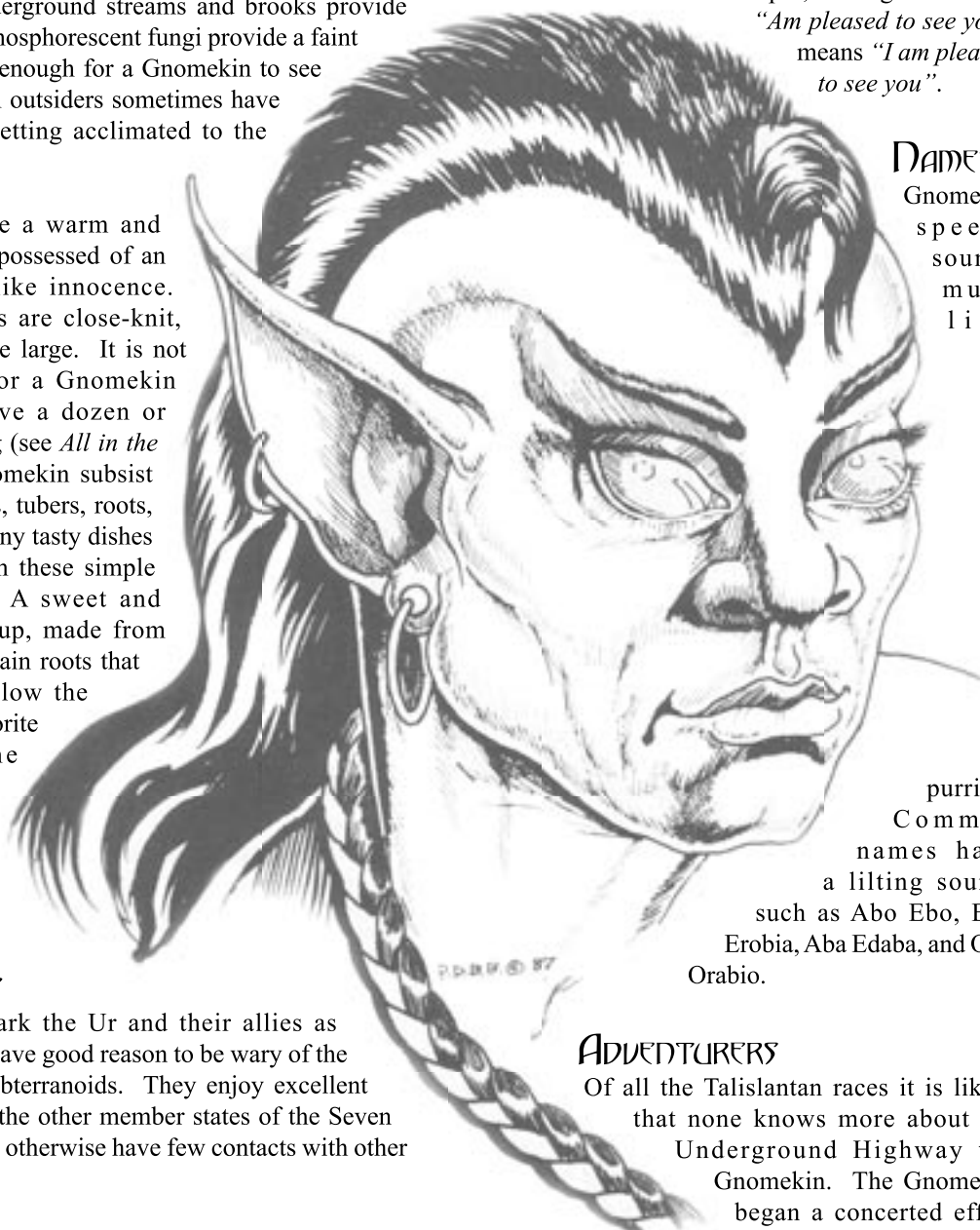
LANGUAGE

Gnomekin are so modest and unassuming by nature that they almost never refer to themselves in conversation.

For example, among these folk "Am pleased to see you" means "I am pleased to see you".

NAMES

Gnomekin
speech
sounds
much
like



purring.
Common
names have
a lilting sound,
such as Abo Ebo, Eno
Erobia, Aba Edaba, and Obo
Orabio.

ADVENTURERS

Of all the Talislantan races it is likely that none knows more about the Underground Highway the Gnomekin. The Gnomekin began a concerted effort to map the full extent of the

to map

GNOMEKIN RACIAL TRAITS

- +2 Dexterity, -2 Strength
- **Small Size:** As Small creatures, Gnomekin gain a +1 size bonus to Defense Value, a +1 bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-sized characters, and, their lifting and carrying limits are three quarters of those of medium-size characters.
- Base speed for Gnomekin is 20 ft.
- +2 racial bonus on Survival (underground) checks.
- +2 racial bonus on Listen checks. Gnomekin have excellent hearing.
- *Darkvision:* Gnomekin can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight. Gnomekin characters also receive a -2 penalty to all combat rolls and skill checks in normal sunlight unless they are wearing protective eyewear.
- **Automatic Languages:** Gnomekin, Low Talislan
- **Favored Class:** Scout
- **Prohibited Class:** Barbarian

Underground Highway in the year 607. To date, they have charted most of the tunnels that extend beneath the Seven Kingdoms, and have surveyed parts of the system extending as far east as the Volcanic Hills, as far north as the borders of Narandu, and as far south as the borders of the Dark Coast.

Gnomekin guides and guards are often sought by those finding it necessary to travel underground for any distance. Other Gnomekin travel widely. They can usually be found outside Durne practicing the secret arts of Crystalomancy or acting as merchants and diplomats for their kingdom.

GNORL

Gnorls are short and squat, with wrinkled skin and deep-set, glowing eyes. They dress in voluminous robes and veiled headdresses, which serve to conceal most of their features. Rings, bracelets, and necklaces of many sorts are also favored.

Gnorls are secretive creatures about whom very little is known for sure. Some believe them to be related to the

Gnomekin of Durne. More likely, they are akin to the race of Weirdlings (see Naturalist's Guide).

Reclusive by nature, Gnorls prefer to live alone. There are no known Gnorl settlements, nor has there ever been any reported sighting of a Gnorl family or couple. No less an authority than the noted naturalist, Thystram, believed that this was due to the fact that there is no race of Gnorls, per se. Rather, Gnorls and Weirdlings together constitute a single ancient race, the name of which has either been forgotten, or is a great secret. Gnorls are the females of this species, and Weirdlings are the males. The courtship and mating rituals of their race are unknown, though Thystram believed that members of the two sexes meet once every fifty years or so in order to propagate the species. It is not known how or by whom their offspring are raised.

Gnorls live in hidden underground nooks or burrows of elaborate and mysterious design. Thystram described one such place as "decorated with rustic furnishings of appropriately small stature, with carpets of many hues covering the dirt floors and long roots dangling from the ceilings. From a main living area tunnels led this way and that: up stairs and down, to root cellars, secret passageways, hidey-holes, a well, and places too eerie to warrant exploration. Illumination was provided by dozens and dozens of candles, set into alcoves dug into the earthen walls."

RELATIONS

As a people, Gnorls have no relations with other races or nations. It is said that they regard Gnomekin with something akin to tolerance, and perhaps Dhuna as well. On the whole, Gnorls seem content to continue living

GNORL RACIAL TRAITS

- -2 Strength, +2 Intelligence
- **Small Size:** As Small creatures, Gnorls gain a +1 size bonus to Defense Value, a +1 bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Medium-sized characters, and, their lifting and carrying limits are three quarters of those of medium-size characters.
- Base speed for Gnorls is 20 ft.
- **Bonus feat:** Rhabdomancy
- **Automatic Languages:** Gnorl, Low Talislan
- **Favored Class:** Scholar
- **Prohibited Class:** Barbarian, Scout, Warrior



as they always have, in isolation.

RELIGION

Gnorls are known to be practitioners of magic, and are said to covet rare magical tomes, particularly those that describe secret rituals or long-lost arcana. Their religious beliefs, if any, are unknown.

LANGUAGES

When dealing with outsiders, Gnorls converse in a heavily-accented dialect of Low Talislan. Gnorls are also believed to possess their own secret language, which they reserve for communicating among others of their kind.

NAMES

As might be suspected, Gnorls prefer to keep their names secret. The Gnorl known to Thystram allowed him to refer to her as Shibaal, though this may or may not have been her actual name.

ADVENTURERS

Gnorls shun contact with the outside world, and with outsiders in general. They are suspicious of strangers, and go to great pains to conceal their homes and activities from other peoples. Thystram believed that the creatures keep a watchful eye upon the surrounding environs at all times, possibly through the use of scrying devices or spytubes. That said,, Gnorla may occasionally be found in the company of adventurers, ever looking to expand their collection of secrets.

GRYPH

An impressive race of winged humanoids, Gryphs stand up to seven feet tall, with wingspans in excess of twenty-four feet. Their bodies are covered with a thick feathery down, usually brilliant red or orange in color. They have hawk-like visages and bright, piercing eyes.

Originally the first inhabitants of Tamaranth, the Gryphs claim descent from an ancient race of avians who are said to have fled from their ancient homeland and migrated to Talislanda following The Great Disaster. Gryphs have inhabited the Forest of Tamaranth for untold centuries. They share a common ancestry with

the Aeriad of the Seven Kingdoms, though the Gryphs do not suffer from the effects of devolution as their western brethren do.

The Gryph clans live in eyries built in the tops of the tallest span-oaks. Their dwellings resemble great bird's nests constructed of tightly woven vines and roofed with canopies of living, leafy boughs. Few stand at altitudes of less than one hundred feet, making access by non-avians a somewhat chancy endeavor. A Gryph settlement may consist of as many as forty eyries, each housing a family of up to eight individuals. The largest settlements often include great "Council Eyries" spanning two or more trees in length and breadth.

Like the birds of prey they resemble, Gryphs are hunters by nature. They have exceptionally keen vision, which enables them to spot from great altitudes even the slightest movement on the ground. The clans subsist primarily on fresh game, usually large predators and other dangerous beasts.



The Winged Folk (as Gryphs are sometimes called) are an independent and strong-willed race who prize freedom above all things. Gryphs are uncomfortable in enclosed spaces, and cannot survive for long in captivity. They are an honorable people; a Gryph's word is his or her bond, and their promises are never broken. Gryphs despise Stryx, whom they regard as a living plague. Gryphs will break off from other activities in order to attack Stryx who have ventured too close to their domains. A Gryph who has been touched by a Stryx will scour the affected part of his or her body with sand and water at the first opportunity; the same process is used to clean weapons used to kill Stryx.

RELATIONS

Through their travels and communications with other avian species, the Gryph clans are often aware of events that have transpired in even the most far away places. With the exception of the Ariane, and to a lesser extent the Blue Aeriad of Vardune, they have close relations few peoples.

GYPH RACIAL TRAITS

- -2 Con, +2 Wis
- Medium Size: As Medium-size creatures, Gryph have no special bonuses or penalties due to their size.
- A Gryph's base speed is 30 feet on the ground and 60 feet while flying.
- -4 racial penalty on Survival (underground) checks.
- Gryph suffer a -2 on attack rolls and armor class when fighting in a confined space
- +4 racial bonus on Spot checks. Gnomekin have excellent vision.
- Bonus feat: Aerial Combat
- Automatic Languages: Avian, Low Talislan
- Favored Class: Scout
- Prohibited Class: Magician, Scholar

* *Gryph characters are unable to wear normal armor.*

RELIGION

Gryphs revere the deity Creator, whom they depict as a powerful winged warrior. Unlike the Aeriad, Gryphs hold no formal religious ceremonies or observances, though every Gryph warrior says a silent prayer to his or her god before going into battle. Like Aeriad, Gryphs believe the legend of the “Tree of Life”, which is thought to be the ancestral home of the original avian race. When a Gryph dies, the body is borne aloft and laid to rest on a bower of branches atop the tallest span-oak tree.

LANGUAGE

Gryphs speak avian and Talislan. All Gryph have the ability to speak with avian creatures.

NAMES

Gryph names are similar to Aeriad names in that both sound a lot like bird calls. For example: Rawk, Kyaa, Chak, Kyaw, and Kree. Unlike Aeriad, Gryphs do not “stutter” when speaking, though they pronounce “ch” or “k” sounds very forcefully.

ADVENTURERS

Although they are territorial by nature, Gryphs will sometimes leave their eyries to travel to distant lands. A rare few have chosen to live amongst men, taking to adventuring for profit or working as mercenary scouts, guides, or bounty hunters. However, the majority of Gryphs consider such prospects to be only slightly more desirable than contracting a case of gange (also known as “the slow death”).

ISPASIAN

The Ispasians are a folk of slender physique, lemon-yellow skin and expressionless features. They dress in robes of fine silkcloth, upon which are indicted elaborate sigils representing their respective family crests.

Some believe the Ispasians are descended from a race of neomorphs created by the ancient Archaens. The Ispasians themselves deny the validity of these theories, citing certain documents which they claim establish the separate and distinct ancestry of their people.

The Ispasians are a people who have prospered through their mastery of financial matters and transactions. They live in manor houses set within the walls of their well-manicured and tastefully landscaped estates. The typical Ispasian manse has circular windows of rose colored glass, a pagoda-style roof, slender white

ISPASIAN RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Ispasians have no special bonuses or penalties due to their size.
- An Ispasians base speed is 30 feet.
- +2 racial bonus to Appraise, Diplomacy and Gather Information checks.
- *Wealth:* Ispasians are much better off financially than other races in the Kang Empire. Ispasian characters start play with a bonus 1000 gold lumens.
- **Automatic Languages:** Quan, High Talislan
- **Favored Class:** Trader
- **Prohibited Class:** Barbarian, Scout, Warrior

columns, and a flight of white stone stairs leading to the entranceway. Their homes are decorated in rich, yet elegantly understated, style. Typical amenities include a large sitting room, parquet floors carpeted with rugs imported from the Desert Kingdoms, and furnishings upholstered in the finest Mandalan silkcloth.

The Ispasians bear a reputation as cool, calculating businessmen. Unlike the Farad they do not deal in contraband goods, or in small quantities of goods of any type. Instead, Ispasians prefer to deal in large-scale investments and commodities. The Ispasians serve the Kang, helping them manage the Empire’s finances; discretion is the watchword in all their transactions.

The Ispasians have an insular society. Cooperation is more important than individual achievement; the welfare and prosperity of the Ispasian people come first. Ispasians claim to have no personal feelings towards clients, and prefer to maintain a “cool” exterior, seldom showing outward emotion except when under great stress. It is the custom of these folk to regard all relationships as business transactions.

RELATIONS

Since the fall of the Quan, the Ispasians have taken on a more important role in the Empire. The Najdak sits at the left hand of the Kang Warlord, acting as his chief advisor on all issues related to trade, commerce, food distribution, the requisition of supplies to troops and fortifications, tariffs, tolls, and a hundred other non-military concerns. The Ispasians handle all of the Kang’s financial concerns, and do so in an efficient fashion.



RELIGION

Ispasians have no religion; the concept does not interest them. Few of their people are known to practice magic. Instead, they prefer to hire magicians when in need of such services. The dead are placed in jade and gold sarcophagi, rich yet tasteful in design, and laid to rest in their family's mausoleum.

LANGUAGE

Ispasians are well educated, and are fluent in both Quan and High Talislan.

NAMES

Common names start with the prefix, "Isp" (meaning, "respected one of Ispasian lineage"), as in Ispal, Ispmar, Ispan, Ispmir, etc.

ADVENTURERS

Ispasian agents are known to travel across the extent of Talislanta, and are believed to have clients in such far-distant lands as Faradun, Raj, and Kasmir of the Seven Kingdoms, among others. Ispasians rarely seek adventure preferring instead the safety of their homes.

When they do venture out, they are normally surrounded by mercenaries and guards. Most are either scholars seeking information and financial secrets.

JAKA

The Jaka are a striking people, with sleek black fur, a silvery-gray mane, and blazing green eyes. Most stand about six feet in height, a certain lithe musculature being a common trait of all members of this race. Jaka dress in loincloths, with vests of toughened and boiled leather for protection. Most favor leg and arm bracers as decoration an additional armor. All wear pendants that the Jaka believe protect them from the "evil eye".

The Jaka claim to descend from a noble race of intelligent beast-folk who once roamed the forests of northern Talislanta before the coming of the Archaens. They do not identify with most of the other wild tribes, and consider themselves superior to such races as the Beastmen and Mondre Khan.

It is difficult to generalize about the Jaka, as they are a fiercely independent folk who value freedom above all things. Some prefer to live alone, or in mated pairs. Others hunt or trade in small bands of up to a dozen

or so individuals. They make no permanent dwellings, though a group of Jaka may mark an expanse of woods or hills as their territory and settle in the region for a time. Most prefer to live in the wild, though some readily associate with “civilized” peoples. When male and female Jaka mate it is usually for life. Jaka females rarely give birth to more than two litters in their lifetime, and almost always give birth to twins.

When traveling in hunting or trading bands Jaka will often be led by the most experienced member of the group. Otherwise, they share responsibilities and decision-making, though even this is too much structure for those Jaka who prefer to be alone.

Relations

Jaka are normally peaceful, but if threatened, they will respond with great ferocity. Despite a dread of magic, they are fearless in battle.

Jaka hunters often transport hides, horn and wild beasts from this region for trade in Arim and Zandu. Jaka who live in or travel through civilized regions use coin. All others use barter.

The Jaka remain as they always have been: independent and free to do as they wish, never bound to any nation

or creed. Talislantans who are ignorant of their ways sometimes confuse Jaka with Beastmen or other savage races. To a Jaka, this is a grave insult.

Jaka fashion superior horn bows and articles of bone, hide, and furs, decorating their wares with elaborate designs. Jaka do not play musical instruments, though singing is an old tradition among these folk. To most other peoples, Jaka “songs” sound like the howling of timber-beasts.

RELIGION

Jaka have no formal religion, though they claim reverence for a manifestation of one of the Forgotten Gods, known in legend as the Beast-God. The Jaka call their deity Jakar, meaning Lord of the Beasts. According to legend Jakar was the scion and companion of Creator, who made him the first beast to walk erect and the master of all other animals in the forest. It was Jakar and his mate, Jalar, who gave birth to the race of Jaka, they say, and who taught the first Jaka the secret lore of the Beastmasters. Following The Great Disaster the Jaka lost many of the secrets of their ancestors. Ever since, Jaka have had a superstitious dread of magic. The last request of all Jaka is to be buried in the woods like their ancestors, rather than some “civilized” land.

Among many Talislantans, it is considered an established fact that the Jaka exhibit a deep-rooted aversion for Magic, a trait that many believe is based upon ignorance and superstition. What is not generally known is that the Jaka do not fear Magic so much as they distrust it.

This attitude can be traced to two sources. First, the Jaka have seen the effects that The Great Disaster had on the continent of Talislanta, and are well aware of the destructive and unpredictable forces that can be unleashed by the misuse of Magic. Second, and perhaps more importantly, close proximity to powerful magical energies can activate the Jaka’s uncanny “sixth sense”, which warns them when they are in the presence of danger; a not altogether inappropriate response, given the potential for mishaps and unintentional side-effects associated with the use of Magic.

LANGUAGE

Jaka converse in Sign and a dialect of Low Talislan. Their speech is punctuated by growls and snarls, which are used for emphasis.



JAKA RACIAL TRAITS

- +2 Dexterity, -2 Charisma
- Medium Size: As Medium-size creatures, Jaka have no special bonuses or penalties due to their size.
- A Jaka's base speed is 30 feet.
- *Low Light Vision*: Jaka can see twice as far as most humanoid creatures in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- *Scent*: This extraordinary ability lets a Jaka detect approaching enemies, sniff out hidden foes, and track by sense of smell. A Jaka can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as muskront stench, can be detected at three times these ranges. The Jaka detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source. A Jaka with the Track feat can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Jaka tracking by scent ignore the effects of surface conditions and poor visibility. Jaka can identify familiar odors just as other humanoids do familiar sights. Water, particularly running water, ruins a trail for Jaka. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.
- *Sixth Sense*: The ability to sense danger, or even potential danger, is an ability possessed by members of the race of Jaka. The type, location, or degree of danger cannot be apprehended by the use of Sixth Sense. Jaka characters may make a Sixth Sense check (DC 15) to determine whether danger is about. The Sixth Sense reacts strongly to magic, increasing a Jaka's already strong sense of suspicion to a point of paranoia. The DC to sense magic is 10.
- Automatic Languages: Sign, Low Talislan
- Favored Class: Scout
- Restricted Class: Magician, Scholar
- Along with their class proficiencies, all Jaka characters are proficient with the short sword, spear and short bow. A Jaka character may not become proficient with armor heavier than medium armor.

NAMES

Common Jaka names include Tane, Jarak, Tala, Jata, Taka, Jabas, and Tavas.

ADVENTURERS

Though considered barbaric by most Talislantans, the Jaka are actually a complex and cunning folk. They are

canny traders, and as mercenaries are much in demand as scouts, hunters and guides. A few also possess some talent for the taming of wild beasts, an ability which in ancient times led to the ancestors of the Jaka being known as "the Beastmasters of the Northern Woods."

Jaka tend to be suspicious by nature, a trait that is perhaps attributable to their uncannily acute senses. The

Jaka's sixth sense, which alerts them to the presence of danger, is so acute that the creatures occasionally evince behavior that verges on paranoia. While the Jaka are loners at heart, they are known to make steadfast, if not particularly sociable, companions. They are equally famous for turning on those who seek to cross them, and are quite capable of cold-blooded murder if the situation warrants.

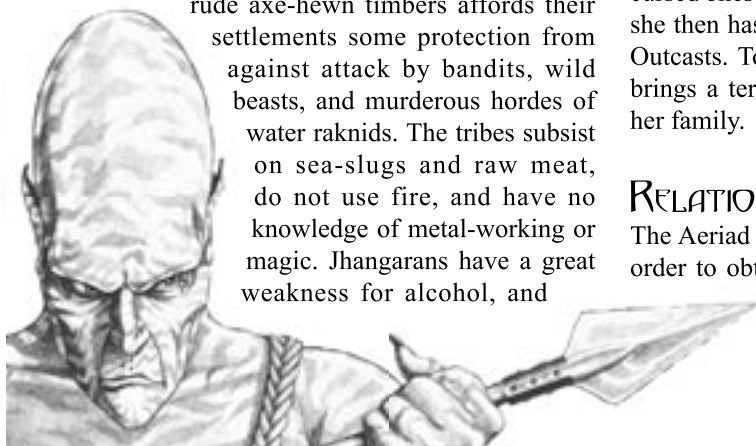
JHANGARAN

Jhangarans are odd and ungainly in appearance. They have marbled brown and sepia-colored skin, elongated limbs, elliptical craniums and pinched, angular features. Both the males and females are hairless, and may attain heights in excess of six and a half feet. They go about barefoot, and wear only loincloths and bands of coarse cloth wrapped about their arms and legs.

The Jhangarans are thought to be descended from a mixture of several wild humanoid peoples. Their striated skin suggests a possible connection with the Ahazu tribes of the Dark Coast.

Jhangarans are a sullen and superstitious people, prone to displays of hostile or even violent behavior. They live in tribal groups, typically comprised of individuals of the same occupation. Within these tribal groups are subdivisions representing clans – loosely-knit family units comprised of individuals related by birth, “marriage”, or even more specious connections. There is little sense of unity, and less cooperation, among these folk.

Conditions in a typical Jhangaran settlement are abysmal. Open ditches serve as sewage lines, and the air is heavy with the stench of filth and decay. The huts are alive with insects and vermin, and ragged bands of filthy children run around unattended. An outer wall constructed of rude axe-hewn timbers affords their settlements some protection from against attack by bandits, wild beasts, and murderous hordes of water raknids. The tribes subsist on sea-slugs and raw meat, do not use fire, and have no knowledge of metal-working or magic. Jhangarans have a great weakness for alcohol, and



JHANGARAN RACIAL TRAITS

- +2 Con, -2 Int, -2 Cha
- Medium Size: As Medium-size creatures, Jhangaran's have no special bonuses or penalties due to their size.
- An Jhangaran's base speed is 30 feet.
- +2 racial bonus to Survival (swamp) and Swim skill checks.
- Bonus feat: Toughness
- Automatic Languages: Low Talislan, Sign
- Favored Class: Barbarian
- Prohibited Class: Scholar, Magician (restricted to Shamanism only)

consume as much cheap ale and grog as they can afford. Unfortunately, alcohol makes them mad and unpredictable.

The Jhangaran people are divided into four different tribes, who differentiate themselves by the color of the arm and leg-wrappings that they wear. Mud-Miners wear grey, Marsh-Hunters wear green, black is for Mercenaries, and red for Outcasts. Rivalries between the four tribes are common, the effects of which may range from prejudicial behavior to all-out warfare.

The strangest of the tribes are the Outcasts, who wander the swamps and jungles of Jhangara in groups ranging in size from a half dozen to as many as a hundred individuals (see sidebar). The other tribes regard them with superstitious dread, and will do almost anything to keep a group of Outcasts from approaching their own camps and settlements. It is the belief of the Jhangarans that all Outcasts 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. He or she then has two choices: commit suicide, or join the Outcasts. To kill an Outcast, the Jhangarans believe, brings a terrible curse upon the murderer and his or her family.

RELATIONS

The Aeriad and Zandir tolerate Jhangaran excesses in order to obtain valuable trade goods, but most other Talislantans consider Jhangarans to be untrustworthy. The unscrupulous Farad make no such distinctions, and employ Jhangarans to harvest k'tallah. In recent years the Aamanians have

sent missionaries to Jhangara in the hope of converting the tribes to Orthodoxy. The missions have met with some success, mainly because Jhangarans are eager to embrace any philosophy that promises them a way out of the swamps.

RELIGION

Jhangarans have no religion, and know nothing about magic. They observe only two ritual days of note: Jha, a holiday viewed by the populace mainly as a good excuse to get as intoxicated as possible; and The Septenaral Concordance, a fourteen-day period in which the seven Talislantan moons remain in alignment. During this time no citizen of Jhangara will dare to venture forth into the swamps at night. The Jhangarans claim that the Horag, a monster of immense proportions, stalks the swamplands during the Septenaral Concordance, searching for victims. Jhangarans accidentally caught in the swamps after sunset during such times have been known to slit their own throats rather than face the terror of this fearsome monster. Jhangarans do not cremate or bury their dead, but merely discard them in the nearest swamp, bog, or ditch.

LANGUAGE

The Jhangaran tongue is a mangled dialect derived from Low Talislan. Jhangarans generally begin all conversation by the use of a single imperative, delivered in a gruff or forceful manner, as in “!Hold!”, “!Hear!”, and the popular Jhangaran insult, “!Die!”.

NAMES

Common names are harsh-sounding, with hard consonants, as in Yazk, Jhank, Kozk, and Kyuk.

ADVENTURERS

Many Jhangarans seek employ as caravan guards or mercenaries. Many more seek adventure as a means of escaping their horrible lives living in a fetid swamp.

KANG

Tall and fierce, Kang have fiery red skin, white pupilless eyes, and brutal features. Both the males and females wear their long black hair pulled straight back in a single queue. Iron collars and armbands are the fashion among these folk, who customarily attire themselves in armor even when off-duty. So is Kanjiko, a form of scarring used to decorate the body.

The ancestors of the Kang were wild tribesmen of the steppes who reveled in battle, hunted wild tarkus for sport, and loved as fiercely as they fought. In the second century, the Kang tribes united and threatened to take over territories then known as the Quan Empire. They were bought off by the Quan, whom they served until the Silent Insurrection of 611, when the Kang finally took over control of the Empire for themselves.

No longer the wild hillmen who once roamed the steppes and slept under the stars, the Kang now live in walled citadels and fortified outposts. Their dwellings are made of rough-hewn stone, with rugged furnishings of carved hardwood and hides arranged about a central fire-pit. Crossed swords and other battle regalia are hung from the walls, proudly displayed as trophies from past engagements.

Kang culture reflects the harsh military training that has formed the basis of their upbringing since ancient times. Males and females are both aggressive, competing for dominant status among those of equal rank by blustering and physical intimidation. Kang seethe with wild passions; if insulted or provoked, they find it difficult to restrain themselves. Counteracting this is the intense military training which all Kang undergo from birth, instilling in them a deep-seated respect for authority.

The length and adornment of a Kang’s queue is a mark

KANG RACIAL TRAITS

- Str +2, Con +2, Int -2, Cha -2
- Medium Size: As Medium-size creatures, Kang have no special bonuses or penalties due to their size.
- A Kang’s base speed is 30 feet.
- +2 to Knowledge (tactics) skill checks
- All Kang characters receive the Kanquan Disciple feat for free
- Automatic Languages: Quan
- Favored Class: Warrior
- Restricted Class: Barbarian, Scholar
- * *All Kang are proficient with all Simple and Martial weapons as well as shield, light, medium and heavy armor.*

* *Kang are restricted from all but the Invocation Order of magic.*



of pride. For festive occasions, the queue may be bound with silver bands or jeweled rings. In battle, iron rings of leather thongs usually suffice. Kang never wear their hair down or unbound except to bathe. Losing one's queue in battle is considered a terrible disgrace; the victim will know no rest until he or she gains revenge for this evil act by killing the perpetrator and recovering the lost queue.

RELATIONS

Since the Silent Insurrection, the Kang have ruled the Empire. The Kang Warlord now wields total control over the populace. Relations with the subject races range from peaceful coexistence to open warfare. Once masters of the Empire, the Quan have been reduced to

A MATTER OF HONOR

Of great importance to all Kang is the concept of khir, or "honor in battle". Khir may be earned for any act of valor, from defeating an opponent in combat to exhibiting courage in the face of overwhelming odds. The Kang take great pride in such achievements, and deeds that earn khir are often cause for celebration among the honored participants and their admirers. These victory celebrations often go on well into the night, and are typically accompanied by much feasting, loud boasting, drinking, and revelry.

Khir entitles one to a degree of respect, though not necessarily obedience. A Kang who loses khir will be demoted in rank, and must prove his or her courage in order to regain lost status. It is possible to earn khir in a losing cause, but only if the individual is able to retain his or her honor. Conversely, it is possible to lose khir in a winning cause if the opponent is so weak or craven that there is no glory to be won by their defeat.

The most notable example of the latter circumstance occurred when the Kang seized control of the Quan Empire in the year 611. The coup was so successful that it was accomplished in less than a day, the ruling class Quan failing to offer even token resistance. Though the Kang gained an empire in a single stroke, there was no khir to be earned for defeating such a weak and cowardly adversary, and no celebration of the victory afterwards. So it was that the event became known in history as the Silent Resurrection - a victory without honor.

the status of pariahs, shunned and despised by all. The Ispasians manage the Empire's trade and economic concerns with exceptional skill; still, the Kang do not trust them. The Sunra and Vajra serve as instructed, though not willingly. The Mandalans continue to exhibit an outwardly placid demeanor, while the Mondre Khan remain hostile and aggressive. During the last decade, the Kang have taken steps to extend their sphere of influence, and have begun to expand their territories to the west and south. Evidence of the growing power of the Kang is viewed with concern by the leaders of Carantheum and the Seven Kingdoms.

RELIGION

All Kang revere Zoriah, the Red God of War, who is most often pictured as a giant male warrior attired in ceremonial battle armor, and a long queue adorned with spiked silver rings. Kang pray to Zoriah for courage, strength, and victory. In return, they donate one-tenth of their pay to the War God's Temple as an offering. It is rare for Kang to visit the War God's temple except to have their newborn children subjected to the ritual "Baptism by Fire", and to attend funeral services for great war heroes. Kang dead are cremated in a solemn ceremony, the size of the funeral pyre reflecting the deceased's khir.

LANGUAGE

Kang converse in a modified version of Quan, a language common to most of the indigenous peoples of this region. The Kang's dialect is heavy on action verbs, and is harsh and unmusical to the ear.



NAMES

Common names all begin with "K", as in Kuata, Kiyen, Kudan, Kran, Komo, etc.

ADVENTURERS

The vast majority of Kang are fighters and serve in the Crimson Horde, the military of the Kang Empire. Some few have been assigned to guard duty for trade caravans and thus may find themselves far from the borders of the Empire. Other Kang who have lost their queue may take up the life of an adventurer rather than the humiliation of living amongst other Kang.

KASMIRAN

The Kasmirans are short and lean with odd-looking, shriveled features. They dress in hooded cloaks, loose robes, and curl-toed boots or slippers, apparel well-suited to the extremes of their environment.

Originally a nomadic folk displaced by The Great Disaster, the Kasmirans are a wealthy people, though how they acquired their fortune is unknown; some say they were once partners of the Djaffir. They established settlements in the Kasmir desert around the beginning of the second century.

Kasmirans live in windowless stone towers, their doors barred and locked to protect against thieves. Spy-tubes are used to scan the surroundings before allowing any visitor to enter. They subsist on a simple diet of coarse black bread, desert palm fruit, a type of hard erd's cheese called kasmara, and cups of steaming-hot mochan. Kasmiran families are insular by nature and suspicious of outsiders. Only members of the same family and ancestral clan truly are trusted; a Kasmiran's lineage is evident in his or her name, which among Kasmirans serves as an individual's references (see Language). Cooperative endeavors with other families can be achieved, though usually only through protracted negotiations. Kasmirans marry late in life, and never divorce. No marriage is allowed to take place without the permission of both families. The husband is the nominal head of the household, though a wife who earns more than her husband may surpass him in influence. Children are raised by the parents until age three, when they are sent to a guildschool to learn a profession.

The Kasmirans are renowned throughout the continent as misers, and as crafty negotiators. 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. In truth, the Kasmirans are not cheap or stingy; they are just extremely frugal (see sidebar). This is an old habit acquired from the days when the ancestors of the Kasmirans were poor desert nomads, homeless and destitute. In order to ensure that such an occurrence could never happen again, Kasmirans made it a practice to save and safeguard their money, which they keep in personal vaults warded with multiple locks and trap-mechanisms.

In many ways, Kasmirans are different from the other mercantile peoples of Talislanta. Unlike the Ispasians, Kasmirans are hard-working folk who are not afraid to get their hands dirty. They tend to be fiscally conservative, and don't like to invest in large scale commodities or risky ventures. Unlike the Farad, Kasmirans never deal in drugs, stolen goods, or dangerous contraband. Though they can be shrewd and crafty, most Kasmirans are scrupulously honest, and are sticklers for detail; their contracts are interpreted exactly, to the letter. Still, it is wise to read the fine print before signing a contract with a Kasmiran, in order to avoid the possibility of unpleasant surprises.

RELATIONS

Kasmirans are concerned about the wild tribes that inhabit the territories on Kasmir's eastern border and beyond. Some believe that the Borderlands Legion could not repulse a large-scale assault, and that the three border outposts provide insufficient protection for their country. 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.

RELIGION

A small percentage of the Kasmiran population practices magic, mainly for its financial benefits. Kasmirans are atheists; they have no religion, and revere no deities. Some say that the ancestors of the Kasmirans abandoned their god after The Great Disaster, believing that he had forsaken them. Kasmirians bury the dead along with a portion of their wealth in locked stone vaults warded with traps of many sorts. The buried wealth is considered an investment, and a hedge against inflation or other financial calamities. The traps are a necessary safeguard against tomb-robbers.

KASMIRAN RACIAL TRAITS

- +2 Dex, +2 Int, -2 Str
- Medium Size: As Medium-size creatures, Kasmiran characters have no special bonuses or penalties due to their size.
- A Kasmiran's base speed is 30 feet
- Automatic Languages: Low Talislan, Nomad
- +2 to all Appraise & Diplomacy OR Craft & Disable Device skill checks.
- All Kasmiran characters begin play with a bonus 500 GL.
- Favored Class: Trader OR Magician (cryptomancer)
- Restricted Class: Barbarian, Scout, Warrior
- Weapon familiarity: All Kasmiran treat the bladestaff and spring-knife as simple rather than exotic weapons.

LANGUAGE

Kasmirans are fluent in Low Talislan and the old Nomad tongue.

NAMES

Kasmiran names are a combination of personal (first) name, family name, and ancestral clan name. For example, Azi al Din means “Azi of the al family, of the Din tribe”. Other common names include Abn na Fal, Abas el Adin, Kafa da Nir, and so on.

ADVENTURERS

Kasmiran are not common adventurers, most preferring the stability and security of their homes to life on the road. Because they are in great demand as trapmakers and artisans, some Kasmiran do travel widely selling their services and wares. Kasmiran adventurers are usually rogues or spellcasters and their high manual dexterity can be of great value to most parties.

KHARAKHAN GIANT

Kharakhan are massive folk, averaging over twelve feet in height and weighing upwards of a thousand pounds. They have dusky grey-black skin and savage features, and wear their hair long and tied-back in a queue. Kharakhan dress in loincloths, sandals, and crude armor made from boiled land lizard hide.

KHARAKHAN GIANT RACIAL TRAITS

- +8 Str, -2 Dex, -4 Cha
- Large Size: As Large-size creatures, Kharakhan Giant characters receive a -1 penalty to both attack rolls and armor class. Due to their size, Kharakhan's also take a -4 penalty to all Hide checks. Kharakhan have a reach of 10 feet (as opposed to the normal 5 for Medium-sized creatures). Lifting and carrying limits are x2
- Starting hit points: Kharakhan receive 24 hit points at first level regardless of class. They use normal hit dice as per their class from 2nd level onward.
- A Kharakhan's base speed is 40 feet.
- Kharakhan's receive the Scent bonus feat.
- Automatic Languages: Low Talislan (Kharakhan), Drakken
- Favored Class: Barbarian
- Restricted Class: Magician, Rogue, Scholar.

The Kharakhan are descended from a nameless tribe of Wild Folk who were extant during the latter part of the Archaen Age. It is believed that when The Great Disaster struck, the tribe was exposed to



magical emanations, and suffered a form of mutation called gigantism. Persecuted thereafter as freaks and misfits, they fled into the northern Wilderlands. They settled among the ruins of old Kharakhan, a place suited to their great size, and eventually came to be known as the Kharakhan giants, or simply the Kharakhan.

The Kharakhan are hunter-gatherers who range throughout the northern Wilderlands territories in massive armored conveyances known as war wagons. Though the giants call the ruins their home, they are often on the move, hunting for food and useful salvage. There are several tribes, all of which regard themselves as part of the same people. The Kharakhans' great size is both an advantage and a disadvantage: though it affords them protection from lesser predators it also means that they cannot use tools and implements employed by humanoids of smaller stature and so are forced to make what they require from raw materials. Kharakhan also require substantial amounts of food and water in order to survive, both of which are often in short supply in the regions that they have been forced to inhabit.

Kharakhan giants are gruff and crude by nature, having little knowledge of civilized customs and manners. Their outward demeanor and imposing size have led other peoples to regard them with trepidation. Yet while Kharakhan will aggressively defend their clans and possessions they are not a warlike folk by preference. When they are tending their young or with friends these massive folk can be surprisingly gentle.

RELATIONS

The Kharakhan are a race on the verge of extinction. Though they have no traditional enemies, neither do they have many friends. Swifter, more numerous creatures have taken over the territories that they once called home. The expansion of tribes such as the Za and Araq has forced them into ever more barren and inhospitable regions. Unless things change dramatically, in another few generations they will probably be gone.

RELIGION

Kharakhan are said to revere one of the Forgotten Gods, Kron the Mighty. However,

they have no magic and do not observe formal religious rituals of any known type. Kharakhan bury their dead beneath massive cairns of stones in a solemn ceremony that may last for several hours.

LANGUAGE

Kharakhan speak an ancient and obscure dialect of Low Talislan, which to the ears of civilized Talislantans makes them sound even more savage and unsophisticated than they are. They are also able to read Drakken-glyphs, a talent that appears to have been passed down from generation to generation for thousands of years.

NAMES

Common Kharakhan names begin with the prefix, "Kha", as in Kharun, Khatos, Kharos, Khamon, and Kharis.

ADVENTURERS

Kharakhan adventurers are becoming increasingly more common as their numbers dwindle. Ever searching for new lands and new resources for their people, a number of Kharakhan have taken to exploring extensively. Most search the Wilderlands of Zaran but a few have been spotted as far away as Yrmania, Zandu, the Seven Kingdoms and even Faradun.

MANDALAN

A golden-skinned folk, the Mandalans are slender of build, with almond-shaped eyes and pleasant features. It is the custom of the males to shave their skulls, while the females do the same, leaving only a top-knot of long, black hair. Both sexes wear loose fitting robes or pajama-style garments, typically of silkcloth, a material which is common in the regions in which the Mandalans live.

The origins of the Mandalan race date back to the Forgotten Age, when their nomadic ancestors migrated from the Opal Mountains and established permanent communal settlements along the eastern coasts of what is now the Kang Empire. Here, the Mandalans established a peaceful society devoted to the cultivation of the mystic arts and sciences. The arrival of a succession of hostile nomads ensued soon afterwards, from the Zhan to the Mazdaks, and the Quan. Each in turn subjugated the Mandalans, who offered no resistance. Each, in their turn, eventually grew complacent and were overthrown by other peoples. Only the peaceful Mandalans remain as they were before.

The Mandalans have an advanced and enlightened culture centered amidst the pastel spires, arches, and promenades of the coastal city of Jacinth and outlying regions. Those who live in Jacinth serve as artisans, scholars, and historians. They live in simple but elegant dwellings made of parchment stretched over wood frames, with rock gardens, meditation areas, and shaded arbors adding a sense of serenity and beauty to their surroundings. The remainder of the population is scattered throughout the countryside, making their home in small villages. They live in rustic dwellings of artfully woven reeds and thatch, and work as farmers, herders, and weavers.

Mandalans place great emphasis on the family. Marriage is considered a bonding of bodies and souls; a sacred trust and covenant between the participants. Ancestors and elders are respected; several generations often live together in the same home. Children receive care and instruction from their parents, grandparents, and often their great-grandparents. All Mandalans are vegetarians. They subsist on a diet of grains and fruits. Mandalan green wine is a favored drink.

To many Talislantans, the Mandalans appear weak and submissive, unwilling to offer even the slightest resistance to those who have invaded their lands in the



MANDALAN RACIAL TRAITS

- +2 Wis
- Medium Size: As Medium-size creatures, Mandalan characters have no special bonuses or penalties due to their size.
- A Mandalan's base speed is 30 feet.
- +4 skill points at first level.
- Automatic Languages: Quan
- Favored Class: Scholar (savant)
- Restricted Class: Barbarian, Warrior

Mandalans are strict pacifists and as such may not select the Martial Weapons feat. At most a Mandalan may use a Quaretr Staff for defense.

past as well as the present. While there is considerable evidence to support such a view, this perception of the Mandalans is in many ways inaccurate. Practitioners of an ancient mystical discipline, Mandalans abhor violence, considering militarism to be the domain of unsophisticated and primitive peoples. Yet despite a great aversion to physical violence, the Mandalans are neither weak nor entirely submissive. It is no accident that they have survived centuries of oppression, or that their culture has endured long after the demise of the warlike races who have conquered their lands and subjugated their people. Rather, over the course of many centuries, the Mandalans have developed a unique methodology for dealing with repressive regimes; a philosophy based upon the principles of passive resistance, and the concept of the Mystic Warrior (see sidebar).

RELATIONS

Under the Kang, the Mandalans continue to be virtual slaves of the Empire. They obey the commands of their Kang masters without question, never showing signs of overt emotion. Yet in the countryside strange events continue to transpire for which there is no explanation: a barge carrying a shipment of weapons sinks below the waters of the Shan river; a group of Kang trackers disappears without a trace; Kang troops are repeatedly inconvenienced by washed-out roads, collapsing bridges, and other logistical nightmares. Meanwhile, the barbaric Harakin clans gather along the northern borders of Quan, waiting and watching, while the Mandalans remain, passive and aloof.

The Legend of the Mystic Warrior

In Mandalan lore, the Mystic Warrior is an ideal, symbolizing the indomitability of the spirit. It is the unshakable belief of the Mandalans that, though their people may be enslaved and oppressed, their hearts and minds shall always remain free. Thus, in the Mandalan perspective, no enemy can ever truly conquer their race.

For the vast majority of Mandalans, the practice of this philosophy is limited to various subtle forms of passive resistance. The Mandalans are most ingenious in this regard, and seem to possess a limitless ability to influence, misinform, and misdirect their oppressors without arousing suspicion in themselves.

In rare instances, a Mandalan may actually adopt the physical persona of the Mystic Warrior. Operating in total secrecy, these individuals often engage in more overt forms of resistance, including acts of sabotage and other secret activities. According to legend, those who heed the call of the Mystic Warrior become as the wind – their presence felt, but never seen. Such is the aura of mystery that surrounds these individuals that the Mandalans do not even admit that they exist.

RELIGION

Mandalans worship the deity known as Creator, but observe no formal rituals. Worship is centered around meditation, and is considered a matter between one's god and one's self. Mandalans bury their dead in a simple ceremony, erecting a small shrine of river stones and flowers on the grave of the deceased.

LANGUAGE

The native tongue of the Mandalans is Quan, though many also speak either High or Low Talislan.

NAMES

Common Mandalan names are hyphenated, as in Shan-Yan, Khan-Han, Zen-Shen, etc.

ADVENTURERS

As slaves of the Kang Empire, the Mandalans have little opportunity to better their lives and are rarely found as

adventurers within the Empire. More than a few have fled the Empire as refugees and may now be found as far away as the Seven Kingdoms and Zandu.

MIRIN

A people of noble bearing, the Mirin are tall and statuesque. They have bright blue skin and hair as fine and white as gossamer. Mirin dress in robes, boots, and headdresses trimmed with frostwreath's hide.

The Mirin are believed to be descended from a group of Archans whose cloud-city fell to earth following The Great Disaster. Pursued by vengeful bands of Wild Folk, they fled north into the wilderness. Along the way many died from exposure, wild beasts, and battles with their pursuers. Facing certain death, the last members of the group commended their souls into the hands of whatever deity held sway over the region. According to Mirin legend their prayers were heard by the Forgotten God, Borean, an ancient elemental deity who granted them a miraculous boon: immunity to cold. The grateful survivors went on to establish the first shrine to Borean, and later, the first Mirin settlement.

Mirin live in crystalline ice castles constructed from blocks of solid ice, cut from glacial ice-quarries and carved into useful and decorative forms. Mirin have close family ties, a holdover from the days when cooperation was absolutely essential to their survival.



MIRIN RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Mirin have no special bonuses or penalties due to their size.
- A Mirin's base speed is 30 feet.
- +2 racial bonus on Balance checks. Mirin are used to walking on slippery surfaces.
- All Mirin are immune to cold damage.
- **Melding:** It is the custom among the Mirin to undertake a ritual "bonding of spirits" with a chosen mate or close friend. The procedure creates a type of innate psychic link between the two individuals. While melded individuals cannot actually communicate via this ability, each will instinctively know if the other is in danger or in great distress.
- **Automatic Languages:** Elder Tongue
- **Favored Class:** Scout
- **Prohibited Class:** Barbarian

Members of all professions are equally valued in Mirin society. Hunters provide the settlements with edible lichen, wild and aquatic game, hides and horn. Priests and priestesses provide guidance and keep written records; warriors defend the settlements. Alchemists forge adamant, an alloy of blue diamond that is one of a very few metals that does not become brittle in sub-zero temperatures.

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 in great distress. For entertainment and diversion, Mirin enjoy racing sailed ice schooners on the frozen lakes of L'Haan and across the Sea of Ice. The winners are awarded valuable trophies made of adamant and blue diamonds, and are greatly admired for their achievements.

RELATIONS

The Mirin are currently at war with the Ice Giants of Narandu, whose forces have sought to conquer L'Haan for centuries. In the recent past they have fought against the Rasmiran, members of a sect of anarchists that was exiled from L'Haan to the Outcast Isles, in the Midnight Sea.

RELIGION

A deeply religious folk, the Mirin revere Borean, the God of the North Wind. Mirin Priests and Priestesses are the spiritual advisors of their race, and regard Borean as the protector of their land and its ecology. They do not build temples in his name, but erect altars on the snowy steppes around frozen lakes such as L'Lal and Rhin. It is only in such open and natural surroundings, the Mirin say, that one can truly feel the presence of the God of the North Wind. Mirin inter their dead in ornate coffins carved from solid ice, which are "buried" below the surface of a frozen lake.

LANGUAGE

Mirin converse in the Elder Tongue, a language dating back to ancient times; some say they learned it from the lesser elementals who serve Borean.

NAMES

Examples of common male names include Miralos, Mirtos, Miral, and Miros. Common female names include L'Mir, L'Lis, and L'Halla.

ADVENTURERS

Mirin are rarely found outside of their icy kingdom. Some do venture south to trade for good ahrd to come by in the frozen north. The longer a Mirin is away from the tundra, the paler his skin becomes. After being in a warm clime for a week the bright blue skin coloration has already begun to fade. After a month away from the cold, a Mirin's skin is almost chalky white.

MUSE

Muses are among 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.

Muses are descended from an archaic race of forest nymphs, possibly of magical origin; the ancient Archaens often summoned such creatures for their pleasure, and their couplings occasionally yielded unexpected results.

The Muses have no actual settlements, but tend to congregate in groups of varying size and composition; individuals come and go as they please. Muse children

are raised by the group's whisps, who teach them how to fly and to find food. Young Muses must develop telepathic powers for themselves, as these talents are never taught.

Muses erect no permanent dwellings, shunning physical labor as tedious and uninspiring. They have a near-symbiotic relationship with the race of woodwhisps, who serve them as "translators" (see Customs) and by gathering food and erecting impromptu tent-pavillions of gossamer and flowering vines, which in Muse society pass for domiciles. In return, whisps are rewarded with stimulating telepathic visions and the pleasure of the Muses' company. Every Muse has at least one whisp companion.

To other Talislantans, Muses often seem distracted, disinterested, and aloof. In fact, they are contemplative by nature, and are highly perceptive as regards their surroundings. Muses rarely speak, preferring to communicate via telepathy, or thought-images, which are used to convey information and emotions. When Muses wish to conserve telepathic energy, they have



MUSE RACIAL TRAITS

- +2 Dex, -4 Str, +2 Cha
 - Medium Size: As Medium-size creatures, Muse characters have no special bonuses or penalties due to their size.
 - A Muse's base speed is 30 feet. A Muse may also use her wings to fly at a base speed of 60 ft. for a maximum of 10 rounds after which she must rest for another 10 rounds.
 - +4 bonus to Sense Motive checks.
 - Telepathy bonus feat
 - Automatic Languages: High Talislan, Sylvan
 - Favored Class: Magician (natural magic)
 - Restricted Class: Barbarian, Scholar, Scout, Warrior
- * Muse characters gain a woodwhisp companion at first level.*

their whisp companions speak for them. Given the animated and occasionally sarcastic nature of whisps, communications of this sort can yield unusual results.

Muses are promiscuous, and may take numerous sexual partners - including non-Muses, though such unions rarely bear offspring. These trysts may be of long or short duration, but are always intensely passionate (at least from the Muse's point of view). Sometimes the attraction is such that a Muse will telepathically "bond" with the object of his or her affection. While the obsession lasts a Muse will follow the beloved one anywhere he or she goes, sharing all that they experience together. The infatuation may pass as quickly as it began, though Muses always remain sentimental as regards their former lovers.

RELATIONS

The Muses of Astar remain as they always have been: aloof, and seemingly preoccupied with their own concerns. Attitudes towards these folk have begun to change, as the full extent of their extraordinary telepathic powers begins to be understood by the other members of the Seven Kingdoms.

RELIGION

Muses have no formal religion, but revere nature spirits of all sorts and have a great love of life. The death of a Muse or a whisp-companion is regarded as a great tragedy, requiring an elaborate funeral that may go on

for days after the deceased has been laid to rest.

LANGUAGE

Muses are natural telepaths, able to communicate by means of thoughts and images. All possess this unusual ability, the range and scope of which increase with practice. Muses can sense the strong emotions of others, broadcast and receive thoughts, project mental images, sense the presence of living beings, and even influence others' emotions. Muses are fluent in High Talislan and Sylvan, but regard common speech as coarse and unaesthetic. They much prefer to communicate telepathically, and will often use whisp "translators" to put their thoughts into words.

NAMES

Muse names are based on flower-names, such as Lilyandre and Aramantus.

ADVENTURERS

Though most Muses couldn't care less about such matters, some of these beings find it exciting to travel beyond the boundaries of Astar, their sylvan homeland. A rare few, considered demented by their peers, occasionally take to travelling in the company of adventurers. While they possess a natural facility for magic, few Muses possess the discipline necessary to master this art.

NAGRA

Nagra have mottled grey-green skin, black fangs, peaked skulls, and their eyes are like tiny ebony specks. They dress in rude garments made from the furry hides of winged apes, ankle and wrist bands of woven fibers, and earrings made from the fangs of exomorphs or tarkus.

The Nagra are believed to be related to the Chana and Manra, though their appearance would seem to suggest that they also have some Za blood in their veins. The Nagra tribes once lived far to the Northeast, but were driven into the southern jungles by the Kang, who hunted them like animals. Most of the survivors settled in the jungles of the Topaz Mountains, though a handful of others may have traveled to the Jade Mountains of Raj.

The Nagra are semi-nomadic hunters whose movements mirror the migratory patterns of the wild beasts upon whom they subsist. When their prey has settled into

a region for purposes of grazing or feeding, the Nagra erect temporary shelters of skins and wooden poles that serve as hunting camps. When the wild beasts move on, so do the Nagra.

The Nagra 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 strange, and even eerie. This is particularly true as regards the Nagra's taste for serpents, which they swallow whole, uncooked, and alive.

All Nagra wear stone spirit jars about their necks, in order to protect their souls from evil spiritforms. A Nagra who has lost his spirit jar would feel exposed, and completely defenseless. These folk are skilled at spirit tracking, an uncanny ability that enables them to follow any track or trail, regardless of its age or origin (see sidebar).



NAGRA RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Nagra have no special bonuses or penalties due to their size.
- A Nagra's base speed is 40 feet. Nagra are fast and tireless.
- +2 racial penalty to all Ride and Handle Animal checks.
- **Bonus Feat:** Run
- **Bonus feat:** Spirit Tracking
- Nagra characters receive 4 free ranks in Knowledge (spirits).
- **Automatic Language:** Chanan, Sign
- **Favored Class:** Barbarian, Scout
- **Prohibited Class:** Magician (may select Shaman background only), Scholar

RELATIONS

The Nagra bear an undying hatred of the Kang, whose ancestors drove their people out of the Kang Empire long ago. They despise the Witchtribes of Chana, whom they regard as despicable, and little better than animals. Otherwise, they have no formal relations with other Talislantan nations or peoples.

RELIGION

Nagra revere a vast and confusing pantheon of spirits. Their shamans act as intermediaries, employing their ancient magics to commune with spiritforms of various sorts, from whom they derive wisdom. From this information, Nagra shamans are able to predict the future and divine the secrets of past ages. They also make the spirit jars that are worn by all Nagra.

Nagra burn their dead and scatter the ashes in a stream or lake to prevent them from being used for black magic. The deceased's spirit jar is carried to the top of a mountain and opened at dawn's first light, allowing the spirit within to fly free.

LANGUAGE

Nagra are bilingual, communicating both in a crude version of the Chanan tongue, and in sign.

NAMES

Female Nagra names begin with a vowel followed by apostrophe and hard sound, as in A'Ko, O'Ta, U'Da, E'Ko. Male names begin with a consonant followed by apostrophe and hard sound, as in K'Ta, D'Ko, N'Ka.

ADVENTURERS

Nagra spirit trackers are in high demand through Talislanta for their unique ability to track an individual purely by the spirit essence that trails everyone.

ORGOVIAN

Orgovians are a wiry, rugged people, hard and spare as flints. Notable features include dusky-orange skin, protruding chin, squinty eyes, and nostrils that resemble vertical slits. They dress in leather vest and curl-toed boots, loincloth, and brown felt headdress. Iron armbands are worn for decoration, typically by the dozen.

The Orgovians are the last remnants of a people who once hailed from the small kingdom of Orgovia. Following The Great Disaster, their homeland was overrun by savage tribesmen and their nation driven into ruin. They now roam the Wilderlands of Zaran and surrounding regions, making their living as traders.

Orgovians are nomadic traders who range from the Wilderlands of Zaran to the Desert Kingdoms, and sometimes as far as the Eastern and Western Lands. They travel in small armed bands of up to twenty individuals, carrying parcels of goods from many lands on the backs of their loper steeds. Orgovian bands are loosely organized and usually consist of one or more extended families, plus a number of males or females from other bands who have joined the group through marriage or choice.

ORGOVIAN RACIAL TRAITS

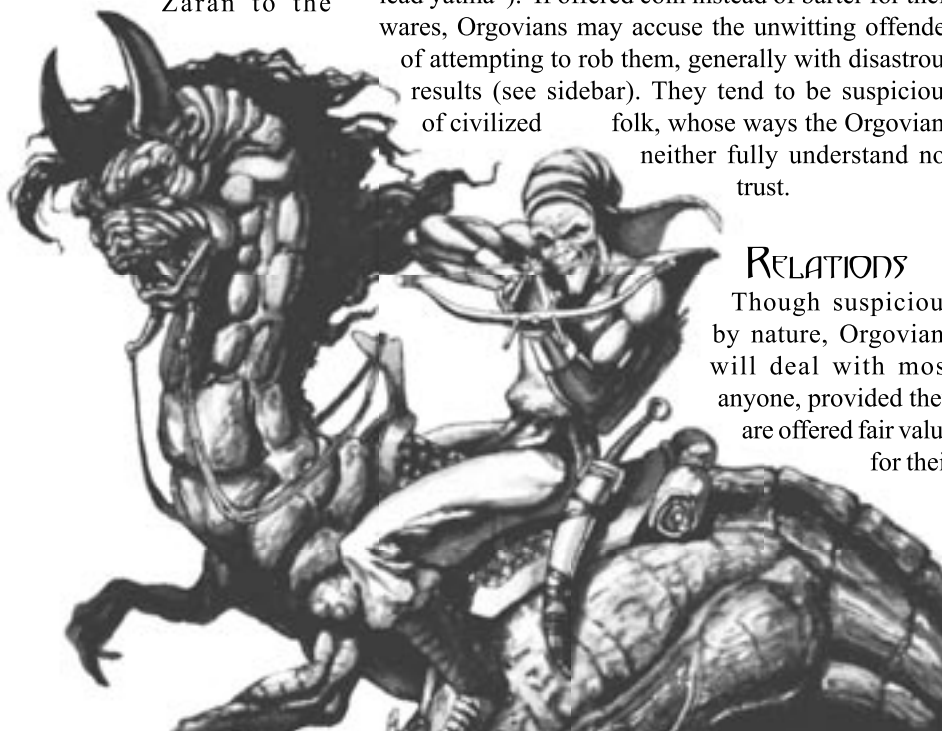
- **Medium Size:** As Medium-size creatures, Orgovians have no special bonuses or penalties due to their size.
- An Orgovian's base speed is 30 feet.
- Orgovian characters receive a +2 racial bonus to Ride checks.
- **Bonus feat:** Born to the Saddle
- **Automatic Language:** Low Talislan, Sign
- **Favored Class:** Trader or Scout
- **Prohibited Class:** Magician, Scholar

As bands are always on the move females must often give birth while "in the saddle". Infants are wrapped in swaddling and affixed to the back of their mother's steed with the rest of the baggage and possessions. Most learn to ride before they can walk. Orgovians subsist on foods gathered in the wild or obtained through trade with other peoples.

Orgovians have dealt exclusively in barter ever since the fall of the old nation of Orgovia and the subsequent devaluation of its currency, a lead coin called the yatma (hence the origin of the popular phrase, "not worth a lead yatma"). If offered coin instead of barter for their wares, Orgovians may accuse the unwitting offender of attempting to rob them, generally with disastrous results (see sidebar). They tend to be suspicious of civilized folk, whose ways the Orgovians neither fully understand nor trust.

RELATIONS

Though suspicious by nature, Orgovians will deal with most anyone, provided they are offered fair value for their



The Art of the Deal

“Merchants and entrepreneurs who plan to have dealings with the Orgovians would do well to keep several facts in mind. First and foremost: in all dealings with Orgovians, the most important factor is the appearance of fairness. Until proven otherwise, foreigners are regarded as potential thieves, assassins, or worse. It is the custom among the Orgovians to exchange gifts before entering into trade negotiations of any sort. Be prepared to do so, and do not stint in your offering - your generosity and overall trustworthiness will be judged on the basis of its value. Bear the added cost of these gifts without complaint; the price of the offering is deductible as a business expense, and is well worth the investment in any case.

By all means do not offer coins to an Orgovian, either in payment for goods or as a gift. These people use barter exclusively in all transactions, so remember to bring other goods to trade. Fine fabrics, jewelry, rare spices, and ornate Zandir blades are highly valued by Orgovians. Trinkets and worthless brumagem are not, and may be regarded as a sign of bad faith. If coins are all you have, you might try to hammer them flat and barter them as precious metals, allowing the Orgovian to determine their worth by weight rather than denomination (using the phrase, “These are not coins”, may also be helpful).

Should your gift or offering fail to meet with the Orgovians’ approval, you may put aside all thoughts of trades or transactions. Instead, your primary concern now becomes one of survival. Bow politely, say your farewells, make whatever excuses you wish, but leave the area without delay. For once you have curried an Orgovian’s disfavor or distrust, you will be regarded as an enemy. Should you argue or haggle at this point, the Orgovians may perceive that you are trying to cheat them, and elect to do violence upon your person. Such difficulties, while not always inevitable, occur with some frequency. This may go far to explain why many merchants prefer to deal with the Djaffir, who – though conniving in their own right – are at least more placid of temperament than Orgovians.

wares. They despise bandits and cheats, and routinely kill such individuals in order to trade their scalps and possessions for useful goods. The Orgovians are on good terms with the Yitek and Djaffir, both trusted trading associates. The Dracartans also enjoy good relations with these people, as do the Sindarans of the Seven Kingdoms; many Sindaran collectors maintain close friendships with Orgovian traders in order to obtain items that they wish to acquire.

RELIGION

The Orgovians once had a god, but no more. After The Great Disaster they said their god had abandoned them, and so they did the same. They know little or nothing of magic, which they regard with suspicion and distrust. Orgovians bury their dead in shallow graves and quickly move on.

LANGUAGE

Most Orgovians speak both Low Talislan and sign.

NAMES

Common male names typically begin with the prefix “Or”, or “Org” for females. For example: Orfir, Ordavo, Orva, Ortu (male); Orgovia, Orgala, Orgolas, Orgavi (female).

ADVENTURERS

Orgovians are the consummate adventurers, travelling and exploring the often dangerous Talislanta countryside. Most are Rogues and Scouts although a few trained warriors can always be found as well.

PHANTASIAN

A pale-skinned people, the Phantasians are tall and very thin, with delicate features reminiscent in some ways of the Thaeciens. They dress in long, trailing robes, conical caps, and necklaces of colored crystals.

The Phantasians are believed to be descended from the Archaens of ancient Elande, a great sky-city that was destroyed during the Great Disaster. Refugees fleeing from Elande in windships settled on Phantas, where they built Cabal Magicus.

Cabal Magicus is a fabulous castle that hovers high above the Isle of Phantas, tethered to the ground below by chains of adamant. The castle was constructed along the same principles as the sky-cities of the ancient

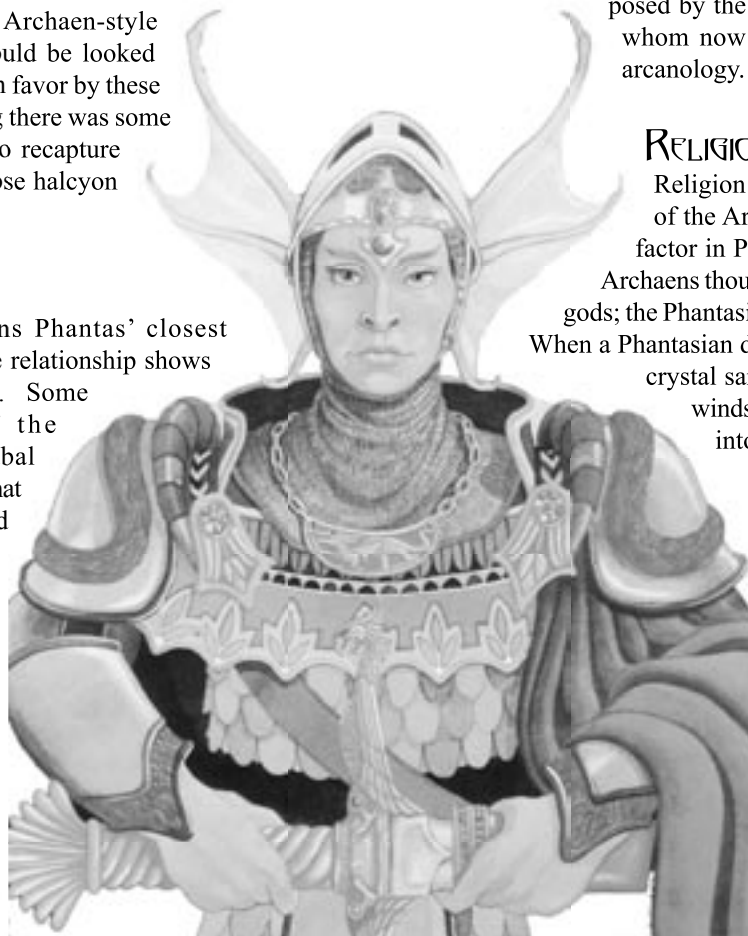
Archaens, which were purportedly fashioned from solidified cloud-stuff. The modern-day Phantasians have long since forgotten the secret of manufacturing such materials, and now have all they can do merely to keep Cabal Magicus afloat.

Like the ancient Archaens, the Phantasians once lived in splendor and ate only the finest and most costly fare. Now, they subsist on bland foods grown in their hydroponic gardens and nutritive elixirs of various sorts. Once among the most skilled practitioners of magic, the Phantasians have forgotten much of the fabled knowledge possessed by their ancient ancestors. Among the few secrets left to them are the talents associated with the building of windships and the art of distilling dream essence. It is these abilities that provide the Phantasians with their livelihood, such as it is.

Phantasian society and civilization are in a state of decline, and appear to be on the verge of collapse. There is a sadness about these folk, whom many deem to be relics of a forgotten era. More than a few Phantasians prefer the old colonial Archaen worldview to the more liberal views currently in vogue among such folk as the Cymrilians. A return to the old ways, and Archaen-style dominance, would be looked upon with much favor by these folk – assuming there was some practical way to recapture the glory of those halcyon times.

RELATIONS

Cymril remains Phantas' closest ally, though the relationship shows signs of strain. Some members of the Phantasian Cabal have proposed that Phantas should sell windship arcanology to



PHANTASIAN RACIAL TRAITS

- Intelligence +2
- Medium Size: As Medium-size creatures, Phantasians have no special bonuses or penalties due to their size.
- A Phantasian's base speed is 30 feet.
- Bonus feat: Magical Aptitude
- Detect Magic: Phantasians may use their Spot skill to Detect Magic up to a range of 5 feet. This is a supernatural ability.
- Automatic Language: Low Talislan, Sign
- Favored Class: Scholar (thaumaturgy)
- Prohibited Class: Barbarian, Scout

underdeveloped countries in exchange for gold. The Cymrilians oppose such actions, which they regard as irresponsible. An anonymous consortium of foreign investors has offered to acquire a controlling interest in Cabal Magicus. However, so far the Phantasian Cabal has resisted such a plan. A disturbing threat may be posed by the Farad and Rajans, both of whom now possess limited windship arcanology.

RELIGION

Religion never was the strong suit of the Archaens, nor is it much of a factor in Phantasian culture. The old Archaens thought of themselves as akin to gods; the Phantasians merely wish they were. When a Phantasian dies, his body is placed in a crystal sarcophagus, carried aloft by windship, and dropped overboard into the ocean.

LANGUAGE

The Phantasians speak a particularly archaic version of High Talislan, which to most modern Talislanians sounds somewhat "stiff" or "stodgy".

NAMES

Common names have an old Archaen sound, as in Astramiros, Cascalo,

Malderune, and Lamir.

ADVENTURERS

Some of the talents of the old Archaen sorcerers are still evident among the Phantasians, though these are limited to a few dints of thaumaturgy, sorcery, and windship arcanology. Among these abilities is the art of concocting dream essence; the stuff of which dreams are made, captured and distilled in amberglass vials.

To obtain capital the Phantasians sell dream essence, magical mixtures, and other exotic wares to foreigners. Phantasian Dream Merchants still sail across the skies of Talislanta in their archaic windships, carrying Phantasian goods to such far-distant lands as Cymril, the City State of Hadj, Thaecia, Zandu, Faradun, and the Kang Empire.

RAHASTRAN

The Rahastrans are a tall and dark-skinned folk who carry about them an air of mystery and magic. They wear cloaks, gloves and long coats of blue fustian, and pendants of carved amethyst. Every Rahastran carries a deck of enchanted cards known as the Zodar.

The Rahastrans are the direct descendents of a sect of cartomancers who once served the rulers of the ancient kingdom of Phandril. According to their legends, their people were banished after a Rahastran displeased the ruler of Phandril by giving an unfavorable reading regarding the future of the kingdom (the reading turned out to be accurate, and Phandril was destroyed during The Great Disaster). Since that time Rahastrans have been wanderers, who give their allegiance to no government.

Rahastrans are traveling seers 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, an archaic and magical game employing a deck of twenty cards, each marked with a different arcane symbol. While Zodar is often thought of as a game of chance, the cards are most often

RAHASTRAN RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Rahastrans have no special bonuses or penalties due to their size.
- **A Rahastran's base speed is 30 feet.**
- **Bonus feat:** Cartomancy. Rahastrans may cast spells of the Cartomancy Order regardless of their character class.
- **Automatic Language:** Archaen, Low Talislan
- **Bonus Languages:** Choose one.
- **Favored Class:** Magician
- **Prohibited Class:** Barbarian

used to divine the future, or to reveal a person's deepest thoughts and desires. In addition to supplying a livelihood, the Zodar guides virtually every aspect of a Rahastran's life on a day-to-day basis. It is said that no Rahastran would ever make an important decision without first consulting the cards and reading the portents, nor would he or she take any action that the cards indicate to be unwise.

Rahastrans tend to be loners; there are no bands or tribes of Rahastrans, nor do they have any homeland. Some Talislantan scholars believe that there may be no more than a few hundred Rahastrans extant on the continent, if that.

Rahastrans do not marry, though on rare occasions they may indulge in romantic affairs or dalliances – if it is in the cards. Should the pairing of a Rahastran and a mate of any other race result in pregnancy, the child will always be a Rahastran, both in appearance and in spirit. Unwilling to abandon the call of the Zodar, Rahastrans leave their offspring in the care of others and continue on their way. Should the child one day decide to seek out his or her Rahastran parent, the Rahastran will agree to teach the young one the secrets and traditions of the Zodar.



CUSTOMS

To the Rahastrans, 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. Because they are able to predict the future, Rahastrans are regarded with mixed emotions by other Talislantans, who are fascinated with the Zodar, yet fearful of the secrets that the cards may reveal.

RELATIONS

Rahastrans are deeply distrustful of the Aamanians, who in the past and present have persecuted and hunted their people as witches. Consequently, a Rahastran will never travel to Aaman unless such a trip is decreed by the cards. Generally speaking, Rahastrans regard most other peoples neither with animosity nor trust.

RELIGION

For Rahastrans the Zodar is religion, magic, art, and craft. They turn to the cards for spiritual guidance, and ascribe sentient virtues to their cards, which they claim are imbued with divinatory powers by the higher spirits. Able to foresee the means of their death in the cards, Rahastrans often prepare a will indicating how their possessions are to be divided among their chosen heirs and successors. Most prefer to be cremated along with their cards.

LANGUAGE

Rahastrans are fluent both in Low Talislan and old Archaen. Because they travel so extensively, many are able to pick-up a smattering of other tongues along the way.

NAMES

Common names are highly individualistic, reflecting the eclectic tastes of the Rahastrans. For example: Rashir, Tarean, Dalusia, and Falusche.

ADVENTURERS

Rahastrans consider themselves masters of their own fate, their actions influenced only by the cards of the Zodar deck. Normally non-violent, Rahastrans will use their magics to defend themselves if left with no other alternative. Many Talislantans believe that it is bad luck to do harm to a Rahastran, and so give them a wide berth. Rahastrans tell fortunes for coin, barter, or if the mood strikes them, for free.

SARISTA

The Sarista are built along slender proportions, and have skin the color of topaz, dark eyes and jet black hair. They are partial to such forms of ornamentation as ear bangles, facial tattooing, and all types of gaudy raiment. The men sport colorful capes, berets, tight fitting hose, sashes and high boots; the women: all manner of sultry and provocative attire, also of a colorful nature.

The history of the Sarista consists of a baffling collection of anecdotes, fables and bawdy ballads. From these, scholars have theorized that the Sarista are descended from the Phaedrans, and related to the Aamanians and Zandir. Others believe they are kin to the Dhuna witch-covens of Werewood.

Sarista families are close-knit -"as thick as thieves", according to some Talislantans - and often quite large. Young males attract wives by acts of courage and daring; an offering of gold coins to the wife's parents seals the deal. Their children are raised in liberal fashion, and travel with the tribe. Sarista caravans roam the Western Lands from Silvanus to the Seven Kingdoms, stopping in cities and villages along the way. In such places, the Sarista are renowned for their talents as folk healers, fortune tellers and performers- or as mountebanks, charlatans and tricksters, depending upon one's point of view.

The discrepancy of opinion regarding the Sarista may



SARISTA RACIAL TRAITS

- +2 Charisma
- Medium Size: As Medium-size creatures, Sarista have no special bonuses or penalties due to their size.
- A Sarista's base speed is 30 feet.
- +2 racial bonus to Sleight of Hand checks
- +2 racial bonus to Hide and Move Silently & Perform checks
- Automatic Language: Sarista, Low Talislan
- Favored Class: Rogue
- Prohibited Class: Barbarian

be attributed to their mysterious customs and traditions. The tribes do not keep written records of any sort, but rely upon their elders to teach their offspring the secret lore of their people. These studies consist primarily of minor magics, herb lore, local geography and "Sarista culture", a euphemism held to be roughly equivalent to the less flattering term, "thievery". By age seven, a Sarista child will know every woodland trail in Silvanus by heart, and will have an alarmingly comprehensive understanding of Sarista culture.

RELATIONS

The Sarista are an insular folk who generally have little interest in the affairs of other people. They remain apart from other cultures by choice, following the same traditions as their ancestors.

RELIGION

The Sarista religion revolves around two obscure demigods: Fortuna, lovely but fickle goddess of luck, and the grim entity known as Death. The Sarista revere Fortuna, but mock Death, whom they strive to cheat at every opportunity. Many Sarista dabble in magic, and some become quite accomplished in the arcane arts. The womenfolk all seem to be adept at making folk remedies, potions, and minor magic charms, and at telling fortunes. Sarista dress the dead in bright raiment, adorn their bodies with baubles, and bury them standing-up; a final act of defiance in the face of Death.

The Sarista love music, one of the few things about which they are deeply sentimental. They enjoy dance, and many are skilled musicians. Sarista crafts include

metal working, weaving, and pottery.

LANGUAGE

The Sarista have their own language, a version of the common Low Talislan tongue which allows the speaker to convey hidden meanings by the use of subtle gestures and inflections.

NAMES

Sarista names are colorful and varied, such as Romaro, Salvagio, Garinda, Eviaro (males), and Romi, Esmeralle, Havia, and Kataea (females).

ADVENTURERS

The Sarista are a people of diverse qualities. Some are loners who make their living as peddlers, mercenaries or vagabonds. Others, notable for their skill at witchcraft, live in secluded wilderness regions. The majority of these folk are more gregarious in nature, preferring to travel in loose-knit tribal groups, carrying all that they own in brightly painted wagons.

SAWILA

The Sawila have pale white skin and a mane of colorful plumes running along the head and neck. Slender and comely to the eye, they attire themselves in costumes of bright feathers, combs made of sea dragon's scales, and necklaces of seeds and shells.

Sawila claim to be descended from a race of avians that migrated across the eastern seas to Talislanta sometime after The Great Disaster. If their tales are true, then these folk may be related to the Aeriad of Vardune.

The inhabitants of Fahn are a peaceful and simple people who live in communal settlements, typically located at the center of a grove of fruiting trees and shrubs. They make their home in graceful dwellings fashioned of woven grasses, and suspended from the boughs of towering deodars; the resemblance to the nests of certain avian species has been noted by more than one Talislantan naturalist. Wind chimes of many fanciful shapes hang from the branches of these trees, filling the air with their gentle and melodious sounds.

Sawila subsist upon fruits, seeds, and blossom nectar, making such garments and implements as they require from rattan, woven grasses, and feathers. They mate for life, generally producing one or two offspring. Children are raised with great affection and taught the lore of

their ancestors by the elders.

Sawila revere all feathered avian species as avatars of their god, Ariel, and will never do harm to another avian creature. Thousands upon thousands of avir migrate to Fahn each year. These migrations coincide with certain of the Sawila's spell-weaving rituals, leading some Talislantan scholars to speculate that the lifestyle and customs of the Sawila may well be holdovers of their ancient avian ancestry.

RELATIONS

The Sawila tribes lived in isolation for untold centuries until the Imrians, Na-Ku, and Mangar began to prey upon them. Since then they have grown suspicious of outsiders, and they now take more greater pains to protect themselves from attack. The Sawila have no formal relations with any other nation or government.

RELIGION

The Sawila practice a form of natural magic called spell-weaving, which consists entirely of verbal and somatic elements. They worship Ariel, an elemental spirit of the wind whom they envision as a winged Sawila of great beauty, and her consort, Makk, spirit of the sea. They claim to have derived their spell-weaving abilities from Ariel and her avatars – the winged creatures known as avir. It is said that the Sawila are able to employ their subtle magics to speak to all creatures of the air and

water, and even to effect changes in the weather. Sawila cover the bodies of their dead with fragrant



SAWILA RACIAL TRAITS

- +2 Dexterity, -2 Strength
- Medium Size: As Medium-size creatures, Sawila have no special bonuses or penalties due to their size.
- A Sawila's base speed is 30 feet.
- Bonus feat: Spellweaving
- Automatic Language: Chanan, Sign
- Favored Class: Magician (natural magic)
- Prohibited Class: Barbarian, Warrior

blossoms and sea shells, then cast them out to sea on bowers of woven branches.

LANGUAGE

The Sawila are fluent in Chanan, and also converse via an expressive and graceful version of Sign. Their language is sung rather than spoken, the melodic patterns conveying emotional content and even more subtle shades of meaning. Some say that the Sawila dialect sounds like the warbling of songbirds.

NAMES

Male and female names have four syllables, and a "sing-song" quality, such as Iakela, Eladia, Akatia, Selanea, an so on.

ADVENTURERS

Sawila are gentle creatures who abhor violence. Still, if threatened they will use their spell-weaving abilities in defense of their settlements. Their people have long been victimized by the Imrians and Mangar, who covet the exotic-looking Sawila females as slaves and consorts, respectively. Due to the slave trade, many Sawila may be found throughout Talislanta and many freed or escaped Sawila slaves take up a life of adventuring rather than returning home and risking capture again.

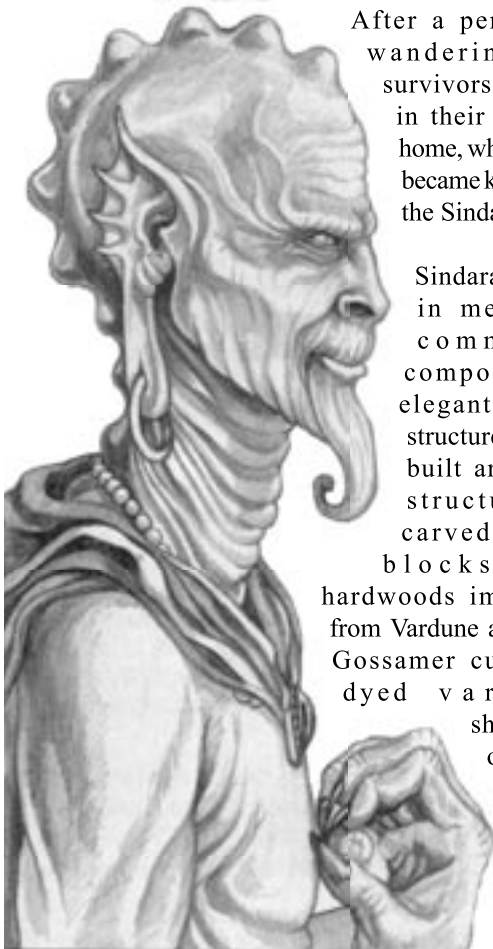
SINDARAN

Sindarans bear little resemblance to any other humanoid species native to the continent. They stand over seven feet in height, emaciated in build, with wrinkled, sandy-colored skin. All Sindarans have a row of horn-like nodules running from the crown of the head to the back of the neck, and a curved spur of cartilage protruding from beneath the chin. They dress in cloaks, loincloths, and sandals, with earrings, wrist bracers, and ankle bracers for decoration for both genders. Sindarans are dual-encephalons; they have two brains, each capable of independent function.

The Sindarans are descended from the Neurians, a race that is alien to Talislanta and originated from another world or dimension. Long ago a Neurian vessel accidentally arrived in Talislanta, possibly through a gate or rift created by the sorcerers of ancient Archaeus. Stranded in a strange world, the Neurians settled on a distant continent, where they lived until the coming of The Great Disaster. They attempted to escape the destruction of their adopted homeland in a great sky-spanning ark, but met with disaster and crash-landed on the continent of Talislanta.

After a period of wandering the survivors settled in their current home, where they became known as the Sindarans.

Sindarans live in mesa-top communes composed of elegant tiered structures, each built around a structure of carved stone blocks and hardwoods imported from Vardune and Taz. Gossamer curtains, dyed various shades of orange and burnt



SINDARAN RACIAL TRAITS

- +4 Int, -2 Str
- Medium Size: As Medium-size creatures, Sindarans have no special bonuses or penalties due to their size.
- A Sindaran's base speed is 30 feet.
- Bonus feat: Ambidexterity
- +4 to Knowledge (Trivarian) which is always considered a class skill.
- *Dual Encephalon*: The Sindaran are dual-encephalons who possess the ability to use both sides of their brains independently and can concentrate on two different subjects at the same time. They are ambidextrous and can avert the need for sleep by resting one brain at a time. Whenever they are required to make a Will saving throw, Sindaran characters are given two attempts.

As a result of the dual-encephaly, Sindarans are unable to practice magic. A Sindaran seeking to take a level in a spellcasting class must sacrifice their Dual Encephaly.

Once this is done, the Sindaran may take the level as desired but they lose all benefits of being dual encephalons. The character is now one of the "Sindra" or "Demented Ones" and is looked upon with pity by other Sindarans.

- Automatic Language: High Talislan
- Favored Class: Scholar (alchemy only)
- Prohibited Class: Barbarian, Magician (see above), Warrior

umber, serve as the walls of the Sindarans' pavilions, and provide a measure of privacy while retaining a feeling of wide-open spaces. Communication between Sindaran communes is made possible by means of large reflective crystals, which are mounted on tripods and used to flash coded messages from one outpost to the next.

Sindarans choose their mates on the basis of intellect; intelligence is a measure of "beauty" to these folk. They wed in a simple ceremony, the two vowing to remain both together and separate; the essence of dual-encephaly. Both the male and female share all responsibilities of the household and family. Sindarans young measure over three feet tall at birth, and are so thin as to nearly be translucent. With the exception of

newborn Kasmirans (who are as shriveled and wrinkled as adult Kasmirans), Sindaran young are arguably among the least attractive babies of any humanoid species. Fortunately, this is not a factor as regards the parents, who lavish considerable attention and affection upon their children.

Sindarans subsist on a diet of vegetables and tubers, supplemented by certain powdered minerals and crystals. These substances are required to meet Sindaran nutritional needs, which are different than those of native Talislantans. Skoryx, a potent liquor of rare qualities and multiple taste sensations, is a favorite drink.

Sindaran culture is influenced by the concept of Duality, or the attraction of opposites. The ability of Sindarans to follow two lines of thought simultaneously is both alien and somewhat disconcerting to most Talislantans. Further complicating matters is the propensity of Sindarans to argue both points of any issue before arriving at a single decision. 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 yet condescending term meaning "demented one".

Sindarans have two passions: trivarian and collecting. Trivarian is a test of skill that requires an exceptional degree of intellect and abstract reasoning, and is virtually impossible for anyone but dual-encephalons to comprehend. Sindarans say that it is inaccurate to refer to trivarian as a "game", as it is much more than that. The physical components of trivarian include a pyramid-shaped crystal, which is suspended above a table. Orbs of colored crystal, engraved with complex symbology, are inserted into various slots in the pyramid, producing patterns of colored light which have great significance to the contestants. Trivarian tournaments are held throughout Sindar, and are considered events of great importance by the Sindarans. Wagering is popular, the odds often wildly fluctuating with each turn.

Second only to trivarian is collecting. Sindaran collectors are completists who find it difficult to resist indulging in their obsession. One should never touch a collector's cherished wares unless specifically invited to do so, as this may be construed by a Sindaran as attempted theft.

RELATIONS

The Sindarans play an important role in formulating policy for the Seven Kingdoms, but prefer to keep

a low profile as pertains to relations with foreign lands. Sindarans have interests apart from those of the confederation, but in diplomatic matters they generally abide by the decisions of the Council of Seven Kings - after first presenting their own views in detail, of course.

RELIGION

Sindarans revere a deity similar in some respects to the Talislantan Creator, but known to Sindarans as "The Duality", signifying the joining of mind and spirit. Sindarans relate the "heavens" to the stars, where they believe their lost home world can be found. Sindarans do not bury their dead. Instead, following a short ceremony the body of the deceased is disposed of by dissolution in alchahest, leaving not so much as a trace.

LANGUAGE

Sindarans are fluent in both High and Low Talislan, and frequently combine elements of both dialects in order to express contrasting concepts. They tend to be verbose, and are partial to the use of multi-syllabic words. If given the opportunity, a Sindaran can go on for hours about almost any subject.

NAMES

Sindaran nomenclature is based on gender, "personal" name, and family name. Common personal names for males include Taj, Nas, Dar, Naj; female personal names are similar, but end in an "i", as in Taji, Nasi, Dari, Neji. Family names are the same for both sexes. The most common include Modan, Nadar, Motas, Najar, and Narune.

ADVENTURERS

Unlikely adventurers, Sindarans nonetheless are found in adventuring parties throughout Talislanta. Sometimes they are sought as travelling companions because of their alchemical skills while other times Sindarans join adventuring parties with the goal of seeking rare and valuable additions to their collections.

SUNRA (SUN-RA-SAN)

Sunra are graceful in stature, with silver-scaled skin and deep-blue eyes. The customary mode of dress for both males and females consists of a simple robe of Mandalan silkcloth, sandals, and a silk headband.

The Sunra are a semi-aquatic race whose origins predate The Great Disaster. Their ancestors, the Sun-Ra-San, once ranged the Far Seas in glittering dragon barques, hunting sea dragons and trading with far-distant lands. Now the majority of the Sunra population is housed in the Coral City of Isalis, as subjects of the Kang.

The Sunra of Isalis live in graceful dwellings carved from great mounds of coral and decorated with shells. They subsist primarily on kelp and algae, which the Sunra serve in soups, broths, and stews – Sunra food is always high in liquid content and, by the standards of most other folk, very salty. The combination of fluids and salts enables Sunra to function out of water for extended periods of time without experiencing discomfort.

Sunra society is centered around their extended family groups. Sunra couples mate for life and beyond, swearing eternal faithfulness even in the afterlife; the marriage ceremony is called a “merging of souls”. Children are raised by both their parents and grandparents. Training in Sunra culture, astromancy, and other skills begins at age two.

The Sunra have a great love of learning. Their children are taught to read and write at an early age, and are given basic training in the various crafts and professions practiced by the Sunra people: sea-farming, astromancy, ship-building, piloting sea craft, etc. Once this general education has been completed, Sunra schools allow students to concentrate on a preferred subject or subjects, as they wish. Sunra have long wished to regain their freedom, but for the present they remain subjects of the Empire.

Sunra believe that the souls of their ancestors reside within Moonfish, and so will never harm these creatures. They believe that anyone who captures or kills a Moonfish will suffer a terrible curse; in fact, the Sunra say that this is what happened to the Quan, who once kept Moonfish as pets. While many scoff at these claims it should be noted that, not long after the Silent Insurrection, the Kang forced the Quan to release all their Moonfish into the River Shan, and thereafter made it illegal to own or eat Moonfish.

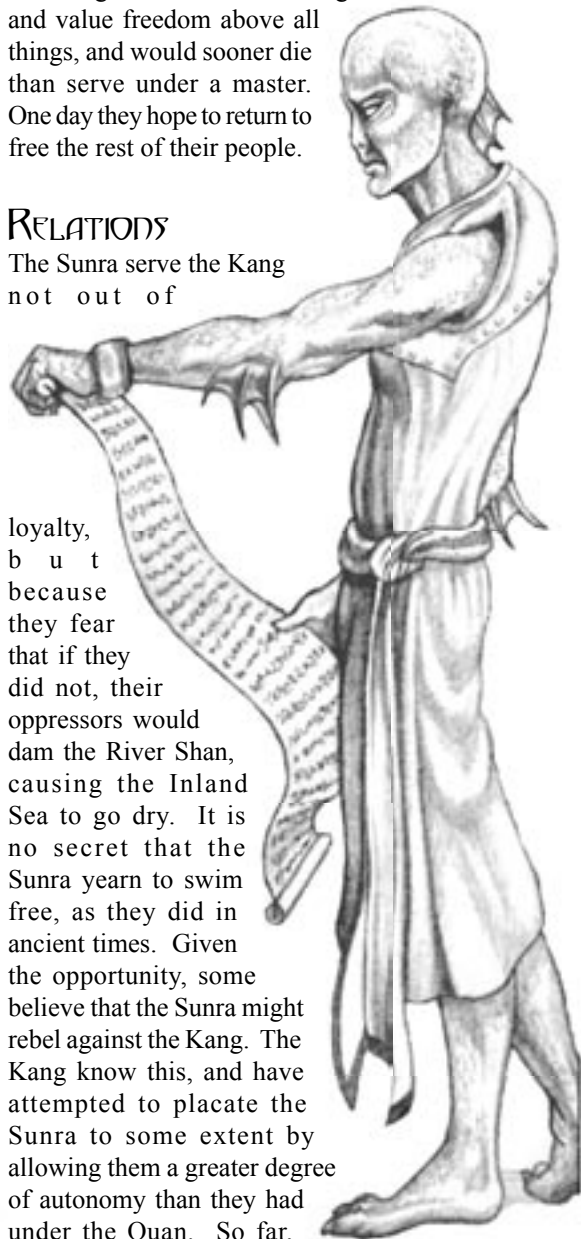
A group of primitive Sunra from the Scimitar Isles are known as the Sun-Ra-San. Sun-Ra-San culture is rich in legend and lore. Of special importance is the legend of Sur-San the Fire-Giver, a bold hunter who led his tribe safely from the grasp of the Quan. His name means “First One” – appropriate, as he was the first elected ruler of the Sun-Ra-San after they fled their homeland. Sur-San is revered as a great warrior and hunter, but also as a great scholar. He used his great knowledge of the seas and tides to escape and outwit the Quan. Written accounts of this legend can be found in most Sun-Ra-San dwellings.

Like the Sunra, the Sun-Ra-San have a great love of learning and value freedom above all things, and would sooner die than serve under a master. One day they hope to return to free the rest of their people.

RELATIONS

The Sunra serve the Kang
not out of

loyalty,
b u t
because
they fear
that if they
did not, their
oppressors would
dam the River Shan,
causing the Inland
Sea to go dry. It is
no secret that the
Sunra yearn to swim
free, as they did in
ancient times. Given
the opportunity, some
believe that the Sunra might
rebel against the Kang. The
Kang know this, and have
attempted to placate the
Sunra to some extent by
allowing them a greater degree
of autonomy than they had
under the Quan. So far,



SUNRA RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Sunra have no special bonuses or penalties due to their size.
- A Sunra's base speed is 30 feet both on land and in the water.
- +2 racial bonus to all Craft (shipwright) and Navigate skill checks.
- **Bonus feat:** Operate Conveyance (ships)
- **Submariner:** While adult Sunra cannot breathe water, they can stay submerged for a number of hours equal to their Constitution score.
- **Automatic Language:** Quan
- **Favored Class:** None
- **Prohibited Class:** None (Barbarians are Sun-Ra-San)

these measures have served to maintain order, but some wonder for how long.

RELIGION

The Sunra worship an elemental ocean deity named Aqus. They have a great love of the sea, and revere the

Moonfish as an avatar of their elemental deity. Priests and priestesses of the sect are aquamancers. Sunra take their dead aboard a dragon barque for burial at sea. In this way they believe that the spirits of the dead may be reborn as moonfish.

LANGUAGE

Though the Sunra have an ancestral tongue, Quan is the language most commonly spoken by those who live in the Kang Empire.

NAMES

Common names are hyphenated, begin with "Su" (males) or "Sa" (females). For example: Sur-Rin, Sun-Ran, Sut-Ra (males); Sar-Rin, San-Ran, Sat-Ra (female).

ADVENTURERS

Slaves of the Kang Empire, Sunra don't generally have a lot of free time for adventuring. Some few Sunra have escaped the Kang and may be found elsewhere on Talislanta. Most Sunra strive for a time when they might be free from foreign powers.

THAECIAN

Thaecians are slender and graceful in stature, with silvery complexions and hair a deep blue color. They dress in diaphanous robes of many hues and styles.



THAECIAN RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Thaecians have no special bonuses or penalties due to their size.
- +2 racial bonus to Craft (brewer/vintner) checks.
- **Bonus feat:** Magical Aptitude
- A Thaecian's base speed is 30 feet.
- **Automatic Language:** Thaecian, High Talislan
- **Favored Class:** Magician
- **Prohibited Class:** Barbarian, Scout, Warrior

The Thaecians are believed to be descended either from the ancient Archaens, or from a race of neomorphs created in their image. They are probably related to the Thiasians, to whom they have close ties.

Thaecians live in fanciful pavilions constructed of a translucent fabric called gossamer, artfully stretched over frameworks of silken cords. They build no cities, but simply erect pavilions wherever they wish to live. As such, small "colonies" of Thaecians are scattered across the main island and certain of the smaller isles. The single settlement of noteworthy size is Caprica, site of the "Festival of the Bizarre" (see sidebar).

Thaecians do not marry, though some couples remain together for life; most prefer the freedom to change partners as they desire. Thaecian "families" are loose-knit units at best. A single individual may have dozens of sisters and brothers, and hundreds upon hundreds of cousins. Children are raised by their older siblings and extended families, who dote upon their young charges with great joy and affection.

The Thaecians are devout pleasure-seekers who enjoy indulging in all manner of stimulating pastimes. Like the Muses of Astar, they show an aversion to hard work of any sort. The pursuit of various romantic confluxes, and the study of certain forms of magic, occupy much of their leisure hours. The folk of this isle are partial to the nectar of rainbow lotus flowers, a secret distillation of which is used to create "Thaecian nectar", a drink noted for its exotic flavor and exhilarating properties.

THE FESTIVAL OF THE BIZARRE

"I have seen many strange sights in the course of my travels, but few to compare with the Festival of the Bizarre. To gain entrance, one must be attired in costume or make-up. Wearers of the most outlandish garb are awarded a silver goblet, entitling them to drink for free while at the Festival. Competition for this honor is understandably keen, and produces some truly unbelievable results. While I was in attendance, a trio of Cymrilian contortionists won goblets for appearing in the guise of a tanglewood tree (I will refrain from citing particulars with regard to how this feat was accomplished.)

"Multi-colored tents and pavilions litter the festival grounds, each housing some sort of attraction or entertainment: a duel of spell casters for wagers, abominations from the Aberrant Forest, illusory panoramas, romances, sensations, improbabilities, and things defying description. The visitor is invited to observe, partake of, or otherwise experience as he or she desires. Rare delicacies from all over the known world are available, as well as more common fare, at nominal cost.

"The climax of the festival is the awards ceremony, where valuable prizes are given to those who have submitted an attraction or other entry. For the categories "Most Unique," "Most Provocative," and "Most Absurd" the prize is ten thousand gold lumens. The grand category, appropriately entitled "Most Bizarre," carries with it a prize of one hundred thousand gold lumens. A committee of twelve Thaecian enchanter and enchantresses serve as judges, registering varying degrees of approval or disapproval by means of magically

RELATIONS

The Thaecians welcome visitors from other lands, particularly the Thiasians, whose performing talents they greatly admire. Due to past difficulties, the Imrians are treated with a notable lack of tolerance. The Thaecians allow the Imrian ships to stop at Thaecia in order to purchase nectar, gossamer, and other

products. None, however is allowed to stay so much as a single night on any of Thaecia's islands. Thaecia currently has no treaty relations with any other nation, and generally remains neutral in all matters involving foreign powers.

RELIGION

Thaecians revere the entity known as Creator, but practice no formal religion, build no temples, and have no clergy. To these folk faith is considered a subject for private meditation, rather than public observance. Thaecians enchanters and enchantresses are renowned for the creation of wondrous images and illusions, which they capture within glassine spheres called Thaecian orbs. By placing these devices to the forehead, the holder is able to experience unequalled panoramas of color and sound. Thaecian orbs can also be used to store spells, which can be released by breaking the orb. Such devices are sometimes found in old Thaecian tombs, interred along with the deceased in glass sarcophagi

LANGUAGE

Thaecians are bilingual, and are fluent both in High Talislan and their native tongue, Thaecian. The latter is regarded as the most "romantic" of Talislantan languages, and may be expressed in any of three forms: written, spoken, and — using fluid hand gestures and facial expressions — somatic. All three forms of the language are said to be quite beautiful.

NAMES

Common names are likewise pleasing to the ear, and usually begin with the prefix, "Th", as in Thasha, Thalias, Thelaeus, and Thania.

ADVENTURERS

The Thaecians have no army or navy, and in fact disdain violence, which they consider an over-strenuous form of physical activity. They depend upon their enchanters to protect Thaecia from aggressors, a task that has proven to be well within their capabilities. Thaecian Enchanters frequently

travel, selling their services to those who can afford them.

THIASIAN

The Thiasians are believed to be descended from the same root-stock as the Thaecians, their neighbors to the south. The two peoples have had close relations for centuries, and if Thiasian legends are to be believed, may share a common ancestor: a figure known only as the Enchantress of the Shoals, who lives on the island of Cella.

Thiasians are hunter-gatherers who live in fanciful dwellings constructed of woven vines, sea shells, and bits of colored coral. Thiasians subsist on a diet of provender plant, fruit, and nuts, liberally flavored with extracts of the spice tree, which grows here in profusion. To outsiders, Thiasians food often seems to be too heavily seasoned. Conversely, to Thiasians, all other types of food are bland and tasteless. A flirtatious and



promiscuous people, Thiasians never marry, and change partners frequently.

The Thiasians are renowned for their exotic dances and performing talents, but are said to

THIASIAN RACIAL TRAITS

- +2 Charisma, +2 Dex, -2 Strength, -2 Wis
- Medium Size: As Medium-size creatures, Thiasians have no special bonuses or penalties due to their size.
- A Thiasian's base speed is 30 feet.
- +2 racial bonus to all Perfrom and Tumble skill checks.
- Automatic Language: Low Talislan
- Favored Class: Rogue
- Prohibited Class: Barbarian, Scholar, Warrior

lack interest in most practical matters. This is generally true, though Thiasians are not quite so shallow as they may seem. Though generally non-violent, they are known to throw tantrums if frustrated or angered. Thiasians are extremely emotional, and give vent to their feelings without apparent restraint. All manner of behavior is tolerated by these folk, so long as no one is injured.

The Thiasians have a rich culture, and express themselves through dance rather than words. Their performance art is used to celebrate, mourn the loss of a beloved friend; to express love, anger, frustration, boredom, or any of a dozen emotions. It is customary for their performers to wear expressionless white vizards that conceal their features, as facial expressions are considered irrelevant to movement, song, and music.

RELATIONS

Though their proximity to Thaecia affords them some degree of safety, the Thiasians are sometimes preyed upon by Imrian slavers, who seek to capture them for sale in Faradun or the Kang Empire. So it is that their people can sometimes be found far from their homeland.

RELIGION

Though they are not known as a religious people, the Thiasians are said to revere the Enchantress of the Shoals as the Mother of their race. According to their legends, long ago the Enchantress gave birth to a pair of twin daughters: one silver and violet. One was the first Thaecian, and the other, the first Thiasian. When a Thiasian dies, her people lay the body in a dugout

canoe and send it out to sea, saying that the deceased has "gone to see the Enchantress".

Like the Thaecians, Thiasians seem to have a natural aptitude for magic. Few study the arcane arts, however, and so such innate talents as may be present generally go undeveloped.

LANGUAGE

Thiasians converse in Low Talislan, though body movement, posture, and gesticulation are used to convey different shades of meaning.

NAMES

Common names begin with the prefix, "Th"; female names end in an "a". For example: Thian, Thanin (male); Thia, Thani (female).

ADVENTURERS

An exceptionally attractive people, Thiasians are greatly-favored by other races both as performers and consorts. Some travel to the mainland on the windships of wealthy Cymrilians, who come to Thaecia in numbers during the Festival of the Bizarre. Others have been known to join the crews of Gao vessels, attracted by the flamboyant lifestyle of the Sea Rogues.

THRALL

Thralls are uniformly 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 elaborate tattoos, thereby attaining some degree of individuality. Males dress in sandals and loincloths; females in vest, loincloth, and sandals.

A hybrid race created long ago by the sorcerers of some ancient and forgotten kingdom, Thralls were bred to serve as an army of slave warriors. After The Great Disaster they were freed from servitude, and spent many years wandering in the Wilderlands of Zaran. They eventually settled in the jungles of Taz, and later joined the Seven Kingdoms confederation.

The Thralls of Taz live in settlements ringed by high palisade walls constructed of cut stone blocks. Each village is a fortified camp, with sheds for supplies and provisions, stables for mangonel lizard mounts, a foundry for making weapons and armor, and communal



demoralized or routed; if required to retreat units always do so in an orderly fashion. Thralls 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. The highly specialized nature of Thralls has led some folks to assume that they are dull-witted or ignorant. However, it is a grave mistake to underestimate a Thrall.

RELATIONS

Taz is an active and integral part of the Seven Kingdoms confederation, planning strategies for national defense and helping keep the Seven Roads safe for merchants and travelers. Thralls rarely get involved with foreign relations or diplomatic matters, preferring to leave such concerns to the Cymrilians or other members of the confederation.

RELIGION

Thralls possess no talent whatever for magic. They revere the warrior-spirits of their early ancestors, whose names live on in tales passed from one generation to the next. Thralls have no illusions as to their origins. They know that their race was created by sorcery, rather than some deific being. Thralls cremate their dead in a simple but moving ceremony. To die in battle, defending one's beliefs, is considered the highest honor.

LANGUAGE

All Thralls converse in Low Talislan. Despite the stereotype, Thralls do not speak poorly; rather, they speak simply, and often movingly.

NAMES

Common names tend to have a militaristic slant, such as Ramm, Axa, Axus, Striker, Barax, Kadre, Fortus, Blade, and Cestus.

ADVENTURERS

Bred for combat, Thralls have little talent for any skill not associated with warfare. In their homeland of

barracks. Thrall society is based upon the military chain of command. The family is like a platoon; a settlement comprised of many families operates like a division, while the race of Thralls functions like an army. Males and females form "alliances" rather than marrying, remaining steadfastly loyal to each other until death. Their young are raised in separate training facilities, and learn to fend for themselves quickly (by eight years of age Thralls are fully-grown). Thrall children remain loyal to their parents throughout their lives, but also forge a strong sense of duty from their common link to the division to which they belong.

Bred for combat, Thralls know no other way of life. While their talents are limited to martial abilities, they have developed a unique culture that sets them apart from the other warrior peoples of Talislanda. Unlike the Kang, Thralls excel both at offense and defense, and are never ruled by their passions. Unlike the Danuvians they have no elite units, and never discriminate on the basis of gender. Thralls are skilled strategists and careful planners. The chain of command is rigidly adhered to, and their troops are always disciplined and highly motivated. Thrall units are never

THRALL RACIAL TRAITS

- +4 Str, -2 Int, -2 Cha
- Medium Size: As Medium-size creatures, Thralls have no special bonuses or penalties due to their size.
- A Thrall's base speed is 30 feet.
- +2 to Survival (jungle)
- +2 bonus to Knowledge (tactics)
- Bonus feat: Tazian Combat
- Immune to fear
- Automatic Language: Low Talislan
- Favored Class: Warrior
- Prohibited Class: Magician, Rogue, Scholar

Taz, they serve as protectors of the Seven Kingdoms, and are highly regarded for their skill and bravery in battle. In times of peace, many Thralls seek adventure outside the Seven Kingdoms, usually as mercenaries or caravan guards.

UR

Standing between seven and eight feet tall and weighing upward of five hundred pounds, the Ur are frightening to behold. They have leathery hide of a yellow-green color, curved fangs, and facial features of a most unendearing sort: furrowed brows, pointed ears, and deep-set black eyes. Necklaces of teeth and bone, pieces of hammered plate armor, and filthy garments made of fur and hide constitute the typical Ur clansman's wardrobe. Rings of black iron are commonly employed



to restrain their hair, which the Ur wear in double or triple topknots.

The Ur are a savage race who settled in the region after being driven from southern Narandu by advancing hordes of Ice Giants. Talislan naturalists of the New Age theorize that they are an offshoot of the Kharakhan, a race of giants who hail from the Wilderlands of Zaran.

Ur live in crude fortresses of stone and earth, which they optimistically refer to as "castles". There are three main Ur clans, each of which resides in its own settlement. These folk subsist on a diet of roasted beast-flesh, tubers, and a type of sour and foul-smelling cheese made from spoiled erd's milk, called uryan. It is considered an acquired taste at best. A type of grog, brewed by Darkling slaves from tubers, is the favorite drink; the cheaper and stronger, the better.

Ur mate indiscriminately, the dominant males choosing whatever females they desire. Females must often attempt to repulse the advance by force if they are not interested. Ur children, referred to as "brats", are wild and undisciplined. They roam all over untended and must make do with whatever scraps of food they can find. In any Ur settlement the adult males eat first, followed by the adult females, and lastly, the young. Brats learn quickly to fight for food or starve; a useful lesson in Ur philosophy, and about the only training or education an Ur child can expect.

The Ur are a warlike folk who rule by force of arms. They are crude and vulgar, with the manners of swine, and are prone to outbursts of violence. Ur believe that only the strong survive, and the weak follow orders or perish.

Ur admire strength and power; it is the only thing they respect. Whenever possible, Ur use their ability to read emotions to gain advantage over their enemies and rivals.

RELATIONS

Since their arrival from the Northlands, the Ur clans have succeeded in ravaging much of Urag. They have hunted many animal species into extinction, killing great numbers of creatures in

UR RACIAL TRAITS

- +4 Str, -2 Int, -4 Cha
- Medium Size: As Medium-size creatures, Ur have no special bonuses or penalties due to their size.
- An Ur's base speed is 30 feet.
- Bonus feat: Toughness
- Darkvision 60 feet
- *Sense Emotion*: All Ur have the natural ability to read the emotions of those around them. They receive a +4 racial bonus to all Sense Motive skill checks.
- Automatic Language: Northron
- Favored Class: Warrior
- Prohibited Class: Magician (may take Shaman background only), Scholar.

order to indiscriminately harvest the hides, claws and meat. They have felled entire woodlands for timber and firewood, and have ruthlessly stripped the hills and mountains of valuable ores, leaving behind gaping pits and mounds of toxic slag. Having squandered much of Urag's natural resources, it is believed that the Ur clans must eventually seek to expand into "fresh" territories — perhaps Arim, the Seven Kingdoms, or the Plains of Golarin. In order for such plans to succeed, unification of the three Ur clans would be required — an event feared by many Talisnantans.

RELIGION

The Ur have no gods, 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 fashioned long before the Ur clans settled in Urag. Icons depicting these three-eyed idols are sometimes worn by Ur shamans, and are said to have magical properties. However, the shamans of Urag are generally regarded as charlatans, most seemingly incapable of performing any but the simplest hoodoos and charms. The Ur dispose of their dead by dumping them into a moat or well.

LANGUAGE

Ur speak a rude version of the Northron tongue, liberally punctuated with curse words and epithets.

NAMES

Male names are monosyllabic and harsh to the

ear, as in Grud, Vrak, Durg, and Grag. Female names are little better, but end in a vowel.

ADVENTURERS

The Ur clans are constantly at war, either amongst themselves or with their neighbors. Many Us travel south to the Seven Kingdoms and Western Lands to seek their fortunes, usually hiring themselves out as mercenaries.

VAJRA

The Vajra are short and squat, with barrel-like torsos and heavy limbs. Their bodies are covered with overlapping orange-brown plates, which form an effective natural armor. They dress in loincloths and wide belts, donning cloaks for ceremonial occasions. Their tough, scaled hide renders them impervious to cuts and abrasions, and serves as a natural form of armor.

The ancestors of the Vajra once dwelled beneath the Opal Mountains and Vajran Hills, in the northern part of what is now the Kang Empire. They were originally subjugated by the Quan, who captured a large clutch of hibernating Vajra young and threatened to kill them unless the adults surrendered. Fearing that their species might be driven to extinction should such a catastrophe occur, the Vajra acceded to the Quan's demands. Following the Silent Insurrection of 611, the Vajra became subjects of the Kang.

The Vajra once lived in subterranean settlements that resembled intricate tunnel-mazes, designed, excavated, and polished with meticulous attention to detail. The passageways and caves were illuminated by globular masses of phosphorescent fungi, suspended from the ceilings. These settlements resembled underground hives, with separate chambers for the hibernating Vajra



VAJRA RACIAL TRAITS

- +2 Strength, -2 Dexterity
- Medium Size: As Medium-size creatures, Vajra have no special bonuses or penalties due to their size.
- A Vajra's base speed is 30 feet. They are also able to burrow in earth or other soft substances at a movement rate of 20 feet.
- +4 Natural Armor bonus to AC.
- +2 racial bonus to Fortitude saving throws.
- +2 racial bonus to all listen checks but a -2 penalty on all Spot and Search checks.
- *Dark Fire*: Vajra culture is rooted deep in the elemental earth of Talislanta. Like stone, Vajra strive to be placid, enduring, strong, resolute. Like earth and soil they strive to be fruitful and nurturing, providing a medium for growth and new life. But there is another side to the Vajra, about which little is known. For deep in the subterranean realms of their homeland, where the light of the twin suns never penetrates, is a place of perpetual night and burning, smouldering magma. This is the Dark Fire, a molten heart of darkness that exists not only at the center of the world, but also in the soul of every Vajra. Under normal conditions the Dark Fire is always hidden and kept under control. However, if subjected to prolonged periods of severe stress or torment a Vajra may lose the ability to control what lies within. Like a volcano, he or she may erupt in a frightening display of violence and destructive force: clawing through stone, breaking free of the strongest restraints, exhibiting an almost elemental power. During such times a Vajra may kill or destroy without remorse, perform feats of incredible strength, or suffer grievous wounds and injuries without apparent effect. The Dark Fire lasts but a few moments, and often less than this. Once it is over the Vajra's energy is spent and he or she will lapse into unconsciousness. Death usually follows soon afterward, for once the Fire is extinguished, so too is the Vajra's life force. In game terms whenever a Vajra is placed in a situation fo extreme stress they must make a Will saving throw. Failure means the Dark Fire has been released. Vajra with the Dark Fire receive a +5 to Strength and Constitution and gain 4d10 temporary hit points. The Dark Fire lasts for 2d10 + 5 rounds at which time all benefits disappear and the Vajra must make a Fortitude save at -6. Failure on this roll brings the Vajra to zero hit points immediately.
- +2 racial bonus to Craft (mason) and Knowledge (mining/dredging) checks.
- Automatic Language: Quan
- Favored Class: None
- Prohibited Class: Barbarian, Magician

young, the Queen, the workers, and the soldiers. The population subsisted on a simple diet of mosses, lichen, and mineral-rich water from underground streams, springs, and lakes.

Since their subjugation, the Vajra have been forced to live in tunnel-complexes built into large mounds and hillocks. In order to ensure the loyalty of their workers, the Kang hold hibernating Vajra young captive in locked iron vaults until they have hatched. The Kang employ Vajra engineers as miners, road workers, and builders. They are paid a nominal wage, but are often treated

like slaves.

Vajra regard their entire race as a single family; the propagation and protection of the species are vital concerns to these folk. Vajra males court the females, who may mate with as many males as they please. In Vajra society the ability to have many offspring is highly valued. Females give birth to a clutch of up to four fetal young, each resembling a scaled impling enclosed in a translucent but durable egg-sac filled with nutrient fluids. The young remain enclosed with their egg-sacs for a full year, slowly growing and developing into young adults. During this period of

so-called “hibernation” that Vajra young are extremely vulnerable. At the end of the year the hatchlings claw their way out of the sac, emerging as fully-developed, “young adults”.

CUSTOMS

Vajra are normally quiet and introspective by nature; “as solid and enduring as stone”, as they say. Stoic and exceedingly durable creatures, they can tolerate considerable physical and emotional stress without complaint or apparent ill effect. However, there is another side to the Vajra psyche that is rarely seen by outsiders, called the Dark Fire.

RELATIONS

The Vajra have no relations with other nations. They are on good terms with the Mandalans and Sunra, though formal relations with other subjects of the Empire are forbidden. Vajra still bear much resentment for the Quan, though they now regard their former masters with something approaching pity.

RELIGION

Vajra revere the earth goddess, Terra, whom they regard as the Great Elemental that dwells within the world of Archaeus. Prior to the subjugation of their people, Vajra would gather together in great numbers and offer prayers to their goddess. Now, such practices are forbidden by the Kang. Even so, Vajra priestesses are said to still hold services in secret underground shrines. Vajra bury their dead deep in the earth, their ancestral home.

LANGUAGE

The Vajra speak a dialect of the Quan tongue, and have deep, resonant voices.

NAMES

Common names usually have three syllables and begin with the prefix, “Vaj” (meaning “of the Vajra”), as in Vaj-Do-Rahn, Vaj-Nan-Sa, and Vaj-Kron-Do.

ADVENTURERS

Not many Vajra have the opportunity for adventure. Treated as slaves by the Kang, some have escaped their sevituted and may be found in other nations of Talislanta, usually serving as miners, engineers and architects. Their knowledge of the earth make them sought after when one needs to venture beneath the ground.

XAMBRIAN

Xambrians resemble the Ariane in stature, but have bone-white skin and long, raven-black hair. Their customary mode of dress includes a cape, high boots, a vest, and tight breeches of black strider hide, with gauntlets of fine silver mesh.

These folk are descended from the ancient Xambrians, a peaceful people who were all but exterminated by a cult of black wizards known as the Torquarans. At their hands, untold thousands of Xambrians perished in the Firepits of Malnangar. A few Xambrians escaped into the Wilderlands and went into hiding. Assisted by unknown benefactors, they somehow managed to survive The Great Disaster, disease, and starvation. To the spirits of their ancestors they swore an unbreakable oath, to find and bring to justice the murderers of their people. The last of their descendents, the Xambrian wizard hunters, can still be found scattered across the Talislantan continent.

The few remaining Xambrians have but one goal in life: to hunt down and bring to justice the reincarnations of their ancient enemies, the Torquarans. The Xambrians have no homeland, no clans, and no families. They do not marry, and can mate only with another Xambrian; no other union will bear fruit. Unable to bring infants with them while undertaking such dangerous work, Xambrian females are forced to abandon their offspring at birth; usually to a family or individual whom the Xambrian has come to know and trust.

No matter how they are raised, Xambrian children are doomed to grow up as outcasts. They look, act, and feel different from others, and are subject to protracted periods of depression. During their early years they may hear “voices” in their heads, or experience hallucinations of varying duration and severity. As they get older they begin to develop strange powers, for which there seems to be no logical explanation. Then, on the eve of their thirteenth birthday, young Xambrians receive a vision from an ancestral spirit, who explains the Xambrians’ heritage and the reason for their existence. From this point on the child is a Xambrian wizard hunter, and will receive spiritual guidance and training from the ancestors, until he or she is ready for “the Calling”.

At any time following the first spirit vision, a Xambrian may receive “the Calling” — a summons from the spirit guides, letting the Xambrian know that one of the enemies of his people has returned to Talislanta in the form of a reincarnator, and directing him to travel to the place called Omen, the mountain of skulls. Once

Xambrian Spiritforce

Only Xambrians have this ability, which manifests only when a wizard hunter has been possessed by his ancestral spirits after receiving “the Calling” — a spiritual summons to help locate and bring to justice the reincarnated form of one of their ancient enemies, the Torquarans. This type of possession, known as Spiritforce, bestows the following capabilities and corresponding disadvantages:

Voices: The Xambrian hears the spirits’ voices in his head, making it difficult for him to concentrate on anything but the spiritquest. Unless specifically attempting his quest, the Xambrian suffers a -2 circumstance penalty to attack rolls, armor class and all skill checks. When actively pursuing his quest, the Xambrian receives +1 to all attack rolls and armor class.

Magic Sense: The racial ability allows a Xambrian to detect the presence of magic, extra-dimensional entities, or magical danger. The Xambrian may detect magic as per the spell of the same name from the PHB. This ability may be used at will. When used, the Xambrian must make a successful Will save (DC 15) to avoid becoming exceedingly paranoid. If the roll fails, the Xambrian suffers a -2 circumstance penalty to attack rolls, armor class and all skill checks for 1d10 rounds.

Resistance: When actively pursuing an ancestral enemy Xambrian become so driven in their quest that they gain a +2 circumstance bonus to all Fortitude saves from lack of sleep, thirst or hunger. On a failed save, they must spend one full day at rest.

Spiritblade: When they reach 3rd level (in any class) a Xambrian receives a special sword imbued with the spiritforce of their ancestors. These blades do +1 damage to their targets per two character levels of their Xambrian owners. The downside is the spiritblade radiates a powerful aura that creates a feeling of nameless dread and distrust in other humanoid beings. The Xambrian suffers a -2 penalty on all Diplomacy checks.

Note that abilities and disadvantages acquired through Spiritforce last only as long as the Xambrian needs them to track down and bring to justice the reincarnator he was called to find. Once the spiritquest is completed, the additional abilities disappear until the next time the Xambrian receives “the Calling”.

here, the ancestor-spirits will tell the Xambrian how to locate the reincarnator, and will invest the wizard hunter with a portion of their spiritual strength. From this moment on, the Xambrian will not rest until he or she has carried out the vendetta.

RELATIONS

Xambrians owe allegiance to no king or nation. A grim and moody lot, they are regarded with suspicion by most Talislantans. Many regard them as cursed, and want nothing to do with them. Xambrians regard for modern-day magic-users of any sort ranges from distrust to outright hatred.

RELIGION

Xambrians revere and obey the spirits of their ancestors, whose souls can never know rest until their murderers have been brought to justice. From their ancestors, Xambrians learn abilities that enable them to resist and combat magicians; talents necessary to the pursuit of their life’s goal. Xambrians believe that upon passing from the mortal world they will be reunited with their ancestors. Whatever burial customs their people once had are now lost.

XAMBRIAN RACIAL TRAITS

- +2 Wisdom
- Medium Size: As Medium-size creatures, Xambrians have no special bonuses or penalties due to their size.
- A Xambrian's base speed is 30 feet.
- Bonus feat: Track
- Spiritforce racial ability
- Automatic Language: Xambrian, Low Talislan
- Favored Class: Warrior
- Prohibited Class: Barbarian, Magician, Scholar

LANGUAGE

Most Xambrians speak Low Talislan, and can read old Archaen. Among themselves, wizard hunters prefer to converse in ancient Xambrian, an otherwise dead language that was once used by their ancestors.

NAMES

Common Xambrian names usually end with the suffix, "an", a tradition among the families of old Xambria. For example: Javan, Xiran, Shian, Ishan, and Xian.



ADVENTURERS

Instructed by their spirit guides, Xambrians learn the use of the spiritblade, tracking skills, and the ability to counter and dispel magic. Thus, they are well able to defend themselves.

YASSAN

The Yassan are a short and stocky people, with metallic grey skin, flat features, and six-fingered hands. They dress in hooded yellow tunics and breeches, with heavy leather boots and gloves; a costume well-suited to their preferred line of work.

The Yassan are thought to be descended from a race of neomorphs created by the ancient Archaens. Displaced during the aftermath of The Great Disaster, the Yassan spent many years wandering in the Wilderness of Zaran. Eventually they were found by Dracartan desert scouts, and their clans granted sanctuary within the walled settlement of Nadan.

Yassan are artisans by trade, skilled in the working of metals, stone, and glass, and adept at building, repairing, and maintaining, most types of mechanisms and structures. While certain aristocratic Talislantans denigrate them as "commoners" or "manual laborers", the Yassan are highly intelligent and possessed of an independent spirit. They are arguably the most skilled artisans on the continent, and can build or repair just about anything.

The Yassan know no ancestral homeland, nor do they know much of the origins and history of their people. Despite this, they have created a unique and diverse culture, which emphasizes hard work, honesty, and a respect for craftsmanship that is unsurpassed by other peoples. Since being taken in by the Dracartans, the majority of Yassan now reside in Nadan. Most live in Dracartan dwellings, modified to suit their needs and decorated to their tastes.

Yassan are devoted to their clans, or family units. Couples bond for life, and may produce as many as ten offspring – large families are favored by the Yassan. Children are raised by the parents; at age two they are enrolled in a Yassan trade school for intensive instruction.

Among these people, hard work is considered a virtue, and sloth, a crime. Yassan craftsmen uphold the highest standards of craftsmanship in all things that they do. They have little respect for those who produce sub-



standard or slip-shod work. Yassan hate being idle, and always keep busy.

RELATIONS

As citizens and subjects of Carantheum, Yassan observe much the same political agenda as their patrons. Those who live outside of Carantheum typically remain neutral as regards other nations and peoples. However, a Yassan will never work for anyone he or she doesn't trust. This includes the Kasmirans, whom the Yassan accuse of stealing certain of their trade secrets.

RELIGION

Yassan believe in the entity called Creator. They worship together as a family, giving thanks for their homes, jobs, and health. Each of their homes has a small shrine with a beautifully crafted, seven-pointed star sigil, representing the Yassan concept of Creator. Yassan dead are placed in coffins of intricately carved stone and buried in the desert.

Yassan are skilled in the mechanical aspects of Technomancy, a lost branch of the arcane arts that is practically unknown to Talislandans of the New Age. Their knowledge of complex mechanisms and exceptional manual dexterity enables them able to repair, assemble, disassemble, or modify just about anything that has working parts, including the most complex

YASSAN RACIAL TRAITS

- +2 Dex, -2 Cha
- Medium Size: As Medium-size creatures, Yassan have no special bonuses or penalties due to their size.
- A Yassan's base speed is 30 feet.
- +2 racial bonus to all Craft and Profession checks.
- +2 racial bonus to Disable Device, Open Lock and Sleight of Hand.
- Automatic Language: Nomadic, High Talislan
- Favored Class: Scholar (technomancer specialty)
- Prohibited Class: Barbarian, Magician

windship levitationals and essence accumulators.

LANGUAGE

Yassan are fluent in both Nomadic and a native dialect of High Talislan.

NAMES

Yassan names usually have but a single syllable: Ome, Yan, Ang, Enk, etc. There is no difference in male or female nomenclature.

ADVENTURERS

Yassan Technomancers are in high demand and may be found in most civilized lands. They are highly valued and highly sought after by adventurers for their unique skills.

YITEK

A desert people with dark brown skin and hair, Yitek are thin, wiry, and active; there is no such thing as a fat Yitek, for their people are constantly on the move and are well-adapted to a nomadic existence. The customary mode of dress includes loose-fitting robes, cape, and veiled headdress. The latter affords protection from sandstorms, and also provides the wearer with a modicum of anonymity — a useful function, given the Yitek's line of work.

Like the Dracartans, the Yitek are among the many Talislandans whose ancestors were displaced by The

YITEK RACIAL TRAITS

- **Medium Size:** As Medium-size creatures, Yitek have no special bonuses or penalties due to their size.
- A Yitek's base speed is 30 feet.
- +2 racial bonus to Ride, Search and Survival (desert) checks
- **Bonus feat:** Born to the Saddle
- **Automatic Language:** Nomaidc, Sign
- **Favored Class:** Rogue
- **Prohibited Class:** Barbarian, Magician

Great Disaster. The Yitek claim to be descended from the folk of ancient Ashann, and say that they were once rulers of a great and powerful kingdom. Others regard the Yitek legends with skepticism, stating that their tribes have always been as they are now: wandering vagabonds whose only talent is tomb-robbing.

The Yitek are nomads who traverse the Desert Kingdoms and Wilderlands regions in small-to-medium-sized bands. There are two main tribes: the Notas (northern Yitek) and Sutas (southern Yitek), named after the general regions in which they are found and which each



claims as their respective territories. The two tribes are usually on good terms with each other, though territorial disputes are not unknown. Yitek bands are highly mobile, carrying everything they need and own on the backs of their aht-ra. Most prefer the three-humped tatra, which, though not as swift as the one-humped ontra, can carry heavier loads. This is an important consideration, as the typical Yitek mount must bear water, provisions, weapons, sleeping tent, tools such as winches, chisels, pry-bars, a musical instrument or two, and even the rider's offspring.

Like their rugged mounts, Yitek require little in the way of food and water, and so are able to venture into areas considered uninhabitable by other Talislantans. They earn a livelihood by scouring the Desert Kingdoms and Wilderlands for ancient ruins, using old maps, legends, artifacts, and their own instincts to guide them. Yitek are particularly adept at locating sites and structures that have been lost beneath the shifting sands, or deliberately hidden in order to protect their contents. Ancient burial grounds and crypts are among the most coveted finds, due to the riches that such places may contain — hence, the Yitek's reputation as tomb-robbers.

The Yitek are known for a morbid or “dark” sense of humor, a trait that is perhaps essential to their trade but that other folk sometimes find distasteful. Indeed, the nature of the Yitek's profession is such that many Talislantans prefer to avoid prolonged or unnecessary contact with them. Few Yitek evince any great concern for such views, which they attribute to ignorance and superstition.

RELATIONS

Both the northern and southern Yitek tribes are on good terms with the Djaffir and Dracartans, whom they mark as friends. The Yitek also get along well with Yassan, and sometimes hire Yassan clans to help in heavy salvage or excavating operations that the Yitek themselves are not equipped to handle. Yitek are one of the few Talislantan peoples who deal amicably with the Orgovians; they are fair traders, and know better than to stint when it comes to the customary exchange of gifts. In addition to the Farad, the Yitek have no love for the Za, Beastmen, or Rajans, all of whom have been known to pursue and attack Yitek bands.

RELIGION

Yitek appear to have little interest in matters of religion. This may be more an issue of pragmatism than spirituality, for in the pursuit of their profession Yitek often have to undertake actions that others would regard

as taboo: i.e., opening crypts, “desecrating” ruined temples or burial grounds, and so on. It is interesting to note that the Yitek are among the least superstitious people in all Talislanta. Even so, most Yitek carry a charm or two to ward against curses and the like, just in case. These devices are not made by the Yitek, but are usually obtained by trading with other peoples such as the Orgovians. While all Yitek are taught by their elders to decipher old runes and sigils, the tribes have no wizards or shamans. Yitek bury their dead without ritual or ceremony, knowing all too well the transient nature of monuments to the dead.

LANGUAGE

Most Yitek speak both Nomadic and Sign, and in addition are able to read a smattering of dead languages, magical scripts, and the like.

NAMES

Yitek names have two parts: band affiliation (common ones include Yata, Yato, Yeta, Yuta), and personal name. Common personal names for males include Maj, Fej, Naj, Nas, Fas; females versions end in an “i”, as in Maji, Feji, Nasi, etc.

ADVENTURERS

Yitek are adventurers by their very nature. They live to explore and plunder ruins and ancient tombs.

ZANDIR

The Zandir are a handsome folk with copper-colored skin, dark hair, and dark eyes. They enhance their features with vividly colored pigments, adorn their hair with silver bands, and dress in flamboyant apparel — velvet blouses and trousers, capes of silken brocade, curl-toed boots or slippers, and so forth.

Like the Aamanians, the Zandir are descended from the Phaedrans, a people who ruled the Western Lands during the early part of the New Age. A dispute over religious views caused the Phaedrans to split into opposing factions, who proceeded to wage war on each other for nearly four hundred years. One of the factions that participated in these Cult Wars became known as the Aamanians; the other became known as the Zandir.

In the capital of Zanth, the Zandir live in copper towers and minarets. In smaller settlements they live in stone cottages, and in the coastal fishing villages they live in thatch huts. The Zandir diet is diverse, and consists

ZANDIR RACIAL TRAITS

- +2 Dex, +2 Cha, -2 Wis
- Medium Size: As Medium-size creatures, Zandir have no special bonuses or penalties due to their size.
- A Zandir’s base speed is 30 feet.
- +2 on all Bluff & Gamble skill checks.
- Bonus feat at 1st level.
- Automatic Language: High or Low Talislan
- Favored Class: Rogue
- Prohibited Class: Barbarian

of roasted meats and poultry, cheeses, fruits and vegetables, ales and wines.

The population of Zandu includes numerous minority groups and factions. The Causidians serve as legal advisors, diplomats, and scribes. The Certaments are a class of professional duelists, many of whom are skilled both in magic and swordplay. The Serparians are professional beggars who wander the streets in rags, asking for alms. The Zann are fishermen who bear a wide reputation as the most steadfastly contrary folk in all of Talislanta. They rarely agree with other peoples, and are extremely opinionated.

Zandir are amorous and hot-blooded, and find it difficult to control their passions. They marry young, and often foolishly; both males and females have numerous affairs and trysts, and are quite flirtatious. Zandir are polygamous; males may have as many wives as they can afford, and females may keep as many male consorts as they can afford. Children are allowed considerable freedom, particularly as regards the expression of emotions.

The Zandir are a people diametrically opposed to the folk of neighboring Aaman. Where the Aamanians are conservative, Zandir are liberal, or even radical, in their views. Aamanians dress in colorless smocks; Zandir favor the most colorful attire. Aamanians believe in one god, while the Zandir believe in numerous luminaries, pagan gods, woodland spirits, and saints. It is little wonder then that the two are enemies, for they can agree on almost nothing.

The womenfolk of Zandu practice the quaint custom

of hiding their faces behind decorative fans, giving the impression that they are shy and demure. This is hardly the case, as male visitors to Zandu often discover. Zandir men are even less subtle, and in other lands are widely regarded as lechers and philanderers.

RELATIONS

For many centuries Zandu and Aaman waged ceaseless war against each other, until the building of the Great Barrier Wall. Modern relations between the former antagonists, while overtly peaceful, are still far from cordial. The differences between their cultures remain extreme, and there is no love lost between the two peoples. Zandu has good relations with the Seven Kingdoms, whose rulers consider the Zandir much easier to deal with and less threatening than the Orthodoxists of Aaman.

RELIGION

The Zandir are Paradoxists who profess to be mystified by the nature of their own existence. The tenets of the Zandir "religion" are perhaps best explained in the Paradoxist text, *The Book of Mysteries*, a lengthy tome filled with over 100,000 questions, and no answers. Paradoxist seers, widely regarded as charlatans by other folk, are well-liked in Zandu. Some possess actual magical abilities.

LANGUAGE

Zandir speak High or Low Talislan, depending upon their level of education and chosen occupation.

NAMES

Zandir names tend to be colorful, as were those of the Phaedrans. For example: Palitane, Celestea, Crystabal, Balalamos, and Schezalle. The only exception is the Zann, who go for short, blunt-sounding names such as Neb, Sej, Menk, and Zaj.

ADVENTURERS

A passionate people, many Zandir have taken up the adventuring life as a means to alleviate boredom. Zandir merchants also ply the waters off Talislanta's coasts and may be found in overland caravans across the continent. Zandir prefer a swashbuckling style of combat and are showman if nothing else.



CHAPTER THREE

CHARACTER CLASSES

BARBARIAN

Whether feuding with a rival, raiding a neighboring tribe, or taking service as a mercenary in one of Talislanta's incessant wars, the Barbarian rarely has a quiet life! Even surviving in his harsh desert, tundra or jungle environment can be an adventure itself. By their nature, Barbarians are wanderers, and wanderers tend to get involved in various risky ventures as well as whatever local trouble there is going. Furthermore, there are many secrets out in the deep desert or darkest jungles which can impinge on a Barbarian's life, whether as the objects of quests or the sources of danger.

Characteristics: Barbarians are powerful combatants, excelling particularly in hit-and-run raids, guerrilla tactics, and archery. Their homelands also give them quite an edge over other characters when it comes to survival and ambush in the deserts, steppes or jungles



of Talislanta.

Background: There are two types of Barbarian; those who are born to it, and those who spend years learning the customs and rise through barbarian society. Almost all barbarians come from the vast deserts of the Wilderlands of Zaran, the Plains of Golarin, Yrmania or the jungles of the south. Born into families, clans, tribes or hordes, they are steeped in barbarian traditions, culture and superstitions all their lives.

GAME RULE INFORMATION

Barbarians have the following game statistics:

Abilities: Constitution is paramount for the Barbarian, because his usual environment is one of the most harsh on the planet. Dexterity comes a close second, as his combat style is usually based on archery and fast, furious melee fighting, though Strength is also useful. Many of the Barbarian's class skills are based on Wisdom, so the Barbarian who wishes to emphasise survival and scouting skills should concentrate on this.

Hit Die: d10

Starting Wealth: 4d4 x10 GL

CLASS SKILLS

The Barbarian's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (mundane) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha),

Table 4.01: Barbarian Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Illiteracy, Track, Favored terrain +1
2nd	+2	+3	+3	+0	Bonus Feat
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Barbarian Charge, Favored Terrain +2
5th	+5	+4	+4	+1	Mobility
6th	+6/+1	+5	+5	+2	Diehard
7th	+7/+2	+5	+5	+2	Bonus Feat
8th	+8/+3	+6	+6	+2	Favored Terrain +3
9th	+9/+4	+6	+6	+3	
10th	+10/+5	+7	+7	+3	Improved Mobility
11th	+11/+6/+1	+7	+7	+3	Barbarian Charge +2
12th	+12/+7/+2	+8	+8	+4	Bonus Feat, Favored Terrain +4
13th	+13/+8/+3	+8	+8	+4	
14th	+14/+9/+4	+9	+9	+4	Greater Mobility
15th	+15/+10/+5	+9	+9	+5	
16th	+1G/+11/+6/+1	+10	+10	+5	Favored Terrain +5
17th	+17/+12/+7/+2	+10	+10	+5	Bonus Feat
18th	+18/+13//+8/+3	+11	+11	+6	Barbarian Charge +3
19th	+19/+14/+9/+4	+11	+11	+6	
20th	+20/+15/+10/+5	+12	+12	+6	Favored Terrain +6

Knowledge (culture, local, nature) (Int), Jump (Str), Listen (Wis), Mimicry (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at 1st Level: (4+ hit modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A Barbarian is proficient with all simple and martial weapons, two-weapon combat, light and medium armor, and shields. Note that armor check penalties for wearing medium or heavy armor apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand, and Tumble. Also, Swim checks suffer a -1 penalty every 5 pounds of armor and equipment carried.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Track: At 1st level the barbarian gains the Track feat for free. This is an extraordinary ability. If he already has the Track feat, he instead gains the Skill Focus (Survival) feat.

Favored Terrain: At 1st level the barbarian selects a Favored terrain from the following: Jungle, Desert or Savannah. All the benefits derived from favored terrain are extraordinary abilities.

Anytime a barbarian is in his favored terrains and wearing at most light armor, he gains certain benefits as follows:

- +1 circumstance bonus to all Hide, Listen, Move Silently, Search, Spot and Survival checks.
- +1 bonus to Armor Class. The barbarian is adept at using the natural features of the terrain to his advantage in combat.

At 4th level and every four levels thereafter, the barbarian's first favored terrain bonus increases by +1.

The barbarian gains additional benefits as his favored terrain bonus increases. If he has a favored terrain bonus of at least +2 for the terrain he is in, he gains a +10 feet circumstance bonus to his movement. If he has a favored terrain bonus of at least +3 for the terrain he is in, he may use the Hide skill even if the terrain does not usually grant cover or concealment. If he has a favored terrain bonus of at least +4 for the terrain he is in, his movement bonus within that terrain is increased by +20 feet. If he has a favored terrain bonus of at least +5 for the terrain he is in, he can use the Hide skill even while being observed.

Bonus Feat: At 2nd level and every five levels thereafter, the barbarian gains a bonus feat selected from the following list: Leadership, Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Weapon Focus (list weapons), Point Blank Shot, Far Shot, Rapid Shot, Shot On the Run, Improved Precise Shot, Great Fortitude, Lightning Reflexes, Toughness, Self-Sufficient, Stealthy. He must meet the prerequisites as usual.

Endurance: At 3rd level, the barbarian gains Endurance as a bonus feat. If he already has Endurance, he instead gains Diehard.

Barbarian Charge: A barbarian of 4th level or higher gains a +1 circumstance bonus to attack and damage rolls for any charge attack he makes. The bonus applies whether he makes the charge on foot or upon a mount of some kind.

This bonus increases to +2 at 11th level and to +3 at 18th level. This is an extraordinary ability.

Mobility: From 5th level onwards the barbarian gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when he moves out of or within a threatened area. If the barbarian already has Mobility from some other source, he instead gains Improved Mobility (see below). Note that mobility does not apply if the barbarian is mounted. This is an extraordinary ability.

Diehard: At 6th level, the barbarian gains Diehard as a bonus feat. If he already has Diehard, he instead gains Toughness.

Improved Mobility: From 10th level onwards the barbarian never provokes attacks of opportunity whatever he does, so long as he moves at least 10 feet during that combat round.

Greater Mobility: From 14th level onwards, the barbarian may move up to his speed as part of a full attack action, rather than merely taking a five-foot step. He may move and attack in any order, so he might for example move five feet, attack once, move five feet, attack twice more and then move again for the remaining twenty feet of his movement. Note that Greater Mobility does not apply if the barbarian is mounted or wearing heavy armor. This is an extraordinary ability.

MAGICIAN

The Magician best defined by his access to magical arts and spellcasting and his quest for magical power. To truly master magic requires precisely the kind of

focused, intense study that only magicians can achieve. As the magician becomes more experienced, he learns a greater variety of spells, including some of potentially devastating power.

For many magicians, digging around in dusty Archaen tombs or leading expeditions deep into the jungles of the Dark Coast is not just a way of life; it is a way to make a living -- for both ancient artefacts and rare knowledge can be valuable. Those who attach themselves to one or another religion as priests or shamans commonly find themselves expected to work not just at translating old manuscripts or preaching to the faithful, but undertaking hazardous pilgrimages to carry out strange rituals in faraway shrines, getting involved in the power-politics of the nation, and warring against rival religions either actively or by intrigue. Others seek to understand the connection between mind and body while those who have bargained for power with some entity, whether earthly or demonic, can find themselves at their master's beck and call.

Religion: Many magicians are irreligious, bowing down to neither men nor gods. Even priests are not always religious, having joined the clergy of their religion not due to genuine piety but because of the perceived easy life of a priest and the opportunities for bribery and blackmail, or as a cover for their secret practices of the most evil kind. However, some priests are genuinely devout, and may gain a great deal of encouragement and inner strength from their religion. For those magicians who come from a primitive background such as the Witchmen of Chana or the Shaman of the Moorg Wan, their superstitious religion is inextricably intertwined with their magical knowledge. Then there are those who actively align themselves with the demons and devils: whether their devotion is truly religious, or merely an indication of their corrupt ambitions, is a moot point.

Background: Magicians can come from any number of backgrounds, but all share a thirst for knowledge - and often for power. Most are reliant on a teacher of some kind for their magical knowledge, such as a higher-ranking priest, coven leader, the Lyceum Arcanum, or even some other-worldly entity. A few brave or foolhardy souls elect instead to learn their magic by their own efforts entirely.

GAME RULE INFORMATION

Magicians have the following game statistics:

Abilities: Most magician characters will probably prioritise a high Intelligence. Those of a religious or

Table 4.02: Magician Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Background, Spellbook
2	+1	+0	+0	+3	Magic Bonus +1
3	+1	+1	+1	+3	Bonus Spells
4	+2	+1	+1	+4	Magic Bonus +2
5	+2	+1	+1	+4	Familiar
6	+3	+2	+2	+5	Bonus Spells, Magic Bonus +3
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Magic Bonus +4
9	+4	+3	+3	+6	Bonus Spells
10	+5	+3	+3	+7	Magic Bonus +5
11	+5	+3	+3	+7	
12	+6	+4	+4	+8	Bonus Spells, Magic Bonus +6
13	+6	+4	+4	+8	
14	+7	+4	+4	+9	Magic Bonus +7
15	+7	+5	+5	+9	Bonus Spells
16	+8	+5	+5	+10	Magic Bonus +8
17	+8	+5	+5	+10	
18	+9	+6	+6	+11	Bonus Spells, Magic Bonus +9
19	+9	+6	+6	+11	
20	+10	+6	+6	+12	Magic Bonus +10

spiritual nature will also want a high Wisdom, for sheer magical power. Mystical magicians will also benefit from a high Wisdom as well.

Hit Die: d6

Starting Wealth: 4d4 x 10 gold lumens

CLASS SKILLS

The magician's class skills (and the key ability for each skill) are Concentration (Con), Craft (Talismancy) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (any) (Int), Mode (any)(varies), Profession (Wis), Research (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: A Magician is proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Note that armor check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight-of-Hand, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried. Players should also be aware of the fact that wearing armor can seriously impede spellcasting. (See Magic later in this book)

Background: Every magician must choose a background for himself at 1st level. This is an extraordinary ability. The background indicates his specialty and how he attains his power.

The choice of background should be made in conjunction with the Gamemaster, who will inform the player which options are available in his campaign. Magicians may select other backgrounds as they progress in level but should note that doing so is equivalent to multiclassing and all rules associated with multiclass characters apply.

Priest: A Priest is an officially ordained member of an organized religion. They have sworn to uphold the tenets of their religion and to spread the word of their god to the infidels and heathens. Priests obtain their magical powers through faith and serve as the earthly conduits of divine force. A Priest's spells are more aptly named prayers. Each individual religion has its own style of magic and dogma. Some examples are the Paradoxist and Orthodoxist cults of Zandir and Aaman, the Kang warrior-priests of the Red God Zoriah and the Dracartan Priests of Jamba from the desert nation of Carantheum. It should be noted that the Gnomekin Priests of Terra, in fact, fall under the Crystalomancy sub-class below and are not considered Priests in game terms. Priests gain the Invocation feat for free

at first level. This feat gives them access to the Invocation Order of magic and is the source of their spellcasting abilities. Player's should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Wizard: Wizards are what most Talislandans

think of when they discuss magicians. Wizards are masters of arcane energy, controlling it and bending it to their will. All Wizards must learn their art from a teacher. Many aspiring Wizards attend the Lyceum Arcanum in the City of Cymril. The Lyceum is the foremost school of magic on the continent. Wizard characters gain the Wizardry feat as a bonus



at first level. Player's should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Shaman: Shamans are the traditional wise men or wise women of the more primitive peoples of Talislanta. They study the magic of spirits and totems. Generally primitive and superstitious, most Shaman learn their magic and skills from elder Shaman of their tribe, clan or village.

Elementalist: Elementalists come in four varieties: Pyromancers, Aquamancers, Geomancers and Aeromancers. Each is the master of their chosen element. Like Wizards, Elementalists master their spellcasting abilities by studying under a teacher or at a facility like the Lyceum Arcanum. Elementalist characters receive the Elementalism feat for free at first level. This is the source of their spellcasting ability. Players should become familiar with

this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Natural Magician: Like the Wizard, the Natural Magician undergoes a prepared path of study to master his art. Unlike the Wizard, the Natural Magic tradition is an oral one with no written texts on the subject. The Natural Magician comes from a tradition of nurturing and communing with the spirits of nature. Natural Magicians receive the Natural Magic bonus feat at first level which is the source of their spellcasting ability. Players should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Witch: Witches come from one of the oldest magical traditions of Talislanta. Often misunderstood by those outside their culture, Witches practice sympathetic magic, operating on the principle that like brings like. Witches receive the Withcraft feat as a bonus feat at 1st level. Players should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Crystalomancer: Only Gnomekin characters can become Crystalomancers. The Gnomekin of Durne rarely, if ever, teach their art to outsiders. As mentioned above, the Gnomekin Priestesses of Terra are actually Crystalomancers, preferring to use this form of magic rather than bother their goddess with pleas for aid. Crystalomancers receive the Crystalomancy feat for free at first level. Players should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Mystic: Unlike the other magician backgrounds, Mystics seek power from within rather than from without. They seek to better understand their own mind and to master both body, mind and spirit. Mysticism has little in common with the other, Archaen, magical traditions. Mystics gain the Mysticism feat for free at first level. Players should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.



Necromancer: Necromancers study the power of life and death. Although not inherently evil, Necromancy is frowned upon in most civilized areas. There are no necromantic schools and most Necromancers learn their art from private teachers or through the study of ancient necromantic texts of ages past. Necromancer characters receive the Necromancy bonus feat at first level. Players should become familiar with this feat as well as the Chapter on magic later in this book for specific information about spellcasting.

Spellbook: At first level, all Magician characters receive a spellbook containing all of the spells they know. In some cases, like for Wizards and Elementalists, this takes the form of an actual tome. Spellbooks for other backgrounds can take varying forms. Mystics for example, may have a collection of scrolls while Shaman may have a bag of bones or rocks that contain his spell knowledge. Every new spell a character learns is placed in their spellbook and it is never far from its owner. It must be noted that characters need not memorize spells from their spellbooks in order to cast them but, rather these books serve as a central repository for the knowledge of their owners. At first level, a character's spellbook contains 1d4 spells plus their prime stat modifier for their given Order to be determined by the player in cooperation with the Gamemaster.

Magic Bonus: Starting at 2nd level and every second level thereafter, the Magician receives a +1 competency bonus to his spellcasting mode skill checks.

Bonus Spells: At 3rd, 6th, 9th, 12th, 15th and 18th level, the Magician character receives 1d4 bonus spells to be added to his spellbooks. The specific spells received are designed by the player with the Gamemaster's approval. Players should note that these are bonus spells. Characters are free to add new spells to their spellbooks as they wish should they discover such valuable knowledge through adventuring.

Familiar: By 5th level a magician has sufficient magical knowledge that he can obtain a familiar (see below). Doing so requires the Magician to first locate a desired creature. Bonding with the creature takes an additional week. The creature serves as a companion and servant. The magician chooses the kind of familiar he gets. Unlike familiars found in the core rulebooks, familiars in Talislanta provide no supernatural benefits to a magician nor does a magician suffer any harm or

experience point loss should the familiar be dismissed or killed. The magician player should note the familiar's game stats, skills and abilities on their character sheet and may control the actions of the familiar as though it were a character. Through training and a natural bonding, magicians and familiars may communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Common Familiar
Avir
Quaal
L'Latha
Sardonicus
Monitor Imp
Urthrax
Servitor Imp
Catdrac
Nighthawk
Rayk

ROGUE

Rogues come from a variety of races and backgrounds. Many are urban thieves and thugs while others are rural highwaymen, bandits, spies or even skilled trap makers and artisans.

Characteristics: Rogues are masters of stealth and dexterity. All Rogues survive and earn a living through subtlety, fraud and deception.

Background: Rogues can be found in almost all areas of Talislanta. While they are much more frequently encountered in civilized realms, there are primitive rogues as well. Rogues usually hail from urban areas and ply their trade in the shadows, always striving to stay one step ahead of the local law. Rogues are frequently found adventuring, utilizing their stealth and skill to find fame and fortune in the ruins of past ages.

GAME RULE INFORMATION

Scholar's have the following game statistics:

Abilities: Dexterity is, by far, the most important ability for a Rogue character.

Hit Die: d6

Starting Wealth: 5d4 x 10

Table 4.03: Rogue Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	—

CLASS SKILLS

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (mundane) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (culture, local) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) \times 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC

(whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or



higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the

following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she cannot use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat cannot use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain a bonus feat in place of a special ability.

SCHOLAR

The scholar is defined not merely by his broad knowledge, but more importantly by his access to various pseudo-magical arts such as alchemy, technomancy and thaumaturgy. It takes years of study and much trial and error to truly master these arcane sciences. Some scholars ignore these arcane sciences and specialize instead simply on gathering and absorbing knowledge in general.

Scholars devote their time to the development of their minds and of their art in a way similar to the way magicians focus upon their magic. Scholars have the almost supernatural ability to focus upon a topic or problem, to the exclusion of anything else. This ability is akin to a trance or meditation, and gives the Scholar clarity, force of personality and enhanced recall.

Background: Scholars generally come from the upper classes of society as it is this class that has the most free time and wealth to devote to the sometimes expensive pursuits of the scholar. The affluent with interest in the metaphysical sciences and history are well-suited to the scholar class. Generally a young Scholar will apprentice to a master for many years before setting out on their own.

Other Classes: Scholars require the assistance of others in order to get most things done. Their abilities are more esoteric than practical, and they rely upon other classes for magical, combat or practical assistance. That said, a Scholar brings advanced knowledge and a whole bag of alchemical-type tricks to the average adventuring party.

GAME RULE INFORMATION

Scholars have the following game statistics:

Abilities: Intelligence is vitally important to the scholar. A high dexterity is also very desirable as an unsteady hand courts disaster for most scholars.

Table 4.04: Scholar Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Specialty, Minor Power
2	+1	+0	+0	+3	Minor Power, +1 Specialty bonus
3	+1	+1	+1	+3	Bonus Feat
4	+2	+1	+1	+4	+2 Specialty bonus
5	+2	+1	+1	+4	Minor Power
6	+3	+2	+2	+5	+3 Specialty bonus
7	+3	+2	+2	+5	Major Power
8	+4	+2	+2	+6	+4 Specialty bonus
9	+4	+3	+3	+6	Minor Power
10	+5	+3	+3	+7	+5 Specialty bonus
11	+5	+3	+3	+7	Bonus Feat
12	+6/+1	+4	+4	+8	+6 Specialty bonus
13	+6/+1	+4	+4	+8	Major Power
14	+7/+2	+4	+4	+9	+7 Specialty bonus
15	+7/+2	+5	+5	+9	Bonus Feat
16	+8/+3	+5	+5	+10	+8 Specialty bonus
17	+8/+3	+5	+5	+10	Bonus Feat
18	+9/+4	+6	+6	+11	+9 Specialty bonus
19	+9/+4	+6	+6	+11	Major Power
20	+10/+5	+6	+6	+12	+10 Specialty bonus

Hit Die: d6

Starting Wealth: 6d4 x 10 gold lumens

CLASS SKILLS

The Scholar's class skills (and the key ability for each) are: Appraise (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (hit), Gather Information (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Research (Int), Search (Int), and Sense Motive (Wis), Sleight of Hand (Dex) and Spellcraft (Int).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 x Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: A scholar is proficient with simple weapons only.

Specialty: At first level, a scholar character must select a specialty from among the following choices:

Alchemist: Alchemy is the Talislantan equivalent of chemistry. Though based on metaphysical principles,

this skill is not a magical field of study like spellcasting or enchanting. That is, while alchemical creations often have magical effects, they are not enchanted, and do not count against the seven-item limit for enchanted items. An important precept of Talislantan alchemy is that the characteristics of living creatures and inanimate substances can, in some sense, be distilled from their physical components.

Basic knowledge of alchemical lore and practices includes the ability to read alchemical ciphers, prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatus.

When creating an alchemical substance, a failure means that the ingredients are lost and the alchemist must start again from scratch; a partial success means that the alchemist has failed, but can continue to work on the creation without new ingredients; and a success or critical success means that the process works as planned. An alchemist can work on more than one project at a time, but if so, she takes a -2 penalty on each roll for each extra project. Scholar characters who specialize in Alchemy receive a +1 competency bonus to Craft (alchemy) checks at every 2nd level.

Alchemists can also concoct, forge, or otherwise create the categories of substances listed under the following minor and major powers:

Minor Powers

The following minor powers produce single does of the substance in question.

Distil Acids: The Alchemist has mastered the art of distilling various acids and bases. See Skills – Craft (alchemy).

Create Alchemical Materials: The alchemist with this minor power is adept at crafting various alchemical substances. See Skills – Craft (alchemy).

Prepare Poisons: With this minor power, the alchemist knows how to prepare various poisonous substances. See Skills – Craft (alchemy).

Concoct Medicines: With this minor power the alchemist has learned the secrets of creating medicinal mixtures. See Skills – Craft (alchemy).

Chemical Resistance: The alchemist works with noxious chemicals and acids day in and day out. Over time, his body develops a resistance to these effects. The alchemist gains a +1 bonus to all saving throws

involving potions, poisons, and acids for every 2 levels in Scholar he possesses.

Taste Test: The alchemist has an extremely refined palette and sense of smell, necessary for his work. This allows him to identify potions by taste, and even smell, with a high degree of accuracy. On an appraise check (DC 20), the alchemist can identify any potion by taste. If he merely wishes to smell the potion, this DC increases by +5.

Major Powers

Brew Alchemical Potion: This major power enables the alchemist to create potions that appear magical in their effects. See Skills – Craft (alchemy).

Prepare Explosives: The alchemist with this major power has learned the secrets of creating explosive solids and liquids, a dangerous pursuit at the best of time. See Skills – Craft (alchemy).

Mass Production: With this major power the alchemist may mass produce the substances they know how to create using their minor powers. Only one Craft (alchemy) check is required to produce 5 times the normal doses or quantity of each substance in the same amount of time it usual takes to create one dose.



Savant: Savants are scholars who pursue general knowledge rather than specializing in one of the metaphysical sciences like alchemy or technomancy. They may specialize in one knowledge area but do not gain any of the special abilities of the other scholar sub-types. Savants receive a +1 competency bonus to all Knowledge skill checks at every 2nd level.

Minor Powers

Shrewd: The scholar has refined her sense of logic and reasoning to a high degree. She receive a +2 competence bonus to all intelligence based skill checks.

Natural Talent: The scholar may select 3 cross-class skills of her choice. These skills are

now considered class skills. This minor power may be selected more than once.

Eidetic Memory: Once per day, the scholar may attempt an Intelligence check (DC 15) in order to recall some obscure fact from her past. This fact can be a highly detailed fact such as the color of the dress worn by the Queen of Astar at the last ball or the insignia on the hilt of a guard's sword you saw at last year's Magical Fair. The Gamemaster is the ultimate judge of what may, or may not, be recalled.

Skill Focus: The scholar may choose one specific Knowledge skill and gains the Skill Focus feat in it. This minor power may be selected more than once, each time being attributed to a new Knowledge skill.

Major Powers

Eye for Detail: The scholar has become adept at noticing an opponent's weak spots. With a successful Spot check, the scholar can determine his opponent's flaws and receives a +4 to damage in his next attack. The attack role to hit the weak spot is made at -4.

Skill Mastery: The scholar becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A scholar may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Knowledge Is Power: A scholar may make a special scholarly knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who do not understand the significance of the knowledge.

function. The scholar may never take 10 or take 20 on this check; this sort of knowledge is essentially random. The Gamemaster will determine the Difficulty Class of the check by referring to the table above.

Technomancy: The turns of axles, the interplay of gears, and the geometrical perfection of efficient design - all of these fascinate the Technomancer. Technomancers are engineers and tinkerers whose genius is renowned across Talislanta. Their clockwork is so exquisite that it can summon and shape supernatural energies, in a similar way to that in which a wizard's gestures produce spell magics.

The principles upon which most technomantic devices are designed are unknown to most Talislantans. The foundation of Technomancy rests upon a body of secret knowledge, and on the incredible mechanical skill of the Yassan and Parthenians. Only those who have been indoctrinated into the secrets of Technomancy can hope to master it, an accomplishment which requires a minimum of seven long years of apprenticeship. Thus, only Yassan or Parthenian characters may select the Technomancy speciality of the scholar class. Technomancers receive a +1 competency bonus to Craft (mechanical) skill checks at every 2nd level. Technomancy consists of several different minor and major powers described as follows:

Minor Powers

Clockwork Construct (minor): Technomancer can use gears, springs, wheels and hinges to perform amazingly precise actions in complex sequences. With this minor power, the Technomancer may create a minor construct as detailed under the skill Craft (technomancy). Requires the use of a technomantic actuator.

Repair Mechanisms: Utilizing their technomantic actuators and other elaborate tools, Yassan technomancers are capable of effecting repairs on practically anything that has moving parts, and most things that do not. 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 technomancer (GM's ruling in all cases). Conversely, technomancers are equally adept at destroying or disabling mechanisms, if they so choose. Technomancers with this

minor power receive +2 per Scholar level to all Craft skill checks used to repair devices. They also receive a +2 competency bonus per Scholar level on all Disable Device skill checks. This requires the use of a technomantic actuator.

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, and any weak points or other deficiencies. The DC for the Craft (technomancy) skill is 10. The DC goes up by 2 for every century old the item is.

Technoaurism: With this minor power, the Technomancer may create a technoaurism device as detailed under the skill Craft (technomancy). Requires the use of a technomantic actuator.

Technomagnetism: Technomancers can make intensely powerful magnets from red iron, and use them to levitate and manipulate magnetized objects. With this minor power, the Technomancer may create a technomagnetic device as detailed under the skill Craft (technomancy). Requires the use of a technomantic actuator.

Technomantic Actuator Repair: Allows the technomancer to use and repair a technomantic actuator, a multi-purpose tool that is essential to most advanced technomantic work. To repair such a device requires at least one hour, the proper tools, and a successful Craft (mechanical) skill check with a DC of 12. To create an actuator requires 1,000 gold lumens worth of raw materials and 20 weeks of work in a well-equipped shop. *Only members of the Yassan race can take this minor power.*

Telescopy: With this minor power, the Technomancer may create a telescopy device as detailed under the skill Craft (technomancy). This requires the use of a technomantic actuator.

Major Powers

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 and skill required to assemble or

disassemble varies according to the object's size, complexity, and overall condition, according to the GM's discretion. In any case, a technomancer can accomplish the task in less than half the time it would take a member of any other profession. This requires the use of a technomantic actuator.

Clockwork Construct (greater): Similar in nature to the minor power: Clockwork Construct (minor), the technomancer with this major power may create a greater construct as detailed under the skill Craft (technomancy). Requires the use of a technomantic actuator.

Craft Technomantic Weapon: This major power grant the technomancer the ability to create technomantic weapons as per the skill Craft (technomancy). This requires the use of a technomantic actuator.

Thaumaturgy: This field of study combines certain aspects of technomancy, alchemy, and enchantment; some scholars believe that the field is an offshoot of the lost art of sorcery. In the current age, the Dracartans of Carantheum and the Phantasians of Cabal Magicus are the only practitioners of thaumaturgy. Each is proficient only in their own limited areas of knowledge, the vast majority of thaumaturgic lore having been lost during The Great Disaster.


Thaumaturgy operates according to the principles of Talisnantan metaphysics, which state that even the most fundamental or elusive substance has an essence that can be extracted and concentrated. Thaumaturges use a device called an essence accumulator to distill such essences from the surrounding environs. Like alchemical wares, essences are not "magical".

Basic knowledge of thaumaturgy includes the ability to use an essence accumulator to collect and refine various substances. Scholars who specialize in thaumaturgy receive a +1 bonus to Craft (thaumaturgy) skill checks at every 2nd level.

Phantasian thaumaturgy has declined to the point that the only substances their thaumaturges are capable of creating is Dream Essence and certain types of Distillations. Dracartan thaumaturges have a greater range of skills, as follows:

Minor Powers

Create/Repair Essence Accumulator: Allows the thaumaturge to build or repair



an essence accumulator, the device used to derive and distil essences. To create such a device a Dracartan thaumaturge requires 1,000 gold lumens worth of materials, 20 weeks of work in a well-equipped laboratory, and a successful Craft (thaumaturgy) skill check against a DC of 20. To repair one takes a minimum of one hour, the proper tools, and a Craft (thaumaturgy) check at DC 15.

Create Thaumaturgic Wand: The thaumaturgic wand, or caduceus, is a rod-shaped device made from a mixture of red iron powdered diamond, and quintessence. By adjusting two moveable metal bands the wand may be used to utilize the properties of quintessence or to analyze materials and substances. The creation of a thaumaturgic wand requires a minimum of 2,000 gold lumens in materials, access to a fully-equipped thaumaturgical workroom, seven weeks of labor, and a successful Craft (thaumaturgy) check against a DC 15. Because they contain quintessence, these wands are charged with volatile forces and only a trained thaumaturge can safely utilize their properties. A caduceus is always carried in a special tube-like container in order to prevent accidental contact with elemental essences, which can have disastrous consequences. Note that a caduceus is not “magical.”

Utilize Quintessence: Enables the thaumaturge to utilize the properties of quintessence to liquify, solidify, or gassify matter. The procedure requires the thaumaturge to be in possession of a caduceus, or thaumaturgic wand. To utilize quintessence, the thaumaturge sets the caduceus according to the desired function and the amount of matter to be affected, and passes it over the chosen substance or area for one round. A Craft (thaumaturgy) skills check against a DC of 15 is required for success. Failure means that an unfavorable reaction occurred, rendering the quintessence inert and useless. If the skill checks fails by 10 or more, the caduceus malfunctioned, causing the quintessence to alter the matter into some form other than the one desired, possibly with dire consequences (GM’s ruling). A caduceus is a very fragile and exact toll and, as such, thaumaturgical operations may not be used in combat or other dangerous situations. If used in this manner, the scholar must make a successful Concentration skill check at -5. Failure indicates the caduceus has been

destroyed.

Quantitative Analysis: This minor power allows the thaumaturge to employ a caduceus to determine the exact components of any substance, including gasses, liquids, solids, alchemical or magical mixtures, alloys, etc. The analysis does not reveal the properties of a mixture, such as the effects of an unidentified potion, but only its material components or ingredients. To perform an analysis the thaumaturge sets the caduceus to analyze and passes it over the desired material for one round; the caduceus emits a multi-hued aura which the thaumaturge “reads” in order to make her analysis. Studying for at least one minute adds a +1 modifier to the Craft (thaumaturgy) skill check. One hour of study increases the modifier to +3, and one day of study increases it to +5. Thaumaturges can attempt to study a substance that they have previously failed to analyze, with a -2 modifier for each previous failed attempt. In all cases, a successful Craft (thaumaturgy) skill check against a DC of 18 is required.

Major Powers

Distil Essence: Distillations are thaumaturgically concentrated essences of otherwise elusive substances, such as colors, scents, tastes, and even sentiments. Though distillations were quite popular during the Archaen Age, only the Phantasians remember how to make such products anymore. 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 being affected by distilled sentiments or other distillations with a successful Will save (DC 15).

Dream Essence: Dream essence is, quite literally, “the stuff of which dreams are made”; it consists of dreams distilled into liquid form. Creating Dream Essence requires a Craft (thaumaturgy) check against a DC of 25. Only Phantasians Thaumaturges may distil Dream Essence.

Elemental Essences (minor): These essences are derived from elemental forces or substances, which are collected and distilled by the use of an essence accumulator. The substances are then placed in suspension and transmuted into solid, liquid, or gaseous form through the use of quintessence. Minor essences have

mundane uses such as keeping food cold, creating a breeze on a hot summer day and the like. A Craft (thaumaturgy) check against a DC of 15 is required to create elemental essence. See Skills – Craft (thaumaturgy) for more information on creating elemental essences.

Elemental Essences (major): This major power is similar to Elemental Essences (minor) above except the Thaumaturge can now create essences that could be used as weapons or other similar uses. See Skills – Craft (thaumaturgy) for more information on creating elemental essences.

Cantrips: While thaumaturgy is a metaphysical science, it is close to the arcane arts. Some Thaumaturges acquire minor magical abilities. Thaumaturges with this major power gain knowledge of 1d4 +2 spells. If they have no ranks in any Mode skills, they may still cast the spells with a +0 skill modifier. Likewise, the spells may be of any Order and the Scholar need not have the relevant Order feat to cast the spells.

SCOUT

Scouts are the eyes and ears of a party while travelling through the dangerous wilderness of Talislanta. Scouts are at home in the wilds, be that scorching desert, steaming jungle or frozen wasteland.

Most Scouts practice hit-and-run combat techniques, wearing down their opponents rather than facing them head on in all out battle. Scouts are also expert trackers and guides in the wilderness. Many serve in the armies of civilized lands, others find employ as beast trackers or bounty hunters while some few take up the adventuring life, seeking riches and glory in the ruins scattered throughout the wilderness.

Background: Almost all races can become Scouts. Many of the more primitive races use their talents in this class in the service of more civilized nations while some civilized folk who take up this profession have been known to “go native”, preferring life in the wilderness to the comforts of the cities.

Other Classes: Scouts work equally well with companions as they do alone in the wilderness. They will normally “take the point”, walking ahead of a party to watch for possible dangers. When trouble occurs, the Scout will normally attempt to flank a foe, staying mobile and at a distance when possible. The

Warriors and Barbarians are equipped to handle full-on melee. The Scout prefers to stay back, using his speed, endurance and ranged weapons to bring a foe down.

GAME RULE INFORMATION

Scouts have the following game statistics:

Abilities: Constitution is important for a Scout as it helps him survive in less-than-hospitable locales. Dexterity allows a Scout to better employ his ranged weapons while Wisdom is important, for without common sense and intuition, nobody will last long in the wild places of Talislanta.

Hit Die: d8

Starting Wealth: 5d4 x 10 gold lumens

CLASS SKILLS

The Scout’s class skills (and the key ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (mundane) (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (culture, nature) (Int), Listen (Wis), Mimicry (Wis), Move Silently (Dex), Profession (guide) (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Survival (Wis) and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: A scout is proficient with all simple and martial weapons, light armor and shields.

Track: At 1st level, the Scout gains the Track feat for free. This is an extraordinary ability. If the Scout already has the Track feat, he gains the Skill Focus (Survival) feat instead.

Favored Terrain: At 1st level, the Scout gains a favored terrain type from among the following: Plains, Swamp, Hills, Forests, Desert or Mountains. At 7th, 13th and 19th levels, he may choose an additional favored terrain. All benefits derived from a favored terrain are extraordinary abilities.

Any time a Scout is in one of his favored terrains and wearing, at most, light armor, he gains certain benefits as follows:

Table 4.05: Scout Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Track, Favored Terrain +1
2	+2	+3	+3	+0	Combat Style
3	+3	+3	+3	+1	Endurance
4	+4	+4	+4	+1	Favored Terrain +2
5	+5	+4	+4	+1	Improved Combat Style
6	+6/+1	+5	+5	+2	Diehard
7	+7/+2	+5	+5	+2	2 nd Favored Terrain +1, Guide
8	+8/+3	+6	+6	+2	Favored Terrain +3
9	+9/+4	+6	+6	+3	Swift Tracker
10	+10/+5	+7	+7	+3	Bonus Feat
11	+11/+6/+1	+7	+7	+3	Combat Mastery
12	+12/+7/+2	+8	+8	+4	2 nd Favored Terrain +2, Favored Terrain +4
13	+13/+8/+3	+8	+8	+4	3 rd Favored Terrain +1, Guide (fast movement)
14	+14/+9/+4	+9	+9	+4	Bonus Feat
15	+15/+10/+5	+9	+9	+5	Heroic Sacrifice
16	+16/+11/+6/+1	+10	+10	+5	Favored Terrain +5
17	+17/+12/+7/+2	+10	+10	+5	2 nd Favored Terrain +3
18	+18/+13/+7/+3	+11	+11	+6	Bonus Feat, Swift Tracker (full speed)
19	+19/+14/+8/+4	+11	+11	+6	3 rd Favored Terrain +2, 4 th Favored Terrain +1
20	+20/+15/+10/+5	+12	+12	+6	Favored Terrain +6, Guide (mounts)

+1 circumstance bonus to all Hide, Listen, Move Silently, Search, Spot and Survival checks.

+1 bonus to Armor Class. The Scout is adept at using the natural features of the terrain to his advantage in combat.

At 4th level and every four levels thereafter, the Scout's favoured terrain bonus for his first favored terrain increases by +1. His second favored terrain bonus increases by +1 at 12th and 17th level, and his third favored terrain bonus increases by +1 at 19th level.

The Scout gains additional benefits as his favored terrain bonuses increase. If he has a favored terrain bonus of at least +2 for terrain he is in, he gains a +10 feet circumstance bonus to his movement. If he has a favoured terrain bonus of at least +3 for the terrain he is in, he may use the Hide skill even if the terrain does not usually grant cover or concealment. If he has a favoured terrain bonus of at least +4 for the terrain he is in, his movement bonus within that terrain is increased by +20 feet. If he has a favoured terrain bonus of at least +5 for the terrain he is in, he can use the Hide skill even while being observed.

Combat Style: At 2nd level, the scout may select a combat style from among the following: archery or two-weapon combat. This is an extraordinary ability.

If he selects archery, he is treated as having the Rapid

Shot feat, even if he does not meet the prerequisites for that feat. If he selects two-weapon combat, he is treated as having the Two Weapon Fighting feat. In either case, the scout only gains the benefits of the feat when wearing, at most, light armor.

Endurance: At 3rd level, the scout gains Endurance as a bonus feat. If he already has Endurance, he instead gains Diehard.

Improved Combat Style: At 5th level, the scout improves his knowledge of the combat style he previously selected at 2nd level. This is an extraordinary ability.

If he selected archery, he is treated as having the Shot on the Run feat, even if he does not meet the prerequisites for that feat. If he selected two-weapon combat, he is treated as having the Improved Two-Weapon Combat feat, even if he does not meet the prerequisites for that feat. In either case, the scout only gains the benefits of the feat when wearing, at most, light armor.

Diehard: At 6th level, the scout gains Diehard as a bonus feat. If he already has Diehard, he instead gains Toughness.

Guide: At 7th level, the scout learns to guide others expertly through any of the terrains he has mastered. Whenever he is leading or guiding a other characters numbering up to one per two scout levels through a terrain for which he has the favoured terrain class feature at +1 or higher, they all gain +1 circumstance

bonuses to Move Silently, Survival and Search checks. By assisting them in finding appropriate hiding places, he can also grant them +1 circumstance bonuses to Hide checks, though he must spend one move action to assist with this attempt to hide. This is an extraordinary ability. At 13th level, any characters being guided as above also gain +10 feet circumstance bonuses to their movement, so long as the scout has favoured terrain +2 or higher for the appropriate terrain. At 20th level the bonuses extend to any mounts being ridden by the characters the scout is guiding.

Swift Tracker: A scout of at least 9th level may move at his normal speed without penalty while tracking. He may move at up to twice normal speed while following tracks and take only a -10 penalty, rather than the usual -20. This is an extraordinary ability. From 19th level, the scout may track while moving at up to his run speed without penalty. His tracking abilities are legendary.

Bonus Feat: At 10th level and every four levels thereafter, the scout may select a bonus feat, taken from the following list: Toughness, Great Fortitude, Lightning Reflexes, Dodge, Improved Initiative, Self-Sufficient, Stealthy, Quick Draw, Alertness and Run.

Combat Style Mastery: At 17th level, the scout masters the combat style he previously selected at 2nd level. This is an extraordinary ability. If he selected archery, he is treated as having the Improved Precise Shot feat, even if he does not meet the prerequisites for that feat. If he selected two-

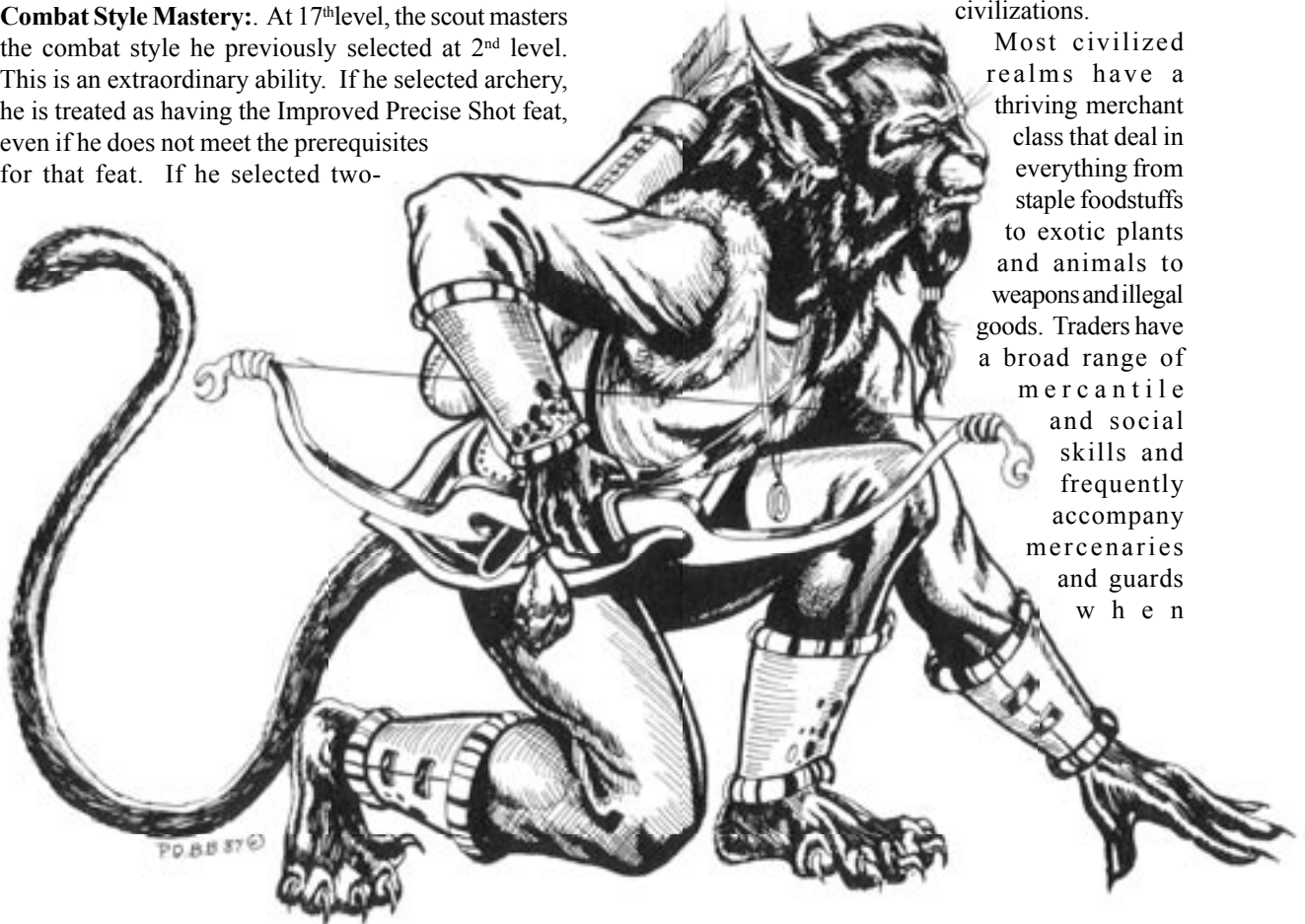
weapon combat, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not meet the prerequisites for that feat. In either case, the scout only gains the benefits of the feat when wearing at most light armor.

Heroic Sacrifice: At 15th level the scout gains the ability to sacrifice his life for the benefit of his friends, allies or dependents, allowing him to prevail even against overwhelming odds at the cost of his own life. When he is reduced to -10 hit points, he may elect to continue fighting. Even after he is reduced to -10 hit points, he may continue to take either a standard action or a move action each round, still barely clinging to life until the end of a combat round during which he was not adjacent to any opponents. At that point he dies. He will not die from additional damage until that point. Once the scout reaches -10 hit points, he may not be healed or otherwise restored to life by any means – he will die at the end of the encounter. This is an extraordinary ability.

TRADER

Trade is the lifeblood of Talislanta's civilizations.

Most civilized realms have a thriving merchant class that deal in everything from staple foodstuffs to exotic plants and animals to weapons and illegal goods. Traders have a broad range of mercantile and social skills and frequently accompany mercenaries and guards when



transporting valuable cargo from one location to another. Players should select a general type of merchandise that their character trades in. This does not prevent the character from branching out into other avenues of trade as the opportunity presents itself however.

Characteristics: Traders are generally social people. Most interact with their customers on a regular basis and know the importance of keeping customers happy. Numbers are also very familiar to trader characters. Keeping proper books is important for many reasons, not least among them keeping the local tax collector happy.

Background: Most traders come from an urban middle to upper class upbringing. That said some traders do hail from less civilized regions, transporting and selling rare and exotic goods from their isolated homelands.

GAME RULE INFORMATION

Abilities: Charisma is perhaps the most important ability to a trader since she lives and dies by her social interactions.

Hit Die: d6

Starting Wealth: 6d4 x10 +200

Class Skills

The trader's class skills (and the key ability for each

skill) are Appraise (Int), Bluff (Cha), Craft (mundane, talismancy) (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (culture, local, region) (Int), Listen (Wis), (Dex), Navigate (Int), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Speak Language (Int)..

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A trader is proficient with all simple weapons. They are not proficient with any armor or shields.

Conceal Motive: A Trader gets to add a +4 bonus whenever he or she opposes a Sense Motive check.

Expert Hagglor: At 1st level, a Trader receives a +4 bonus to all Profession (merchant) skill checks. This bonus increases to +6 at 10th level and +8 at 20th level.

Resolute: Beginning at 3rd level, a Trader gains a morale bonus equal to one-half her Trader class level (rounded down) to resist Intimidate checks.

Table 4.06: Trader Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Conceal Motive, Expert Hagglor +4
2nd	+1	+0	+0	+3	Bonus Feat
3rd	+2	+1	+1	+3	Resolute
4th	+3	+1	+1	+4	Bonus Language
5th	+3	+1	+1	+4	Deal Maker 10%
6th	+4	+2	+2	+5	Bonus Feat
7th	+5	+2	+2	+5	Talk Down
8th	+6/+1	+2	+2	+6	Bonus Language
9th	+6/+1	+3	+3	+6	
10th	+7/+2	+3	+3	+7	Expert Hagglor +6, Deal Maker 15%
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	Bonus Language, Talk Down (multiple)
13th	+9/+4	+4	+4	+8	Bonus Feat
14th	+10/+5	+4	+4	+9	
15th	+11/+6	+5	+5	+9	Deal Maker 20%
16th	+12/+7/+1	+5	+5	+10	Bonus Language
17th	+12/+7/+1	+5	+5	+10	
18th	+13/+8/+2	+6	+6	+11	Bonus Feat
19th	+14/+9/+3	+6	+6	+11	
20th	+15/+10/+4	+6	+6	+12	Bonus Language, Deal Maker 25%, Expert Hagglor +8.

Bonus Language: Starting at 4th level and every four levels thereafter, the trader receives a free rank in the Speak Language skill.

Deal Maker: By 5th level, a trader has mastered the art of the deal and will receive an automatic 10% discount on any purchase and receive 10% bonus on the value of any goods he sells. This bonus is only applicable if the person the trader is dealing with is not hostile to the him. At 10th level, this bonus increases to 15%. At 15th level it is 20%, and 25% at 20th level. The trader can still attempt to negotiate for an even better deal, if he wishes.

Bonus Feat: At 2nd, 6th, 13th and 18th level the trader receives a bonus feat chosen from the following list: Alertness, Animal Affinity, Deceitful, Diligent, Investigator, Negotiator, and Persuasive.

Talk Down: A Trader of 7th level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the trader can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the trader's voice. The target must be able to understand the trader. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Merchant and the situation in

general. Any hostile action by the trader or by one of the trader's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the trader must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to $10 + \frac{1}{2}$ Trader's class level + Trader's Charisma bonus. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal. At 12th level, a trader can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position. At 18th level, the range extends to 30 feet and covers all opponents who can hear and understand the Merchant's voice. This is a Mind-Affecting ability.



WARRIOR

There are many types of Warriors on Talislanta. All have one thing in common: they survive and make a living through force of arms.

Characteristics: What differentiates warriors hailing from different areas is the skills they possess and the weapons and armor found in their culture. A Kang Warrior might be proficient with the Falchion and heavy plate armor where a Thrall from the Seven Kingdoms might prefer the Garde armor and a Zandir swordsman would use lighter armor and arms. Because of the various options open to them through skill and feat selection, warriors are a highly variable class.

Background: Warriors hail from all regions of Talislanta. Civilized lands train and equip whole armies while more primitive peoples and sub-men are forced to learn martial skills out of necessity for survival.

GAME RULE INFORMATION

Abilities: With combat being their primary activity, the Warrior will benefit from high Strength and Constitution scores. A high Dexterity is also beneficial if ranged weapons are part of the warrior's repertoire.

Hit Die: d10

Starting Wealth: 6d4 x10

CLASS SKILLS

The warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (culture, tactics) (Int), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A warrior is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, a warrior gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The warrior gains an additional bonus feat at 2nd level and every two warrior levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A warrior must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A warrior is not limited to the list of fighter bonus feats.

Table 4.07: Warrior Class Progression

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

PRESTIGE CLASSES

While some of the Prestige Classes presented in Core Rulebook II are suitable for use in a Talislanta campaign, others are not. Prestige Classes from Core Rulebook II that do not fit the Talislanta setting include:

Arcane Archer	Archmage
Blackguard	Dragon Disciple
Dwarven Defender	Hierophant
Loremaster	Mystic Theurge
Shadwodancer	Thaumaturgist

Others like the Horizon Walker and Duelist may be used as presented in Core Rulebook II. Prestige classes such as the Eldritch Knight, Assassin and Acrane Trickster have been rewritten specifically with Talislanta in mind. These 3 are now the Swordsmage, Revenant and Rogue Magician respectively. These and several new Prestige classes are presented here for your characters.

ARIMITE KNIFEFIGHTER

Much like the Zandir Duelist earns a reputation as a dashing swordsman, the Arimite knife-fighters are responsible for the legendary status of Arimite knife-fighting skills. While most Arimites are skillful fighters, the knife-fighters are a breed apart. Knife-fighters are typically certaments or fighters.

Knife-fighters prefer to attack at range, though anyone who makes the mistake of thinking a knife-fighter is an easier target in melee is in for a rude awakening. Much like the Duelist, the knife-fighter uses a fast, lightly-armored fighting style.

Hit Die: d8

REQUIREMENTS

To qualify to become an Arimite Knife-fighter a character must fulfill all of the following criteria.

Racial: Must be Arimite

Skills: Balance 4 ranks, Intimidate 4 ranks, Jump 4 ranks, Sleight of Hand 4 ranks, Tumble 4 ranks

Feats: Weapon Focus (Dagger)

CLASS SKILLS

Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), (Int), Spot (Wis), Swim (Str)

Skill Points: 4 + Int Modifier

CLASS FEATURES

Weapon and Armor Proficiency: Knife-fighters gain no proficiency with any weapon or armor.

Weapon Specialization: At first level, the Knife-fighter receives the Weapon Specialization bonus feat even if they do not possess all the prerequisites for the feat. The specialization must be used on the Dagger. If the Knife-fighter already has the Weapon Specialization feat, they receive the Greater Weapon Focus bonus feat instead.

Precise Strike: The knife-fighter gains the ability to strike with pinpoint accuracy for extra damage. This only applies to knife attacks -- either in melee or ranged -- and the knife-fighter can only make a single attack that round. Like critical hits, this is ineffective against undead, constructs, etc. If the knife-fighter also has a rogue's sneak attack ability, the precise strike damage stacks with the sneak attack damage.

Throat-slit: If the knife-fighter attacks a flat-footed

Table 4.08: Arimite Knife-fighter Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1st	+1	+0	+2	+2	Weapons Specialization
2nd	+2	+0	+3	+3	Precise Strike +2
3rd	+3	+1	+3	+3	Throat slit
4th	+4	+1	+4	+4	Precise Strike +3, Greater Weapon Focus
5th	+5	+1	+4	+4	Lighting Dodge
6th	+6	+2	+5	+5	Precise Strike +4
7th	+7	+2	+5	+5	Imrpoved Throat Slit
8th	+8	+2	+6	+6	Precise Strike +5
9th	+9	+3	+6	+6	Greatre Weapon Specialization
10th	+10	+3	+7	+7	Precise Strike +6

opponent (who is unaware of the knifefighter's presence) from behind, a successful hit is automatically considered a x2 critical (normal critical stacking applies).

Greater Weapon Focus: At fourth level, the Knifefighter receives the Greater Weapon Focus bonus feat even if he does not possess all the prerequisites for the feat. The specialization must be used on the Dagger. If the Knifefighter already has the Greater Weapon Focus feat, he receives the Greater Weapon Specialization bonus feat instead.

Lightning Dodge: Knifefighters can now make a Reflex save to dodge any ranged attack that he is aware of (DC equal to attack roll).

Improved Throat-slit: As the normal Throat-slit, but a successful attack is now a x3 critical.

Greater Weapon Specialization: At fourth level, the Knifefighter receives the Greater Weapon Specialization bonus feat even if he does not possess all the prerequisites for the feat. The specialization must be used on the Dagger. If the Knifefighter already has the Greater Weapon Specialization feat, he receives another bonus feat of his choice.

BEASTMASTER

Many characters from primitive or wild backgrounds become so attuned to the ways of animals that they become beastmasters. Though a beastmaster is physically tough, he mainly relies on the assistance of his animal companions to survive. A beastmaster will eventually gain several animal companions that he can employ to fill a variety of roles. Additionally, beastmasters can communicate and tame animals with

impressive skill. By their nature, beastmasters tend to live in the wild, though it is not uncommon for one to be pulled into an adventure.

Hit Die: d8

REQUIREMENTS

Skills: Handle Animal 8 ranks, Listen 4 ranks, Spot 4 ranks, Survival 8 ranks

Feats: Track

CLASS SKILLS

Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Mimicry (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex)

Skill Points: 4 + Int Modifier

CLASS FEATURES

Weapon and Armor Proficiency: Beastmasters are proficient with all simple weapons and light armor.

Wild Empathy: A beastmaster can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The beastmaster rolls 1d20 and adds his beastmaster level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the beastmaster and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1

Table 4.09: Beastmaster Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Wild Empathy, Animal Companion
2	+2	+3	+0	+0	Speak with Animals
3	+3	+3	+1	+1	Strong Wild Empathy
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	2nd Animal Companion
6	+6	+5	+2	+2	Greater Animal Companion
7	+7	+5	+2	+2	Speed of the Beast
8	+8	+6	+2	+2	Bonus Feat
9	+9	+6	+3	+3	Eye of the Beast
10	+10	+7	+3	+3	3rd Animal Companion

minute but, as with influencing people, it might take more or less time. A beastmaster can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Animal Companion: A beastmaster may begin play with an animal companion selected from the following list: Aht-Ra, Aramatus, Catdrac, Equis, Exomorph, Land Lizard, Tundra Beast, Urthrax. This animal is a loyal companion that accompanies the beastmaster on his adventures as appropriate for its kind.

A 1st-level beastmaster's companion is completely typical for its kind except as noted below. As a beastmaster advances in level, the animal's power increases as shown on the table. If a beastmaster releases his companion from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours. This ceremony can also replace an animal companion that has perished.

Speak with Animals: The beastmaster can Speak with Animals a number of times per day equal to his beastmaster level. Use the beastmaster's class level for any level-based effects.

Strong Wild Empathy: Like the alpha of a pack, the beastmaster can rule over any animal. The beastmaster gains his Strength bonus to all Wild Empathy and Handle Animal checks, in addition to his Charisma modifier.

2nd Animal Companion: The beastmaster gains a third animal companion. However this animal companion functions as if the beastmaster's effective level is 1/2 what it was for his first animal companion.

Greater Animal Companions: All of the beastmaster's animal companions gain the listed amount of bonus hit die. This is in addition to the bonus hit die the animals normally gain for being animal companions. Remember that extra Hit Dice improve the animal companion's base attack, base save bonuses, skills, and feats. Like the bonus hit die earned for being an animal companion, these bonus hit die do not increase the animal's size.

Speed of the Beast: The beastmaster and all of his animal companions have their speed increased by 10 feet.

Eye of the Beast: The beastmaster can see, hear, and smell through one of his animal companions. The distance between the animal and the beastmaster can

be as far as one mile per beastmaster level. Use of this ability is limited to what the animal senses, any magical effects in effect on the beastmaster do not confer to the animal. If the beastmaster loses one or more of his senses then he may use the animal to see or hear. If this is done during combat to negate blindness then the beastmaster does not suffer from the normal affects of being blind, however he will suffer a -2 penalty to attack rolls and enemies still gain a +2 bonus to hit him. When the beastmaster uses this ability he loses his own senses. The beastmaster can only use this ability on one of his animal companions at a time.

3rd Animal Companion: The beastmaster gains a fourth animal companion. However this animal companion functions as if the beastmaster's effective level is 1/3 what it was for his first animal companion.

The Beastmaster's Animal Companion

A beastmaster's animal companion is different from a normal animal of its kind in many ways. An animal companion is superior to a normal animal of its kind and has special powers, as described below.

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1-2	+0	+0	+0	0	
3-5	+2	+2	+1	2	Evasion
6-8	+4	+4	+2	3	Devotion
9-11	+6	+6	+3	4	Multiattack
12-14	+8	+8	+4	5	
15-17	+10	+10	+5	6	Improved evasion
18-20	+12	+12	+6	7	

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's Beastmaster level.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a beastmaster of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural

armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the beastmaster might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The beastmaster selects these bonus tricks, and once selected, they can't be changed.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

GAO SEA ROGUE

Formerly a penal colony of the old Phaedran Empire, Gao was abandoned by its makers during the Cult Wars of the early New Age. The prisoners incarcerated in this heavily fortified installation were simply left behind to fend for themselves. Showing a degree of ingenuity born of desperation, they salvaged an abandoned Phaedran vessel and embarked upon a career as sea-roving pirates. Soon thereafter, Gao-Din was declared an independent city state, and the Rogue City of Gao was made its capital. Since that time the Sea-Rogues of Gao have prospered, and their small settlement has become a haven for thieves and outcasts of many races and nationalities.

Hit Die: d8

REQUIREMENTS

To qualify to become a Gao Sea Rogue, a character must fulfill the following criteria:

Base Attack Bonus: +4

Skills: Navigate 4 ranks, Profession (Sailor) 4 ranks Swim 4 ranks.

Feats: Dodge, Weapon Focus (Scimitar or Short Sword).

Special: A character must make at least three voyages as a crewman on a Gao ship.

CLASS SKILLS

The Sea Rogue's class skills and the relevant ability for each are Balance (Dex), Climb (Str), Craft (shipbuilding, sailmaking) (Int), Drive/Pilot (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (boating, cartography, geography, sea lore) (Int), Navigate (Int), Profession (sailor) (Int), Spot (Wis), Swim (Str), Use Rope (Dex).

Skill points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor proficiency: The Gao Sea Rogue is proficient in all simple and martial weapons. They are not proficient with any armor or shields.

Sea Legs: A Sea Rogue spends years at sea, and learns to stay on his feet during fair weather and foul. A Sea Rogue gains a +2 competence bonus to all Balance checks. Furthermore, a successful check allows a full move instead of a half move. A failed check still means no movement at all.

Taunt: While engaged in combat, the Sea Rogue frequently verbally abuses and taunts his opponents. This tirade quickly infuriates and unbalances an opponent. The Sea Rogue may use the Taunt class ability in conjunction with his full attack combat option. The Sea Rogue and opponent make opposed Will checks, with the Sea Rogue also using his class level as a modifier. If the Sea Rogue succeeds, his opponent suffers a -2 morale penalty to all attacks for 1d4 rounds.

Reckless Abandon: No one fights quite like a Sea Rogue. Scorning armor, the Sea Rogue defies death with style and panache. Due to his fearlessness and swashbuckling demeanor, the Sea Rogue adds his Cha bonus (if any) to his Dex bonus to modify his Armor Class. This bonus is lost if the Sea Rogue wears any armor. You cannot look fearless while hiding behind a tower shield!

Rope Monkey: Experienced seamen can climb rigging and ropes with the speed and dexterity of monkeys. Starting at 3rd level a Sea Rogue retains his Dex bonus

Table 4.11: Gao Sea Rogue Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Sea Legs
2nd	+1	+0	+3	+0	Taunt
3rd	+1	+1	+3	+1	Reckless Abandon
4th	+2	+1	+4	+1	Rope Monkey
5th	+2	+1	+4	+1	Bonus Feat
6th	+3	+2	+5	+2	Superior Weapon Focus
7th	+3	+2	+5	+2	Life is Cheap
8th	+4	+2	+6	+2	Lightning Parry
9th	+4	+3	+6	+3	Lungs of Legend
10th	+5	+3	+7	+3	Fearsome Reputation

to AC while climbing or fighting on rigging, ropes, or even masts. Furthermore, opponents gain no bonus to hit in these circumstances.

Bonus Feat: At 5th level, the Sea Rogue gains a bonus feat selected from the following list: Acrobatic, Alertness, Artillierist (ship weapons), Astromancy, Combat Reflexes, Leadership, Operate Conveyance, Renown, Swashbuckler, Windfall.

Superior Weapon Focus: At 6th level, the Sea Rogue gains +1 bonus to hit with either the scimitar or short sword. This bonus stacks with any existing Weapon Focus feat.

Life is Cheap: In the chaos of close-quarters shipboard fighting, Sea Rogues must be quick to survive. Foes must be dispatched with alacrity, and pirates learn effective, if messy, techniques to do so. At 7th level, the Sea Rogue can perform a coup de grace as a standard action instead of a full round action.

Lightning Parry: At 8th level a Sea Rogue with a light weapon in his off-hand can use it to parry incoming melee attacks. This adds +2 to the Sea Rogue's AC for the round, and the off-handed weapon cannot be used to attack while executing a lightning parry.

Lungs of Legend: At 9th level a Sea Rogue learns to survive underwater for extended periods of time. He can hold his breath for a number of rounds equal to quadruple his Constitution, instead of double Con as normal. See page 85 of Core Rulebook II for full rules on drowning.

Fearsome Reputation: By 10th level such is the Sea Rogue's reputation that many foes flee at the mere sight of him. By announcing his presence and taking

a dramatic action (like holding up the severed head of an enemy, for instance), a Sea Rogue achieves the same effects as a fear spell cast by a 9th level sorcerer (use the Sea Rogue's Cha to determine DC). This is an extraordinary ability that can be used twice a day.

REVENANT

The Revenants are a secret society that specializes in a wide range of covert and often deadly activities. Though murder-for-hire is probably the cult's most lucrative line of business, the Revenants may be hired to carry out almost any act of vengeance, including arson, theft, muggings, threats, and even insults. Anyone who can afford their fees, which range from as little as ten silver pieces to over 100,000 gold lumens, can obtain the services of the cult. This is easily done by the simple method of posting a bill or notice in some public place. The prevalence of the cult is such that a Revenant, attired in customary night-grey cloak and veil, will perform the desired service on a prospective client on the following day. The Revenant cult is based out of Arim but has a network of agents throughout Talislanta.

Hit Die: d6

REQUIREMENTS

To qualify to become a revenant, a character must fulfill all the following criteria.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

CLASS SKILLS

The Revenant's class skills (and the key ability for

each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the Revenant prestige class.

Weapon and Armor Proficiency: Revenants are proficient with the crossbow (light, or heavy), dagger (any type), long sword, sap, shortbow, short sword, throwing axe and whip. Revenants are proficient with light armor but not with shields.

Sneak Attack: This is exactly like the certament ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a Revenant gets a sneak attack bonus from another source, the bonuses on damage stack.

Death Attack: If a Revenant studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Revenant's choice). While studying the victim, the Revenant can undertake other actions so long as his attention stays focused on the target and the target does not detect the Revenant or recognize the Revenant as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Revenant's

class level + the Revenant's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Revenant. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Revenant has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the Revenant does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Revenants are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Save Bonus against Poison: The Revenant gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the Revenant gains.

Uncanny Dodge (Ex): Starting at 2nd level, a Revenant retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, a Revenant can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies

Table 4.12: Revenant Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	Sneak attack +1d6, death attack, poison use
2nd	+1	+0	+3	+3	+1 save against poison, uncanny dodge
3rd	+1	+1	+3	+3	Sneak attack +2d6
4th	+2	+1	+4	+4	+2 save against poison
5th	+2	+1	+4	+4	Improved uncanny dodge, sneak attack +3d6
6th	+3	+2	+5	+5	+3 save against poison
7th	+3	+2	+5	+5	Sneak attack +4d6
8th	+4	+2	+6	+6	+4 save against poison, hide in plain sight
9th	+4	+3	+6	+6	Sneak attack +5d6
10th	+5	+3	+7	+7	+5 save against poison

certaments the ability to use flank attacks to sneak attack the Revenant. The exception to this defense is that a certament at least four levels higher than the Revenant can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum revenant level required to flank the character.

Hide in Plain Sight (Su): At 8th level, a Revenant can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a Revenant can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

ROGUE MAGICIAN

Magicians abound in the city of Cymril. Magic is abundant here and many use their magical talents for more mischievous purposes. The Rogue Magician uses her powers to steal and defraud others of their belongings. As you would expect, most Rogue Magicians come from either the Magician or Rogue core classes.

Hit Die: d6

REQUIREMENTS

To qualify to become an Rogue Magician a character must fulfill all of the following criteria.

Skills: Decipher Script 4 ranks, Disable Device 6 ranks, Escape Artist 6 ranks, Knowledge (arcana) 4 ranks.

Table 4.13: Rogue Magician Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special	Magic Bonus
1st	+0	+0	+2	+2	Ranged legerdemain 1/day	+1
2nd	+1	+0	+3	+3	Sneak attack +1d6	+1
3rd	+1	+1	+3	+3	Impromptu sneak attack 1/day	+2
4th	+2	+1	+4	+4	Sneak attack +2d6	+2
5th	+2	+1	+4	+4	Ranged legerdemain 2/day	+2
6th	+3	+2	+5	+5	Sneak attack +3d6	+3
7th	+3	+2	+5	+5	Impromptu sneak attack 2/day	+3
8th	+4	+2	+6	+6	Sneak attack +4d6	+3
9th	+4	+3	+6	+6	Ranged legerdemain 3/day	+4
10th	+5	+3	+7	+7	Sneak attack +5d6	+4

Feats: At least one Order feat.

Special: Sneak attack +2d6.

CLASS SKILLS

The Rogue Magician's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Mode (any)(varies), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are Class Features of the rogue magician prestige class.

Weapon and Armor Proficiency: Rogue magicians gain no proficiency with any weapon or armor.

Magic Bonus: Rogue Magician's receive a bonus to all spellcasting skill checks much like the Magician class.

Ranged Legerdemain: A rogue magician can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an rogue magician cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

An rogue magician can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Sneak Attack: This is exactly like the certament ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a rogue magician gets a sneak attack bonus from another source the bonuses on damage stack.

Impromptu Sneak Attack: Beginning at 3rd level, once per day a rogue magician can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). At 7th level, a rogue magician can use this ability twice per day.

SWORDSMAGE

Cymrillian Swordsmages are trained in the arts of both magic and combat. They are primarily employed as pilots, navigators and crewman aboard Cymril's sizable contingent of windships. Due to their limited magical training, Swordsmages are generally accorded lesser esteem than full-fledged magicians.

Hit Die: d8

Table 4.14: Swordsmage Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Armored Spellcasting
2	+1	+0	+3	+3	Magic Bonus +1
3	+2	+1	+3	+3	Bonus Feat
4	+3	+1	+4	+4	Magic Bonus +2
5	+3	+1	+4	+4	Bonus Feat
6	+4	+2	+5	+5	Magic Bonus +3
7	+5	+2	+5	+5	Bonus Feat
8	+6	+2	+6	+6	Magic Bonus +5
9	+6	+3	+6	+6	Bonust Feat
10	+7	+3	+7	+7	Magic Bonus +4

REQUIREMENTS

To qualify to become a Swordsmage a character must fulfill all of the following criteria.

Racial: Must be Cymrilian

Base Attack Bonus: +3

Skills: Mode (Attack) 6 ranks, Mode (Defend) 4 ranks, Spellcraft 4 ranks

Feats: Elementalism OR Wizardry

CLASS SKILLS

The class skills of the swordsmageare Balance (Dex), Climb (Str), Concentration (Con), Drive/Pilot (Dex), Jump (Str), Knowledge (arcana)(Int), Mode (any), Navigate (Int), Ride (Dex), Spellcraft (Int), Swim (Str)

Skill Points at each level: 2+Int bonus

CLASS FEATURES

Weapon and armor proficiency: A Swordsmager is proficient with all simple and martial weapons as well as medium or light armor and shields.

Armored Spellcasting: Starting at 1st level, the Swordsmage receives the Armored Spellcasting bonus feat.

Bonus Feat: At 3rd level and every odd level after that, the Swordsmage selects a feat from the following list: Alertness, Artillerist (ship weapons), Combat Casting, Dodge, Leadership, Mobility, Operate Conveyance, Spring Attack, Exotic Weapon Proficiency, Improved Disarm, Improved Trip, Whirlwind Attack.

Magic Bonus: At each even numbered evel, the

Swordmage receives a +1 cumulative bonus to all spellcasting attempts. This magic bonus is stacked with any magic bonus received from levels in another spellcasting class.



CHAPTER FOUR

SKILLS & FEATS



NEW SKILLS AND NEW USES FOR OLD SKILLS

Craft (Int; Trained Only)

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. The majority of the Craft skills presented in the PHB apply equally to Talislanta. Some however are slightly different. These are described in detail below.

Craft (Alchemy)

This skill allows a character to mix alchemicals to create acids, bases, explosives, or even poisonous and pseudo-magical substances. Each of the following categories of alchemical mixtures requires the relevant Minor or Major power as per the Scholar character class.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type. This skill requires the proper Scholar (alchemy) minor power to perform.

Type of Acid	Acid DC	Base DC	Time
Mild (1d6/1d10) ¹	15	10	1 min.
Potent (2d6/2d10)	20	15	30 min.
Concentrated (3d6/3d10)	30	20	1 hr.

¹ The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Alchemical Creations: The DC to create various types of alchemical creations are listed below. For details on these various substances, please see Chapter 4 – Equipment.

Alchemical Creation	DC	Time	Qty
Adamant	18	2 hrs.	1 lb.
Adamant, Black	25	2 hrs.	1 lb.
Alcahest	30	4 days	1 oz.
Alchemical Solvents	18	2 days	1 oz.
Amberglass	15	1 day	5 oz.
Amberglow	16	1 day	8 oz.
Quicksilver	15	5 days	1 oz.
Vitriol	17	1 week	1 oz.
Enhancement Power	12	1 day	1 oz.
Incendiary Powder	16	1 day	1 oz.
Neutralizing Powder	18	2 days	1 oz.
Smoke Powder	13	1 day	1 oz.
Sparkle Powder	12	4 hrs.	1 oz.



SKILLS

Skill	Key Ability	Un-trained?	Brb	Mag	Rog	Sch	Sct	Trd	War
Appraise	Int	Y	cc	cc	C	C	cc	C	cc
Balance	Dex	Y	C	cc	C	cc	C	cc	cc
Bluff	Cha	Y	cc	cc	C	cc	C	C	cc
Climb	Str	Y	C	cc	C	cc	C	cc	C
Concentration	Con	Y	cc	C	C	C	cc	cc	cc
Craft (Alchemy)	Int	N	cc	cc	cc	C	cc	cc	cc
Craft (Mundane)	Int	Y	C	cc	C	C	C	C	C
Craft (Talismancy)	Int	Y	cc	C	cc	C	cc	C	cc
Craft (Technomancy)	Int	N	cc	cc	cc	C	cc	cc	cc
Craft (Thaumaturgy)	Int	N	cc	cc	cc	C	cc	cc	cc
Decipher script	Int	N	cc	C	C	C	cc	C	cc
Diplomacy	Cha	Y	cc	cc	C	cc	cc	C	cc
Disable device	Int	N	cc	cc	C	C	cc	cc	cc
Disguise	Cha	Y	cc	cc	C	cc	cc	cc	cc
Drive/Pilot	Int	N	cc	cc	cc	cc	cc	C	cc
Escape artist	Dex	Y	cc	cc	C	cc	cc	cc	cc
Forgery	Int	Y	cc	C	C	C	cc	C	cc
Gamble	Wis	Y	cc	cc	C	cc	cc	C	cc
Gather information	Cha	Y	cc	C	C	C	C	C	cc
Handle Animal	Cha	N	C	cc	cc	cc	C	C	C
Heal	Wis	Y	C	C	cc	C	cc	cc	cc
Hide	Dex	Y	C	cc	C	cc	C	cc	cc
Intimidate	Cha	Y	C	cc	C	cc	cc	C	C
Jump	Str	Y	C	cc	C	cc	C	cc	C
Knowledge (arcana)	Int	N	cc	C	cc	C	cc	cc	cc
Knowledge (culture)	Int	Y	C	C	C	C	C	C	C
Knowledge (nature)	Int	Y	C	C	cc	C	C	cc	cc
Knowledge (religion)	Int	N	cc	C	cc	C	cc	cc	cc
Knowledge (spirits)	Int	N	cc	C	cc	C	cc	cc	cc
Knowledge (tactics)	Int	N	cc	C	cc	C	cc	cc	C
Listen	Wis	Y	C	cc	C	cc	C	C	cc
Mimery	Wis	Y	C	cc	cc	cc	C	cc	cc
Mode (spellcasting)	*	N	cc	C	cc	cc	cc	cc	cc
Move Silently	Dex	Y	cc	cc	C	cc	C	cc	cc
Navigate	Wis	N	cc	cc	C	cc	C	C	cc
Open Lock	Dex	N	cc	cc	C	cc	cc	cc	cc
Perform	Cha	Y	C	cc	C	cc	cc	C	cc
Profession	Wis	N	C	C	C	C	C	C	C
Research	Int	N	cc	C	cc	C	cc	cc	cc
Ride	Dex	Y	C	cc	cc	cc	C	C	C
Search	Int	Y	cc	C	C	C	C	cc	cc
Sense Motive	Wis	Y	cc	C	C	cc	cc	C	cc
Sleight of Hand	Dex	N	cc	cc	C	C	cc	cc	cc
Speak Language	Int	N	cc	cc	cc	cc	cc	C	cc
Spellcraft	Int	N	cc	C	cc	C	cc	cc	cc
Spot	Wis	Y	C	cc	C	cc	C	cc	cc
Survival	Wis	Y	C	cc	cc	cc	C	cc	cc
Swim	Str	Y	C	cc	C	cc	C	cc	C
Tumble	Dex	N	cc	cc	C	cc	cc	cc	cc
Use Magic Device	Cha	N	cc	cc	C	cc	cc	cc	cc
Use Rope	Dex	Y	cc	cc	C	cc	C	cc	cc

This skill requires the proper Scholar (alchemy) minor power to perform.

Alchemical Potions: At higher levels, alchemists can prepare potions that, when imbibed, produce effects that seem magical. These potions are formed through alchemical processes and are not magical in nature. This skill requires the proper Scholar (alchemy) major power to perform.

Alchemical Potion	DC	Time
Aphrodisiac Elixir	16	1 day
Depilatory Elixir	15	4 hrs.
Cold Resistance	20	3 days
Fire Resistance	20	3 days
Flying Potion	30	4 weeks
Love Potion	22	6 days
Rejuvenating Potion	35	5 days
Shrinking Potion	30	4 days

Explosives: Building an explosive from scratch is dangerous. If the Craft (alchemy) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick or approximately a pound of powder.

Type of Alchemical Explosives	Craft DC	Save DC ²	Time
Improvised (1d6/5 feet) ¹	15	10	2 rds.
Simple (2d6/5 feet)	20	12	10 min.
Moderate (4d6/10 feet)	25	12	1 hr.
Complex (6d6/15 feet)	30	15	3 hr.
Powerful (8d6/20 feet)	35	15	12 hr.
Devastating (10d6/25 feet)	40	18	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive.

² Reflex save for half damage

This skill requires the proper Scholar (alchemy) minor power to perform.

Narcotics & Medicine: Craft (alchemy) also allows characters to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of

Disease Fortitude Save DC	Craft DC	Time
14 or lower	15	1 hr.
15–18	20	3 hr.
19–22	25	6 hr.
23 or higher	30	12 hr.

a disease.

The Craft (alchemy) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Narcotic or Drug	Craft DC	Time
Healing Elixir	18	2 days
Poison Antidote	16	2 days
Soporific Elixir	18	1 day
Euphorica	15	4 hrs.
Black Lotus	15	2 hrs.
Kaj	15	1 day
Kesh	30	1 week
K'tallah	20	4 hrs.

All drugs created are sufficient for single use only

This skill requires the proper Scholar (alchemy) minor power to perform.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below



Table: Poisons

Poison	Type	Save		Secondary Damage	Craft	
		DC	Initial Damage		DC	Time
Skullcap	Ingested	15	1d4 Str	2d4 Con	24	4 hr.
Deadman extract	Injury	20	1d6 Con	1d6 Str	30	1 hr.
Stenchroot paste	Injury	12	1d2 Con	1d2 Con	12	1 hr.
Morphius	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	28	8 hr.
Dataan ¹	Inhaled	17	Unconsciousness 1d3 hours	—	24	4 hr.
Devilroot oil	Injury	16	1d6 Con	2d6 Con	20	1 day
Scarlet Leech Powder	Topical	19	1d8	1d6 per rd X 10 rounds	28	8 hr.
Morphius Powder	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	26	8 hr.
Black Mushroom Powder	Ingested	17	1d2 Con	Severe hallucinations	18	1 day
Paralytic Poison	Injury	15	1d6 Str	Paralysis 2d6 minutes	15	1 day
Draconid venom	Injury	15	1d6 Con	1d6 Con	15	1 day
Venomwood Resin	Injury	17	3d10	1d10	23	2 days
Nauseatas	Inhaled	15	Nauseated 1d6 rounds	—	21	4 hr.

¹ *Dataan gives off vapor that causes unconsciousness. Applying Dataan to an unwilling subject requires a successful grapple check and pin.*

summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Craft (alchemy) DC: The DC of the Craft (alchemy) check to create a quantity of the poison.

Time: The amount of time required for the Craft (alchemy) check. If the Craft (alchemy) check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

This skill requires the proper Scholar (alchemy) minor power to perform.

Special: A character without an alchemists kit takes a -4 penalty on Craft (alchemy) checks.

Craft (Artificer)

Skill in the making of useful and decorative wares and

items from one or more of the following materials: crystal, black iron, red iron, blue iron, adamant, black adamant, stone, wood, bone, clay, silver, gold, copper, brass, gemstones, fine fabrics, glass, and ceramics. The artificier may learn how to work with one type of material per 3 ranks ability in this skill. Artificers can identify their own and their competitors' handiwork, and appraise any item that they can produce.

Craft (Brewer/Winter)

Skilled at brewing, distilling, or concocting one type of alcoholic or nonalcoholic beverage.

Craft (Talismancy)

This is the art of making simple charms, which some say is a based on a primitive form of Enchantment.

Talismancers are skilled at the design and manufacture of the talismans and token common to their people to help ward against evil and danger.

Talismans are small tokens that provide a minor effect for a limited amount of time and then become inert. Some talismans mimic very low-powered spells, while others provide small bonuses to specific actions. Talismans look just like everyday objects, so physical inspection does not reveal the power held in such items. A talisman may appear to be a sprig of d'oko, a smooth river stone, or any other mundane object. In fact, the best talisman weavers select objects so ordinary that no one would even look twice at them, much less consider

them sources of power.

Some few skilled Talismancers are able to craft talismans that have permanent effects. True talismans are an exception to the above rule that such items only provide benefits for a limited time. They grant specific benefits to their bearers and some are quite potent.

Anyone with knowledge of ancient rituals and a close connection with natural energies can create a talisman. It does not require any spellcasting ability or knowledge of arcane magical formulas, nor does it require expensive components or the expenditure of one's personal energy. There are, however, prerequisite levels of knowledge of the ways of magic and nature.

All talismans other than true talismans are single-use items, meaning that after they have been used they hold no further power. A true talisman's ability is always active. Activating a talisman is a free action and can take the form of anything from snapping a twig of d'oko to rubbing a stone to crushing a flower. Talismans are often worn on necklaces or other jewelry to make them easily accessible to characters in need of their powers.

The four types of talismans are described below.

Minor Talisman

Craft DC 15

Prerequisites: Knowledge (arcana) 1 rank, Knowledge (nature) 1 rank.

Example Benefits: +2 luck bonus to any single skill check, attack roll, or saving throw made within one round of activation.

Lesser Talisman

Craft DC 20

Prerequisites: Knowledge (arcana) 4 ranks, Knowledge (nature) 6 ranks.

Example Benefits: +1 luck bonus for one minute to a single skill, attack rolls, AC, or a single saving throw; mimics any casting DC 12 spell effect (excluding attack spells).

Greater Talisman

Craft DC 25

Prerequisites: Knowledge (arcana) 8 ranks, Knowledge (nature) 10 ranks.

Example Benefits: +4 luck bonus to any single skill check, attack roll, or saving throw; +2 luck bonus for one minute to a single skill, attack rolls, AC, or a single saving throw; +1 luck bonus to a group of related skills for one minute; grants minor, specific protections.

Sample Minor Effects	Sample Lesser Effects	Sample Greater Effects
+2 luck bonus to a Fortitude save	+1 luck bonus to Fortitude saves for one minute	Grants character immunity to subdual damage caused by cold for eight hours
+2 luck bonus to next Search check	+1 luck bonus to Reflex saves for one minute	Grants character immunity to subdual damage caused by heat for eight hours
+2 luck bonus to a Will save	+1 luck bonus to Will saves for one minute	+2 luck bonus to Fortitude saves for one minute
+2 luck bonus to next Open Lock check	+1 luck bonus to AC for one minute	+2 luck bonus to Reflex saves for one minute
+2 luck bonus to next attack roll	+1 luck bonus to attack rolls for one minute	Character immediately recovers from being exhausted, fatigued, or nauseous
+2 luck bonus to next Jump check	Purifies up to one cubic foot of water	+2 luck bonus to AC for one minute
+2 luck bonus to next Hide check	Detects magic in object touched	+2 luck bonus to attack rolls for one minute
+2 luck bonus to a Reflex save	Allows character to discern north	+4 luck bonus to next Jump check
+2 luck bonus to next Bluff check	Detects poison in object touched	+1 luck bonus to all Hide, Move Silently, and Pick Pocket checks for one minute
+2 luck bonus to next Heal check	Character immediately recovers one hit point or 1 d3 subdual damage	+1 luck bonus to all Balance, Climb, and Jump checks for one minute

True Talisman

Craft DC 30

Prerequisites: Knowledge (arcana) 14 ranks, Knowledge (nature) 12 ranks

Example Benefits: +4 luck bonus to a specific type of saving throw (mind-affecting spells and effects, poison, disease, etc.), immunity to a specific type of disease or poison, grants major, specific protections.

Sample True Talisman Effects

Grants character immunity to nonlethal damage caused by cold

Grants character immunity to nonlethal damage caused by heat

Grants character immunity to a specific disease

Grants character immunity to any natural venom

+4 bonus to Will saves versus mind affecting spells

+4 bonus to Fortitude saves versus disease

+4 bonus to Reflex saves versus spells that target an area

The character is always considered to be taking 10 on Swim checks, even if he is unconscious or immobile

The character gains the benefit of the sanctuary spell during surprise rounds

Vermin may not approach within 5 feet of the character

Undead cannot sense the character unless he moves within 5 feet of them

Absorbs the first point of damage from any spell effect

Shortens the duration of any harmful spell cast on the character by one round

Attempts to describe the character physically always fail

Craft (Technomancy)

The field of Technomancy combines certain practical methods and arcanologies believed to date back to the Archaen Age. Much of what was known of this field was lost or forgotten during The Great Disaster. What remains is a set of technical abilities passed down to each succeeding generation by the ancestors of the Yassan, and by the automaton-like Parthenians; there are no written treatises or manuals on the subject. All Technomancy creations use the Craft (mechanical) skill. Only characters from the Scholar class may acquire ranks in Craft (technomancy).

Build Automaton: Crafting an automaton requires 1 month to perform. Minor automatons require 500 GL worth of parts and equipment while Greater Automatons require 100 gl in parts and equipment. At the end of the month, the Technomancer must make a Craft (technomancy) skill check (DC 20 for minor automatons or DC 30 for major automatons). Failure means the

technomancer must continue working for another week at which time another Craft (technomancy) check may be attempted. The technomancer may continue this process, attempting a new skill check every week until the automaton is successfully built.

Minor automatons measure no more than 3 feet in any dimension while major automatons can measure up to 6 feet in any dimension. Most automatons are built to resemble natural beings, technomantic animals and humanoids are not uncommon among automatons. All automatons can follow at most 1 simple command per round. An automaton may store up to 3 commands in its memory. Players may select from the following command options.

Approach: On its turn, the automaton moves toward you as quickly and directly as possible for 1 round. The automaton may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

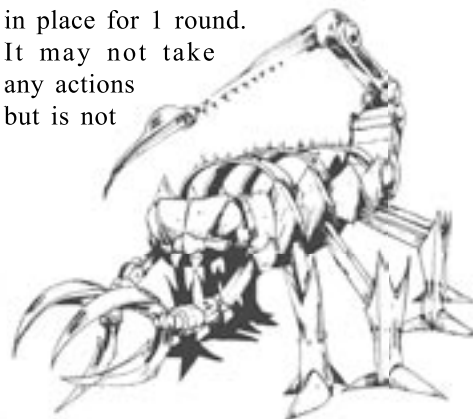
Attack: On this command the automaton will move to attack whatever target is identified by the technomancer. It will continue the attack until destroyed or the Halt command is given.

Drop/Retrieve: On its turn, the automaton drops whatever it is holding. It can't pick up any dropped item until its next turn. Likewise, the retrieve command tells the automaton to pick up an item within its reach.

Fall: On its turn, the automaton falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the automaton moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The automaton stands in place for 1 round. It may not take any actions but is not



	Minor Automaton	Greater Automaton
Hit Dice:	2d10 (11 hp)	15d10+30 (112 hp)
Initiative:	+2	+0
Speed:	20 ft. (4 squares), fly 50 ft. (good)	30 ft. (6 squares)
Armor Class:	14 (+2 Dex, +2 size), touch 14, flat-footed 12	24 (-1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+1/-8	+11/+21
Attack:	Bite +2 melee (1d4-1)	Slam +16 melee (1d8+6)
Full Attack:	Bite +2 melee (1d4-1)	2 slams +16 melee (1d8+6)
Space/Reach:	2-1/2 ft./0 ft.	10 ft./10 ft.
Special Attacks:	—	—
Special Qualities:	Construct traits (no darkvision)	Construct traits (no darkvision)
Saves:	Fort +0, Ref +4, Will +1	Fort +5, Ref +5, Will +5
Abilities:	Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7	Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills:	Listen +4	None
Feats:	None	None
Environment:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	1	8
Treasure:	None	None
Advancement:	3-6 HD (Tiny)	16-24 HD (Large); 25-45 HD (Huge)
Level Adjustment:	—	—

considered helpless.

If the automaton can't carry out a command on its next turn, it will remain motionless.

Game statistics for automatons are given in the table above.

This skill requires the proper Scholar (technomancy) minor power to perform.

Technoaural Devices: Technomancers are knowledgeable in the field of acoustics, and are adept at the design and construction of devices which can be used to amplify, deaden, or re-direct sound. These technoaural devices require no power source, and may take the form of elongated tubes, horns, or baffles, typically made of lightweight red iron or red iron alloys. Dracartan temples utilize elaborate technoaural systems to dampen sound and suppress unwanted noise. The Yassan are also skilled at designing spy systems - networks of tubes concealed within the walls of a room or even an entire building, which can be used to eavesdrop on individuals without their knowledge. A technoaurism device can increase a character's Listen skill checks by up to +5. Devices can also be created that will cause a penalty to Listen attempts of others. The DC to create such a device is 15 +1 for each plus or minus the device provides. This skill requires the proper Scholar (technomancy) minor power to perform.

Telescopy: By carefully arranging lenses of red glass, suspended by fine chains within a circular frame, the technomancers are able to build devices which allow

one to view distant objects as if they were close at hand (up to 100x magnification). Special lenses to screen out certain factors are theoretically possible, including devices to spot intruders (by singling out the images of living beings) or to see at night (by magnifying moonlight). Devices can be created that will increase a character's Spot or Search skill checks (not both) by up to +5. The DC to craft such items is 15 +1 for each +1 the device provides to the Spot or Search checks. A device that provides darkvision when worn requires a Craft (technomancy) skill check versus DC 20.

Technomantic Weapons: With the proper major power from the Scholar class, a technomancer may use the Craft (technomancy) skill to construct technomantic weapons. These could include a myriad of devices. Each device has some clockwork mechanism and moving parts. Only ranged technomantic weapons can be produced and may be created to provide up to +5 to either attack rolls or damage with the weapon. The DC to craft such devices is 15 +2 for every +1 bonus the weapon provides. Alternatively, the technomancer can create a ranged weapon that utilizes thaumaturgical essences and does area effect damage. These weapons do 2d8 points of damage (fire or cold damage) in a 10 foot radius, have a range of 50 feet and take a full round to reload. The DC to craft such a weapon is 20. All technomantic weapons take one week to create and cost 1d10 x 100 gl in parts and equipment and require the technomagnetism Scholar class minor power.

Craft (Thaumaturgy)

The art of Thaumaturgy consists of obtaining the

Essence of a substance and manipulating it. Almost everything has its own Essence, but the four Primary Essences which underlie the Omniverse are Fire, Ice, Wind and Earth. The *Aether*, a nullifying substance which suffuses the planes, freezes these fundamental Essences into the amalgamations known to mortals as matter. Thaumaturges work to neutralize the aether, thereby liberating the Essences.

To obtain Primary Essences, Thaumaturges use a device known as an Essence Accumulator. Employing the magnetism of red iron to create ripples in the foundation of the Omniverse, the accumulator opens a vacuum in the aether which attracts whatever Essence the artifact has been calibrated for. Essences are shimmering, colorless substances which are neither liquid, solid nor gaseous in form. They are highly unstable and must be contained within vials of solid amberglass. If released, the Primary Essences react violently with the surrounding aether, potentially causing any of the following side-effects:

Essential Earth: The ground pitches and trembles violently, possibly tumbling buildings to the ground. Cracks may open in the surface of the earth, venting steam and noxious fumes. If the region is volcanic, eruptions might be induced.

Essential Fire: All fires within 100' suddenly grow to ten times their former size, burning with furnace-like intensity for d10 rounds. Waves of heat may radiate out from the point of spillage, and nearby flammables might burst into flame. Glaciers fracture and ice melts.

Essential Ice: Cold rushes out from the opened vial, freezing all motion within 100' for the next d10 rounds. Fires flicker or go out. Water and other exposed liquids freeze solid.

Essential Wind: Wind explodes outward with hurricane force, creating a whirlwind which ascends into the sky - perhaps snatching people or items in its hasty departure.

The Craft (thaumaturgy) DC for distilling essential essences is 17 +1 for each ounce created.

Distil Essence: Distillations are thaumaturgically concentrated essences of otherwise elusive substances, such as colors, scents, tastes, and even sentiments. Though distillations were quite popular during the Archaen



Age, only the Phantasians remember how to make such products anymore. 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 being affected by distilled sentiments or other distillations with a successful Will save (DC 15). Each distillation creates 4d10 +10 drams of a given essence.

Dream Essence: Dream essence is, quite literally, "the stuff of which dreams are made"; it consists of dreams distilled into liquid form. Creating Dream Essence requires a Craft (thaumaturgy) check against a DC of 25. Only Phantasians Thaumaturges may distil Dream Essence. Each distillation creates 3d10 +4 drams of a given essence. The DC to distill dream essence is 17.

Elemental Essences: These essences are derived from elemental forces or substances, which are collected and distilled by the use of an essence accumulator. The substances are then placed in suspension and transmuted into solid, liquid, or gaseous form through the use of quintessence. Each distillation creates 4d10 +4 drams of a given essence. The various types of elemental essences are:

Blue Havoc: This dark-blue fluid can be decanted by drams from its amberglass vial. Upon contact, Blue Havoc boils away, in the process transmitting incredible cold to the object it touches. Each dram does 1d10 of cold-related damage to living beings, makes metal brittle, and may shatter stone.

In larger quantities, Blue Havoc freezes creatures solid without killing them. In game terms, this happens when someone takes cold damage in one round equal to 5 x his original hit point total. Victims are essentially unharmed, since the massive cold flash-freezes them into a state of suspended animation.

The greatest danger to flash-frozen victims is heat, for if their temperature rises above freezing, their flesh fatally ruptures. The only known way to resuscitate a flash-frozen victim is to flash-warm him with Red Menace.

Blue Havoc may also be used as a temporary glue, freezing together items on which it is poured. The liquid causes its usual cold damage, and seals the items together (in temperate climates) for 1d10 rounds. The

frozen objects can be liberated by a Strength check, but the violence causes 1d6 damage to bare flesh, and may rip fabric or break metals.

Red Menace: This glowing red liquid works in a similar fashion to Blue Havoc, creating heat as it boils away on contact. Flammables on which it is poured burst into flame, and metal and rocks glow bright red or even melt. A dram of Red Menace does 1d10 points of fire damage to living beings.

Storm Crystals: Unlike the other Prime Products, Storm Crystals are inert until their energies are released by thaumaturgical manipulation. Wind machines dissolve these crystals slowly, creating winds which blow away from the alchemical devices. The magical winds are used to power duneships and other saildriven devices. If a Storm Crystal is exposed to elemental flame, it erupts into a cyclone similar to that caused by the release of essential wind.

Yellow Peril: This yellow gas is confined within vials under pressure, and explodes in a noxious 10' x 10' x 10' cloud when its container is breached. Within 1d10 rounds, the heavy gas sinks to a 2' height, filling depressions in the local terrain. After 1d20 x 4 further rounds, the gas is absorbed into the soil and is no longer a threat.

Yellow Peril is the most pernicious Product since it corrodes the flesh of its victims. Those whose skin is exposed to this danger receive 1d10 damage per round, and must make two Fort saving throws rolls each round. Failure of the first indicates that Yellow Peril has seeped into the victim's eyes, causing blindness for 1d4 weeks. Those who fail the second roll actually inhale the gas, and continue to take damage from the poison until it is exhaled. To cough up the heavy gas, a victim must hang upside down.

The DC to distill elemental essences is 20 +1 per each ounce created (or per storm crystal).

Synergy: If you have a 4 or more ranks in Craft (alchemy) you get a +2 synergy bonus to Knowledge (herbalism) skill checks. If you have a 4 or more ranks in Craft (thaumaturgy) you get a +2 synergy bonus

to Knowledge (arcana) skill checks. If you have 4 or more ranks in Craft (technomancy) you get a +2 bonus on Craft (artisan), Craft

(weaponsmith) and Craft (armorer) skill checks.

Drive/ Pilot (Dex; Trained Only)

Check: Routine tasks, such as ordinary conveyance operation, do not require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or a muddy or rocky surface), or when the character is driving/piloting during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time).

Try Again?: Most drive/pilot checks have consequences for failure that make trying again impossible.

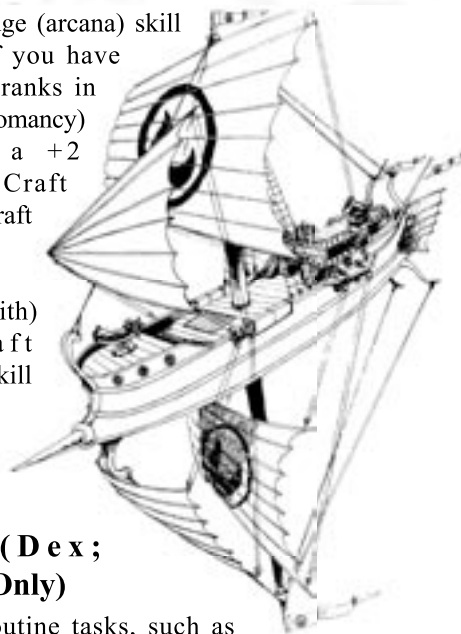
Special: A character can take 10 when driving, but cannot take 20. A character with the Conveyance Expert feat gets a +2 bonus on all Drive/Pilot checks. There is no penalty for operating a general-purpose conveyance such as a cart or wagon. Other types of conveyances require the corresponding Conveyance Operation feat, or the character takes a -4 penalty on Drive checks.

Time: A Drive/Pilot check is a move action.

Gamble (Wis)

Check: To join or start a game, a character must first pay a stake. Stakes run from penny-ante to astronomical. The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier from +4 to +8). If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check. If the character beats all other participants, he or she wins.

Try Again?: No, unless the character wants to put up



another stake.

Special: A character can't take 10 or take 20 when making a Gamble check. A character with the Confident feat gets a +2 bonus on all Gamble checks.

Time: A Gamble check requires 1 hour.

Knowledge (Int; Trained Only)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

New Knowledge categories, and the topics each one encompasses, are as follows.

Agriculture: This area covers basics of planting, harvesting, animal husbandry, etc.

Culture: Knowledge of the diverse races of modern-day Talislanta, including their habits, traditions, laws, and mores.

Geography: The ability read and make accurate maps of almost any type of terrain.

Spirits: Knowledge of the various types and forms of spirits and other supernatural beings inhabiting Talislanta.

Trivarian: Only Sindarans can train in this skill, which allows practitioners to participate in the complex game of this name.

Gamemasters are free to create more Knowledge categories to suit the needs of their own campaigns.

Mimicry (Wis)

Check: Make a Mimicry check whenever a character is trying to imitate a voice, sound or noise. The DC to mimic a particular sound can be found on the following table:

Sound	DC
Natural sounds (avir, urthrax, etc.)	10
Non-specific voice	15
Unnatural sound (door opening, glass breaking)	20
Specific voice (ventriloquism)	25
Multiple sounds	30

Special: A character cannot take 10 or 20 when using the Mimicry skill.

Time: A Mimicry check is a free action.

Mode (varies; trained only)

A Mode skill is slightly different from other skills. Mode is broken down into sub categories much like Craft, Knowledge and Profession skills. The various sub categories of the Mode skills are: Alter, Attack, Conjure, Defend, Heal, Illusion, Influence, Move, Reveal, Summon, Transform and Ward. Each of these skills is described in full detail in Chapter 6 - Magic. In order to cast spell, a character must have a least one rank in the relevant Mode for that spell. For example, in order to cast the spell Mist of Obscurement (a conceal spell), the spellcaster must have a least one rank in Mode (conceal). Additionally, ranks in the various Mode skills are tracked separately for each Order the feat the character possesses. That is to say, a player with more than one Order must track their Mode skills separately for each. If a character with the Wizardry Order feat had 4 ranks in Mode (attack) and then picked up a new Order feat, the ranks existing in the Mode (attack) skill would not be useable with the new Order.

The ability modifier used when making Mode skill checks is dependent upon the Order of the spell being cast. These modifiers may be found in Chapter 6 - Magic under the relevant Order.

Navigate (Wis)

Check: Make a Navigate check when a character is trying to find his way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his way through a dense forest or the caverns of the Underground Highway.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he moves via the best reasonable course toward his goal. If the character fails, he still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his path). If the character fails by more than 5, the travels the expected time, but only gets halfway to his destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his path. If the character succeeds, he continues on to his destination; the total time for the trip is twice the normal time. If the character fails, he

loses half a day before the character can try again. The character keeps trying until he succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The Gamemaster may choose to make the Navigate check for the character in secret, so he doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his position on Talislanta by checking the constellations, suns, moons or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his location, not when traveling.

Time: A Navigate check is a full-round action.

Profession (Crystal Farmer)

(Wis; trained only)

This Profession skill covers the art of growing crystals. Crystals grow at a rate of 1 carat per week, and need close supervision during this time. A Crystal Farmer can maintain one growing crystal per rank in the skill. Once harvested, a crystal cannot be grown further.

Profession (Merchant)

The skill Profession (merchant) is used in the Merchants and Trading rules to judge the effectiveness of your character in locating goods within settlements, haggling for a good price and then selling them on again elsewhere for a profit. (see Chapter 5 Equipment)

Check: The various checks used in buying and selling goods are detailed in Chapter 5. However, Profession (merchant) may also be used in the same way as a

Knowledge skill to gauge how much a character knows about various markets. For example, a character may use the skill to determine whether the price he has been quoted for six tons of lead is fair and reasonable, or whether he is being taken advantage of. The Gamemaster sets DCs for such checks.

Retry: An attempt to use the Profession (merchant) skill to gain knowledge of markets or to buy and sell goods may not be retried.

Special: Whilst the role of a merchant is a specialised one requiring the use of this skill, there are many characters who demonstrate a 'natural' talent for haggling and bargaining. Having 5 or more ranks in Bluff or Sense Motive grants a +2 synergy bonus to Profession (merchant) checks, regardless of whether the character has existing ranks in this skill or not. This synergy bonus may be taken twice, once for Bluff and once for Sense Motive.

Profession (Mining)

Knowledge of the techniques used in one of the following trades: pit mining (common), ice mining (L'Haan), sand-mining (Dracarta), dredging (mud & swamps), etc.

Research (Int)

Check: Researching a topic takes time, skill, and some luck. The Gamemaster determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check. A character with the Studious feat gets a +2 bonus on all Research checks.

Time: A Research check takes 1d4 hours.



Survival (Wis)

This skill encompasses several terrain types, each of them treated as a separate skill. The available terrain types include: Forest, Savannah, Jungle, Swamp, Desert, Tundra, Mountains and Underground.

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks. Survival does not allow you to follow difficult tracks unless you are a ranger or have the Track feat (see the Restriction section below).

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation

calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself. If you have the Self-Sufficient feat, you get a +2 bonus on Survival checks.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (herbalism) checks. If you have 5 or more ranks in Knowledge (herbalism), you get a +2 bonus on Survival checks in natural environments.

SURVIVAL

DC	TASK
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

If you have 5 or more ranks in Knowledge (Local), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

NEW FEATS

Aerial Combat (General)

Ability to fight while airborne, a skill learned by avian folk such as Gryphs, Blue Aeriad, and Stryx.

Benefit: Characters using aerial combat may make charging attacks, while flying. They may, alternatively, make diving attacks, allowing them to make an attack against a target on the ground. This use of the feat gives the character a +4 bonus to their AC against melee attacks as they are deemed to be attacking quickly and then climbing beyond the reach of the target. Finally, characters with this feat may also use the Tumble skill while airborne.

Air Step (General)

The practitioner of Mandaquan can glide through combat as though floating on air, evading blows.

Prerequisite: Mandaquan Disciple, Base attack bonus +3, Dexterity 14+

Benefit: Avoid any one attack with a Reflex save, DC 10 + opponent's base attack bonus. This evasion can only be declared after the opponent's attack has been announced. This is a free action.

Armored Spellcasting [General]

You may ignore spell failure chance due to armor.

Prerequisite: Armor Proficiency (light)

Benefit: You suffer no chance of spell failure when wearing armor for which you have the relevant proficiency feat. Likewise if you have the Shield Proficiency feat, the use of a Shield does not cause any chance of spell failure.

Artillerist (General)

Proficiency in one specific type of siege weapon, such as ship's hurlants, catapults, ballistae, or springals. Includes the abilities to target, fire, and load the weapon, and to accurately judge distances.

Benefit: You make attack rolls as normal with the siege weapon.

Normal: A character who uses a weapon without being

proficient with it suffers a -4 penalty on attack rolls.

Astromancy (General)

Certain of the more advanced seafaring and air-sailing races practice this form of meteorology. Astromancers can predict changes in the weather and choose the most favorable route for navigation.

Benefit: Characters with the Astromancy feat receive a +2 bonus to all Navigate and Operate Conveyance (windship) skill checks.

Body Slam (General)

The most feared of the Tazian combat techniques the Body Slam does what it sounds like. The combatant uses his entire body as a weapon using the spikes and protusions of the Garde to full effect.

Prerequisite: Tazian Combat, Garde Parry, Base attack bonus +3, Strength 16+

Benefit: A Body Slam attack is a full round action. On a successful unarmed attack roll, the target suffers 2d8 points of damage and is stunned for 1d4 rounds (reflex save for half damage and stun duration).

Penalty: At the end of a Body Slam attack, the attacking character is considered prone.

Bone Breaker (General)

A massive blow with the horny part of the fist with the entire weight of the body behind it, intended to inflict massive damage.

Prerequisite: Kanquan Disciple, Base attack bonus +5, Strength 16+, Furious Blow feat

Benefit: 1d8 +1 Damage, +1 to hit. This is an attack action.

Penalty: -1 AC, -1 to Reflex saves. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Born to the Saddle (General)

Benefit: You devote yourself to an enormous amount of time to riding, studying, caring for and going to war with a mount of some sort. You are able to select the finest steeds, beasts with just the right blend of fierceness,

speed and strength to be a perfect mount for battle. If the character makes a successful Handle Animal or Ride check (DC 15), he can discern the precise number of hit dice and hit points of any equus, aht-ra, strider, land lizard or mangonel lizard. This extraordinary ability takes 1d6 rounds to perform, and the character must be within 5 feet of the creature to be assessed.

Botanomancy (General)

(Green Aeriad Only)

This feat is the Talislantan equivalent of botany. Perfected by the Green Aeriad of Vardune, Botanomancy consists of four main talents that are derived from the botanomancer's training, study of the plant kingdom, and intuition. These abilities are described as follows.

Prerequisite: Must be Green Aeriad race

Benefit:

Nurture Plant: Enables the botanomancer to grow any type of plant from seeds or cuttings, diagnose plants for damage or illness of any sort, and "heal" or rejuvenate plants that have suffered damage due to drought, cold, neglect, herbivores, weapons, and so forth. This skill also allows botanomancers to protect plants from threats such as extreme weather conditions, insects pests, parasitic organisms, molds, and other natural or magical phenomena. Characters with this feat receive a +4 to all Knowledge (Herbalism) and Knowledge (Agriculture) skill checks.

Locate Plant: Allows the botanomancer to determine the general location (within 100 yards) where a particular type of plant is most likely to be found growing in its natural state. Note that this talent only works if the plant in question is native to the environment where it is being sought; i.e., a botanomancer can't use this skill to find giant sea kelp in a desert region.. Characters with the botanomancy feat automatically succeed on their Knowledge and Search skill checks to locate plants.

Identify Plant: Enables the botanomancer to identify a plant and determine the specimen's properties and characteristics. In order to make an identification the botanomancer must study the plant for a minimum of one round and make a successful Knowledge (Herbalism) check with a +1 competency bonus.. Studying for at least one minute adds another +1 modifier (+2 total). One hour of study increases the modifier to +4, and one day of study increases it to +6.. Botanomancers can attempt to study a plant that they have previously failed to identify, with a -2 modifier for each previous failed attempt.

Botanomantic Hybridization: Allows the

botanomancer to create a hybrid from any two types of plants.. To do so, the caster must have living specimens (cuttings, roots, seeds, etc.) from both kinds of plants, access to a suitable growing medium (soil, humus, etc.) and other substances necessary for growth, such as water and light.. The character must then make a successful Knowledge (Herbalism) skill check against a DC of 20.. If successful, the attempt yields a hybrid seedling; the GM determines the properties of the hybrid when it reaches maturity. Note that young hybrids are fragile and may be susceptible to disease, adverse environments, parasites, and so forth.

Conveyance Expert

Benefit: The character receives a +2 bonus on all Drive/Pilot and Navigate skill checks.

Cartomancy (Magical Order)

The magic of, luck, circumstance, and fate as represented in the cards of the Zodar. To most Talislantans, luck, fate and destiny are nebulous forces beyond the province of mortal beings. Though few common folk can grasp the power and meaning of the vagaries of chance, those who know the secrets held within the cards of the Zodar can. It is with this key that a Cartomancer unlocks his powers. Members of this Order use their Dexterity modifier for all spellcasting attempts.

Prerequisite: Must be of Rahastran race; Cha 14+

Benefit: A character with this feat may cast spells as per the Cartomancy Magic Order (see Chapter 6 - Magic). Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Cartomantic spells.

Cryptomancy (Magical Order)

The study of magical runes, sigils, and symbols. Cryptomancy is the art of inscribing, manipulating, encrypting, and decoding magical and mundane writing. Cryptomancers are generally intrigued by symbology of all kinds and believe that every form of written communication contains magical power. Members of this Order use their Intelligence modifier for all spellcasting attempts.

Prerequisite: Must be of Callidian or Kasmiran race; Int 12+

Benefit: A character with this feat may cast spells as per the Cryptomancy Magic Order (see Chapter 6 - Magic). Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Cryptomantic spells.

Crystalomancy (Magic Order)

The study of crystals and their magical properties. The Gnomekin Crystalomancers view their magic as a reflection of Terra, the Earth Mother, and regard Crystalomancy as a divine gift. Both the Crystalomancers and Daughters of Terra use magic of this Order, refusing to burden Terra with requests for aid, and working their spells in accordance with Her protective nature. Members of this Order use their Wisdom modifier for all spellcasting attempts.

Prerequisites: Must be of the Gnomekin race; Wis 12+

Benefit: Characters with this feat gain access to the Crystalomancy Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Crystalomantic spells.

Double Jump Kick (General)

A double attack. Two targets must be within 5' of each other for this attack to be executed.

Prerequisite: Kanquan Disciple, Base attack bonus +5, Strength 16+, Dexterity 14+, Jump Kick and Sidekick feats

Benefit: One roll to hit is used against both targets using the higher AC of the opponents. Double Jump Kick is a full attack action. Damage done is 1d8 +4 + Str mod.

Penalty: -2 AC, -2 to Reflex saves. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Elementalism (Magic Order)

Magicians of this Order draw their power from one of the Elemental Planes of Water, Earth, Air, or Fire. Elemental Magic is the catch-all Order for the various magical traditions that harness and manipulate one of the four elemental powers: Fire, Water, Earth, and Air. Magicians study a single element at a time, often exclusively. Such magicians are known as Pyromancers, Aquamancers, Geomancers, or Aeromancers, respectively. Members of this Order use their Strength modifier for all spellcasting attempts.

Prerequisites: Str 12+

Benefit: Characters with this feat gain access to the Crystalomancy Order as per the rules covered in Chapter 6– Magic.

This feat may be selected up to 4 times. Each time it applies to a different elemental order (Pyromancy, Aeromancy, Aquamancy or Geomancy). Players should note that this does not automatically provide

any spells but simply gives the character the ability to cast Elemental spells.

Faith (General)

You are not a member of the clergy, but your faith carries you through difficult times.

Prerequisite: Wis 12+

Benefit: Once per day you may re-roll a failed saving throw at a +2 bonus by calling on the divine favor of your deity. In addition, you gain Knowledge (religion) as a class skill and receive a +2 bonus on all Diplomacy and Gather Information skill checks when dealing with a member of the same faith. When meeting a member of the clergy, their initial attitude toward you is always upgraded by one category.

Furious Kick (General)

Using the knees or the feet, the Kanquan practitioner inflicts terrible punishment.

Prerequisite: Kanquan Disciple, Strength 14+

Benefit: The Kanquan practitioner does 1d6 +4 damage with his feet. This is an attack actions.

Penalty: -2 AC, -2 to Reflex saves. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Garde Parry (General)

You are talented at using Garde Armor to block attacks.

Prerequisites: Dex 13, Tazian Combat

Benefit: Once per round when hit in melee, you may roll a d20. If the result is 5 or more higher than the unmodified attack roll of your opponent, you have successfully parried the attack. You receive a +2 bonus to this roll if using a full garde. This is move equivalent actions.

Haggle (General)

You are renowned amongst other merchants and skilled in the art of the deal.

Prerequisites: Cha 13+

Benefit: You gain a +4 competence bonus to all Profession (merchant) checks.

Healer

Benefit: The character gets a +2 bonus on all Craft (alchemy) checks and Heal checks.

Special: Remember that the Craft (alchemy) skill can't be used untrained.

Invocation (Magic Order)

Members of this Order call upon supernatural entities for magical power. Invocation is a means of attaining magical power by calling upon the aid of supernatural entities and forces. The type of being called upon varies greatly among Invokers, and is usually dependant upon their superstitious or religious beliefs. Members of this Order use their Wisdom modifier for all spellcasting attempts.

Prerequisites: Wis 14+

Benefit: Characters with this feat gain access to the Invocation Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Invocation spells.

Jumpkick (General)

A flying kick that can be performed while executing a full movement.

Prerequisite: Kanquan Disciple, Strength 14+, Dexterity 14+

Benefit: The Kanquan practitioner does 1d8 +4 damage with his feet.

Penalty: -1 AC, -1 to Reflex saves

Kanquan Disciple (General)

The Kanquan Disciple is proficient in the vicious Kang style of weaponless combat. All Kang are taught this ability from their first days of sentience. Kanquan emphasizes offense and attack at the expense of defense, achieving lethal results. The first maneuver learned teaches the student to focus rage into controlled fury, the Kanquan practitioner can inflict greater than normal damage with fists.

Prerequisite: Base attack bonus +1, Strength 14+

Benefit: Base damage: 1d6

Penalty: -1 AC, -1 to Reflex saves. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Lotus Hand (General)

The practitioner of Mandaquan can turn an enemy's strength against them.

Prerequisite: Mandaquan Disciple; Base attack bonus +5, Dexterity 14+, Willow Root feat

Benefit: On a successful attack roll, the practitioner can hurl an attacker to the ground, causing 1d6 points of non-lethal damage plus the attacker's strength bonus. This action can only be declared after the opponent's attack has been announced, and will negate the attack (as well as leaving the opponent prone) if successful.

This is a move equivalent actions.

Mandaquan Disciple (General)

Proficiency in the Mandalan art of weaponless, defensive combat. The basic principle of Mandaquan is passive resistance—in effect turning an opponent's offensive energy back upon him and avoiding harm by dodging or eluding attacks. Successful use of Mandaquan allows the stylist to avoid an attack while disarming, throwing, or grappling the attacker. Mandaquan always inflicts Nonlethal Damage.

One of the first maneuvers learned by the Madaquan student is to bend and sway among the weapons of enemies, like a reed blowing in the wind. Practitioners of Mandaquan use their Dexterity modifier (instead of Strength) for all to hit and damage rolls involving the style.

Prerequisite: Dexterity 12+

Benefit: +1 evasion bonus to AC, may fight unarmed without causing attacks of opportunity.

Synergy: Practitioners of Mandaquan receive a +2 synergy bonus to all Heal skill checks due to their knowledge of anatomy. In the Kang Empire, study of Mandaquan is often disguised as medical training.

Multiple Attacks (General)

You are particularly adept at using your natural gifts to your advantage in combat.

Prerequisites: Two or more natural weapons OR 4 or more arms.

Benefit: Your secondary attack with natural weapons suffers only a -2 penalty rather than the normal -5.

Mysticism (Magic Order)

This Order deals with the powers of the mind, will, and soul. Thought over Action. Will over Instinct. Mind over Matter. These are the tenets of the Order of Mysticism. Mystics cultivate the powers of their will in order to perform supernatural feats. They also seek to comprehend the unseen world of spirits and the soul. Members of this Order use their Wisdom modifier for all spellcasting attempts.

Prerequisites: Wis 12+, Int 12+

Benefit: Characters with this feat gain access to the Mysticism Order as per the rules covered in Chapter 6– Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Mystical spells.

Natural Magic (Magic Order)

The magic of animals, plants, and the natural world. The magic of the natural world is subtle, mysterious, and in harmony with its environment. The magicians that practice this Order are similarly at peace with their surroundings. Members of this Order use their Wisdom modifier for all spellcasting attempts.

Prerequisites: Con 12+, Wis 12+

Benefit: Characters with this feat gain access to the Natural Magic Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Natural Magic spells.

Necromancy (Magic Order)

The magic of death, decay, and entropy. Necromancy deals with the power of death and the life-force of living beings. Many Necromancers believe death is sacred, and even ascribe a character and personality to death. Members of this Order use their Intelligence modifier for all spellcasting attempts.

Prerequisites: Must have at least one level in the Magician class.

Benefit: Characters with this feat gain access to the Necromancy Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Necromantic spells.

Night's Touch (General)

A soft blow to a nerve cluster that can cause temporary numbness and paralysis. Can only be used in response to an attack.

Prerequisite: Mandaquan Dsiciple; Base attack bonus +8, Dexterity 16+, Phantom Strike feat

Benefit: On a successful attack roll, Night's Touch inflicts 1d4 damage, +1 per base attack bonus all damage being nonlethal. The target must make a Fortitude save, DC 10+ practitioner's base attack bonus, or lose the use of one limb of the practitioner's choice for one hour. This action can only be declared after the opponent's attack has been announced, and will negate the attack if the target fails the Fortitude save.

Operate Conveyance

Select a class of conveyance (Wheeled, Boat, Ship, Trireme, Coracle, War Wagon, etc.). The character is proficient at operating that class of conveyance.

The wheeled class includes all kinds carts, wagons

and chariots. Boat covers all watercraft driven by paddles or oars while Ship covers all sailing water vessels, Dracartan Duneships and Mirin Ice Schooners. Windship covers all sizes of windship. Some conveyances are so specialized as to require their own category. These include the Imrian Coracle, Parthenian Trireme, the Kharakhan War Wagon and others.

Prerequisite: Drive/Pilot 4 ranks.

Benefit: The character takes no penalty on Drive/Pilot checks or attack rolls made when operating a conveyance of the selected class.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a conveyance that falls under any of these classes, and to attacks made with conveyance-mounted weapons. There is no penalty when you operate a general-purpose vehicle.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different class of conveyance.

Pack Rat

Benefit: The character is adept at hiding and storing items on their person. Characters with this feat may carry 150% the normal weight allowed for their Strength for encumbrance purposes only.

Phantom Strike (General)

This Mandaquan technique involves a soft blow to a nerve cluster that inflicts no real damage but can slowly incapacitate the target.

Prerequisite: Mandaquan Disciple, Dexterity 14+

Benefit: On a successful attack roll, the Phantom Strike inflicts 1d4 damage. Damage done is always nonlethal. The target must make a Fortitude save, DC 10+ practitioners base attack bonus, or suffer a -1 to hit and AC due to numbness, tingling, twitching muscles, etc. This effect last for 1d6 rounds and the penalties from multiple Phantom Strikes are cumulative.

Rhodomancy (General)

Gnorl Rhodomancers, in their quest for secrets, consult with oracles, research in dusty libraries, and travel to strange locales. This feat allows a Gnorl character to perform possibly the strangest method of gathering information: the Rhodomantic ability to commune with spiritforms.

Prerequisites: Must be of Gnorl race; Knowledge (herbalism) 4 ranks, Knowledge (spirits) 4 ranks.

Benefit: Through their knowledge of herb lore, Rhodomancers summon the spirits of the dead using magical fumes created by the burning of rare herbs and

powders. It is said that the spirits are always present, and that the fumes only weaken the “veil” between the planes. The ingredients used range from uncommon to rare, and are mixed with rare waxes and resins to make candles. Within Gnorlwood, Rhabdomancers can gather much of what they need (1d20 worth of rare herbs and such).

Each spirit is unique, and it takes a great deal of trial and error to formulate a mixture which has the resonance to exactly correspond to a desired spirit. A Gnorl Rhabdomancer must succeed on a Knowledge

Event	DC
Forecast event less than 24 hours in the future	20
Forecast event 1-2 days in the future	25
Forecast event 3 days in the future	30
Forecast event 4 days in the future	35
Each additional day distant	+5
Forecast the destiny of someone well known to you	25
Forecast the destiny of someone known to you by reputation	30
Forecast the destiny of a newborn child	35
Forecast the destiny of someone you have only just heard of	40

(Herbalism) (DC 18) to formulate the proper mixture. Once he achieves the appropriate mixture, he may summon that spirit with a Knowledge (spirits) check (DC 15)

The spirit must not have died more years ago than the 5 times the character level of the Gnorl. For example, a third-level Gnorl Scholar with the Rhabdomancers feat could summon spirits that dies up to 15 years ago (3x5=15)

If the character rolls a “1” in the Knowledge (spirits) skill check, not only has he failed to summon the desired spirit but rather has summoned another random spirit. What spirit is summoned in this event is determined solely by the GM.

Check: Once the above skill checks have succeeded, the Gnorl character may now truly use the Rhabdomancy feat to forecast future events with the help of the spirits. A further successful Knowledge (spirits) check can provide all types of information at the discretion of the GM. It can also grant a bonus to a single skill check or attack roll during the forecasted event. However, if a check to forecast a specific event fails, the GM gains a bonus to an opponent’s skill check or attack roll. The

further into the future events are forecast, the murkier the future becomes.

Action: Use of the Rhabdomancy feat takes 4 hours. This time must be spent communing with spirits.

Try Again: One attempt per day only.

Special: Gnorl characters and those with the Second Sight feat receive +2 bonuses to their Knowledge (spirit) skill checks required by this feat.

Synergy: Characters with 5 or more ranks in Concentration gain a +2 bonus on their Knowledge (spirits) skill checks, since they notice small details during their dealings with the spirits.

Second Sight (General)

You have “the sight”, and your intuitions are usually right.

Effect: You receive a +2 to Knowledge (spirits) and sense motive skill checks.

Sense Living (General) (Muses Only)

Prerequisite: Telempathy

Benefit: Through the use of Telempathy, a Muse may sense other living creatures up to a range of 100 feet. The Muse cannot discern what or who the creature is or what direction

they may be, only getting a sensation that someone, or something is near.

Shamanism (Magic Order)

Members of this Order draw their power from the totem-spirits of animals and the Dreamrealms. Shamanism is the magic of spirit and dream. By connecting with his unconscious dream-self, a shaman can interact with the spirit-gods of the Dreamrealms, known as Totems. Totems are the spiritual representation of all the primal energies that inhabit the material realm. Members of this Order use their Charisma modifier for all spellcasting attempts.

Prerequisites: Wis 14+

Benefit: Characters with this feat gain access to the Shamanism Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Shamanic spells.

Sidekick (General)

A powerful kick that often sends the target flying backwards.

Prerequisite: Kanquan Disciple, Base attack bonus +3, Strength 14+, Furious Kick feat

Benefit: 1d6 +2 Damage, the target is knocked back 5 feet and stunned until the next round (Fortitude save at DC 10+attacker's base attack bonus to resist both effects). This is an attack actions.

Penalty: -2 AC, -2 to Reflex saves. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Skullcracker (General)

A double attack. The Kanquan practitioner grabs two enemies and smashes their heads together. Two targets must be within 5' of each other for this attack to be executed.

Prerequisite: Kanquan Dsiciple, Base attack bonus +5, Strength 16+,

Benefit: +1 Damage per base attack bonus. One roll to hit is used against both targets using the higher AC of the 2 opponents. This counts as a single attack action. Base damage is 1d6 + Str mod.

Penalty: -1 AC, -1 to Reflex saves. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Spell Weaving (Metamagic)

Ability to weave magical spells through the use of song and dance. Casting time is ten times normal through the use of this ability, but the chance of success is increased by +4. Furthermore, spell-weavers can work together to combine their magical powers, adding together their skill levels. The ability is a secret of the Sawila tribes of the Crescent Isles.

Prerequisites: Must be of Sawila race.

Benefit: Multiple Sawila spell weavers may combine their skill ranks used to determine if a spell is successfully cast. The spell in question must be known to all Sawila engaged in the Spell Weaving attempt.

Spirit Tracking (General)

Of all Talislantans, only the Nagra possess the uncanny ability known as Spirit Tracking.

Prerequisites: Must be of Nagra race.

Benefit: This talent allows the Nagra to track any creature by following the minute traces left by the passing of its spirit through the astral or material planes. The ability applies also to spiritforms of all types, but apparently not demons, which have no soul.

Check: To utilize this talent, the spirit tracker must first locate the trail of the intended subject and isolate it from the traces left by other entities. To find a spirit

trace requires a successful Knowledge (spirits) check. In wilderness locations this is performed with a DC of 12. In an urban or populated area the DC increases to 18.

Once the trail has been found, the spirit tracker will be able to follow it anywhere: over land, across water, or through the air. From such evidence a spirit tracker can determine the age of the tracks, the type of entity that made the traces, and whether or not the tracks belong to a specific individual; according to the Nagra, each entity's track is completely unique, and exactly like no other.

Though spirit traces fade with time, under normal conditions they may remain visible for hundreds, or even thousands, of years. Certain forms of magic may be used to obliterate or conceal a spirit trail, either intentionally or by accident. However, there is no known way to alter or disguise the nature or appearance of spirit traces.

If you fail a Knowledge (spirits) check, you can retry after 1 hour.

Normal: Only Nagra may take this feat. No other race possesses the Spirit Tracking ability.

Studious

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

Swashbuckler (General)

You have been trained in the flashy style of swordplay common in Zandir and also popular among the Sea Rogues of Gao -Din.

Prerequisites: Dec 13+, Weapon Finesse

Benefit: Whenever you are wearing, at most, light armor, and are armed with a light blade, you may add your Cha modifiers on all attack rolls instead of your Str bonus. Swashbuckler stacks with the feat Weapon Finesse.

Tazian Combat (General)

Proficiency in the Thrall art of hand-to-hand combat, a complex mixture of fighting styles utilizing the garde, a type o-f parry/attack armor that extends from shoulder to wrist. Basic maneuvers include parries, attacks, and grappling, as well as the body slam. Only characters skilled in Tazian Combat can use garde effectively as armor.

Prerequisite: Str 15+, Dex 13+

Benefit: In addition to being proficient in the use of Garde armor for protective purposes, you may also use the various spikes and protusions found on your Garde as a weapon. You receive a +2 to all unarmed attack and damage rolls.

Telempathic Projection

(General) (Muses Only)

Muse characters may also use their Telempathy powers as a form of attack. This spell-like ability may be used at will.

Prerequisite: Telempathy, Telempathy II

Benefit: This spell-like natural ability alters the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature. Additionally, in extreme cases a Muse may inflict mental anguish on a target preventing that subject from taking any action for the duration of the Telempathic attack. In order to maintain this psychic attack, the Muse must take no other action or the Telempathic link is broken. Subjects are entitled to a Will saving throw each round to free themselves of the mental imagery.

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

A Muses Telempathic Projection ability is a mind-affecting attack.

Tempathic Projection II

The Muse's telempathic powers are so refined as to be able to cause physical damage by causing anguish and pain in the mind of a subject.

Prerequisite: Telempathy, Telempathy II, Telempathic Projection.

Benefit: Once per round a Muse may send agonising and painful thoughts into the mind of subject causing 1d6 points of damage. This attack may be combined in the same round with the effects of Telempathic Projection.

Telempathy (General) (Muses Only)

Although Muses can speak, most choose not to,

preferring instead to use woodwhisps as translators of their thoughts.

Benefit: Muses may communicate silently with woodwhisps at will up to a range of 200 feet.

Telempathy II

Prerequisite: Telempathy feat

Benefit: The Muse may now use their Telempathic Communication ability on all creatures up to a range of 100 feet and may communicate with whisps at a range of up to 300 feet.

Water Stance (General)

The practitioner of Mandaquan can move in subtle ways while avoiding blows, allowing them to pass by less than an inch, so that it sometimes seems as if the practitioner did not move at all.

Prerequisite: Mandaquan Disciple; Base attack bonus +5, Dexterity 14+

Benefit: +4 evasion bonus to AC, +4 Reflex saves. These bonuses are cumulative with those from the Mandaquan Disciple feat.

Weapon Grab (General)

The Kanquan practitioner catches the target's weapon in mid-strike.

Prerequisite: Kanquan Disciple, Base attack bonus +3, Strength 14+, Dexterity 16+

Benefit: On a successful attack roll (including the -4 penalty), the Kanquan practitioner has grabbed the target's weapon (hands clapped on the sides of a sword, gripping the haft of a spear, etc.) On a failure, the practitioner is automatically struck by the target for double damage. This action can be performed in response to the target's attack, potentially negating it. Note that to actually disarm the enemy, the practitioner must use the next action to grapple it away. This is an move equivalent action.

Penalty: -4 AC, -4 to Reflex saves, -4 to hit. If two or more Kanquan feats are used, all penalties are cumulative. Penalties have a duration of one round.

Whirling Winds (General)

By swirling rapidly among numerous enemies, the practitioner of Mandaquan can cause them to attack one another by mistake.

Prerequisite: Mandaquan Disciple; Base attack bonus +8, Dexterity 16+, Wind Dance and Water Stance feats

Benefit: +4 evasion bonus to AC, +4 Reflex saves, any enemy blow that misses by 4 or more hits a target of the practitioner's choice (other than the enemy himself.)

Willow Root (General)

A sudden move that causes an attacking opponent to stumble.

Prerequisite: Mandaquan Disciple, Dexterity 14+

Benefit: Whenever given an attack of opportunity, the Mandaquan practitioner if the practitioner hits, the enemy must make a Reflex save, DC 10+ practitioner's base attack bonus or fall to the ground, taking 1d4 damage and losing that attack. This action can only occur during an attack of opportunity. Damage is always non-lethal.

Wind Dance (General)

The practitioner of Mandaquan moves around the blows of enemies like a zephyr, almost seeming to dance.

Prerequisite: Mandaquan Disciple; Base attack bonus +8, Dexterity 16+, Air Step feat

Benefit: As long as no other actions are taken during the round (other than movement), the practitioner may attempt an Air Step maneuver against each and every attack that can be perceived.

Windfall

Benefit: The character receives a one time bonus of 500 gold lumens. Also, this feat provides a +1 bonus on all Profession checks.

Special: A character can select this feat multiple times. Each time, both of its effects stack.

Witchcraft (Magic Order)

The most ancient and secret of Orders, tracing its heritage to the first primitive Archaens. Witchcraft is perhaps the oldest Magical Order on the continent, tracing its heritage back to the dawn of the Archaens. The principles of the Order operate according to the ancient Law of Association, which states that "like breeds like", and all things are connected. Members of this Order use their Charisma modifier for all spellcasting attempts.

Prerequisites: Wis 14+

Benefit: Characters with this feat gain access to the Witchcraft Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Witchcraft spells.

Wizardry (Magic Order)

Wizards produce their effects by manipulating the flux of arcane energy that permeates the omniverse. This versatile Order is the most common in Talislanta today. The omniverse is permeated by waves of fluctuating

magical power, known to Talislantan spellcasters as Arcane Energy. During ancient times, certain Talislantan magicians developed incantations, gestures, and rituals that could tap into the flow of Arcane Energy that surrounds Talislanta. These procedures, known as Wizardry, have survived almost unchanged to the New Age. Members of this Order use their Intelligence modifier for all spellcasting attempts.

Prerequisites:

Int 14+

Benefit:

Characters

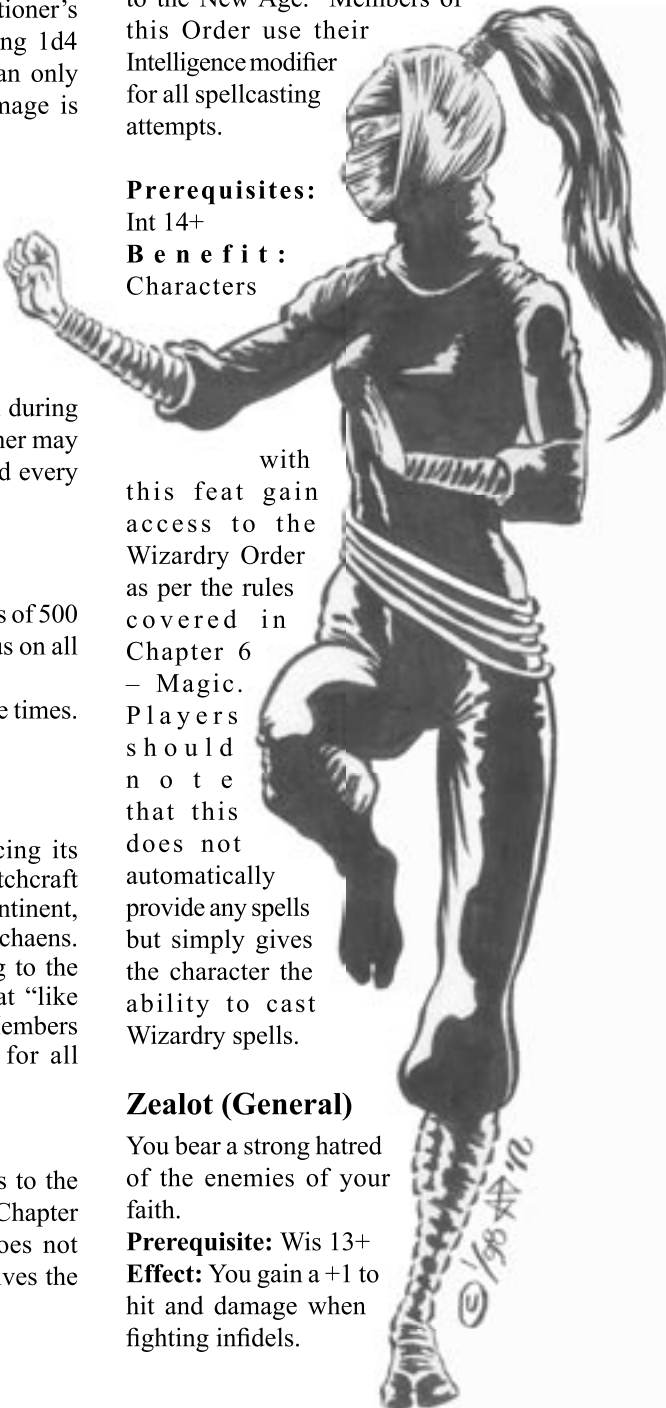
with this feat gain access to the Wizardry Order as per the rules covered in Chapter 6 – Magic. Players should note that this does not automatically provide any spells but simply gives the character the ability to cast Wizardry spells.

Zealot (General)

You bear a strong hatred of the enemies of your faith.

Prerequisite: Wis 13+

Effect: You gain a +1 to hit and damage when fighting infidels.



FEATS

Feat Name			
Acrobatic	Invocation	Cleave	Witchcraft
Aerial Combat	Investigator	Great Cleave	Windfall
Agile	Invocation	Improved Bull Rush	Wizardry
Alertness	Iron Will	Improved Overrun	Zealot
Ambidexterity	Kanquan Disciple	Improved Sunder	
Animal Affinity	Bone Breaker	Quick Draw	
Armored Spellcasting	Furious Kick	Rapid Reload	
Artillerist	Jump Kick	Renown	
Armor Proficiency (light)	Double Jump	Run	
Armor Proficiency (medium)	Side Kick	Second Sight	
Armor Proficiency (heavy)	Skullcracker	Self Sufficient	
Astromancy	Weapon Grab	Shamanism	
Athletic	Leadership	Shield Proficiency	
Blind-Fight	Lightning Reflexes	Self Sufficient	
Born to the Saddle	Magical Aptitude	Shamanism	
Botanomancy	Mandaquan Disciple	Shield Proficiency	
Combat Casting	Air Step	Improved Shield Proficiency	
Combat Expertise	Lotus Hand	Tower Shield Proficiency	
Improved Disarm	Wild Dance	Simple Weapons Proficiency	
Improved Trip	Whirling Winds	Skill Focus	
Whirlwind Attack	Water Stance	Spell Weaving	
Mobility	Phantom Strike	Spirit Tracking	
Spring Attack	Night's Touch	Stealthy	
Combat Reflexes	Martial Weapon Proficiency	Studious	
Conveyance Expert	Mounted Combat	Swashbuckler	
Deceitful	Mounted Archery	Toughness	
Deft Hands	Ride by Attack	Tazian Combat Style	
Diligent	Spirited Charge	Garde Parry	
Dodge	Trample	Body Slam	
Elementalism	Multiple Attacks	Track	
Endurance	Mysticism	Telepathy	
Diehard	Natural Magic	Telepathy II	
Exotic Weapon Proficiency	Necromancy	Telepathic Projection	
Faith	Negotiator	Telepathic Projection II	
Great Fortitude	Nimble Fingers	Sense Living	
Haggle	Operate Conveyance	Two-Weapon Fighting	
Healer	Pack Rat	Two-Weapon Defense	
Improved Critical	Persuasive	Improved Two-Weapon Fighting	
Improved Initiative	Point Blank Shot	Greater Two-Weapon Fighting	
Improved Unarmed Strike	Precise Shot	Weapon Finesse	
Improved Grapple	Improved Precise Shot	Weapon Focus	
Deflect Arrows	Manyshot	Weapon Specialization	
Stunning Fist	Rapid Shot	Greater Weapon Focus	
Investigator	Shot on the Run	Greater Weapon Specialization	
	Power Attack		

Players and Gamemasters should note: With the exception of the new Spell Weaving feat, there are no metamagic feats in the Talislanta Fantasy Roleplaying Game.

CHAPTER FIVE

EQUIPMENT & TRADE GOODS

CURRENCY

Economics on Talislanta function much as they do on other worlds. The gold lumen is the standard coin of the realm throughout much of Talislanta. A single gold lumen is equivalent in value to ten silver pieces, or one hundred copper pieces; the weight of any twenty standard-sized coins can be estimated at approximately one pound. In game terms one gold lumen (g.l.) equals one standard gold piece (gp) used in the PHB.

Other currencies in use throughout the continent include:

Aamanian Coppers

These wafer-like coins are in wide use only in Aaman. At one hundred to the pound, Aamanian coppers are considered to be practically worthless, and are spurned in other regions.

Antique Coins

Several ancient varieties of coin are valued as antiques by Talislantan collectors and curio dealers. The most notable are include coins of the old Phaedran dynasty, worth twice their face value; coins of the old Mazdak dynasty, equal in value to Phaedran coinage; skull-visaged coins from the tombs of Khazad, worth up to five times their face value; any type of coin dating from the Time Before Time, all of which may be worth as much as one hundred times their face value (especially rare coins may be worth even more than this).



Dracartan Pyramids

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



Gold Pentacles



These fine, star-shaped coins are popular in the Seven Kingdoms, and are worth five gold lumens throughout the continent. As their intricate shape renders them difficult to counterfeit, gold pentacles are especially favored by merchants and traders.

Imrian Brass Rings

Worth two copper pieces each, these ring-shaped coins are popularly worn about the neck on strings or chains. Most lands that outlaw slavery will not accept the Imrians' crude coinage.

L'Haan Adamants

Rarely seen outside of L'Haan, adamants are valued at twenty gold lumens each in this region. They are worth twice as much in other lands, where adamant is practically unknown.



Oceanian Radiants

These "coins" are actually the iridescent scales of ancient sea dragons. In Oceanus, a radiant is worth one gold lumen; elsewhere, radiants are valued only as curios.

Orgovian Yatma

A lead coin of no great value, rendered completely worthless when the yatma was devalued following the dissolution of the old Kingdom of Orgovia. Hence the term, “not worth a lead yatma”.

Quan Emperors

These handsome coins were banned after the Kang usurped control of the old Quan Empire. Most were collected, melted down, and cast into gold lumens, which now serve as coin of the realm in the Kang Empire. As a result, Quan Emperors have become quite rare, and are valued by collectors at over a hundred gold lumens apiece.

Zandir Crescents

These half-moon shaped, attractive gold coins are valued at ten gold lumens in Zandu. Elsewhere, they are worth a single gold lumen, when they are accepted at all.



EQUIPMENT, WEAPONS & ARMOR

Talislanta is a unique setting among the myriad of RPG worlds in existence. As such, there are many weapons, armor and other items unique to Talislanta. Most of the items found in the PHB are equally at home in a Talislanta campaign. Some, however, are not.

There are no Talislantan equivalent to Monk weapons such as the kama, nunchaku, shuriken and siangham. It should also be obvious that racial weapons such as the Dwarven waraxe, urgrosh, and orc double axe should be absent from a Talislanta campaign.

All of the armor detailed in the PHB may be used on Talislanta but savvy players should note that Talislanta boasts some interesting and powerful new types of armor. As there are no horses, donkeys, cats, dogs or other animals native to earth on Talislanta, these creatures will not be found on the tabs below.

As with mundane equipment, magic items and alchemicals differ considerably from those which many players may be familiar. New enchanted items, potions and similar equipment are fully detailed in this section.

MELEE WEAPONS

Adamant Broadsword: Made from the hardest of Talislantan metals, these swords are used by the Mirin tundra scouts of L'Haan to fight Ice Giants. They are the only weapons able to cut through the animate ice of which these creatures are comprised and are effective against other types of armor as well. Adamant broadswords are treated as +2 weapons due to their strength. They are not magical and may not be used against foes who require magic weapons to hit or do damage. They are rarely ever available for sale outside of L'Haan.

Battle Maul: This massive, hammer-like weapon is backed by a heavy spike designed to penetrate armor. Kharakhan Giants find the devices useful in their crude salvage operations as well.

Blade-Staff: This Kasmiran 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.

Broadsword, Za: The Za broadsword resembles a heavy scimitar with a jagged, saw-edged blade. This terrible weapon causes ragged wounds. The Za typically kill on sight any foreigner seen wielding one of these blades.

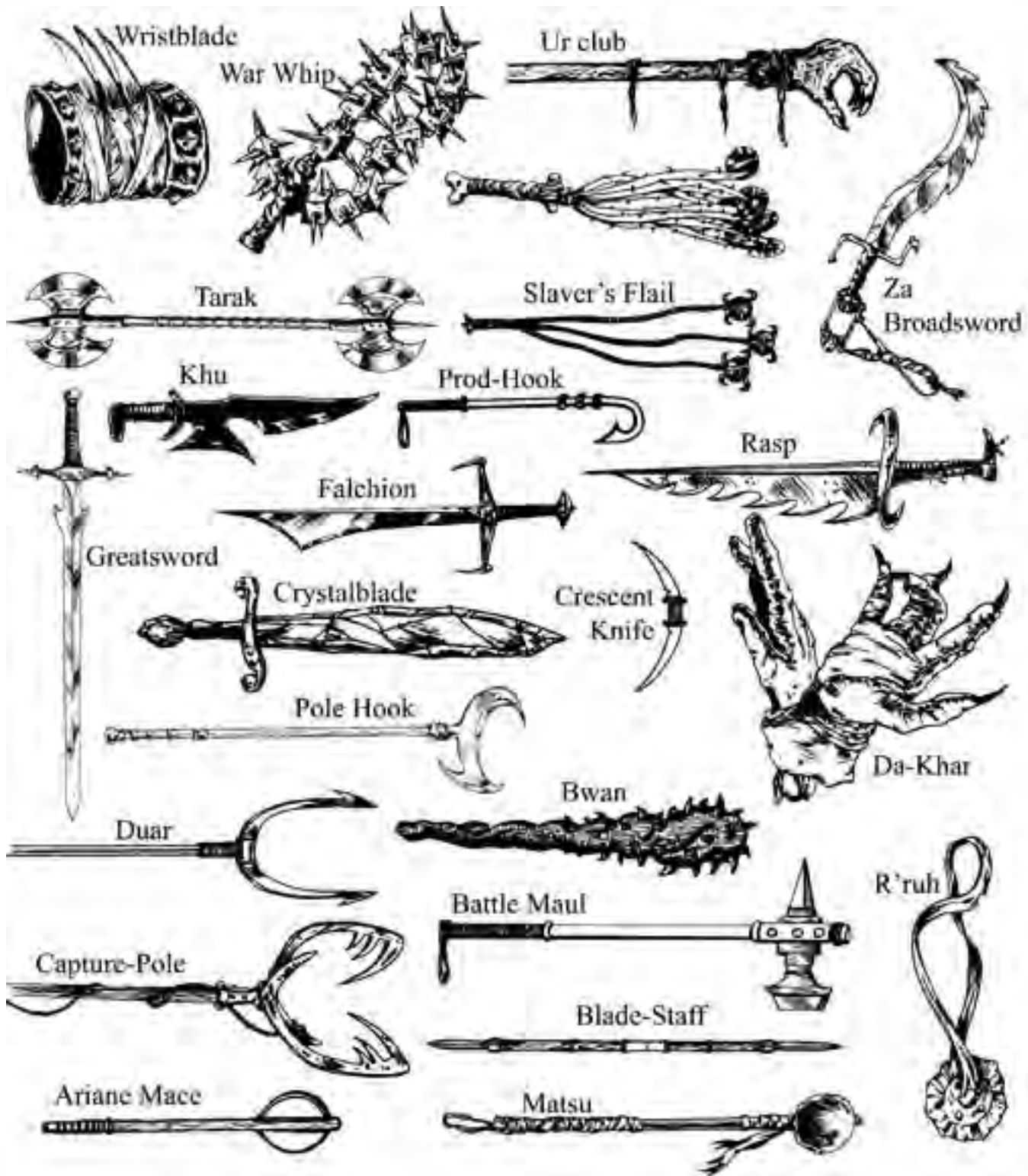
Bwan: This weapon is a large club fashioned from the lower section of a thornwood vine. It is fearsome in appearance, with many six-inch spiky thorns along its length. The Moorg-Wan of the Dark Coast favor this weapon in battle.

Capture-Pole: This device is used extensively by Imirian 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. Characters struck with a capture-pole must make a Reflex saving throw (DC 15). Failure means the characters has been trapped and cannot move or take any further action other than attempting to free himself. Character can make one of two attempts to free themselves. They may make an opposed Strength test at -2 against their attacker. If successful, the character is free and the attacker has been disarmed. Alternatively, players may make an Escape Artist skill check against a DC of 20 to wriggle free from the capture-pole.

Club, Ur: This polearm consists of a haft of wood topped with the mummified, taloned paw of a mountain-dwelling yaksha. The weapon is a mark of status and courage among the Ur clans, although most of these items are obtained from aged or infirm yaksha.

Crystalblade: Traditional weapon of the Gnomekin, the crystalblade is a short sword made of solid crystal.

TALISLANTAN MELEE WEAPONS



The sharp, diamond-hard edge can cut through hide, non-magical metal armor, or exoskeletal plates and scales with ease. These keen blades count as +2 weapons when it comes to damage. They are non-magical.

Da-Khar: These leather gauntlets are fitted with retractable, razor-sharp “claws”, usually made of black iron. Favored by the assassin-mages of Raj, da-khar are employed in pairs; the blades are released by striking the backs of the hands together. As da-khar look like ordinary leather gloves, they are often used for assassination attempts.

Duar: This large two-pronged spear is favored by the avian Gryphs of Tamaranth forest.

Falchion: Used by Kang heavy troops, the falchion’s heavy blade is designed to cut through armor.

Garde: This spiked body-armor is worn on the arm and can be used for both parrying and attack. It is a weapon much-favored by the Thralls of Taz, who generally shun other types of armor. Full garde is spiked body-armor worn on both the arms and the legs (see Armor, in this section).

Greatsword: This two-handed blade is the signature weapon of the Thrall warriors, granted as a mark of adulthood. Thralls grimly respect foreign warriors who have taken a greatsword in battle; they are quite offended, however, by those who acquire such a weapon through less honorable means.

Iron Spear: 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 as both an excavating tool and a weapon.

Khu: This two-bladed knife is used by the warrior tribes of Harak. Usually made of black iron, the khu inflicts approximately twice as much damage as a standard dagger but also weighs twice as much. It is of no use as a missile weapon.

Mace, Ariane: This mace is topped by a smooth head of polished purple stone. Like the Ariane bow, it is used to stun rather than kill. The first 2 points of damage are lethal with any remaining damage being non-lethal in nature.

Matsu: This Ahazu weapon 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.

Pole-Hook: The avian Stryx use these polearms as striking and snaring weapons. At one end is a curved blade used for chopping; on the other is a hook that Stryx use to grab and dismount riders, or to snatch prey or unsecured bags into the air. The prod-hook may be used to make trip attacks.

Prod-Hook: Orgovian traders use these items to control their unruly looper steeds. The prod-hook can also be used as a weapon and may be used to attempt a trip attack.

R’ruh: This crude weapon, also known as a singing axe, is a heavy, disk-like stone blade affixed to a long leather thong. It is used by the Wildmen of Yrmania, who employ it in two ways. Swung above the head at great speed, the r’ruh is used as a hand weapon, emitting a “singing” sound that the Wildmen believe generates fear in the heart of their foes. It is also of some use as a hurled missile weapon.

Rasp: The Mondre Khan employ these grim-looking hand-weapons in close combat against the Kang. The saw-toothed blade leaves an awful, jagged wound.

Slaver’s Flail: Popular among Farad slave-mongers, these weapons consist of a wooden haft and three leather cords topped with spiked, metal spheres. The weapon is used to inflict pain in rebellious slaves.

Staff of Aa: Aamanian Witch-Hunters wield these black iron-shod staves as symbols of their authority and status. The staves are lacquered white and topped with the Orthodoxist emblem, the all-seeing eye. They do not differ in function from other iron-shod staves.

Tarak: This weapon 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.


War Flail: The native weapon of the Danelek clans, the war flail has a stout handle crafted from a land lizard’s thigh bone. Eight four-foot strips of hide are attached to it, each barbed with sharp spikes and culminating in a razor-edged disk of black iron. In skilled hands, the weapon can be quite deadly. **War-Whip:** This Sauran weapon 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, Za: The 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 two-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. The weapons may be used for either disarm or trip attacks.

Wristblade: This Za weapon is a studded leather bracer equipped with a row of razor-sharp blades. It is used to slash opponents in close combat and as a handy utility knife.

RANGED WEAPONS

Barbed Arrows: The Za tribes often employ these



projectiles in battle. Upon initial impact, the weapons inflict damage identical to that of standard arrows. However, barbed arrows can be very difficult to remove. If struck, a character must make a successful Heal check (DC14) or suffer another 1d4 damage from their removal.

Blade-Bracer: This is an iron bracer housing a Kasmiran spring-knife. The weapon is employed by making a fist and touching a trigger mechanism that extends towards the palm. The trigger releases a spring-loaded knife blade that flies forth at the designated target.

Blade-Star: 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, polished stone heads. Like the Ariane mace, this weapon is used to stun rather than kill. On a successful hit, Ariane bows do 1 point of lethal damage, any remaining damage scored is non-lethal.

Capture-Bow: 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. A successful capture-bow attack is a character becomes ensnared. An entangled creature must make an opposed Strength test against his attacker. If successful, he may move at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. If the Strength test is failed, the character has been completely immobilized and may not move until he breaks his bonds. (DC 20 Strength test or successful Escape Artist skill check vs. DC 20)

Correg: This weapon consists of a large, 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 Moorg-Wan, and to capture ocean kra, which are used to pull Imrian coracles. On a successful attack the harpoon's barb catches in the target, allowing the user to pull in the victim. Being entangled by a Correg prevents movement entirely since the character is now anchored to the correg. An entangled creature cannot move takes a -4 penalty on all attack rolls and a -8 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 20) or lose the spell.

Crescent Knife: 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.

Dart-Thrower: These small, one-handed crossbows

are favored by the Aeriad of Vardune. Damage and range are about half that of a standard light crossbow.

Dragon Hunter's Harpoon: This barbed weapon has been used by Sun-Ra-San dragon hunters since ancient times. It is employed primarily to deliver the deathblow to a sea dragon; this is considered the most honorable means of dispatching the prey. Sun-Ra-San harpoons are carved with elaborate markings and symbols that indicate the owner's status and clan affiliation.

Flange-Bow: This curious type of light crossbow is employed by the Sea-Nomads of Oceanus. The weapon is capable of unleashing a half-dozen sea anemone quills with a single shot, but it has an effective range of only about 100 feet, or 20 feet underwater.

Gwanga: This weapon is a heavy, three-bladed throwing knife favored by the Ahazu tribes. Gwanga are thrown with an underhand motion, causing the blade to spin as it flies through the air.

Hurlant: These hand-held, crossbow-like weapons are employed by Dracartan desert scouts. They fire bolts containing a glassine capsule of elemental essence. The capsule shatters on impact, producing a one-foot radius explosion of elemental force. Hurlant ammunition is used exclusively by the military and is not legally available to civilians. Hurlants are also capable of firing standard light-crossbow bolts.

Incendiary Bolts: The alchemists of L'Haan have developed these crossbow bolts as a weapon against the Ice Giants. In addition to the typical damage for a light crossbow bolt, the alchemical coating ignites on impact (burning for two rounds at a damage rating of 3, ignoring armor; Ice Giants and other beings vulnerable to fire suffer double damage). Incendiary bolts are forged of adamant, the hardest of all Talisnantan metals (armor provides only half normal protection).

Jang: This device 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 jang 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.

Krin: Employed by the Harakin warrior tribes, this crossbow utilizes armor-piercing iron spikes as bolts. It requires significant strength and time (3 rounds) to re-load between shots, but is very powerful.

Oc: These barbed bolas are employed by the slavers of Imria. They have a tendency to become hopelessly entangled and so must be carried in narrow wooden cases. Players struck with an Oc must make a successful Reflex save or become ensnared. Being entangled impedes movement, but does not entirely prevent it. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and

Table 6.01: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight ¹	Type ²
Unarmed Attacks							
Gauntlet	2 gl	1d2	1d3	x2	—	1 lb.	B
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	B
Light Melee Weapons							
Dagger	1 gl	1d3	1d4	19–20/x2	10 ft.	1 lb.	P or S
Dagger, punching	2 gl	1d3	1d4	x3	—	1 lb.	
Mace, light	4 gl	1d4	1d6	x2	—	4 lb.	B
One-Handed Melee Weapons							
Club	—	1d4	1d6	x2	—	3 lb.	B
Mace, Ariane ³	5 gl	1d6	1d8	x2	—	8 lb.	B
Two-Handed Melee Weapons							
Longspear ⁴	2 gl	1d6	1d8	x3	—	9 lb.	P
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	B
Spear	1 gl	1d6	1d8	x3	20 ft.	6 lb.	P
Staff of Aa ⁵	25 gl	1d4/1d4	1d6/1d6	x2	—	5 lb.	B
Ranged Weapons							
Crossbow, heavy	20 gl	1d8	1d10	19–20/x2	120 ft.	8 lb.	P
Bolts, crossbow (20)	2 gl	—	—	—	—	1 lb.	—
Bolts, incendiary (20)	30 gl	+1d6	+1d6	—	—	1 lb.	Spec
Crossbow, light	10 gl	1d6	1d8	19–20/x2	80 ft.	4 lb.	P
Bolts, crossbow (20)	2 gl	—	—	—	—	1 lb.	—
Javelin	1 gl	1d4	1d6	x2	30 ft.	2 lb.	P
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	B
Bullets, sling (20)	1 sp	—	—	—	—	5 lb.	—
Throwing Stick	1 sp	1d4	1d6	x2	10 ft.	3 lb.	B
Martial Weapons							
Light Melee Weapons							
Axe, throwing	1 gl	1d4	1d6	x2	10 ft.	2 lb.	S
Handaxe	5 sp	1d4	1d6	x3	—	3 lb.	S
Sap ³	1 gl	1d43	1d63	x2	—	2 lb.	B
Shield, light	special	1d2	1d3	x2	—	special	B
Sword, short	5 gl	1d4	1d6	19–20/x2	—	2 lb.	P
One-Handed Melee Weapons							
Battleaxe	3 gl	1d6	1d8	x3	—	6 lb.	S
Bwan	2 cp	1d6	1d8	x2	—	8 lb.	B
Duar	2 gl	1d6	1d8	x2	10 ft.	5 lb.	P
Flail, slaver's	2 gl	1d6	1d8	x2	—	6 lb.	B
Longsword	12 gl	1d6	1d8	19–20/x2	—	4 lb.	S
Scimitar	15 gl	1d4	1d6	18–20/x2	—	4 lb.	S
Shield, heavy	special	1d3	1d4	x2	—	special	B
Warhammer	5 gl	1d6	1d8	x3	—	5 lb.	B
Two-Handed Melee Weapons							
Battle Maul ⁴	50 gl	2d6	2d8	X3	—	90 lb.	B
Club, Ur	200 gl	1d8	1d10	x2	—	8 lb.	B
Falchion	50 gl	1d6	2d4	18–20/x2	—	8 lb.	S

Martial Weapons (cont)	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight¹	Type²
Greatsword	60 gl	1d10	2d6	19–20/x2	—	8 lb.	S
Halberd	15 gl	1d8	1d10	x3	—	12 lb.	P or S
Lance ⁴	5 gl	1d6	1d8	x3	—	10 lb.	P
Matsu	40 sp	2d4	2d6	x2	—	8 lb.	B
Scythe	8 gl	1d6	2d4	x4	—	10 lb.	P or S

Ranged Weapons

Longbow	7 gl	1d6	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gl	—	—	—	—	3 lb.	—
Shortbow	5 gl	1d4	1d6	x3	60 ft.	2 lb.	P
Arrows (20)	1 gl	—	—	—	—	3 lb.	—
Arrows, barbed (20)	2 gl	1d6	1d8	—	—	3 lb.	—
Shortbow, Ariane	5 gl	1d4	1d6	x3	70 ft.	2 lb.	P
Arrows, Ariane (20) ³	2 gl	—	—	—	—	3 lb.	B

Exotic Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight¹	Type²
Light Melee Weapons							
Crescent Knife	3gl	1d4	1d6	x2	10 ft.	1 lb.	Slashing
Crystalblade	60 gl	1d6	1d8	19–20/x2	—	3 lb.	Slashing
Da-Khar	20 gl	1d4	1d6	x2	—	1 lb.	Slashing
Garde	See armor	1d4	1d6	x2	—	See armor	Piercing
Wristblade	3 gl	1d3	1d4	X3	—	1 lb.	Slashing

One-Handed Melee Weapons

Khu	8 gl	1d6	2d4	x3	—	2 lb.	S
Prod-Hook	6 sp	1d4	1d6	x2	—	2 lb.	P
Rasp	15 gl	2d4	2d6	19–20/x2	—	2 lb.	S
R'ruh	6 gl	1d6	1d8	x2	—	3 lb.	B
Sword, Za Broadsword	20 gl	1d8	1d10	19–20/x2	—	6 lb.	S
War Flail ⁴	12 gl	1d6	1d8	x2	—	5 lb.	B
War-Whip ⁴	2 gl	1d6	2d4	x2	—	10 lb.	P
Whip ⁴	1 gl	1d23	1d33	x2	—	2 lb.	S
Whipsash, Za ⁴	3 gl	1d3	1d4	X2	—	1 lb.	S

Two-Handed Melee Weapons

Blade Staff	25 gl	1d6	1d8	x3	20 ft.	6 lb.	P
Capture Pole ⁴	10 gl	1d3	1d4	x2	—	6 lb.	B
Club, Ice Giant ⁴	50 gl	2d8	2d10	X3	—	100 lb.	B
Iron Spear ⁵	15 gl	1d6/1d4	1d8/1d6	x3/x4	—	20 lb.	B & P
Pole-Hook	2 gl	1d6	2d4	x3	—	8 lb.	S
Tarak ⁵	15 gl	1d6/1d6	1d8/1d8	x3	—	30 lb.	S

Ranged Weapons

Oc	5 gl	1d33	1d43	x2	10 ft.	2 lb.	P
Blade-Bracer	15 gl	1d3	1d4	x2	10 ft.	1 lb.	P
Springblades (6)	1 gl	—	—	—	1 lb.	—	—
Capture Bow	25 gl	1d4	1d6	19–20/x2	70 ft.	7 lb.	P
Correg	40 gl	1d8	1d10	19–20/x2	120 ft.	8 lb.	P
Dart Thrower	5 gl	1d3	1d4	19–20/x2	30 ft.	2 lb.	P
Darts (10)	2 gl	—	—	—	—	1 lb.	—
Flange Bow	20 gl	2d4	3d4	19–20/x2	60 ft. / 10 ft.	2 lb.	P

Exotic Weapons (cont)	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²
Quills (60)	1 gl	—	—	—	—	1 lb.	—
Gwanga	20 gl	1d6	1d8	X2	10 ft.	8 lb.	S
Harpoon, Dragon Hunter's	100 gl	1d8	1d10	x3	20 ft.	8 lb.	P
Hurlant	500 gl	1d8	1d10	19–20/x2	60 ft.	12 lb.	Spec
Bolt, hurlant (6)	150 gl	—	—	—	—	—	—
Jang	40 gl	1d6	2d4	X2	10 ft.	3 lb.	S
Krin	12 gl	1d10	1d12	19–20/x2	80 ft.	4 lb.	P
Bolts, Krin (10)	5 gl	—	—	—	—	12 lb.	—
Net	5 gl	—	—	—	10 ft.	6 lb.	—
Rod of Alchemy	75 gl	*	*	x2	10 ft.	2 lb.	Spec
Spring Knife	5 gl	1d3	1d4	x2	10 ft.	0.5 lb	P
Springblades (6)	1 gl	—	—	—	1 lb.	—	—
Star-Thrower	25 gl	1d6	1d8	19–20/x2	80 ft.	3 lb.	B
Shooting Stars (5)	12 gl	—	—	—	—	6 lb.	—
Tri-Bow	75 gl	1d6	1d8	19–20/x2	80 ft.	5 lb.	P
Bolts, crossbow (20)	2 gl	—	—	—	—	1 lb.	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

a–4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

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 cone-shaped area (range 10 feet, maximum width of area is five feet). 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 enable it to be reloaded once per round.

R'ruh: This crude weapon, also known as a singing axe, is a heavy, disk-like stone blade affixed to a long leather thong. It is used by the Wildmen of Yrmania, who employ it in two ways. Swung above the head at great speed, the r'ruh is used as a hand weapon, emitting a "singing" sound that the Wildmen believe generates fear in the heart of their foes. It is also of some use as a hurled missile weapon.

Spring-Knife: This Kasmiran 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 traders favor these weapons, which resemble light crossbows with a deep groove cut into the shaft. These devices are used to propel three-inch diameter spiked iron balls called "shooting stars."

Tri-Bow: 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's three strings can be drawn together using a metal "claw" lever built into the stock; one bolt may be fired each round, or multiple bolts may be fired at -2 to hit each. A tri-bow takes two rounds to re-load; 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.

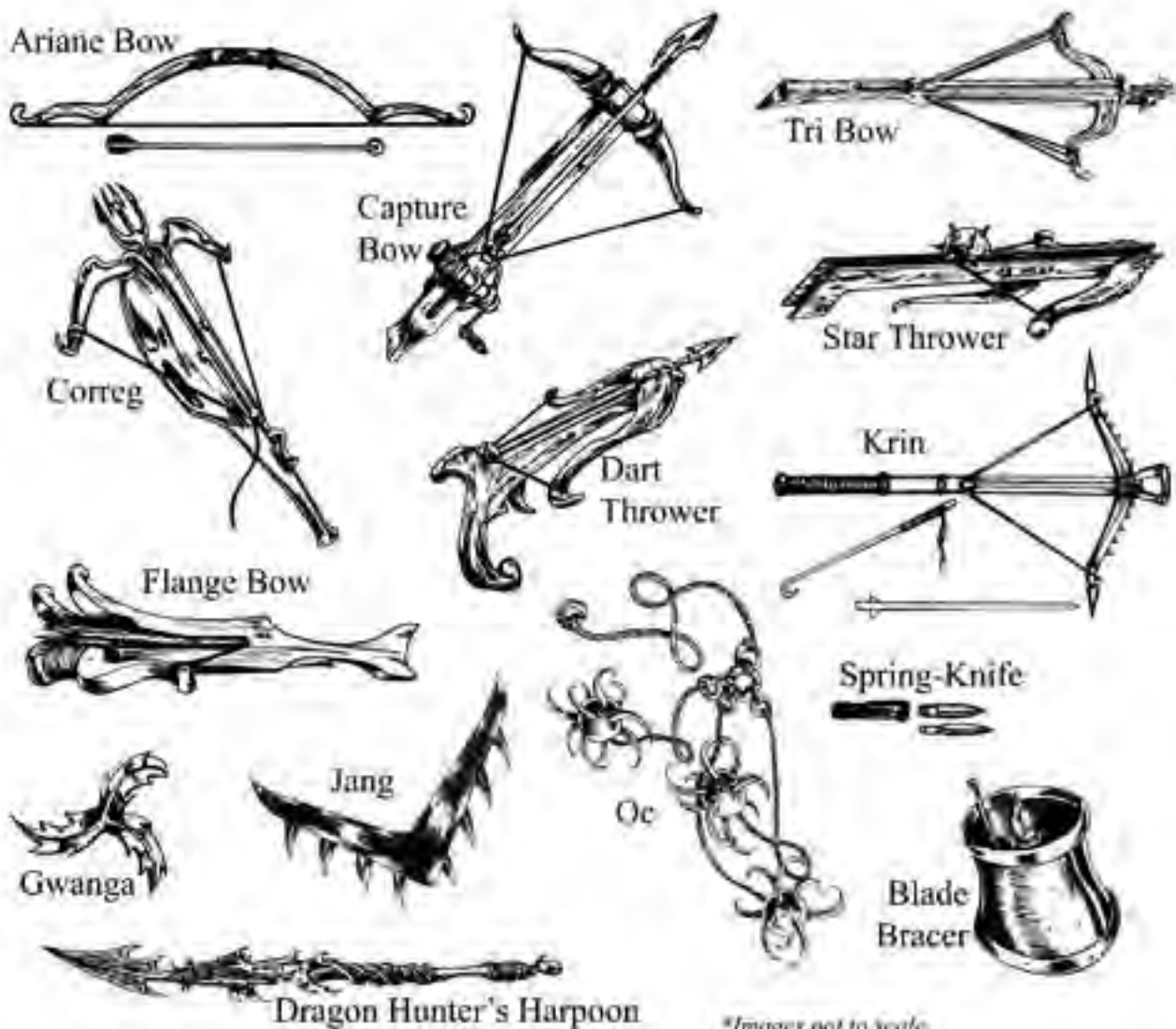
ARMOR

Amysram (not pictured): The costume of the Mandalan Mystic Warriors serves as form of light armor, in addition to covering and disguising the entire body. The garment is woven of black silkcloth, reinforced with a mesh of light-weight blue iron. Defensive bracers, also of blue iron, can be used by a practitioner of Mandaquan for parrying melee weapons.

Battle Armor, Kang (1): Kang armor is comprised of interlocking plates of black iron, or in the case of elite troops and warrior-priests, red iron. The plates are padded for comfort, and the joint sections are hinged to allow for relative ease of movement. This form of armor is very costly to make and is seldom available outside of the Kang Empire.

Battle Harness, Za (not pictured): Za armor is made from overlapping strips of land lizard hide, studded

TALISLANTA RANGED WEAPONS



with iron bolts or spikes. The harness ties in the back by means of leather thongs strung through eyelets of hammered black iron.

Corselet and Parrying Bracers (not pictured): The Danuvian Viragos favor these pieces of black iron armor above all other forms of protection. Worn by a skilled Danuvian warrior, this armor provides protection equivalent to that of a suit of chain mail. In addition, the wrist bracers may be used to parry melee and ranged attacks; the Viragos are renowned for their ability to block arrows with these bracers.

Dragon Scale Mail, Sun-Ra-San (2): Sun-Ra-San 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 it will not rust when exposed to salt water, as metal armor will.

Full Garde (3): Thrall armor consists of spiked iron plates, padded for comfort and affixed to the limbs by leather straps. Standard garde covers one arm only, while full garde covers all four limbs. Garde can also be used to parry blows and to batter opponents in close combat. If the wearer is trained in Tazian Combat and is actively defending, 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 unprotected body or head. With the spikes removed, full garde is used for tournaments and in training.

Light Body Plate (not pictured): This armor, used by certain Aeriad warriors, is made from imported Dracartan red iron; the lighter metal is necessary for an Aeriad to use it while airborne. The plates are made

Table 6.02 - Armor

Armor	Cost	AC Bonus	Max Dex Bonus	Armor Check	Spell Failure	Speed	Weight
Light Armor							
Amysram	750 gl	+3	+8	0	5%	—	4 lb.
Padded Cloth	2 gl	+1	+8	0	5%	—	10 lb.
Garde, half	10 gl	+2	+6	0	10%	—	10 lb.
Leather	5 gl	+2	+6	0	10%	—	15 lb.
Light Body Plate	1000 gl	+4	+4	-1	15%	—	15 lb.
Studded Leather	15 gl	+3	+5	-1	15%	—	20 lb.
Silver Gauntlets	1000 gl	+2	+6	0	10%	—	10 lb.
Spangalor	400 gl	+3	+6	-2	10%	—	25 lb.
Medium Armor							
Battle Harness	100 gl	+3	+4	-2	20%	—	35 lb.
Breastplate, black iron	200 gl	+5	+3	-4	25%	-10 ft.	30 lb.
Breastplate, blue iron	800 gl	+5	+3	-2	25%	—	8 lb.
Breastplate, red iron	400 gl	+5	+3	-3	25%	—	15 lb.
Chain mail	250 gl	+5	+2	-5	30%	-10 ft.	40 lb.
Chainmail, red iron	500 gl	+5	+2	-5	30%	—	20 lb.
Corselet & Bracers	300 gl	+5	+2	-5	30%	-10 ft.	35 lb.
Dragon scale	200 gl	+4	+3	-4	25%	-10 ft.	30 lb.
Gnomekin Scale	300 gl	+5	+3	-4	25%	-5 ft.	35 lb.
Hide	20 gl	+3	+4	-3	20%	-10 ft.	20 ft.
Heavy Armor							
Garde, full	40 gl	+5	+3	-3	25%	-10 ft.	40 lb.
Half-Plate	500 gl	+7	+0	-7	40%	-10 ft.	50 lb.
Half-Plate, red iron	1000 gl	+7	+2	-4	40%	-10 ft.	25 lb.
Kang Battle Armor	1000 gl	+8	+1	-6	35 %	-10 ft.	50 lb.
Kang Battle Armor, red iron	2000 gl	+8	+2	-4	35%	-10 ft.	25 lb.
Shields							
Buckler	10 gl	+1	—	-1	5%	—	5 lb.
Shield, adamant	400 gl	+2	—	-2	5%	—	20 lb.
Shield, black iron	20 gl	+1	—	-1	5%	—	15 lb.
Shield, blue iron	100 gl	+1	—	-1	5%	—	4 lb.
Shield, hide/wood	5 sp	+1	—	-1	5%	—	5 lb.
Shield, red iron	40 gl	+1	—	-1	5%	—	8 lb.
Shield, zaratan shell	2 gl	+1	—	-1	5%	—	20 lb.

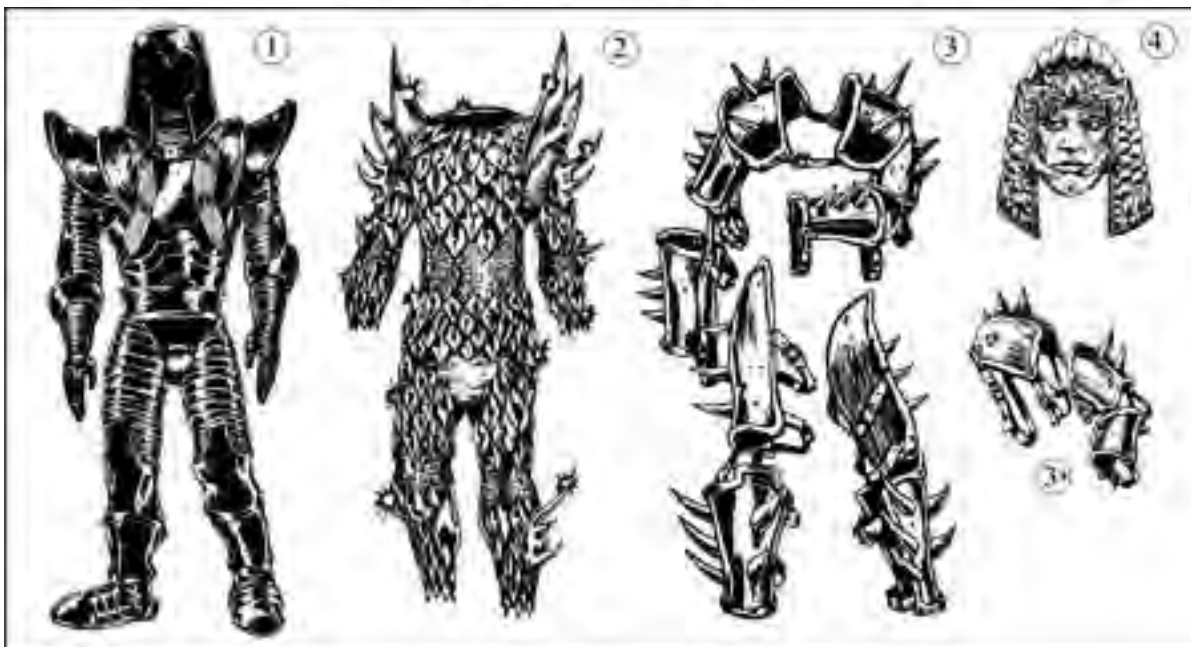
to conform to the wearer's body and are attached by means of cloth straps.

Scale Armor, Gnomekin (4): This armor is made from the rugged scales of certain aquatic predators indigenous to the underground lakes of Durme. It is worn extensively by most Gnomekin warriors.

Silver Gauntlets, Xambrian (not pictured): Xambrian wizard hunters wear these gauntlets as a symbol of their profession. In addition to serving as armor, the chain mesh gauntlets allow the Xambrians to physically

grapple with and parry attacks from reincarnators and other beings affected only by magic and silver.

Spangalor (not pictured): This lightweight and flexible form of metallic cloth replaced light chain mesh sometime around the year 615 of the New Age. The Cymrilian material offers the same protection as chain mesh, but it is as light and comfortable as cloth. Spangalor is also valued for its decorative qualities; a garish, light-weight variety known as silversparkle is favored by some Cymrilians.



AMMUNITION & ACCESSORIES FOR SIEGE WEAPONS

Type	WT	Cost
Ballista bolt, heavy	20	1 g.l.
Ballista bolt, light	10	5 s.p.
Demi-springal darts (one volley)	10	5 g.l.
Fire-bomb (fire-thrower missile)	20	10 g.l.
Ship's hurlant missile	10	125 g.l.
Siege hurlant missile	20	250 g.l.
Springal javelins (one volley)	40	20 g.l.
Stones (catapult)	25-50	—

SIEGE WEAPONS

Fire-Thrower (1): These giant catapults are used by the Arimites, the Ur clans, and the Kang. The devices employ fire-bombs as missiles; 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 other 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 "Arimate fire", is notoriously difficult to extinguish.

Hurlant (2): These missile-throwing weapons are employed by the Dracartans of Carantheum. There are two types: the giant siege hurlant and the smaller, ship's hurlant. All hurlants are constructed of span-oak

and red iron and employ missiles containing elemental essences. Siege hurlants fire two-foot diameter spheres of amberglass that break on impact, dispersing their contents over a ten-foot radius. Ship's hurlants employ amber spheres half this size (with correspondingly diminished results), and can be mounted on duneships and other large conveyances.

Scourge (3): The scourge is a giant, wheeled siege machine employed by the Ur clans of Urag. The device consists of a thirty-foot rotating spindle, to which are affixed rows of spikes, rasps, scything blades, and ball-tipped chains. A team of forty or more slaves operates the winches which set the scourge in motion, and the movement of the wheels causes the spindle to revolve with great force. Scourges are mainly used against infantry and cavalry charges, though they are employed to some effect versus wooden fortifications as well.

Springal (4): A siege weapon used by the armies of Raj, 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 reliable and easy to operate, though not particularly accurate (-4 penalty on attack rolls). A smaller version of the weapon, called a demi-springal, fires volleys of darts rather than javelins. Both are tripod-mounted devices.

CONVEYANCES

Barge Fort (1): The flat-bottomed barge fort is an oar-driven craft used by the Blue Aeriad to patrol the Axis River. The mast of the auxiliary sail is a living

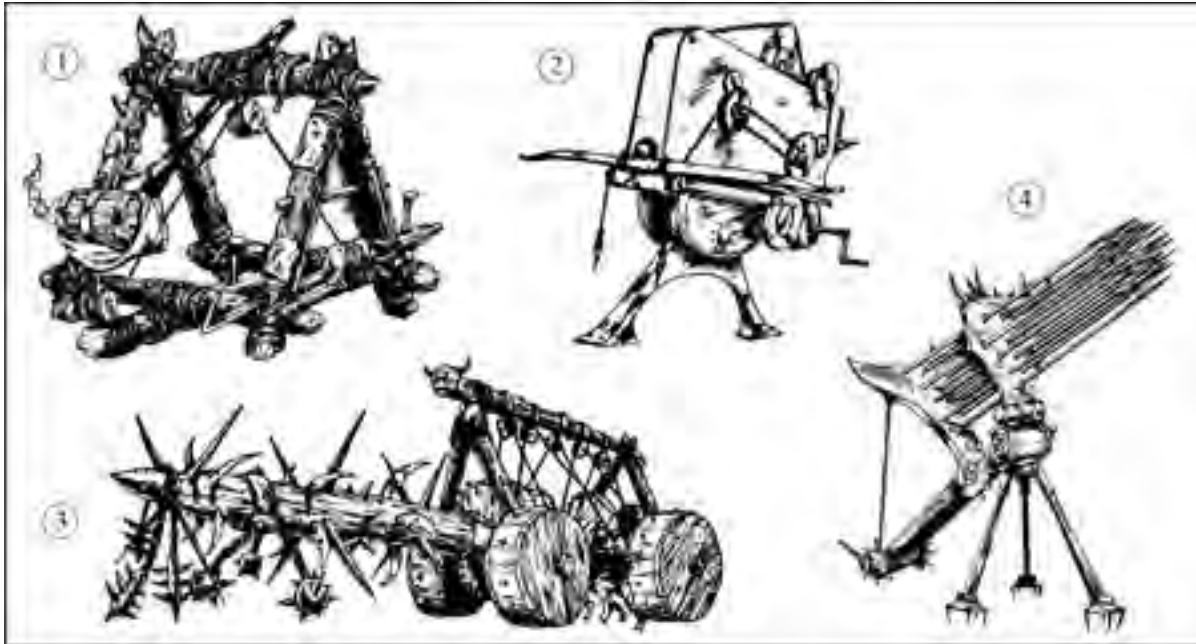


Table 6.03 - Siege Weapons

Type	Dmg	Crew	Range	Reload	Cost
Ballista, heavy	5d8	4+	500 ft.	8	250 gl
Ballista, light	3d8	2	200 ft.	4	120 gl
Catapult, heavy	6d6	6+	1000 ft.	10	300 gl
Catapult, light	4d6	4+	500 ft.	5	175 gl
Demi-Springal	3d6	3	100 ft.	3	75 gl
Fire-Thrower	4d6**	8+	500 ft.	8	1000 gl
Hurlant, ship's	*	6	600 ft.	6	2000 gl
Hurlant, siege	*	4	1200 ft.	9	5000 gl
Scourge	6d6	40+	—	—	500 gl
Springal	5d6	3	200 ft.	5	185 gl

* Damage is determined by type of contents of missile.

** Fire burns for three additional rounds causing 2d6 damage per round and ignites anything flammable.

viridia plant, rooted firmly to the inside of the intricate, waterproof latticework of vines that serves as a hull. As long as the span-oak frame remains intact, damaged sections of hull can be re-grown as needed. The barge fort's armament includes four heavy ballistae and two light ballistae mounted topside on swiveling tripod bases. The vessel also has a reinforced prow that can be used for ramming.

Carrack (not pictured): The Mangar carrack is the fastest ship on the sea and one reason that few Talislantans regard seafaring as a safe venture. 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 light ballistae.

Coracle (2): These crude ocean-going vessels are used to transport Imrian raiding parties, slaves, and other types of cargo. The vessels are made from the bones of giant kra, which serves as the ship's frame, and the kra's tough scaly hide, which serves as the ship's hull. The largest of these ships have fore or aft castles. Teams of chained kra provide impetus to the vessel, regardless of prevailing winds, though they are neither very swift nor maneuverable. The flexible construction of these vessels is an advantage in rough seas.

Dragon Barque (3): Among the most colorful and sea-worthy of all Talislantan waterborne vessels, dragon barques are employed by the present-day Sun-Ra-San in hunting sea dragons, in the tradition of their ancestors. The Sunra of the Kang Empire sail similar vessels for transporting cargo and for carrying Kang troops. Both the ancient and modern-day vessels include a bellows-driven apparatus installed in the forecastle, enabling the ship to "breathe" fire out of the scale- or metal-plated dragon's "mouth" (10d6 damage; range: 100'). The ship's armament also includes a pair of heavy ballistae, which can be employed as harpoons.

Duneship (4): These sail-powered land vessels are 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 viridia linen for the ship's complex network of sails, and woven viridia for the riggings. Military duneships are usually equipped with hurlants, additional armor, a crenelated forecastle, and room below decks to stable war steeds. Those used for transport, called land barges, are equipped to haul cargo and, occasionally, passengers. Duneships glide across the sands on specially constructed runners, powered by sail and wind machines. Due to their size and limited maneuverability, duneships can only be employed in wide-open terrain, such as desert and barren wilderlands.

Ice Schooner (5): These graceful, sail-powered vessels are designed to sail the Sea of Ice and other frozen waterways. They are constructed of span-oak, imported from Tamaranth, 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 used by the Mirin military are equipped with catapult and light ballistae that can launch ice-projectiles, adamant-tipped heavy javelins, and ice or amberglass spheres filled with corrosive alchemical agents. The smaller vessels are referred to as ice skiffs.

Land Ark (6): These wheeled sailing vessels are adapted for transporting heavy loads across relatively flat terrain or roadways. Most land arks employ sail power to provide impetus, augmented by Dracartan wind machines. The ark's large wheels are better-suited to traversing roads and hard terrain than the runners utilized by duneships, but they are less effective in

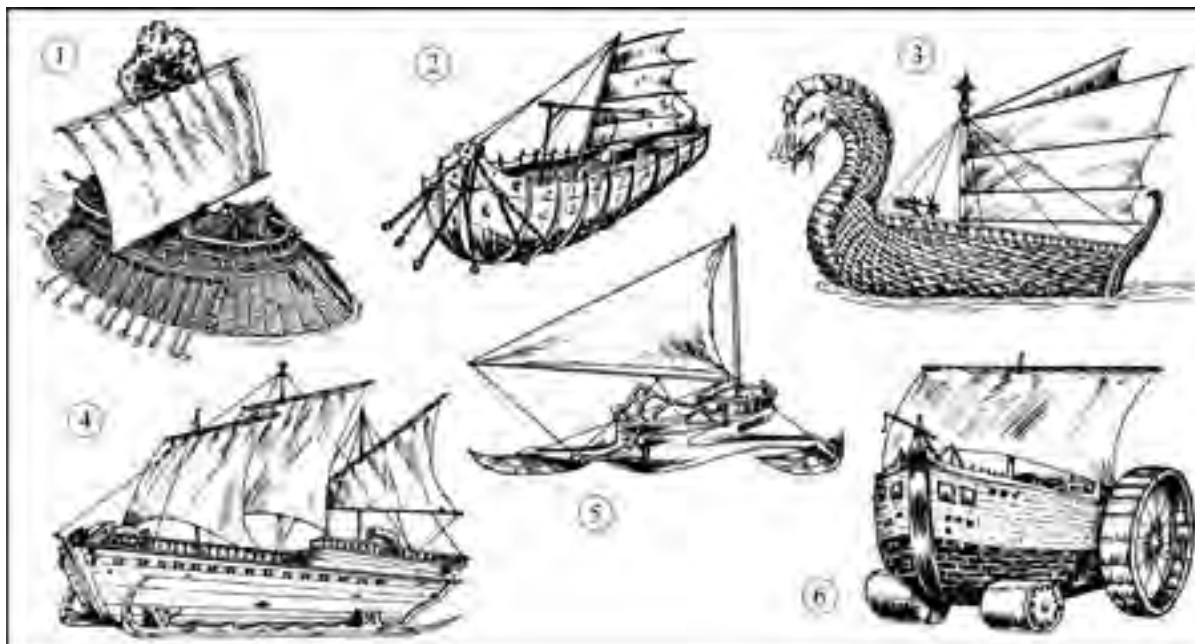
sand. The underside of the hull is plated with black iron, affording some protection from large rocks and rough terrain.

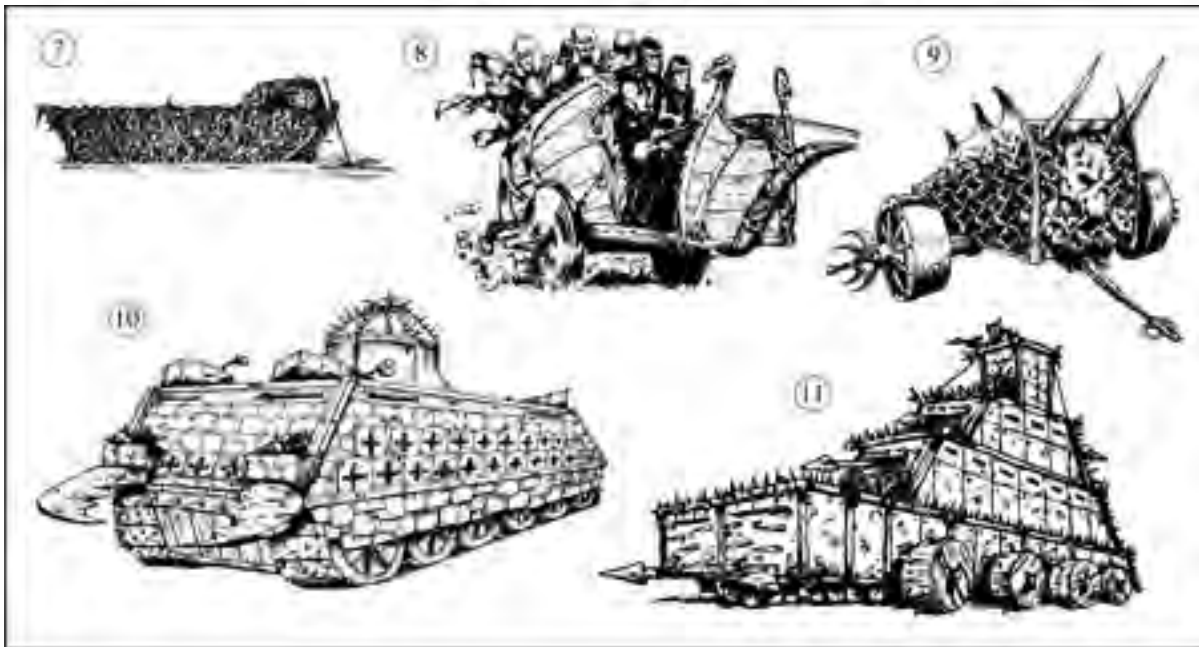
Trireme (not pictured): These metal-hulled Parthenian vessels are propelled both by sails and by humanoid slaves, rowing in three banks on each side of the ship. The prow of the trireme is fashioned in the likeness of a giant idol, which the Parthenian automatons are said to worship. The vessels are armed with heavy fire-throwers and other weaponry.

Viridia Barge (7): These vessels are grown by the Green Aeriad from viridia plants and will stay green and 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. Viridia barges are designed as river craft and are not suited for ocean use.

War Chariot, Kang (8): These vehicles are drawn by teams of four armored striders, and typically carry a crew of six: two drivers, and four heavy crossbowmen. They are constructed of hardwoods imported from the jungles of Chana, reinforced with bands of red or black iron. The wheels are equipped with rotating blades or spikes (1d8); use the driver's Drive/Pilot Skill Rating for wheel-attacks.

War Chariot, Rajan (9): The armies of Raj employ equus-drawn chariots plated with black iron, providing protection and a steady platform for Rajan archers. The chariot has a crew of three: the driver, the archer, and a spear-carrier charged with defending the others. The black iron wheels are broad and wide in order to support the chariot on the desert sands and are equipped with rotating blades (1d8 damage).



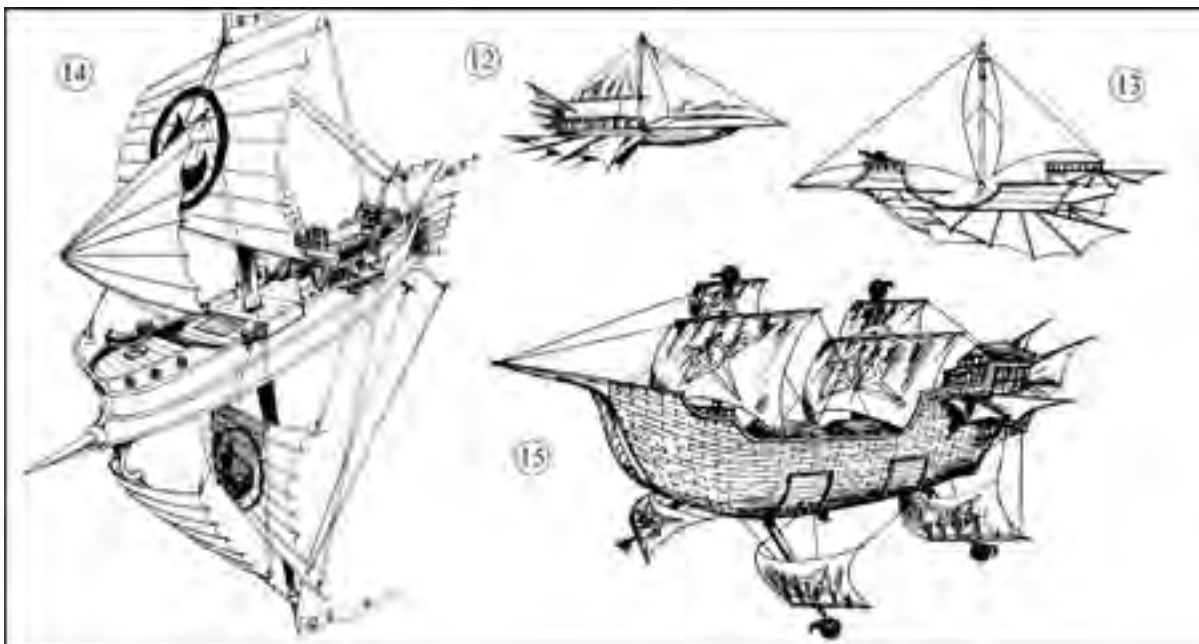


War Dragon (10): These massive, Kang siege engines are powered by clockwork mechanisms and operated by teams of Vajra engineers. They are protected by heavy plates of black or red iron and are equipped with a pair of fire-throwers and a set of scything blades, used to cut through heavy vegetation or barricades. Kang crossbowmen man the arrowslits that line either side, while the commander rides in the heavily armored conning tower.

War Wagon (11): These ponderous vehicles are built by the Kharakhan tribes for use in battle and to transport cargo. A team of twelve land lizards or ogriphants

provides impetus in all but the most rugged terrain. The heavy iron plating protects both the crew and the animal team from enemy missile fire. The war wagon is armed with multiple heavy ballistae, positioned in all directions, and a light ballista, mounted on a swivel atop the tower. The lower rear section of the vehicle is outfitted with a heavy, winch-operated ramp.

Windrigger (12): These craft were originally intended for use as lifeboats on larger vessels, such as the aerial warships employed by the Phantasians. The ships proved to be quite versatile and were soon adapted to other purposes as well. Windriggers are swifter and



much more maneuverable than windships, and they are considerably less expensive. They have a cargo capacity of only about 1,500 pounds, however, and are not particularly sturdy or stable in flight.

Windskiff (13): These small windships are used as patrol vessels in the Seven Kingdoms military. They are single-masted and rigged with fore and aft spinifax sails. The armament consists of a single forward-mounted heavy ballista. There is a large forecabin and three small cabins within the aftcastle. The standard crew consists of an aerial captain, a first officer, a windpilot, and seven Cymrilian swordsmages.

Windship (14): These magnificent vessels were originally created by the ancient Archans as a means of traveling to and from their fabulous sky-cities. In modern times, the secret of their construction is thought to be known only to the Cymrilians, Phantasians, Farad, and Rajans. Windships are far from common, and the costs entailed in their construction and maintenance are prohibitive. These vessels traverse the air, powered by sails and kept aloft by magical apparatus known as levitationals. Although windships can travel great distances in a single day, they can be difficult to maneuver and land, and their lightweight construction leaves them somewhat fragile and with minimal cargo capacity. Accordingly, windships are considered frivolous and extravagant by most Talisnantans.

Windship of War (15): 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.

SPECIALIZED 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.

Durnean Cusps: These devices are made of finely polished crystal, usually colored violet, blue, or green. The Gnomekin of Durne wear cusps to protect their sensitive eyes from light when traveling above ground.

Spy-Tube: This Kasmiran device consists of two lenses, one affixed to either end of a flexible metal tube. A spy-tube can be used to see around corners, through narrow openings, and so forth. Portable spy-tubes telescope between one and four feet in length as

Table 6.03 - Conveyances

Type	Cost
Barge Fort*	15,000 gl
Cargo Barge	5,000 gl
Carrack	20,000 gl
Carriage (fancy)	200 gl
Cart, small	5 gl
Coracle*	10,000 gl
Dragon Barque*	35,000 gl
Dray (cargo wagon)	200 gl
Duneship	25-50,000 gl
Galley	10,00 gl
Ice Schooner	40,000+ gl
Ice Skiff	10,000 gl
Land Ark	12,000 gl
Land Barge	10,000 gl
Palnquin, aerial	20,000 gl
Palanquin (curtained)	100 gl
Pleasure Barge	200,000 gl
Raft	2 gl
Reed Boat	5 gl
Ship, merchant	15,000 gl
Skiff/Punt	10 gl
Trireme	30,000 gl
Viridia Barge	3-5,000 gl
Wagon (enclosed)	100 gl
Wagon (opne)	5- gl
War Chariot (Kang)	5,000 gl
War Chariort (Rajan)	2,000 gl
War Dragon*	30-35,000 gl
War Wagon*	3,000 gl
Warship (ocengoing)	20,000 gl
Windrigger	15,000+ gl
Windskiff	30,000+ gl
Windship	50,000+ gl
Windship of War*	150,000+ gl

* Rarely sold

needed; longer versions are often built into Kasmiran domiciles, allowing a view of the front entrance and surrounding area.

Thief-Catcher: This device fits into a pocket or pouch and is designed by Kasmiran trapmages to ward against pickpockets. The metal "jaws" snap shut on contact, inflicting 1d4 to anyone who attempts to reach into a pocket, pouch, or bag protected by this device without deactivating it first.

Vial, Amberglass: Amberglass vials are used for holding alchahest and other alchemical substances.

Vial, Quicksilver: These vials are lined with quicksilver and used for holding vitriol.

Yassan Tool Kit: Yassan tool kits include woodworker's, stoneworker's, metalworker's, and glassworker's tools, as well as 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.

MAGICAL MECHANISMS

Caduceus: One of the thaumaturge's most important tools, these wands are used to activate the innate properties of various types of essences. Only a character trained in Thaumaturgy can utilize the properties of a caduceus. They are rarely made for sale, as those who use them know how to craft their own.

Technomantic Actuator: This multi-purpose tool is used by Technomancers, and is believed to be based on old Archaen arcanology; only skilled Technomancers know how to make these devices. The technomantic actuator resembles a four-foot metal rod inscribed with complex glyphs and symbols. It can be used to produce a focused stream of elemental fire, ice, air, earth, or lightning; in modern-day terms, the actuator functions as an acetylene torch, refrigeration device, solder-gun, sand blaster, or arc welder, among other things. Technomantic actuators are self-charging and can be used without limit. The devices are of some use as weapons (1d6 damage, range: 10'), and Technomancers generally have no qualms about employing them in this capacity. Technomantic actuators are very complex, and can only be used by characters skilled in Craft (Technomancy).



Essence Accumulator: The essence accumulator resembles a complex network of crystal tubing housed within a silver framework, about four feet in height. Individuals trained in Thaumaturgy can use these devices to extract pure essence, the basic stuff of which all matter is composed, from the ether. The Dracartans use essence accumulators to distill elemental essences and quintessence. The Phantasians employ a similar type of device to accumulate distillations of sentiments



and dream essence, the elusive stuff of which dreams are made.

Levitationals: Levitationals are enchanted apparatus 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 it is much more reliable. Both versions can only be made by a skilled artificers and enchanter. 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: Sometimes known as wind funnels, these elaborate devices are 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. Wind machines 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 these powerful winds. Available only in Carantheum, wind machines can cost as much as eight thousand gold lumens.



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 determined by the GM. The

minimum values listed for these items reflect the cost of the enchanter's time and the materials required in their making. The stats given at the end of each entry pertain to the requirement to craft the given item. Typically the prerequisites involve being a certain character level, having a feat or two and having a minimum number of skill ranks.

Aamanian All-Seeing Eye Amulet

These potent devices enable the wearer to detect the presence of non-believers at ranges of up to one hundred feet. Only faithful high-ranking monitors, witch hunters, and warrior-priests of the Orthodoxist Cult are allowed to carry these amulets, which are available only through the Aamanian theocracy.

CL 9th; Craft Wonderous Item; Reveal 10
Minimum Value: 7,204 g.l.

Aamanian Holy Symbol

These enchanted pendants bear the Orthodoxist Cult's "all-seeing eye" emblem. The devices confer a +1 bonus to all saving throws from non-Orthodoxist magic, but only to followers of the Aamanian deity, Aa the Omnipotent. Enchanted Aamanian holy symbols of this sort are expensive, and are sold only by the Aamanian theocracy. Unenchanted holy symbols that have purportedly been "blessed" by the Hierophant are available throughout Aaman and elsewhere. These lesser items are sold for as little as five gold lumens.

Craft (Talismancy), Minimum value: 724 g.l.



Ariane Tamar

These orbs of polished violet stone are used by the Ariane to record their experiences and to exchange this knowledge with others of their race. Tamar are not created through the normal enchantment process. Rather, an Ariane attunes herself to a stone over the course of several weeks, through meditation and communion with the stone's elemental spirit. Only Ariane can "read" these devices. Others usually value these items only as attractive curios.

Arimate 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.

Craft (Talismancy), Minimum value: 220 g.l.

Bodor Musical Charms

These devices resemble hollow silver spheres, one or two inches in diameter, with perforated surfaces. When held to the ear, the charms emit the most wondrous and subtle music. 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 purpose or as novelties and curios.

Craft (Talismancy), Minimum value: 185 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 (and up to 50 pounds of additional weight), 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 60 feet per round and can move up to 90 feet per round for short periods of time.

CL 10th; Craft Wonderous Item; Move 10
Minimum value: 2,416 g.l.

Chana Shrunken Head Fetishes

These grisly totems are made from the heads of slain spell casters. They are capable of speech and are employed to converse with spiritforms and other entities originating from the lower planes, with a maximum of three questions per day. Chana rarely sell these items to outsiders.

CL 12th; Shamanism, Craft Wonderous Item; Summon 12, Minimum value: variable

Djaffir Charm

These black iron pendants are fashioned in the form of one-inch high pyramids and engraved with wards versus curses and hexes. The Djaffir create these charms primarily for the Yitek, who rely on the charms to confer protection from curses (+5 to Will saves versus Hex Mode) that have been placed on tombs, crypts, and ancient ruins.

Craft (Talismancy), Minimum value: 4,804 g.l.

Djaffir Fetish Masks

These devices, made of cured aht-ra hide, ward against

the magical mode, Influence (+2 Will saves vs. Influence spells). Djaffir fetish masks are effective only if custom-made for the wearer by a Djaffir wizard. They have value only as curios outside of Djaffir society. Djaffir wizards create the masks without charge, as a duty to their people. Each Djaffir helps to create his own fetish mask over the course of his childhood in a process unique to the people.

Craft (Talismancy)

Expansible Items

These diminutive, intricately-carved items are sold in Cymril, Zandu, and Thaecia and are quite popular throughout the continent. Upon reciting a secret command word, these tiny items can be made to expand to full size or return to their original size, as desired. There are many types, including expansible swords, shields, wooden boats, huts, iron towers, chests, ladders, and so forth.

CL 12th; Craft Wonderous Item; Alter 12, Minimum value: 1,520 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, causing 1d8 points of damage per round. The Farad sell these collars to Imrian slavers, the Rajans, and others.

CL 6th; Craft Wonderous Item; Transform 6, Minimum value: 288 g.l.



Jaka Luck Talisman

These pendants are made from pieces of a rare type of amber stone found only in the Sascasm River. Jaka wear them as luck charms, claiming that the devices afford them protection from curses and the "Evil Eye". Though most Talislantan magicians attribute such beliefs to superstition, the stones do possess innate magical properties, and seem to reduce the effectiveness of curses and similar spells cast against the wearer (+1 Will saves vs. Hex and Influence Modes). Jaka luck talismans work only for their makers, and have value among non-Jaka only as curios.

Craft (Talismancy)

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 moveable 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. Modern enchanters, however, are limited to creating boxes that ward against more specific subjects.

CL 12th; Craft Wonderous Item; Ward 12, Minimum value: 2,420 or 7,220 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 GM's discretion. One must know how to read the runes in order to obtain meaning from the stones.

CL 10th; Craft Wonderous Item; Reveal 9, Minimum value: 321 g.l.



Marukan Luck Medallion

These leaden lozenges, stamped with the symbol for the silver moon, Talisandre, purportedly confer resistance (+1 bonus for resistance rolls) to a single type of disease, misfortune, or malady, as specified by the talismancer who made it. 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.

Craft (Talismancy), Minimum value: 37 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. A character using a Muse instrument can produce music to cause one or more creatures to become fascinated with him or her. Each creature to be fascinated must be within 90



feet, able to see and hear the character, and able to pay attention to him. The character must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. A character using this type of instrument may fascinate a number of creatures up to the character's Charisma modifier. To use the ability, a character makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the character cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the character continues to play and concentrate (up to a maximum of 1 round per character level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the character to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. This ability is an enchantment (compulsion), mind-affecting ability. Bodor value the Muse's instruments above all others and will go to great lengths to acquire these items.

CL 10th; Craft Wonderous Item; Alter 9, must be Muse, Minimum value: 2880 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 (+1 on all saves and AC vs. outsiders). The shamans of the Nagra will share neither the secret of making spirit jars nor the items themselves with outsiders.

Craft Talismancy, must be Nagra, Shamanism,

Minimum value: 145 g.l. (at least five times this amount for non-Nagra)

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, Black Savants occasionally sell obsidian mirrors to outsiders or trade them for captured demons, creatures for which the Black Savants have special uses. These mirrors confer a +4 bonus to all Mode (Summon) and Mode (Reveal) skill checks.

CL 16th; Craft Wonderous Item; Summon 12, Reveal 12, must be Black Savant, Minimum value: 16,000

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. Players may ask the Gamemaster one question related to weather once per day.

Craft (Talismancy), must be Oceanian, Minimum value: 364 g.l.

Phantasian Astromantic Globe

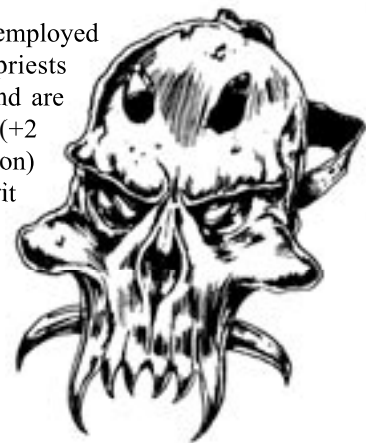
These two-foot diameter globes are employed by Phantasian astromancers to indicate the relative position of windships while in flight. Though eminently useful, astromantic globes are difficult to read and occasionally yield unreliable results. The Phantasians alone know how to make these items, which are in some demand in Cymril. Astromantic globes provide a +5 bonus to all Navigate checks.

CL 12th; Craft Wonderous Item; Reveal 12, Minimum value: 9,600 g.l.

Rajan Death Masks

These iron masks are employed by the necromancer-priests of the Nihilist Cult and are said to confer favor (+2 bonus to Mode (Summon) skill checks) with spirit entities originating from the lower planes.

CL 10th; Craft Wonderous Item; Alter 10, Minimum value: 2,920 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. Authentic crystal balls confer a +4 bonus to all Mode (Reveal) skill checks.

CL 12th; Craft Wonderous Item; Reveal 12, Minimum value: 680 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, one must place some small object or bit of material formerly owned by the subject into the locket; the bearer of the locket gains a +1 bonus to Charisma in relation to the subject. Like most Sarista goods, the efficacy of a love locket should by no means be taken for granted.

Craft (Talismanancy), Minimum value: 101 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 and beasts of burden. The icons are not totally foolproof — they grant a +2 bonus to the bearer's Handle Animal skill — and so should be employed with caution.

Craft (Talismanancy), must be Sauran, Minimum value: 962 g.l.

Seeing Stones

These six- to twelve-inch orbs of polished crystal are used as communication devices by the Kasmir, Farad, Cymrilians, and others. Seeing stones permit visual and audio contact from one orb to another, at ranges of up to about one hundred miles. The devices are activated by voice command and may be linked together to form communication networks of up to seven orbs. 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.

CL 18th; Craft Wonderous Item; Reveal 16, Minimum value: 2,440 g.l.

Spiritblade

These weapons are used by Xambrian wizard hunters, and are often passed down from one generation to the next.

They resemble standard longswords but are engraved with the sigils of their past owners. Spiritblades are enchanted, and are effective against beings that are only affected by magical weaponry. When invested with spirit-force by a Xambrian's ancestors the weapon is effective versus reincarnators and other extra-dimensional entities (+4 weapon); only Xambrians can use spiritblades for the latter purpose. Spiritblades function otherwise a +1 weapons.

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.

CL 9th; Craft Wonderous Item; Reveal 12, must be Stryx, Minimum value: 160 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. The globes provide a +5 bonus to all Navigate skill checks made while at sea.

CL 12th; Craft Wonderous Item; Reveal 12, must be Sunra, Minimum value: 14,480 g.l.

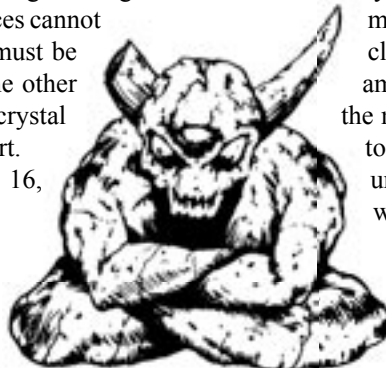
Thaecian Orb

Thaecian orbs are amberglass spheres which may be imbued with illusory scenes and images that can be viewed by the holder. They can also be used to contain many sorts of spells, which can be released by simply breaking the orb. Only the Thaecians know the secret of creating these enchanted items, which are quite popular among many civilized peoples.

CL 12th; Craft Wonderous Item; Illusion 15, must be Thaecian, Minimum value: 3,440 g.l.

Ur Clan Icons

These three-eyed stone images are often worn as medallions by Ur shamans, who claim that the icons cause confusion amongst their enemies; the bearer of the medallion can cause a single target to become confused, making them unable to independently determine what they will do.



Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). These icons are far from being uniformly efficacious, this due primarily to the dubious talents of the Ur shamans who make these devices.

CL 9th; Shamanism, Craft Wonderous Item; Alter 9, must be Ur, Minimum value: 181 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, 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.

CL 20th; Craft Wonderous Item; Reveal 20

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 three die rolls per day.

Craft (Talismanancy), Minimum value: 244 g.l.

THAUMATURGIC CREATIONS

Distillations

Distillations are thaumaturgically concentrated essences of otherwise elusive substances, such as colors, scents,

tastes, and even sentiments. Though distillations were quite popular during the Archaen Age, only the Phantasians remember how to make such products anymore. 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 being affected by distilled sentiments or other distillations with a successful Will save (DC 15). Minimum value: 2 g.l. per level

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 that an individual might experience upon drinking it, as follows:

Purple: passion and romance.

Blue: poignant memories.

Red: violent emotions.

Silver: imagination, flights of fancy.

Silver-blue: dreams of flying.

Gold: prophetic visions.

Black: nightmares (illegal in many lands)

Rainbow: unpredictable properties.

The dreams derived from these essences are reportedly far more vivid and colorful than those experienced during normal sleep, and the effects of a one-dram vial last from two to eight hours. The experience of dreaming for such an extended period of time is said to be most extraordinary. Only the Phantasians know the secret of creating dream essence. Minimum value: 90 g.l.

Elemental Essences

These essences are derived from elemental forces or substances, which are collected and distilled by the use of an essence accumulator. The substances are then placed in suspension and transmuted into solid, liquid, or gaseous form through the use of quintessence. Contained in spheres or capsules of pure amberglass, the captured essence can be fired from a hurlant (damage and radius of effect is dependent on the size of the hurlant employed; hand-held hurlants employ one-ounce capsules). Only the Dracartans of Carantheum know the secret of creating these volatile substances.

Common types of elemental essences include:

Red Menace: Liquefied, essential fire. This volatile substance is commonly used in warfare. Red Menace ignites all flammable substances within the area of effect and is notoriously difficult to extinguish.

Blue Havoc: Essential ice. This substance is used in warfare versus troops and conveyances and as a deterrent against land dragons and other species that are susceptible to cold. When contained in metal canisters, blue havoc can also be used to keep foods from spoiling in the desert heat.

Storm Crystals: Solidified, essential air. These essences are used in wind machines, which provide impetus to Dracartan dune ships. A single crystal contains enough energy to propel a large land ark for up to four hours. Minimum value: 400 g.l.

Quintessence

This marvelous crystalline powder can be used to transmute any substance to solid, liquid, or gaseous form, depending on the thaumaturge's desires. Only a skilled thaumaturge using a caduceus can activate the properties of quintessence. A single dram is sufficient to affect up to a 10' x 10' x 10' area of matter. The powder and its by-products must be contained in amberglass, or they will lose efficacy. Only the Dracartans know the secret of creating quintessence. Minimum value: 200 g.l.

ALCHEMICAL CREATIONS

The creations listed below are examples of some of the more well-known products of alchemy. Players and GMs should work together to develop additional creations, using the examples as models and the plant and animal ingredients listed later in this chapter as inspiration.

Measurements for Alchemical Creations

8 drams = 1 ounce

16 ounces = 1 pint or 1 pound

Adamant

Adamant is a magical metal of superior hardness, created from powered blue diamond, silver, and black iron. Weapons made of adamant cut through most materials with ease (weapons made of adamant have a +5 rating), and are capable of damaging all manner of corporeal extra-dimensional creatures even if not enchanted. Adamant armor affords double the normal protective rating against all but adamant weapons. A forge and metal worker's tools are required to undertake the operation, which yields a one-pound ingot. Only the Mirin know the secret of crafting adamant. Ingredients: blue diamond, silver, and black iron. Minimum value: 8 g.l.

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 properties as Mirin adamant. In addition, it is capable of damaging even non-corporeal creatures. Minimum value: 40 g.l. per pound.

Alchahest

Talisantan alchahest is a powerful acid. Each one-ounce dose is sufficient to dissolve up to one cubic foot of any nonmagical substance. Alchahest is usually contained in vials of dense amberglass. A direct hit with a dose of alchahest will inflict 3d6 damage to any living creature and another 1d6 per round for 5 rounds.

Ingredients: 50 drams vitriol, one dram powdered contrary vine. Minimum value: 681 g.l.

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-ounce dose is sufficient to dissolve up to one cubic foot of substance in approximately three rounds. Note that there is no alchemical solvent for amberglass.

Ingredients: 30 drams vitriol, one dram powdered contrary vine, tiny sample of substance to be dissolved. Cost of materials: 359 g.l. Minimum value: 391 g.l.

Amberglass

Amberglass is a unique 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. The skill Craft (Alchemy) can be used to create five ounces of raw amberglass; shaping the amberglass into usable items requires extra work, using a skill such as Craft (Artificer).

Ingredients: Two ounces powered amber, six ounces powered glass. Cost of materials: 57 g.l. Minimum value: 73 g.l.

Amberglow

Amberglow is an alchemical liquid used a source of illumination in many of Talislanta's urban centers. This substance can be created to radiate in a wide variety of hues and patterns. Like scintilla, amberglow does not radiate heat. Each eight-ounce batch of amberglow is enough to illuminate a twenty-foot radius and lasts for 3-5 months. Ingredients: Three ounces of powered amber, six ounces of clear water, one dram of powdered black diamond. One dram of additional powdered gemstones can be added to affect hue and pattern. Cost of materials: 94 g.l. Minimum value: 110 g.l.

Quicksilver

This animate liquid metal is used in the making of vials for holding vitriol, as well as in other alchemical operations. The process creates one ounce of quicksilver. Ingredients: Eight ounces of powdered silver, seven drams of powdered contrary vine, and one carat of powdered black diamond. Cost of materials: 151 g.l. Minimum value: 231 g.l.

Vitriol

This powerful adhesive 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 alchemically animate metal. It hardens in one minute, creating a nearly unbreakable bond. Only alcahest will serve to dissolve this glassy substance. The process creates ten drams of vitriol, enough to cover two square feet. Cost of materials: 1 g.l. (buyers provide their own quicksilver vial). Minimum value: 113 g.l.

ELIXIRS

Aphrodesiac Elixir

Promotes feelings of desire unless a successful Will save is made (DC 15). Each dose lasts one hour. Ingredients: Eight drams each of powdered tantalus and rainbow lotus. Cost of materials: 48 g.l. Minimum value: 51 g.l.

Depilatory Elixir

Removes hair on contact. In wide use among the Orthodoxists of Aaman. The effects last for seven weeks. Ingredients: Twelve drams of powdered bald nettle. Cost of materials: 12 c.p. Minimum value: 4 g.l.

Healing Elixir

Heals 2d8 points of damage per dose. Ingredients: Two ounces of powdered amber and ten drams of balmroot. Cost of materials: 106 g.l. Minimum value: 110 g.l.

Medicinal Purge

Rids the body of parasitic organisms within an hour. Ingredients: One ounce of powdered ogront dung and twelve drams of cleric's cowl. Cost of materials: 24 g.l. Minimum value: 26 g.l.

Poison Antidote

Reverses the effects of any poison or toxin, provided the antidote is delivered in time. Ingredients: Twenty-five drams of powdered cleric's cowl. Cost of materials: 50 g.l. Minimum value: 54 g.l.

Soporific Elixir

Causes the drinker to fall into a deep slumber lasting from two to twelve hours. A successful Fort save (DC 20) is required to resist the effects. Even a success on the save leaves the subject groggy, with a -1 on all skill checks and attack rolls for 1d4 hours. Unless an antidote is employed, it will not be possible to awaken the sleeper while the soporific remains in effect. Ingredients: Eleven drams of powdered morphius blossom. Cost of materials: 110 g.l. Minimum value: 142 g.l.

TRADE GOODS & NATURAL RESOURCES

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.

Balmroot: When dried and ground into a fine powder, this plant's root is used in healing elixirs and potions. Balmroot is found in most temperate marshes and wetlands and is identifiable by its spongy, oval leaves and thick stalk. It should be noted that the sticky sap of the balmroot attracts insects of many types.

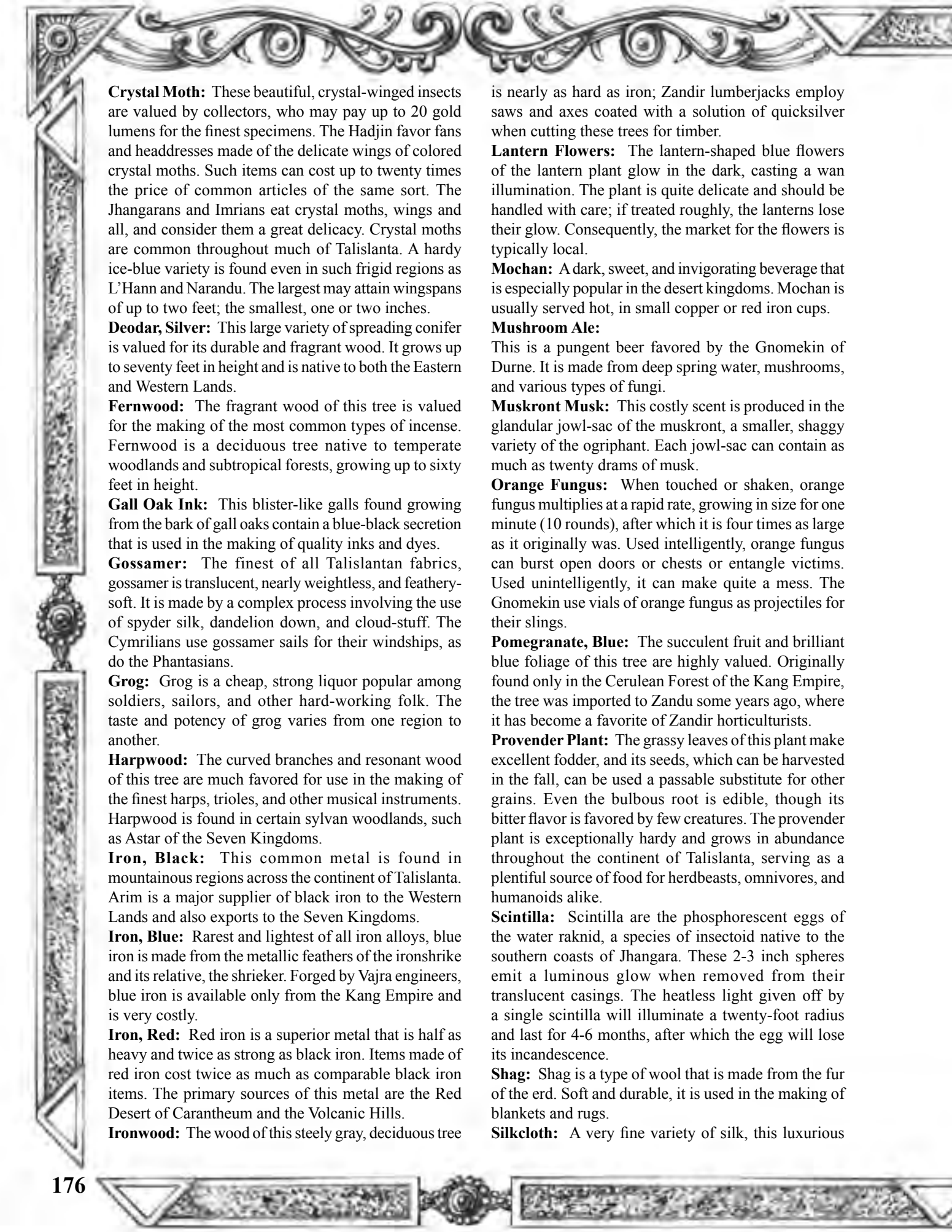
Baobab, Gray: The bark of this tropical tree is used to make rope and its five-pound fruits contain a sweet, nutritious pulp. Its trunk, which can measure up to ten feet in diameter, is hollow and may contain up to 40 gallons of potable water, which the tree absorbs through its roots; consequently, the tree is also known as the "barrel tree."

Barb-Berry: The bright red berries of this thorny shrub are edible but well protected by the plant's sharp, spiny branches. A purple variety of barb-berry is found only in the mountains of Arim. Members of the Drukh tribes color their skin, hair, and steeds with the berries' indelible juice, which is also of some use in the making of ink.

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.

Cleric's Cowl: An extract derived from this plant's "cowl" (outer leaf) is of use as a poison antidote. The small flowering plant is found in woodland regions throughout Talislanta, typically under rotting logs and in other shady places.

Crystal Dendron: The delicate blossoms of these crystalline plants are valued for their great beauty and are sold for up to 10 gold lumens apiece in the Western Lands. They are available almost exclusively through Ispasian merchants; it is a crime to export live crystal dendrons or their seeds out of the Kang Empire, and they are otherwise native only to the Aberrant Forest.



Crystal Moth: These beautiful, crystal-winged insects are valued by collectors, who may pay up to 20 gold lumens for the finest specimens. The Hadjin favor fans and headdresses made of the delicate wings of colored crystal moths. Such items can cost up to twenty 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. Crystal moths are common throughout much of Talislanta. A hardy ice-blue variety is found even in such frigid regions as L'Hann and Narandu. The largest may attain wingspans of up to two feet; the smallest, one or two inches.

Deodar, Silver: This large variety of spreading conifer is valued for its durable and fragrant wood. It grows up to seventy feet in height and is native to both the Eastern and Western Lands.

Fernwood: The fragrant wood of this tree is valued for the making of the most common types of incense. Fernwood is a deciduous tree native to temperate woodlands and subtropical forests, growing up to sixty feet in height.

Gall Oak Ink: This blister-like galls found growing from the bark of gall oaks contain a blue-black secretion that is used in the making of quality inks and dyes.

Gossamer: The finest of all Talislantan fabrics, gossamer is translucent, nearly weightless, and feathery-soft. It is made by a complex process involving the use of spyder silk, dandelion down, and cloud-stuff. 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.

Harpwood: The curved branches and resonant wood of this tree are much favored for use in the making of the finest harps, trioles, and other musical instruments. Harpwood is found in certain sylvan woodlands, such as Astar of the Seven Kingdoms.

Iron, Black: This common metal is 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: Rarest and lightest 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 Kang 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 the Volcanic Hills.

Ironwood: The wood of this steely gray, deciduous tree

is nearly as hard as iron; Zandir lumberjacks employ saws and axes coated with a solution of quicksilver when cutting these trees for timber.

Lantern Flowers: The lantern-shaped blue flowers of the lantern plant 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. Consequently, the market for the flowers is typically local.

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 various types of fungi.

Muskront Musk: This costly scent is produced in the glandular jowl-sac of the muskront, a smaller, shaggy variety of the ogriphant. Each jowl-sac can contain as much as twenty drams of musk.

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 four times as large as it originally was. Used intelligently, orange fungus can burst open doors or chests or entangle victims. Used unintelligently, it can make quite a mess. The Gnomekin use vials of orange fungus as projectiles for their slings.

Pomegranate, Blue: The succulent fruit and brilliant blue foliage of this tree are highly valued. Originally found only in the Cerulean Forest of the Kang Empire, the tree was imported to Zandu some years ago, where it has become a favorite of Zandir horticulturists.

Provender Plant: The grassy leaves of this plant make excellent fodder, and its seeds, which can be harvested in the fall, can be used a passable substitute for other grains. Even the bulbous root is edible, though its bitter flavor is favored by few creatures. The provender plant is exceptionally hardy and grows in abundance throughout the continent of Talislanta, serving as a plentiful source of food for herdbeasts, omnivores, and humanoids alike.

Scintilla: Scintilla are the phosphorescent eggs of the water raknid, a species of insectoid native to the southern coasts of Jhangara. These 2-3 inch spheres emit a luminous glow when removed from their translucent casings. The heatless light given off by a single scintilla will illuminate a twenty-foot radius and last for 4-6 months, after which the egg will lose its incandescence.

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.

Silkcloth: A very fine variety of silk, this luxurious

fabric is made only by the Mandalans. The cloth is derived from the fibers of the silk wyrrm, which can be trained to follow colored patterns on a loom, thereby "weaving" bolts of finished silkcloth of great beauty and intricacy. A wyrrm produces thread of the same color that its wings will be when it matures as a moth.

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.

Spice Tree: The bark, leaves, and roots of this tree 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. The spice tree is a hybrid originally created by the Green Aeriad botanomancers of Vardune and is now grown extensively in Vardune and Zandu.

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.

Stenchroot: So much as a whiff of this tuber's malodorous, milky 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 has the same effect for a mere whiff. Fortunately, the juice evaporates in one minute (10 rounds) when exposed to the air, leaving behind only a faint, musky scent. The Gnomekin use vials of stenchroot sap as projectiles for their slings. The juice is drained through small incisions in the root; this is accomplished below ground, since the stenchroot plant itself is never picked.

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.

Whisbane: Whisbane is a rare variety of creeper with long, leafy tendrils and blue blossoms. Worn as a garland, this 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.

Whitewood: The handsome, ivory-colored 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: The flexible twigs of the willowood are used in the weaving of baskets, mats, and furnishings of various sorts. The tree, with its characteristic hanging foliage, is native to the banks of rivers, lakes, and swamps.

AMUSEMENTS

Pentadrille: Pentadrille is a popular pastime among Cymrilians, and to a lesser extent, the Hadjin. The game consists of a pentagram-shaped board engraved with arcane symbols and fashioned of green glass. Playing pieces carved from colored crystal are used to represent wizards (the players), devils (the wizard's servants, also controlled by the player), and various types of demons; the latter move about at random, impelled by a minor enchantment imbued within the board. 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. Pentadrille dates back to the early Archaen Age, and may be based on the history of the Thane, ancient ancestors of the Black Savants.

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 the Sarista Goddess of Luck and Chance. Quatrillion is always played for money.

Ska-Wae: A favorite of the Mangar corsairs, ska-wae (the name means "think fast" in the Mangar dialect) is a game of chance and skill played with curved daggers and dice, with the participants seated around a wooden table. Each round, players ante-up into a common pot and take turns rolling three six-sided dice. Whenever an individual rolls a 6 or a 12, he must snatch up the dice before the opponent seated to his left can strike his hand with a thrown dagger. Whoever succeeds wins the pot. Typically played while drinking grog or other intoxicants, ska-wae is not a game for the faint of heart. If the knife-thrower scores a critical hit, the dice-roller loses a finger, a not-uncommon 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 three-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.

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. Nadirs gain status and political power, as trivarian is viewed as a reflection of mental capability.

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 manner (see Cartomancy, Chapter 7).

MEDICINAL MIXTURES

Concoctions in this category include 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 wounds (1d4), burns, and so forth. Unfortunately, Talislantan medicine is burdened by superstition, specious theories, ignorance, and more than a little quackery. **Ingredients:** Varies according to locale, customs, and particular malady. **Cost of materials:** 1 s.p. on average. **Minimum value:** 11 s.p.

NARCOTICS

Euphorica: This narcotic is created from the pollen of the mantrap plant. It is a highly popular drug in Cymril, reportedly affording the partaker a synthesis of pure pleasure. A one-dram dose lasts two hours. **Ingredients:** one dram of mantrap pollen **Cost of materials:** 25 g.l.



Minimum value: 29 g.l.

Lotus, Black: The powder of the black lotus possesses powerful narcotic and mind-expanding properties. It bestows upon the user the powers of clairvoyance and clairaudience. However, characters must succeed at a Will save (DC 15) to resist addiction, with a cumulative -1 penalty per use. A one-dram dose lasts one hour. Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. This effect does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the effect. Clairaudience/clairvoyance functions only on the plane of existence

The Zodar Deck (d20)

1	Zar: The Dark Moon	An ill0aspected card singifying evil
2	Laeolis: The Blue Moon	Sorrow, disappointment
3	Jhang: The Crimson Moon	Rage, violence
4	Ardan: The Pruple Moon	Passion, desire
5	Phandir: The Green Moon	things unknown or unresolved
6	Drome: The Amber Moon	Peacefulness, repose
7	Talisandre: The Silver Moon	Good fortune, happiness
8	The Lesser Sun	signifies a matter of little import
9	The Greater Sun	signifies a matter of great import
10	The Charlatan	Deception, an error
11	The Rogue	A loss, thievery
12	The Warrior	Confrontation, vigilance
13	The Assassin	Treachery, betrayal, death
14	The Peddler	An offer, opportunity
15	The Wanderer	Travel, adventure
16	The Wizard	Chance, luck
17	The Mystic	Hidden knowledge, a secret
18	The Alchemist	Change, transmutation
19	The Reaper	Inevitability, if drawn with #1 or #13 a dire omen
20	The Archon	Hope, victory, if drawn with #19 a superior omen

and dimension you are currently occupying. As a side effect, the creature taking Black Lotus also suffers a -2 penalty to Strength and Dexterity for the duration of the drug's effect. A person addicted to Black Lotus must ingest the drug at least once a day or suffer a -2 penalty to Con and Int. There is no known cure for Black Lotus addiction. Ingredients: one dram of black lotus powder. Cost of materials: 200 g.l. Minimum value: 202 g.l.

Kaj: This potent narcotic is made from a combination of k'tallah and the resinous buds of an hallucinogenic plant known as rajoum, and is popular in Rajanistan. A one-dram dose heightens the user's perception (+2 to Spot and Listen checks) and produces a sense of euphoria that lasts for three hours; it also reduces reflexes (-1 to Dex) and can impair the user's judgement (-2 to Int). This procedure yields 10 drams. Ingredients: one dram of k'tallah and 10 drams of rajoum. Cost of materials: 254 g.l. Minimum value: 262 g.l.

Kesh: Kesh is a bitter, pungent liquid made from the crushed and boiled roots of the jabutu plant. The secret of making kesh is known only to the Witchfolk of Chana. A one-ounce dose allows a trained character to see and communicate with invisible and astral presences; some individuals can use the narcotic to enter other planes of existence. The Chana are loath to share this valuable substance, or the jabutu plant from which it is derived, with outsiders. Jabuto is required by Chana Shamans to cast their spells. Ingredients: Roots of one full-grown jabutu plant (six drams), six drams of powdered bone, and one dram of dust from a tomb or gravesite.

K'tallah: This insidious drug is derived from an unnatural hybrid plant of the same name. This substance is an important 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; Fort save (DC 20). A one-dram dose lasts a full day.

Ingredients: two drams of k'tallah leaves. Cost of materials: 100 g.l. Minimum value: 104 g.l.

ALCHEMICAL POTIONS

Cold Resistance: The alchemical draught grants a creature limited protection from cold damage. The

subject gains energy resistance 10 against the cold, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The potion does not protect the recipient's equipment, only them personally. Lasts six hours. Ingredients: Ten drams of powdered snow lily and twelve drams of cleric's cowl. Cost of materials: 224 g.l. Minimum value: 272 g.l.

Fire Resistance: The alchemical draught grants a creature limited protection from fire damage. The subject gains energy resistance 10 against the fire, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The potion does not protect the recipient's equipment, only them personally. Lasts six hours. Ingredients: Five carats of powdered firegem and five drams of fire lily. Cost of materials: 220 g.l. Minimum value: 268 g.l.

Flying Potion: The drinker of this alchemical potion can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. The ability to fly requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a flying potion can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the alchemical fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Lasts one hour. Ingredients: Forty drams of batranc blood, one ounce of powdered batranc wing, and twenty feathers from a Stryx or Gryph. Cost of materials: 218 g.l. Minimum value: 538 g.l.

Love Potion: Causes the drinker to become infatuated with the first individual whose name he or she hears spoken, unless he can make a Will save to resist (DC 18). Even a success on the roll means that the imbiber is distracted by the infatuation, if not overcome by it. Lasts six hours. Ingredients: Forty drams of powdered tantalus and two pints of Thaecian nectar. Cost of materials: 206 g.l. Minimum value: 302 g.l.

Rejuvenating Potion: Restores strength and vitality, plus all lost hit points. Ingredients: Forty-nine drams of

powdered balmroot, seven carat of powdered diamond, and seven drams of gold dust. May substitute seven drams of Araq blood for the balmroot. Cost of materials: 281 g.l. Minimum value: 441 g.l.

Shrinking Potion: Causes the drinker to be reduced to one inch in height (or length). He may resist with a Fort save (DC 20), if he wishes. Lasts six hours. Ingredients: Sixteen drams of powdered shrinking violet. Cost of materials: 160 g.l. Minimum value: 256 g.l.

POWDERS

Enhancement Powder: Enhancements are pigments that can be used to change the color of an individual's skin or hair. These powders are sold in one-ounce kits, containing enough powder to cover an average-sized person from head to foot. Enhancements come in a variety of brilliant (and sometimes garish) colors and are considered very fashionable among the folk of Cymril. The effects last for 24 hours, or until removed by magic or altered by additional enhancements. Ingredients: One dram of exomorph pigment and seven drams of powdered glass. Cost of materials: 20 g.l. Minimum value: 28 g.l.

Incendiary Powder: Ignites on contact with air, creating fire (2d6 damage) and dense smoke (10' radius for smoke). Ingredients: Six carats of powdered firegem and twenty-four drams dragon fang. Cost of materials: 144 g.l. Minimum value: 160 g.l.

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 sedate hostile beasts, intruders, and other threats. If successfully resisted with a Fort save (DC 18), the powder causes drowsiness (-1 penalty on all actions) for five rounds. Ingredients: Twelve drams powdered morphius root. Cost of materials: 120 g.l. Minimum value: 142 g.l.

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. Ingredients: Two ounces of powdered amber and two drams of powdered cleric's cowl root. Cost of materials: 60 g.l. Minimum value: 92 g.l.

Scarlet Leech Powder: Scarlet leech spores treated by alchemical means go into hibernation until they are exposed to the air, whereupon the insidious organisms

begin to feed on any organic materials that they contact (1d4 per round for 10 rounds). Sale of this substance is illegal in most regions. Ingredients: Ten drams of scarlet sporozoid spores. Cost of materials: 100 g.l. Minimum value: 196 g.l.

Smoke Powder: When exposed to air, a 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, or less if used outdoors in windy conditions. The smoke produced provides concealment. Ingredients: 10 drams of incense. Cost of materials: 1 g.l. Minimum value: 9 g.l.

Sparkle Powder: This is a type of cosmetic powder that is popular in Cymril, Thaecia, and Hadj. Sold in small silver pillboxes and applied with a 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 dose is sufficient to cover an area of about ten square feet, or about enough to cover an average-sized person from head to foot. The coating lasts for four hours. Ingredients: 6 drams of gold dust and 6 drams of powdered black iron. Cost of materials: 1 g.l. Minimum value: 5 g.l.

LIST OF ALCHEMICAL INGREDIENTS

PLANTS & ANIMAL INGREDIENTS

Plants and herbs cultivated or found in the wild will on average yield the following quantities of readily useable ingredients:

Ingredient	Properties/Uses	Cost
Amber wasp venom	Induce pain	75 g.l. (dram)
Araq blood	Rejuvenating potions	25 g.l. (dram)
Bald nettle	Depilatory elixirs	1 c.p. (dram)
Balmroot	Healing	5 g.l. (dram)
Bane's blood	Make glossolia	10 g.l. (dram)
Bane's eye	See in darkness	100 g.l. (each)
Batranc blood	Flying	5 g.l. (dram)
Batranc wing	Flying	15 g.l. (ounce)
Beastman's blood	Improves sense of smell	5 g.l. (dram)
Black mushroom	Causes hallucinations	2 g.l. (dram)
Cave bat's horn	Improves hearing	15 g.l. (dram)
Cleric's cowl	Healing	2 g.l. (dram)
Contrary vine	Reverses normal effects	20 g.l. (dram)
Crag spider venom	Paralytic	10 g.l. (dram)
Darkling's eye	Night vision	10 g.l. (dram)
Deadman	Lethal contact poison	20 g.l. (dram)
Demon dust	Necromantic mixtures	100 g.l. (dram)
Draconid's eye	Detect magic	50 g.l. (dram)
Draconid venom	Painful poison	10 g.l. (dram)
Dragon fang	Incendiary powder	5 g.l. (dram)
Everblue starfire petal	Rapid plant growth	10 g.l. (petal)
Exomorph pigment	Used in magical inks	20 g.l. (dram)
Fire lily	Resistance to heat	40 g.l. (dram)
Flit's excretion	Potent anesthetic	75 g.l. (dram)
Ghast's eye	See invisible	150 g.l. (each)
Gryph plumes	Flight	1 s.p. each
Ikshada larvae	Used by torturers	75 g.l. (sac)
Jabutu	Contact spirit plane	5 g.l. (dram)
K'tallah leaves	Prophetic visions	50 g.l. (dram)
Lotus, black	Narcotic, clairvoyance	200 g.l. (dram)
Lotus, green	Communicate w/plants	20 g.l. (dram)
Lotus, rainbow	Unpredictable properties	5 g.l. (dram)

Ingredient	Properties/Uses	Cost
Lotus, scarlet	Weakens will	50 g.l. (dram)
Mandrage root	Influence over plants	50 g.l. (ounce)
Mang root	Communicate w/plants	50 g.l. (ounce)
Mantrap pollen	Narcotic	25 g.l. (dram)
Monolith fragment	Elemental properties	100 g.l.(ounce)
Morphius	Soporific	10 g.l. (dram)
Mung berries	Adhesives	20 g.l. (pound)
Necrophage's head	Converse with dead	15 g.l. (ounce)
Neurovore's brain	Amnesia	200 g.l. (dram)
Nightstalker's eye	See into the astral plane	100 g.l. (each)
Ogront dung	Medicinal purges	1 c.p. (ounce)
Ogront's spike/horn	Increases strength	2 g.l. (ounce)
Opteryx eye	See through illusions	200 g.l. (each)
Orange fungus	Growth	5 s.p. (dram)
Rajoum	Narcotic	15 g.l. (dram)
Raknid venom	Paralytic poison	10 g.l. (dram)
Sardonicus' horn	Increases intelligence	200 g.l. (dram)
Sauran's horn	Poison antidote	5 g.l. (ounce)
Sawila's plume	Luck charm	10 g.l. each
Scarlet sporozoid	Consuming spores	10 g.l. (dram)
Shaitan's claw	Protection from demons	500g.l. (ounce)
Shrieker's plumes	Used to make blue iron	250g.l. (pound)
Shrinking violet	Diminution	10 g.l. (dram)
Skullcap	Hallucinogen, poison	5 g.l. (dram)
Snipe's shell	Magic resistance	200g.l. (ounce)
Snow lily	Resistance to cold	20 g.l. (dram)
Stenchroot	Nausea	1 g.l. (dram)
Stryx's plumes	Flight	1 s.p. each

EQUIPMENT MASTER LISTS

The following is a complete list of equipment and supplies available in the world of Talislanta, including information such as price, weight, etc. Descriptions of unusual good and items can be found at the beginning of 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 or material, such as red iron.
- ▶ +50-200% in areas where such goods are rare or illegal.
- ▶ +10-40% for tariffs on imported goods

Weights listed for metal weapons and gear are for black iron; use half weight for red iron or adamant.

TRAVELERS EQUIPMENT

Type	Cost
Backpack/traveler's satchel	2 g.l.
Bandolier belt	10 g.l.
Bedroll	1 s.p.
Chest, large (10,000 coins)	10 g.l.
Chest, small (1,000 coins)	5 g.l.
Coin purse (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 quart)	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 (100 coins)	2 s.p.
Pouch, shoulder (500 coins)	1 g.l.
Rope (per foot)	1 c.p.
Rope ladder (per foot)	2 c.p.
Sack, cloth (1,000 coins)	1 c.p.
Sack, hide (1,500 coins)	1 s.p.
Strongbox, large (10,000 coins)	25 g.l.
Strongbox, small (1,000 coins)	10 g.l.
Tallow (burns one hour)	1 c.p.
Tent	1 g.l.
Tinder box	5 s.p.
Torch (burns four hours)	1 c.p.
Walking stick	1 s.p.
Waterskin, large (2 gallons)	5 s.p.

Waterskin, small (2 quarts)	2 s.p.
Wineskin (2 pints)	1 s.p.

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.

BEASTS

Type	Cost
Aht-ra (any type)	200-800 g.l.
Avir	50+ g.l.
Avir, talking	100+ g.l.
Catdrac (trained)	400 g.l.
Catdrac (young)	100 g.l.
Chang	25 g.l.
Darkmane *	200 g.l.
Drac (trained)	250 g.l.
Drac (untrained)	50 g.l.
Draconid	600 g.l.
Dractyl *	800 g.l.
Duadir (trained)	600 g.l.
Durge	50 g.l.
Erd	500 g.l.
Gold beetle (live)	2,000 g.l.
Graymane	300+ g.l.
Ironshrike (trained)	200 g.l.

Type	Cost
Kra (to tow coracle) *	2,000 g.l.
Land dragon (egg or larva)	500+ g.l.
Land dragon (trained) *	10,000 g.l.
Land lizard	1,000 g.l.
L'latha (trained)	400 g.l.
L'latha (untrained)	100 g.l.
Loper	200 g.l.
Mandragore	500 g.l.
Mangonel lizard	2,000 g.l.
Marsh strider	300+ g.l.
Monitor imp	2,000+ g.l.
Moonfish	100+ g.l.
Nighthawk (trained)	200+ g.l.
Ogriphat	800+ g.l.
Quaal (trained)	50+ g.l.
Rock urchin (live)	10 g.l.
Sardonicus	600-1,200 g.l.
Silkwyrrm	1 g.l.
Silkwyrrm (trained) *	1,000 g.l.
Silvermane	500+ g.l.
Snowmane	400+ g.l.
Strider	500+ g.l.
Tarkus *	1,000 g.l.
Wrist-viper (trained)	300 g.l.
Zaratan *	1,000 g.l.

* Rarely sold.

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 (ogriphat)	40 g.l.
Yoke (per burden beast)	1 s.p.

Key

* Base price is the cost for comparable armor for humanoids. For aht-ra, equs, and strider mounts: multiply cost by 5. For land lizard, mangonel lizard, and ogriphat: multiply cost by 10. For land dragon: multiply cost by 50.

ALCHEMICAL AND MAGICAL EQUIPMENT

Item	Cost
Alchemical test kit	5 g.l.
Alembic	1 g.l.
Apothecary jars (12)	1 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 (unenchanted)	20 g.l.
Furnace	200 g.l.
Hour glass	5 g.l.
Incense	1 s.p.
Ink, sepia (per 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 foot)	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 inch diameter)	1 g.l.
Tongs	1 s.p.
Vat (per cubit foot)	5 g.l.
Vial (12)	2 g.l.
Vial, amberglass (each)	20 g.l.
Vial, quicksilver (each)	20 g.l.
Wand (unenchanted, costly)	100 g.l.
Wand (unenchanted, simple)	10 g.l.

•100 times listed price for amberglass wares in place

MUSICAL INSTRUMENTS

Type	Cost
Chime	1 s.p.
Clarion	20 g.l.
Cymbals	1 g.l.
Drum	1 g.l.
Four-man bellows horn	200+ g.l.
Glass bells	5 g.l.
Glass flute	2 g.l.
Gong	1-10 g.l.
Gossamer harp	500+ g.l.
Intricate spiral-horn	50+ g.l.
Tambour	20+ g.l.
Triole	10+ g.l.

Water chimes 5 g.l.

AMUSEMENTS

Item	Cost
Cloth/wooden ball	1 c.p.
Pentadrille	500+ g.l.
Puzzle-lock, Kasmiran	10+ g.l.
Quatrillion deck	2 g.l.
Ska-wae dice	1 s.p.
Trivarian	800+ g.l.
Zodar deck	20+ g.l.

FOOD/LODGING

Type	Cost
Amber wine *	2 s.p.
Aquavit *	2 g.l.
Blossom wine *	5 s.p.
Brine (Imrian drink) *	2 c.p.
Chakos *	6 s.p.
Giant waterbug (Aeriad meal)	2 s.p.
Grog *	1 c.p.
Mandalan tea *	1 s.p.
Meal (full)	1+ g.l.
Meal (simple)	1 s.p.
Mochan *	1 g.l.
Mushroom ale *	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.
Type	Cost
Seeds (Aeriad meal)	1 s.p.
Skoryx *	10 g.l.
Stable fee (basic)	1 s.p.
Stable (with groom's fee)	2 s.p.
Tazian fire-ale *	1 g.l.
Thaecian nectar *	5 g.l.
Vinesap *	1 g.l.
Zandir wine *	1 g.l.

*Prices listed are for single glass or cup. Multiply by 10 for bottle or pitcher, by 100 for cask or keg.

JEWELRY

Type	Cost
Amulet/brooch	1 g.l.
Bracelet/armband	1 g.l.
Bracers, pair	4 g.l.
Earring	5 s.p.
Medallion	4 s.p.

Necklace	1 g.l.
Ring	1 g.l.
Tiara	3 g.l.
Torc	2 g.l.
Note	

Prices listed are for black iron or other common material. Double these figures for articles made of red iron, ivory, or brass; multiply by 5 for silver and by 50 for gold. Cost of gemstones is additional.

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.
Bane (female, fangs filed)	1,000+ g.l.
Batrean concubine	5,000+ g.l.
Batrean eunuch	200 g.l.
Chana witchdoctor	1,000 g.l.
Chana witchman	300 g.l.
Green Man gardener/servant	500+ g.l.
Jhangaran	50 g.l.
Mandalan servant/consort	1,000+ g.l.
Monad laborer	1,000 g.l.
Type	Cost
Moorg-Wan laborer	100 g.l.
Sawila courtesan	2,000+ g.l.
Sunra mariner	700 g.l.
Vajra engineer	600 g.l.

TRADE GOODS

These prices assume that the buyer is purchasing in bulk from dealers rather than buying small amounts from retailers. A standard bolt of cloth is one yard wide and five yards long.

Type	Unit	Cost
Adamant	pound	8 g.l.
Adamant, black	pound	40 g.l.
Amber wine	gallon	1 g.l.
Amberglass	pound	235 g.l.
Aquavit	gallon	10-100g.l.
Balmroot	ounce	30 g.l.
Baobab, gray (bark)	square foot	2 g.l.
Baobab, gray (fruit)	pound	1 g.l.
Barb-berries (red)	pound	5 s.p.
Barb-berries (purple)	pound	2 g.l.
Blossom wine	gallon	25 s.p.
Chakos	gallon	3 g.l.
Cleric's cowl	ounce	12 g.l.

Copper	10 pounds	2 g.l.
Crystal dendron	20	100 g.l.
Crystal moth	20	200 g.l.
Deodar, silver	board foot	5 s.p.
Dung, ogront	ton	50 g.l.
Fernwood	board foot	6 s.p.
Gall oak ink	ounce	5 s.p.
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.
Harpwood	board foot	2 g.l.
Hide/fur	20 pelts	10-2,000+g.l.
Iron, black	10 pounds	4 g.l.
Iron, blue	10 pounds	20 g.l.
Iron, red	10 pounds	8 g.l.
Ironwood	board foot	3 s.p.
Ivory	pound	10 g.l.
Lantern flowers	20	20 g.l.
Linen, common	bolt	5 s.p.
Linen, viridian	bolt	25 s.p.
Type	Unit	Cost
Mandalan tea	gallon	5 s.p.
Mochan	gallon	10 g.l.
Mushroom ale	gallon	25 s.p.
Muskront musk	20 drams	500 g.l.
Orange fungus	ounce	3 g.l.
Pomegranate, blue	pound	1 g.l.
Produce/grain	ton	100+ g.l.
Provender plant	ton	20 g.l.
Sackcloth	bolt	5 c.p.
Scintilla	20	1,500 g.l.
Shag	bolt	1 g.l.
Silver	10 pounds	20 g.l.
Silkcloth	bolt	5 g.l.
Skoryx	gallon	50 g.l.
Spangalor	bolt	5 g.l.
Span-oak	board foot	5 s.p.
Spices	pound	50+ g.l.
Spinifax	bolt	1 g.l.
Type	Unit	Cost
Stenchroot	ounce	6 g.l.
Sulfur	ounce	4 s.p.
Tazian 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.
Vinesap	gallon	5 g.l.
Whispbane	ounce	150 g.l.
Whitewood	board foot	1 g.l.

MERCHANTS AND TRADING

These trading rules are intended for both the Gamemaster's non-player characters as well as players. Whilst gaining a handsome price for a ship full of provender may not be as exciting as plundering an Archane ruin, trying to escape with the cargo whilst being pursued by three Mangar Corsair ships may well be. Players will also quickly come to realise the potential financial gains they stand to make through using these rules. It must be warned, however, that characters may not necessarily be good merchants and many may take advantage of their initial naiveté – money can be lost as well as gained through trading and, furthermore, if you sail an unprotected merchant vessel across the open seas, you will become a target for every marauding pirate that finds you.

LOCATING MARKETS

The Trade Good Table on page 200 lists all goods a character may hope to find in a large and prosperous city. The table lists the base cost and weight of each type of goods, as well as its relative scarcity. Many factors can influence the final price and availability of these goods, not least a character's own skill in mercantile dealings.

NEW GOODS

The Trade Goods Table lists the most common types of goods players are likely to find.

The Gamemaster, however, is encouraged to add goods of his own devising that relate directly to his campaign. This will immediately give a great deal more depth to the campaign, as well as possibly illustrate to the players another piece of background or history they may yet to discover. The possibilities here are limited only by your imagination – perhaps the Blood Quartz of the Volcanic Hills demands a very high price in most nations, maybe as much as six times that of gold. The Gamemaster must add his own base price and scarcity but by basing new goods on those already present on the Trade Goods Table, fair and reasonable scores will be determined.

BUYING GOODS

A player looking to buy goods from any settlement must first determine whether such goods are available and in what quantity. If he is looking to sell goods, he must determine whether a market actually exists for the goods he wishes to trade in. These are both handled in

Market Location Table

Factor	Modifier
Supply of Goods	+/- Goods Scarcity mod.
City	+3
Town	+1
Village	-5
Rich Settlement	+2
Poor Settlement	-4
Goods in Season	+4
Goods out of Season	-4

the same fashion - one of the goods listed on the Trade Goods Table must be selected and the player then makes a Profession (merchant) check at DC 10, modified as per the table above.

The Scarcity score of goods can range from 0 to 10 with 0 scored items being very common, everyday items and 10 being reserved for very rare and exotic items. Scarcity is used as a negative modifier when a player is looking to buy goods, and a positive modifier when looking to sell them. Scarcity is determined by the GM to suit the needs of individual campaigns.

The Gamemaster is free to impose the modifiers for rich and poor settlements as he sees fit. He is also free to apply a modifier of his own discretion of up to +/- 5 to reflect the poorest of villages devastated by war and disease, or the richest and largest of trade cities renowned for buying and selling every type of goods known in the civilised world.

If looking to sell goods, success in this check indicates the player has found a willing buyer and may proceed to the Getting a Good Price section below. If looking to buy goods, the final score rolled on the Profession (merchant) check also determines the actual quantity of goods available, of the type sought after, as shown on the table below;

Goods Quantity Table

Final Score	Volume Available
11-15	1d6 x 10
16-20	1d10 x 10
21-25	2d10 x 10
26-30	3d10 x 10
31 or more	5d10 x 10

Note that the player is under no obligation to buy the entire quantity rolled – if it is determined that 70 tons

of black iron are available, for example, a player may choose to only purchase 10 tons. By the same token, the Gamemaster is free to rule that the player may purchase fractions of the unit measure listed on the Trade Goods Table – just half a ton of iron, perhaps.

For the sake of convenience, there are 16 ounces in a pound and 2,000 pounds in a ton.

Searching for and buying one type of goods market is considered to take 8 hours of a character's time in a town or city and 2 hours in a village. A player may search for more than one type of goods market in any settlement, but once a Profession (merchant) check has been made, he may not search for that type of goods market again in the same settlement for at least one week.

Note that if a character does not have any ranks in Profession (merchant), he may still buy and sell goods using these rules, but he will get no bonus on his checks. See the Profession (merchant) in Chapter 5 for more details on this skill.

In special circumstances, the Gamemaster is at perfect liberty to rule the absence or existence of any type of goods market in a settlement where trade is to take place. In this case, no check is needed and the Gamemaster may use his own discretion as to availability, quantity and demand. This may be done to reflect the fact that a few goods may be illegal in some settlements, or to portray current 'booms' in markets. For example, players may hear about a town just a few miles down the coast that has recently uncovered an iron ore mine - if they visit the settlement, the Gamemaster may rule they automatically find as much iron as they can afford. Other settlements may be renowned for producing certain good types. Alternatively, the Gamemaster may force his players to travel thousands of miles to a far off nation if they insist on trading in certain goods.

GETTING A GOOD PRICE

Once a market has been found, negotiations begin to gain a good price, whether the player is buying or selling. Obviously, the seller will want to get as much money as he can for his goods, whilst the buyer is seeking the cheapest price possible. Other factors may also have a direct bearing on prices – some goods are seasonal, creating regular market gluts and shortages, and war causes prices to rise in almost every area.

The base price for each type of good is listed on the Trade Goods table on p201. This may be further modified by the Pricing Factors Table listed below and

also by the skill of the merchants who are both trying to make a good deal.

Both merchants make opposing Profession (merchant) checks. If the buyer wins, the price goes down by 1d10%. If the seller wins, the price will rise by 1d10%. Note that a player is under no obligation to actually continue a deal he feels has gone badly – he may walk away at any time. However, the deal will stand if he later comes back to buy or sell the same goods. He will not be able 're-bargain' for a better deal.

Pricing Factors Table

Factor	Price Modifier
Local Crop Failure	All foods and drinks +100%
Local Crop Harvest	All foods and drinks -50%
War	+100%
Village	-20%
City	+10%
Rich Settlement	+10%
Poor Settlement	-20%
Goods out of Season	+25%

In addition, players will soon find they can get a far better price for goods if they sell them a great distance from the settlement in which they were purchased, as almost all races are fascinated by goods made in far off places.

If the goods are being sold within 100 miles of the place in which they were bought, there is a -20% penalty to the base price. If they are being sold further afield, there is an additional 25% bonus to the base price for each full 300 miles between the settlement in which they were bought and the one they are being sold in.

Players may like to try trading between different planes of existence or dimensions –this is at the discretion of the Gamemaster, but we would suggest starting at +100% base price and work up from there.

MERCHANTS

There really is no such thing as the typical merchant, but they can all be wily foes for any adventuring party and may prove harder to defeat than the largest horde of Beastmen. A good merchant in a large trading town is perhaps best represented as being a 4th-8th Expert, specialising in the Profession (Merchant) skill, and so characters are likely to be facing someone with 7-11 ranks in the skill, though most will also have Bluff and Sense Motive synergy bonuses, as well as higher

than average Wisdom modifiers. Those in smaller settlements may only be of 1st level, or may have no Profession (merchant) skill at all, thus reducing them to the level of most non-trading adventurers. Merchants working for the larger mercantile companies in the greatest of cities like Dracarta, Kasmir or Tarun will

be much, much better skilled and may prove all but impossible for any character to deal with successfully unless they have spent an inordinate amount of skill points in Profession (merchant) themselves.



CHAPTER SIX

THE MAGIC OF TALISLANTA

Magic in the *Talislanta Fantasy Roleplaying Game* is somewhat different from other fantasy settings. Talislanta is a land filled with magic, in a myriad of forms. The material in this chapter explains how Magic is used in the Talislanta game.

In Talislanta's New Age, there are many different types of Magic being practiced, each with its own traditions, theories, and techniques. And these are only the faded descendants of the great arcane disciplines of old, evidence of which can still be found among the many ancient ruins scattered across the continent.

Talislanta's very existence, peoples, and geography are products of magic. Magical storms still sweep the continent, leaving sorcerous mutations in their wake. Impossible and fantastic creatures inhabit all corners of the world. Magic, in some form or another, is part of every Talislantan's life.

If you are a Gamemaster, you should read this chapter so that you'll understand the basics of how Magic works. If you are a player with a spellcasting character you need only concentrate on the sections that describe your character's Order(s) and the Modes in which he or she is proficient.

With the exception of Magicians, spellcasting in Talislanta is not tied to any class. Rather, it requires a character to take feats that represent spellcasting ability. Spellcasting is a very physically demanding task and as such, characters become fatigued as they cast more and more spells without rest. The more spells they cast, the bigger their cumulative spell penalty becomes, making casting more spells progressively more difficult without rest or meditation.

Many of the traditional spellcasting classes found in the d20 System core rules—bards, clerics, paladins, and sorcerers—are not found in Talislanta. Other classes like Clerics and Wizards exist but are radically different from their PHB counterparts. The ability to cast spells is no longer tied to the class you take—anyone can take an Order feat or take skill levels in a Mode and learn to wield magic. That said, members of the Magician class specialize in spellcasting and as such, receive bonuses to their castings, free access to feats, etc.

USING MAGIC IN THE GAME

Because there are literally thousands of spells, charms, powers, and principles at work in the various magical disciplines of the continent, the Talislanta game system does not try to cover them all. Rather, a solid framework is provided for the mechanics of magic, allowing players and GMs to create their own spells using the twelve Modes as guidelines.

At the end of this chapter you will find some sample spells for various Modes and Orders. Use spells similar to these when you first begin playing Talislanta. Unlike other games, players of spellcasting characters must design and record their own spells making each spellcasting character unique. While sample spells are provided in this chapter, these should be used simply as a guide. Each player is encouraged to get creative and design their own unique and interesting spells to suite the needs of their particular character.

ABOUT ORDERS AND MODES

An Order is a field of magic or magical tradition, such as Witchcraft, Wizardry, and Mysticism. Members of the

same Order derive their magical powers from the same source, and tend to observe similar rituals and practices. In present-day Talislanta there are ten known magical Orders. Some believe that other Orders may have existed in ancient times; if so, they are now forgotten by the magicians of the New Age. Most magicians belong to a single Order, though some elect to gain proficiency in additional fields of magic: Cymrilian magicians, for example, study many different magical traditions at the Lyceum Arcanum, Talislanta's foremost school of magic. In game terms, in order to learn magic from a new Order, the player must select the relevant feat. To be able to cast spells from any given order, the character must have the associated Order feat.

A player's skill with magic is dependent on their skill ratings in the various Mode skills. A Mode is essentially a spell-effect, such as Conjure, Alter, and Transform. Modes can be used in one of two ways. Each Mode is a separate skill and ranks must be purchased like all other skills. Each Order uses Modes in a different way; the differences are substantial enough that even if a magician knows the Mode, Alter, in one Order, she will not be proficient in the same Mode as it is practiced by members of other Orders. In game terms, each Mode is a separate skill for each Order feat that the character possesses. For example Mode (Transform)(Witchcraft) and Mode (Transform)(Invocation) are tracked as two different skills on the character sheet.

Orders and Modes are explained in detail further in this chapter.

LEARNING SPELLS

Characters know no spells when they first select an Order feat but any character with an Order feat may learn new spells in several ways. The first way to learn a new spell is to be taught that spell by another spellcaster. Working with a teacher drastically reduces the amount of time it takes to learn a new spell, as well as reducing the spellcaster's personal XP loss, but it costs quite a bit of money. Private teachers are also hard to come by outside magic-rich regions like Cymril and Thaecia. Spellcasters tend to be very hesitant to reveal their knowledge and abilities to those they do not trust. If you can find a teacher, however, the time and XP saved are usually well worth the effort. Learning a spell from a teacher requires one week (eight full hours of study), 50 gl worth of equipment, barter goods, or services, and 50 XP per +1 to the spells DC. The cost in gold lumens per spell is waived in the case of formal study at an accredited magic college such as the Lyceum Arcanum in Cymril (although there will be other tuition

costs and fees).

The second way to learn a new spell is by finding it in a spellbook or on a scroll. A character must spend two days and 50 XP for every +1 to the casting DC to learn a spell in this manner.

The final way to learn a new spell is by experimenting spontaneously until the desired effect is achieved. This is quite difficult and has a greater personal cost than either of the other methods. In addition, all Spellcraft checks made to learn the new spell (see below) have their DC increased by 5. The GM always has the final decision on whether or not a spell can be learned spontaneously, and he may require some quest to be fulfilled before the character can achieve such a breakthrough.

For example, Kordrek the Pyromancer wants to learn *Backdraft*, a Pyromancy Attack spell, but he cannot find a spellbook that contains the spell nor a teacher who will teach it to him. He decides to try to learn it spontaneously, but the GM rules that he cannot figure out the necessary components until he visits the Volcanic Hills. Once there, Kordrek communes with a fire elemental within the flowing lava and learns from him how to cast the *Backdraft* spell.

Such quests are not a requisite part of learning a spell in this way, however, and the GM may allow a character simply to pay the costs associated with the method. Learning a new spell on your own requires two days, 50 gp per spell level, and 100 XP for every +1 to the casting DC of the spell.

At the end of each day of research, no matter which method the character is using, the character must make a Spellcraft check (DC 10 + +1 for each +1 to the casting DC, 15 + +1 for each +1 to the casting DC 1 for spontaneous learning). Success indicates that the character has made progress and has either learned the spell or may continue his studies the next day. Failure indicates that the character has failed to grasp the necessary techniques and must repeat the day's work. This does not increase either the gold or XP expenditure, though teachers may become quite impatient with a student who repeatedly fails to learn what he is being taught.

SPELLCASTING

Characters with an Order feat and at least one skill rank in a Mode skill may cast spells and do not need to prepare spells ahead of time each day. They may

select any spell they know when they need to cast it and can cast the same spell as many times per day as they choose (with relevant spell penalties accumulating with each casting).

To cast a spell, the character must first know the spell, that is to say, have it recorded in his or her spellbook (more on this below) or be in possession of the spell in written form either as a scroll or in another magician's spellbook. To cast the spell, the player simply makes a skill check using the relevant Mode skill. So, for example, a character casting an Attack spell would use his Mode (Attack) skill rating.

The DC to successfully cast a spell is dependent on the type and form of spell being cast. When a spell is created a casting DC is determined based on the variables that make up the chosen spell. So for example, a spell of the Move mode that can telekinetically move an object up to 100 feet with a strength of 14, at a speed of 30 feet per round and that has a duration of 5 rounds would have a casting DC of 17. (10+, strength +2, range +4, speed +1, duration +0). For more information on specific casting DC's, please see the section on Spell Design below.

1. Select A Spell

To begin the spellcasting process, a player must first determine which spell to cast. Each spellcasting character will have their own unique spells. A player must choose the spell he wants to cast and must meet all requirements for casting that spell. For example, most spells have material components which the player must have on hand in order to cast that spell. Similarly, a bound player may not attempt to cast a spell that has somatic components as they require their hands free in order to do so.

2. Spell Modification

Each player is responsible for creating his own spells as per the spell creation rules provided later in this chapter. Each spell has a range, area of effect, damage rating, etc. These variables are normally set at the time the spell is created. Enterprising spellcasters may alter these variables at time of casting however. A spellcaster may increase the range or area of effect, for example, but in turn the DC to successfully cast the spell is increased. When modifying a spell's effects at the time of casting, the difference between the new adjusted DC and the original DC is doubled and added to the original casting DC. Multiple variables may be altered at time of casting, each modification increasing the casting DC respectively. Players should note however: spell

variables may only be increased by one degree at time of casting, so for example, a 1d6 damage spell may be increased to 2d6 damage but it cannot be modified on the fly to do 3d6 damage. Likewise, an Alter Mode spell with a range of Touch can be modified on the fly to give it a range of 10 feet but this same spell may not be modified to increase the range to 20 feet.

3. Casting Roll

At this point in the casting process, the player rolls a d20 just as in a normal skill check. The casting DC is always 10 + any spell variable modifiers. The casting roll is further adjusted by any casting penalty the magician suffers based on the number of spells they have cast that day (see casting penalty below), the relevant ability modifier for the type of spell and any other circumstantial or environmental bonuses or penalties assigned by the GM.

Spell Casting DC

10 + spell variable modifications

4. Determine Effect

As per normal skill checks, a player simply need meet or exceed the DC for the spell to be cast successfully.

The following is an overview of the procedure for casting spells from memory. Each of the steps is explained in detail below.

1. Player selects the spell to be cast.
2. Player modifies the spell variables such as area, range, duration or damage as desired. These modifications will increase the default casting DC for the spell.
3. Player rolls using their relevant Mode Skill Rating and any penalties or bonuses as above. At this point the character's cumulative casting penalty for the day is also applied to the roll.
4. The GM compares the adjusted roll to the Casting DC and determines the effect. Rolling above or below the required DC may alter the actual effects of the spell.

However the magician may benefit from a particularly high roll or may suffer a mishap if they fail the skill check by a certain amount. Any casting roll that exceeds the DC by 10 or more is considered a critical success and its range, duration, area of effect or damage doubled (player's choice). Conversely, any casting roll that misses the DC by 10 or more is considered a magical mishap and the player must face the consequences of this mishap.

MAGICAL MISHAPS

There are few things a magician dreads more than a Magical Mishap. Here is a list of possible Magical Mishaps that originally appeared in the first edition of the Talislanta game, back in 1987.

- ▶ **No noticeable effect (50% chance of side-effect occurring later)**
- ▶ **Spell rebounds upon caster**
- ▶ **Spell strikes unintended target (random direction)**
- ▶ **Reverse spell effect (or rebounds upon caster)**
- ▶ **Reverse spell effect (random direction)**
- ▶ **Static spell effect; area charged with magical energies (5-foot radius around the caster)**
- ▶ **Wandering spell effect, 5-foot radius charged with magical energies, moves at random**
- ▶ **Phase-shift: caster teleported to random location**
- ▶ **Black hole effect: caster and any individuals within 20 feet are drawn into another dimension**
- ▶ **Temporal rift: caster falls backwards (or forwards) in time**
- ▶ **Random spell effect (Gamemaster's choice)**

CASTING SPELLS FROM WRITTEN WORKS

Magicians can also cast spells by reading them directly from magic scrolls or spellbooks. There are benefits and drawbacks to this method. When casting a spell from a written work, the magician receives a bonus of +5 to her casting roll. However, this type of spell casting requires a minimum of 1 minute (10 rounds) to cast.

Scrolls are lightweight and easily carried, and can be reused any number of times. However, a scroll can only contain a single spell. Spellbooks can contain hundreds

of spells, but are usually cumbersome and ill-suited for travel. Most magicians are careful to guard their books from those who might want to steal their secrets.

THE SPELL PENALTY

Casting spells from memory is mentally exhausting. Each time a spell is cast, the magician incurs a cumulative penalty of -1 on further spell casting die rolls for that day. A minimum of seven hours of rest is required to recover normal spellcasting abilities. "Rest" includes sleep, meditation, or any other form of relaxation.

Torren the Wizard wants to cast "Arkon's Bolt of Destruction." He has already cast three spells in the last few hours, so Torren suffers a minus 3 Spell Penalty (in addition to any other modifiers). After the spell is cast, Torren's player notes on his character sheet that Torren's new Spell Penalty is -4. The next time he casts a spell, he will take an additional -4 penalty to his casting roll.

A spellcaster may cast a number of spells per day equal to their Constitution modifier without incurring a spell penalty. Additionally, any spellcasting roll that results in a critical success (exceeding the casting DC by 10 or more) does not increase the character's cumulative spell penalty.

ARMOR AND SPELL FAILURE

Spellcasting characters who wear armor have the same chance of spell failure as arcane spellcasters in the core d20 rules. Spellcasters who expect to be in combat are well advised to consider purchasing the Armored Spellcasting feat (see Chapter 5 – Skills & Feats).

COUNTERSPELLS

Because the magic system used in Talislanta differs significantly from the standard d20 magic system, counterspells also use a different mechanic for resolution.

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of a similar spell by another character. Counterspelling works even if the spell being countered is of a different Order.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell.

You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC equals the casting DC of the spell to be countered). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you cannot do either of these things.

To complete the action, you must then cast a counterspell using one of your own spells as a base. Any spell or magical effect can be dispelled by casting a counterspell of the same Mode. You must know at least one spell of the same Mode as the spell to be countered. If you are of a different Order, you suffer a -5 casting penalty to your counterspell attempt. Additionally, if your spell is weaker than the spell to be countered, you suffer an additional -1 penalty for each point of difference between the casting DCs of both spells. For example, using a casting DC 12 spell to counter a DC 15 spell would incur an additional -3 to the counterspell casting roll. Conversely, using a more powerful spell as a counterspell provides a bonus of +1 for each point of difference between the two spells.

The spellcaster now rolls as usual to cast the counterspell adding the above bonuses or penalties. If successful, and the target is within range, both spells automatically negate each other with no other results.

There are a few exceptions. Some spells specifically counter each other, especially when they have diametrically opposed effects. For example, to counter a spell that creates light, a spellcaster need not go through the above counterspell process if they can simply cast a spell in the normal maner whose effect is darkness.

SPELL DESIGN

There are no spell lists in the *Talisanta Fantasy Roleplaying Game*. Each player is free to design the spells they choose with the permission of their GM. Many spells from the PHB can be used in Talisanta while other clearly will not function because of the limits on Talisanta magic. For example, spells like Temporal Stasis, Wish or Resurrection clearly will not work in Talisanta. Sample spells are given for each Order and players are encouraged to use spells like these until they are more familiar with the setting and better able to design spells that fit the Talisanta magic system.

For those ambitious players, we present the following guidelines for designing and creating spells in Talisanta:

LIMITATIONS OF TALISANTAN MAGIC

Modern Talisantan magic is not free-form or spontaneous. Rather, it is a precise discipline that involves the memorization of hundreds of formulized spells. Players of spellcasting characters must create their own spells using the rules for spell creation as found under their particular Order. The spells that the player invents must fit within the style of the magician's Order, the game-mechanics of the chosen Mode, and the practical restrictions of all modern Talisantan magic.

Modern Talisantan magic cannot :

- ▶ Return the dead to life
- ▶ Create life
- ▶ Affect time or causality
- ▶ Cause more than one spell effect at a time (no spells of fire and ice combined)
- ▶ Teleport
- ▶ Cast more than one spell at a time, or blend two spells together (use two Modes at once)

Note that these restrictions do not apply to the ancient magic of the Archaen Age.

Players are free to design their own spells as long as they keep to the above restrictions on Talisantan magic, adhere to the limitations of their Order and have at least one rank in the Mode used for the casting of the spell being created. In other words, to design a spell that causes damage in the form of an explosive fireball, the character would need to have the Elementalism (pyromancy) feat and at least one rank in the Mode (attack) skill. A similar spell that manifests as an arcane ball of energy would require the Wizardry feat along with the rank in Mode (attack).

INTENT OF THE SPELL

Players must decide what kind of spell they want to cast, based on the Modes their character knows; if their character does not know the Mode, they cannot cast a spell of that type. Keep in mind your character's magical Order, how its members cast their spells, and whether or not they use material components or rituals of any sort.

Once palyers have done this they can describe the type of spell you want to create and its intended effect. Is

the spell caused to attack foes? Is the magician cooking up a diabolical curse? Does she need to wave her arms and chant? Is she drawing arcane runes in the dirt? The important thing is to state the Intent clearly, so the GM and other players can picture the character's action in the scene. The intent of the spell will determine which Mode will be required to cast the spell.

Every spell that can be cast in Talislanta has one primary effect, or Mode. This idea holds true regardless of the outward form the spell takes. Does the spell heal injury? Does it move objects? Does it create illusions? Once you know the spell's primary effect, you know its Mode, and how it works in the game. The following is a list of the twelve Modes and their primary effects. Each is described in detail later in this chapter.

Modes can be acquired just as other skills by spending skill points and can be improved as per the rules for Skills. When a character learns a new Mode, they are actually learning many specific spell effects, all of a certain theme.

Talislantan magicians never refer to Modes by name. Instead they discuss specific spells and their effects, such as the fiery tendrils of "Zorian's Flame Whip". Most magicians realize that modern magic is restricted to certain types of effects, but these types have not been researched and catalogued much since the Great Disaster.

CHOOSING THE RIGHT MODE

As stated above, choosing the right Mode to represent a spell is a process of determining what the spell's primary effect is. The appearance and form of the spell make little difference when picking a Mode. An important point to remember is that the magician character

does not "know" the Modes. Rather they know hundreds of specific spell effects that fall into 12 broad categories represented by the Modes. If a spell falls into a category that the magician character has not studied, then it cannot be cast, regardless of its outward form. This notion can seem confusing at first, so several examples are provided below to act as guidelines for the GM.

The player of Moranar the Diabolist wants to design his spell "Infernal Terror": "I want to summon a 1' tall demon that will arc through the air and claw someone's face, then disappear back from whence it came." The spell seems to involve summoning a demon, but the primary effect here is a simple attack. The Attack Mode is the obvious choice. Later, Moranar's player wants to design a different spell, "I want to summon a



demon that will fight the whole band of beastmen while I run away.” This spell’s primary effect goes beyond simply doing damage to a target. The player wants to create an autonomous entity which can fight, create a diversion, and move about on its own. This is truly a Summon Mode spell.

Calabaz the Geomancer is in a tough spot. He has fled from a pack of bloodthirsty Banes while in the forests of Werewood and has come to an impassable clump of briars and thorns. Calabaz can hear the slaving cries of the Banes and knows they will be on him in moments. Calabaz’s player tells the GM that he wants to use a Conjure Mode spell he designed that will conjure a pile of dirt and rocks. His plan is to cast the spell in mid-air so that it falls and crushes the Banes when they burst from the trees. The primary effect of this spell seems to be dealing damage but the spell is a of the Conjure Mode not the Attack Mode. As such, the GM allows Calabaz to cast the spell but tells the player the dirt and rocks he conjured simply fall mostly as dust upon the charging Banes. When asked why the pile of dirt and rocks did no damage the GM informs the player that a Conjure spell cannot normally deal damage and as such the effect the player desired was simply beyond the capability of the selected spell. He knows how to create rocks and dirt from nothing (represented by his Conjure Mode) but the spell he selected does not conjure anything in a way to effectively attack someone. Calabaz himself might very well call such a harmful spell a “conjunction”, but it remains part of a body of knowledge (attack spells) that he has not studied. Of course, Calabaz can still cast a similar spell (using his Conjure Mode) in front of the pursuers and though the Banes will not be attacked by it, they will be slowed down as they scramble over a large pile of loose dirt and jagged rocks.

HOW DO ORDERS USE THE MODES DIFFERENTLY?

Even though all of the magicians in Talislanta use the same twelve Modes as part of the game system, the specific effects of spells cast by each Order can be quite different. It’s not as if every magician in Talislanta knows the same 12 basic spells and simply calls them by different names. A magician’s Order forms the whole basis for how her spells work in practice. In addition to the game-mechanics associated with the Modes, each Order has side-effects based on the type of energy that its spells control. These should always be kept simple and obvious; fire burns, winds blows, spirits are creepy, etc. Sometimes these side-effects are beneficial and sometimes they are a limitation.

For example, Cyrila casts an Aeromancy spell that her player calls “The Touch of the Wind”. This spell moves objects around by blowing them with a powerful breeze. This is obviously a Move Mode spell. This spell would be perfect for blowing leaves from Cyrila’s workroom, but would not work well for moving a torch across a room since the winds would blow out the flame.

Zaisho the Pyromancer also wants to cast a Move Mode spell, “Pillar of Emerald Fire”. This spell makes a jet of green flame appear beneath an object, lift it, and then move across the ground as the pyromancer wills. This spell would be very poor for clearing out a dusty workspace, but the flames cast a faint light which would help the pyromancer guide the spell in the dark.

Neither of the above example spells would be good for moving a piece of fragile, old parchment. The blowing winds might rip the paper, and flames would certainly singe or even burn it. However, a Wizard casting “Magic Fingers” would have no trouble carefully manipulating the fragile document with disembodied hands of arcane force.

SELECTING SPELL VARIABLES

Each time a spell is cast from memory, the player must decide how much energy his character will invest in it. This is reflected in game terms by the casting DC required to successfully cast the spell. The default effects of a spell are determined at the time the spell is created. Each effect, such as damage, the spell’s duration, area of effect, etc., has a corresponding effect on the casting DC. For example, a relatively low powered attack spell that does 1d6 damage at a range of up to 50 feet has a casting DC of 11 while a more powerful attack spell might well do 3d6 damage out to a range of 100 feet and would have a correspondingly higher DC of 21. As mentioned above, the various spell variables may be altered at the time of casting but the corresponding increase in the DC is higher so players are well advised to design the spells they are likely to need and have the skill to cast before game play.

The various variables that make up spells of any given order are found in a series of tables after the relevant Mode description. The Mode tables have two DC modifiers for each spell variable. The Design DC is the DC adjustment for a spell designed with the given variable. The Casting DC column is used to determine

the casting DC of a spell modified at time of casting. A spell may only be modified by one category at time of casting although multiple variables may be altered, each increasing the casting DC.

MODES

A Mode is a general type of spell-effect, such as Illusion, Conjunction, etc. There are twelve different Modes that together describe all the powers and abilities of modern magicians. Players should be familiar with the Modes that their characters know, as this tells them the kind of spells they can cast. GMs should know about how Modes work as well. Modes are skills and a player must have a minimum of one rank in a Mode in order to cast a spell of that Mode.

The following section covers each individual Mode skill in full detail. A Mode skill's relevant ability modifier is dependent on the Order of the spellcaster. Like the Knowledge and Craft skills, Mode is actually a collection of skills. The Mode skill is made up of 12 individual skills. Each of these skill categories is further divided into the various magical Orders. A spellcaster with multiple Order feats will require multiple Mode skills. A magician with skill ranks in Mode (Attack)

cannot use that skill to cast a spell of the Mysticism Order even if they also have the Mysticism feat. Mode skills are tracked separately for each Order the spellcaster possesses.

ALTER

The Alter Mode deals with spells that modify a being's abilities or gifts. A spellcaster can increase or decrease a single, specific quality like a skill rating. More general alterations (like modifying an ability score, for example) requires more skill and has a correspondingly higher DC. At the end of the spell duration, the subject instantly reverts to normal. There is usually some outward sign that the subject has been altered: muscles enlarge as the subject grows stronger, or shrivel as he weakens. The exact appearance of the spell depends on the Magical Order.

Alter spells generally do not have any directly harmful effects. However, if an ability rating is lowered to 3 or below, it is not possible for the target to take any action associated with that attribute. For example, a character with Dexterity score below 3 is too clumsy to move without falling, and a character with an Intelligence below 3 is too confused to make decisions.



Alter: Alters ability scores or skill ratings.

Attack: Projects destructive magical energy.

Conjure: Produces objects, materials or elemental substances.

Defend: Protects against damage – mystical or mundane.

Heal: Repairs damage to living beings or objects.

Illusion: Produces illusory images of varying realism and complexity.

Influence: Controls the thoughts and emotions of others.

Move: Affects all types of motion including flight, levitation and telekinesis.

Reveal: Enhances awareness including scrying and divination.

Summon: Transports creatures from other planes of existence.

Transform: Turns one thing into another.

Ward: Provides immunity to diseases, poison, then environment, mind control, etc.

Alter can also change the Damage caused by weapons and the protective value of armor (both of these are specific alterations). Note that this effect can also increase the damage caused by a being's bare-handed attack, or increase the AC of normal skin and clothes. Conversely, the Alter Mode may be used to lower the damage caused by an opponent's weapons or decrease the protective value of his armor.

Abstract qualities such as value, appeal, status, or authority can also be manipulated with this Mode. Abstract qualities are almost always considered broad alterations. To alter an abstract quality, the GM will simply rate the item or individual from 1 to 10 in the chosen quality, then allow the spellcaster to manipulate the rating up or down as usual.

Alter spells are not cumulative in effect. One cannot gain +5 Strength by casting five consecutive +1 Strength spells on oneself. If multiple Alter spells are cast on a single subject, only the highest casting DC spell takes effect. Alter can be used on multiple subjects simultaneously, so long as all the subjects are in direct physical contact (holding hands in a circle, for example).

Casting on multiple targets will increase the casting DC however.

The GM makes the final decision on what is a specific alteration and what is a broad alteration. In general, the more applications a given quality has, the more likely it is to be a broad alteration. For example, altering a character's bonus when using a sword is a specific alteration since it has a very narrow application. However, altering a character's BAB would be a broad alteration. Not every Order can alter all possible qualities. See the individual Order descriptions for examples of what kinds of abilities can be altered.

Alteration Spell Variables

Alteration Type: The Alter Mode deals with spells

Alter		
Effect	Design	Casting
Specific Alteration +1/-1	+1	na
Specific Alteration +2/-2	+3	+5
Specific Alteration +3/-3	+5	+7
Specific Alteration +4/-4	+7	+9
Specific Alteration +5/-5*	+9	+11
Broad Alteration +1/-1	+3	na
Broad Alteration +2/-2	+6	+9
Broad Alteration +3/-3	+9	+12
Broad Alteration +4/-4	+12	+15
Broad Alteration +5/-5*	+15	+18
Range: Touch	+0	na
Range: up to 10 feet	+2	+4
Range: up to 20 feet	+4	+6
Range: up to 50 feet	+8	+12
Range : up to 100 feet	+16	+24
Range up to 1 mile	+32	+48
Subject: Self	+0	na
Subject: Other than self	+2	+4
Subject: Each additional	+2	+4
Duration: 1 minute	+0	na
Duration: up to 2minutes	+1	+2
Duration: up to 5 minutes	+3	+5
Duration: up to 10 minutes	+6	+9
Duration: up to 20 minutes	+9	+12
Duration up to 1 hour	+12	+15
Duration: up to 1 day	+16	+20

* Broad and specific alteration above +5/-5 increase the DC by 3 for every +1/-1 granted.

that modify a being's abilities or gifts. A spellcaster can increase or decrease a single, specific quality like a skill rating. More general alterations (like modifying an ability score, for example) requires more skill and has a correspondingly higher DC. At the end of the spell duration, the subject instantly reverts to normal. There is usually some outward sign that the subject has been altered: muscles enlarge as the subject grows stronger, or shrivel as he weakens. The exact appearance of the spell depends on the Magical Order.

ATTACK

The Attack Mode deals with channeling destructive magical power and hurling it at an enemy. A spellcaster may also cast an Attack spell meant to subdue, rather than kill in which case damage dealt will be non-lethal in nature.

Most Attack effects are Ranged Attacks, meaning that they are subject to penalties based on the range, cover and concealment of the intended target as well as any other conditions that might effect a ranged attack. Close combat attack spells can also be cast, such as a fiery blade or magical claws. Area-effect attacks can also be created (a swirling wind, a circle of fire). Each of these variables have corresponding effects on the required DC to cast the spell (see Chapter 6 – Magic for more details)

Attack Spell Variables

Damage: Attack spells always use d6 for damage. Select the number of dice of damage your spell does to determine the relevant casting DC modifier. All damage occurs in one round. To design a damaging spell whose duration is more than instant or that causes damage over a wide area, see below.

Duration: Most attack spells have an instantaneous effect. However, spells can be designed that continue to do damage for more than one round. To design a spell that continues to do damage after the first round, any damage DC modifier must be multiplied by the number of rounds the spell is to be extended. For example, a spell that delivers 1d6 damage each round for 4 rounds would be casting DC14.

Area: The default area of effect for Attack spells is one single target, be that a person or an object. To create a spell that does damage to all targets within an area, select the diameter of the area of effect and apply the relevant DC modifier. For example, the modifier for a spell that creates a damaging cloud of gas over a 20 foot diameter would have a DC modifier of +10 (+5 per 10 ft diameter)

CONJURE

Conjuring creates material objects from magical energy. Living matter cannot be conjured in this way. The caster must be familiar with the object or material to

Attack

Effect	Design	Casting
Damage: 1d6	+1	na
Damage: 2d6	+3	+5
Damage: 3d6	+6	+9
Damage: 4d6	+10	+14
Damage: 5d6	+15	+20
Damage: 6d6	+21	+27
Damage: 7d6	+28	+35
Range: up to 50 feet	+0	na
Range: up to 75 feet	+3	+6
Range: up to 100 feet	+5	+7
Range: up to 150 feet	+8	+11
Range: up to 200 feet	+12	+16
Range: up to 1 mile	+20	+28
Duration: Instant	+0	na
Duration: 2 rounds	+5	+10
Duration: 3 rounds	+10	+15
Duration: 4 rounds	+15	+20
Duration: 5 rounds	+20	+25
Duration: 1 minute	+30	+40
Area: Single Target	+0	na
Area: Per 10 foot diameter	+5	+10
Spell requires normal attack roll	+0	na
Spell automatically hits	+5	+10

be conjured, though simple shapes like staves, swords, rope, etc., require no special training. The creation of exact replicas or finely detailed pieces incurs a DC penalty based on the degree of difficulty entailed (GM's ruling).

When the duration of the spell ends, the item disappears, unless it has been consumed or mixed with other material. If a character drinks conjured water, it will quench his thirst, even after the spell duration expires.

Conjure Spell Variables

Weight: The total mass of a conjured item can be up to 10 lbs. by default. A casting DC penalty is applied

for every 10 pounds added to the spell's effect. When designing a Conjure Mode spell, the player must specify the exact type of item to be conjured. You may not simply create a spell that conjures metal, it must state the exact type, size and form of the metal to be conjured. The spellcaster must be familiar with the object or substance to be conjured. No magical, alchemical or thaumaturgical items or substances may be conjured using this Mode.

Conjure

Effect	Design	Casting
Weight: up to 10 lbs.	+0	na
Weight: per additional 10 lbs.	+1	+2
Range: 50 feet	+0	na
Range: Per additional 10 feet	+2	+4
Duration: 1 minute	+1	na
Duration: per additional minute	+2	+3



DEFEND

Defend spells absorb damage the target would normally suffer. All Defend effects can absorb a set number of Hit Points before dissipating; for example, a shield of magical force created with Defend spell will absorb a set number of HP of damage before it dissolves into nothingness. The number of HP a given Defend spell will absorb is determined at spell creation.

There are two basic types of Defend effects: Auras and Barriers. Both last for a minimum of 5 rounds or until destroyed (whichever comes first).

Aura spells cover a single individual or item with a protective shield. The composition and appearance of this field depends on the Order being used, and may look like a glowing "second-skin", ornate all-enclosing armor of energy, etc. Alternately, aura spells may take the form of satellites; a number of small "shields" that hover about the subject of the spell, swiftly moving to intercept any attacks, physical or magical, directed at the subject. The satellites could look like small dancing shields, strange flying imps, etc., depending on the Order being used. Unless an Illusion effect is cast to conceal it, an aura is always visible to normal senses. Auras are air and light permeable, allowing the spellcaster to breathe and see. For this reason, auras do not protect against blinding lights or harmful gasses. The aura also moves with the spellcaster. Only a single aura may be worn at a time. If a second aura is cast on the same target, only the aura offering greater protection remains.

While protected by an aura, a character is immune to the special effects of critical hits in combat, since there is no way to "go around" an aura to hit a vulnerable spot. Non-damaging attacks such as grapples, disarms, and other stunts take their normal effect on a critical hit.

A Barrier is a two-dimensional shield of magical energy that can take whatever simple shape the caster desires. Like auras, their appearance depends on the Magical Order employed. A barrier can be a wall of ice, a bridge of arcane force, or a column of swirling winds.

Defende Spell Variables

HP Rating: Defend spells absorb damage the target would normally suffer. All Defend effects can absorb a set number of Hit Points before dissipating; for example, a shield of magical force created with Defend will absorb a set number of HP of damage before it dissolves into nothingness. For every 3 hit points of damage the spell will absorb, the casting DC is increased

Defend

Effect	Design	Casting
Hit point rating: per 3 hit points	+1	+2
Range: Self	+0	na
Range: up to 10 feet	+5	+10
Range: up to 20 feet	+10	+15
Range: up to 50 feet	+20	+30
Barrier Size: 5 sq feet	+0	na
Barrier Size: per +5 sq. foot	+5	+10
Duration: up to 5 rounds	+0	na
Duration: per additional round	+2	+4

by +1. Thus a spell that will absorb up to 10 points of damage is DC14 while one that absorbs 30 points will be DC20.

Range: The vast majority of defend spells are cast on the spellcaster himself. Occasionally a magician may want to cast a ranged Defend spell to help an ally across a room or otherwise separated from the spellcaster. In this case, the desired range will determine the casting DC modifier.

Size: There are two basic types of Defend effects: Auras and Barriers. A barrier can cover a flat rectangular area (such as a doorway), or it can be curved into a cylinder, dome, cone or sphere. The basic size of a flat barrier is 5 feet squared (5x5'), though the barrier can be made smaller in either dimension if the caster wishes. Each extra foot squared of coverage yields a +1 to the casting DC required to successfully cast the spell. So a 6x6' barrier would be cast at +1, a 7x7' barrier at +2 and so on. The basic size of a cylinder or cone shape is 5 feet high with an interior radius of 5 feet. The basic size of a dome, or sphere shape is 5 feet high with an interior radius of 5 feet. In both cases, each extra foot of height or interior radius yields a +1 to the casting DC. The barrier must be created in sturdy form. It cannot lean without some type of support. If it crosses open space, such as a pit or chasm, both ends must be on solid ground. Barriers are immobile. Like any other wall, most magical barriers can be climbed, but they cannot be toppled. Barriers also prevent the passage of physical objects and energy (including light, depending on the nature of the barrier). They do nothing against subtle magical effects such as Influence or Illusion. If a barrier is sealed on all sides, it also prevents the flow of air.

HEAL

Heal restores lost hit points. It can be used on living beings and inanimate objects alike. A

creature or object can only be healed back to its starting Hit Point total. A Heal spell can be used to cure disease, though the DC to cure given disease varies based on the nature of the disease. Missing limbs cannot be regenerated with this Mode, nor can the dead be restored to life.

Reverse: Harm

Harm does damage by creating wounds or disease. Unlike Attack spells, spells based on the Harm Mode can only be inflicted by touch. A disease may be inflicted by casting the spell with a DC equal to that required to heal the disease.

Heal Spell Variables

Hit Points: Heal spells may be created that heal damage to both living creatures and inanimate objects. The casting DC is modified for every 2 hit points restored to a damaged person or object.

Range: Heal spells normally require a touch to accomplish. They can, however, be designed to take effect from a distance, which will increase the casting DC.

Cure: The Heal Mode is also used to create spells that cure diseases or counter the effects of drugs or poisons. The DC modifier for this type of spell depends on the Fortitude Save required by the disease or toxin to be cured. So for example, to design a spell that will neutralize a poison that normally requires a Fort Save of DC 17, the casting DC for this spell is modified by +10.

Heal

Effect	Design	Casting
Heal: Per 2 hit points	+1	+2
Range: Touch	+0	na
Range: up to 10 feet	+5	+10
Range: up to 20 feet	+10	+15
Cure: Fort save DC 14 or lower	+5	na
Cure: Fort save DC 15-18	+10	+15
Cure: Fort save DC 19-22	+15	+20
Cure: Fort save DC 23 or higher	+20	+25
Cure: Ability damage 1	+3	na
Cure: Ability damage 2	+5	+7
Cure: Ability damage 3	+7	+9
Cure: Ability damage 4	+9	+11
Cure: Ability damage 5	+11	+13
Area: Per 10 foot diameter	+5	+10

Area: Most Heal spells affect a single target. To Heal damage to everyone within a certain area, a +5 casting DC mod must be applied for each 10 feet of diameter the spell covers.

ILLUSION

The Illusion Mode creates phantasmal images that can appear to be real but are devoid of actual substance. The quality and complexity of these images determines the DC required to successfully cast the spell. The basic illusion affects a single sense and has no motion. An example would be an illusory image of a small drac. The animal would have no real detail and would not look like a specific creature.

Each additional feature of the illusion increases the casting DC.

Spellcasters can detect illusions by casting a Reveal spell. Non-spellcasters must rely on their wits and observation to determine if something is real or not. This is simulated by having the character make a Will saving throw to disbelieve the illusion, using the casting DC of the illusion as the save DC. Success indicates that the viewer suspects the image to be unnatural in some way. Spellcasters can also use their powers of Perception in this way, if they choose.

Illusion spells can also be used to produce illumination. A small, stationary globe of light is a simple visual-only illusion. By increasing the DC by 3, the ball of light will move with the caster. This light can be used to blind enemies by directing it into their eyes. To accomplish this, the spellcaster must make a ranged attack roll using her Illusion Mode rating with an additional penalty of -7 for aiming at a small location. If successful, targets are blinded for three rounds, +1 round for each magnitude level added to the spell.

The Illusion Mode can also be used to render a target invisible. Invisibility is a very complex spell as it must exactly mimic the environment around the target. Invisibility for a single, stationary individual is a level 4 Magnitude spell with a DC of 18 (+2 x 4 magnitude levels +0 since there is no motion). If the character wants to stay invisible while moving, add 3 for a total of DC 21. Illusions can be produced anywhere within the range of the spell, and can also be cast while Scrying (see Reveal). In this case, the range of the Illusion is unlimited.

Illusion Spell Variables

Sensory Effects: The basic illusion affects a single sense. Illusions can be enhanced by the addition of other sensory elements such as sound, scent, taste, and even touch. Like all aspects of the illusion, these sensory enhancements may seem real to others but have no actual substance.

Motion or Animation: An illusion can also be made to move. The caster must be within the spell's range and be able to sense the illusion in order to control its motion. An illusion may also be tied to an object or being so it moves with it; for example, a spellcaster could create and "wear" an illusory cloak.

Concentration: Spellcasters must maintain constant concentration to maintain and control an illusion that has more than one sensory element or that has motion. If they are attacked or otherwise disturbed during this time, they must make a successful Concentration skill check (DC15). Failure destroys the Illusion spell. Illusion spells may be designed that do not require concentration to maintain at a cost of +2 to the casting DC per round of duration of the spell.

Magnitude: The sound volume, brightness, apparent size and/or overall impression of an illusion can be enhanced by increasing its magnitude.

For example:

Level One Magnitude: As loud as a shout, as bright as a torch, as big as a humanoid.

Illusion		
Effect	Design	Casting
Basic Sensory Effect Only	+0	na
Per extra Sensory Effect	+5	+10
Motion	+3	+6
Magnitude (per level)	+3	+6
Range: up to 50 feet	+0	na
Range: up to 75 feet	+4	+8
Range: up to 100 feet	+8	+12
Range: up to 200 feet	+16	+24
Duration: up to 5 rounds	+0	na
Duration: per additional round	+1	+2
Concentration: None	*	*
Resistance: -1	+2	na
Resistance: -2	+3	+4
Resistance: -3	+4	+5
Resistance: -4	+5	+6
Resistance: -5	+6	+7
Precise Detail	**	**

* +2 per round of duration

** GM's discretion

Level Two Magnitude: As loud as a trumpet, as bright as a campfire, as big as an equus.

Level Three Magnitude: As loud as a cheering crowd, as bright as a bonfire, as big as a wagon. (basic invisibility is Mag 3)

Level Four Magnitude: As loud as thunder, as bright as the lesser sun, as big as a house.

Level Five Magnitude: As loud as a hurricane, as bright as the greater sun, as big as a ship.

Precise Details or Complex Elements: Reproducing a complex map, copying an individual's exact facial features, or greatly enhancing the apparent quality and value of an item or garment would each be an additional feature. Extremely complex elements or effects may be subject to an increased DC based on the details desired (GM's ruling).

INFLUENCE

Spells that control or affect a being's thoughts and emotions are simulated with the Influence Mode. The subject of an Influence spell will obey a single simple instruction from the caster, such as "Stand still", "Attack the priest", or "Go to sleep." The command is transmitted directly to the subject's mind; it need not be spoken aloud. The subject will attempt to carry out the instruction to the best of its ability until the duration of the spell elapses. A subject cannot perform a command that it does not comprehend or is physically incapable of doing. For example, commanding an avir to "pick the lock" would not work any better than commanding a Thrall to "fly." In addition, a subject will take no action that involves doing harm to itself directly, i.e. a subject cannot be commanded to stab itself or jump off a cliff.

The target of an Influence spell can resist being controlled by making a successful Will save vs the casting DC of the spell.

The subject of an Influence spell will remember everything that happens while they are under the control of the spell. If the spellcaster gets a Critical Success when casting the spell, however, the subject will think that his actions were his own idea, no matter how bizarre they seem in hindsight.

Influence Spell Variables

Area: Influence spells, more often than not, are designed to affect a single target. Occasionally, Influence spells are designed to affect multiple targets. The casting DC modifier is increased by 5 for each additional target beyond the first.

Influence

Effect	Design	Casting
Range: 5 feet	+0	na
Range: up to 10 feet	+2	+4
Range: up to 50 feet	+6	+10
Range: up to 100 feet	+12	+18
Duration: per round	+1	+2
Resistance: Will -1	+2	+3
Resistance: Will -2	+3	+4
Resistance: Will -3	+4	+5
Resistance: Will -4	+5	+6
Resistance: Will -5	+6	+7
Area: Single target	+0	na
Area: per additional target	+5	+10

MOVE

A Move spell can effectively magically transport objects or people. Objects or beings manipulated with this Mode travel up to the maximum speed allowed by the spell.

Distant manipulations are also possible: for example, pulling a lever from across a room. This effect can also be used to wield a weapon or employ a physical ability such as juggling or writing. In this case, the spellcaster's applicable Skills or Ability scores are used to determine the success or failure of the manipulation. For example, a spellcaster using a Move spell to pick a lock from across the room must first roll to cast the spell, then roll again for the lock-picking attempt.

Depending on the effects of their Order, some spellcasters can fly with this mode, by simply using enough Strength to lift themselves. Range does not apply in this case. Flying speed is determined at spell creation by increasing the casting DC. Tricky aerobic maneuvers may require a Dexterity or Tumble check for the spellcaster to maintain control, and a failed roll may result in a crash or other unfortunate mishap (GM's ruling).

Move Spell Variables

Weight: This is the maximum weight the Move spell may transport. In the case of Move spell designed to hold an uncooperative target, the weight limit of a move spell must be divided between holding onto the target and lifting the target. For example, a spellcaster might want to grab a struggling thief who was trying to run off with the spellcaster's purse. In that case, the spell

must have twice the weight limit required to simply pick up the thief, the extra is required to counter the struggling of the target.

Area: The default target of a Move spell is one creature or object. To transport multiple targets, the spell must first have a weight rating high enough to accommodate all targets but also must have an additional DC modifier to cover the additional area of effect. For each 1 ft radius added to the spell an additional +1 is added the casting DC.

Move

Effect	Design	Casting
Weight: Less than 50 lbs	+0	na
Weight: 51 to 75 lbs	+3	+6
Weight: 76 to 100 lbs	+5	+7
Weight: 101 to 150 lbs	+7	+9
Weight: 151 to 250 lbs	+10	+13
Weight: 251 to 500 lbs	+15	+20
Weight: 501 to 1000 lbs	+20	+25
Weight: 1001 lbs +	+25	+30
Range: up to 50 ft	+0	na
Range: up to 75 ft	+2	+4
Range: up to 100 ft	+4	+6
Range: up to 150 ft	+8	+12
Speed: 30 ft	+0	na
Speed: 40 ft	+1	+2
Speed: 60 ft	+3	+5
Area: Single target	+0	na
Area: +1 ft radius	+1	+2
Duration: up to 5 rounds	+0	na
Duration: per extra round	+1	+2

Reveal

Reveal spells are used to simulate supernatural senses, such as the ability to detect lies, divine the location of lost objects, see in darkness, or see through illusions. For example, a Reveal spell could be designed to give a character the ability to Sense Lies, effectively increasing their resistance to Bluff attempts.

Another popular Reveal effect is Scrying -- the ability to see and/or hear what is happening in a distant locale, as if one was standing there.

Reverse: Conceal

The reverse of this Mode conceals objects, beings, or areas from normal senses and even other Reveal spells. For example, an individual or specific location can be protected against scrying, a lie can be masked with magic to make it seem more believable, or magical senses may be confused. Conceal cannot be used to make anything truly "invisible". The Illusion Mode is used for that. However, Conceal could be employed to make it more difficult for guards to find someone who was hiding, for example.

Reveal Spell Variables

Skill Increase: Reveal spells are used to simulate supernatural senses, such as the ability to detect lies, divine the location of lost objects, see in darkness, or see through illusions. For example, a Reveal spell could be designed to give a character the ability to Sense Lies, effectively increasing their resistance to Bluff attempts. Similarly, a Reveal spell could increase a character's Spot, Search or Gather Information skills as needed.

Scrying Range: The default range of a Scrying spell is usually limited to one mile with any increase to this range causing a corresponding increase in casting DC. The caster must employ a reflective surface of some kind in which to view the images, and cannot automatically locate a particular spot within the Scrying

Reveal

Effect	Design	Casting
Skill Increase: per +1	+1	+2
Range: up to 50 ft	+0	na
Range: up to 75 ft	+2	+4
Range: up to 100 ft	+3	+5
Range: up to 150 ft	+4	+6
Scrying Range: 1 mile	+0	na
Scrying Range: per extra mile	+1	+2
Duration: up to 1 minute	+0	na
Duration: per extra minute	+1	+2
Scrying Detail: One Sense Only	+2	+4
Scrying Detail: Additional Sense	+6	+10
Area: 10 feet squared	+0	na
Area: Per additional 10 sq. feet	+4	+8
Concealment: 10%	+0	na
Concealment: 25%	+2	+2
Concealment: 50%	+4	+8
Concealment: 75%	+8	+16
Concealment: Total	+12	+24
Special	+2-+20	na

area unless he or she has previous knowledge of the location to use as reference.

Scrying Detail: Only normal sight and/or hearing are effective while Scrying; supernatural senses are cancelled while using such a spell. By default a scrying spell works with either sight or hearing, not both. To design a scrying spell that grants both vision and hearing, the casting DC must be increased by 8 (+2 for one sense +6 for the second sense)

Area: This variable is primarily used for the reverse use of the Reval Mode, Conceal.

Concealment: For the reverse spells (Conceal) the amount of concealment granted determines the casting variable.

Special: A GM determined modifier based on the spells effect.

SUMMON

Spells that use the Summon Mode involve consorting with extra-dimensional entities and manipulating the borders between the planes of existence. For this reason, Summon is by far the most dangerous Mode, and involves great risk when used at high levels of power. Only extremely capable or foolish spellcasters dabble in potent exercise of this magic.

The primary effect accomplished with this Mode is the summoning of extra-dimensional beings. Spells of this kind transport a creature from their native plane of existence, across the invisible inter-planar seas, to Talislanta. The type of creature summoned is up to the summoner to decide, though all Orders have some restrictions regarding the type of entities that may be called upon. The casting DC determines the level of the entity that will be summoned. For example, a casting DC 16 spell could yield a CR 3 smoke demon. (see Chapter 6 – Magic for exact summoning costs).

If a spellcaster wants to summon a being for which no specific statistics are provided, the GM will determine the statistics based on those of a similar creature. For example, the summoned spirit of a dead Thrall would have attributes similar to those of a normal Thrall Warrior of the desired level. Summoned creatures may have additional special abilities such as flight or immunity to normal weapons, as determined by the GM.

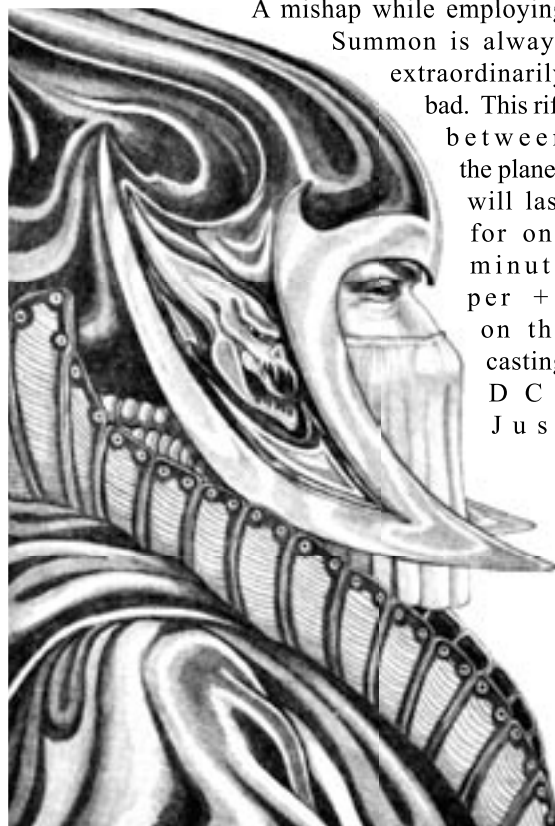
If the Summoning spell is cast correctly, the intended subject will appear at once. Constrained by the forces of the spell, it will be unable to do harm to the caster or move without his permission. In return for the caster's

promise to release it, the creature can be compelled to answer up to three questions, or to perform a single, specified service. This it will do, to the best of its capabilities. Summoned beings can only provide useful answers to questions they are likely to know. For example, the spirit of a murder victim may be able to name its killer, assuming it saw the murderer. The GM is the final judge of what the summoned being does and does not know.

If the spellcaster fails to cast a Summoning spell properly, (fails the casting roll) the intended creature still appears but will be unrestrained by the forces of the spell. Malign entities may seek to slay the caster and his associates, while chaotic creatures may engage in acts of wanton destruction. Diabolical beings may avenge themselves by more subtle means, such as a curse of ill-fortune, lingering disease, etc. Even normally benign creatures may resent being summoned, and if so will make their displeasure known.

In the event of a Spell Mishap, an inter-dimensional rift is created. This is the most terrifying prospect for any that consort with the outer planes. Legions of horrifying creatures might find their way through the rift, laying waste to everything in sight. Or, the caster may be hurled across far dimensions and driven insane by the mad geometry of elder worlds.

A mishap while employing Summon is always extraordinarily bad. This rift between the planes will last for one minute per +1 on the casting DC.
J u s t



exactly what happens during this period is left to the twisted imagination of the Gamemaster.

Reverse: Banish

Cast in reverse, this Mode returns a summoned creature to its home dimension. Attempts to Banish are subject to a DC penalty equal to the creature's overall CR. Like Summon, Banish spells take 1 round per CR to cast. A spellcaster can attempt to banish entities that she cannot summon, but she takes a penalty when doing so, determined by the GM (usually -5 to -10).

Summon Spell Variables

Summoned Creatures: Only one creature may be summoned at a time. The casting DC for a Summoning spell is modified by the CR of the creature summoned. For each CR of a summoned creature, the casting DC is increased by 3. For example, to summon a Large Earth Elemental, the casting DC would be 25 (10 + 3 x CR5). The minimum CR is always 1, meaning the minimum casting DC is 13 even for minor and insignificant creatures of less than CR 1. Only extra-dimensional creatures may be summoned; creatures native to Talislanta may never be summoned.

Casting Time: A spell of summoning requires a number of rounds to cast equal to the CR level of the creature being summoned divided by two (rounded down). For example, CR 1-3 creatures takes one round to summon; a CR 4-5 take 2 rounds, CR 6-7 take 3 rounds, etc.

Duration: The basic duration of a summoned creature's servitude is variable based on the casting DC. The summoner can extend the duration indefinitely, however, provided he has the magical means to do so. Certain enchanted items can be used to imprison summoned creatures in gemstones, crystal orbs, brass lanterns, and so forth. If the being is not restrained, it vanishes instantly when the spell ends.

Summon		
Effect	Design	Casting
CR: Summoned Creature	+3 per CR	+6
Duration: up to 1 minute	+1	na
Duration: up to 2 minutes	+2	+3
Duration: up to 5 minutes	+5	+8
Duration: up to 1- minutes	+10	+15

TRANSFORM

Transform spells turn one type of person or thing into another by changing the subject's shape and form. The casting DC required to achieve the desired transformation depends on how great the difference is

between the subject's original form and the form into which it will be changed. For example, changing an insect into another type of insect is a lot easier than changing that insect into a giant sea dragon.

If the subject was injured before transformation, it remains injured after being changed. Cast as a counterspell, this Mode can be used to return transformed subjects to their original forms. Each Magical Order has guidelines for what sort of metamorphosis it can accomplish. Regardless of Order, spellcasters cannot take the form of extra-dimensional entities with this Mode.

Transform Spell Variables

Degree of Change: The casting DC required to achieve the desired transformation depends on how great the difference is between the subject's original form and the form into which it will be changed. For example, changing an insect into another type of insect is a lot easier than changing that insect into a giant sea dragon. The following examples can be used to determine the required level of a Transform spell. Note that these modifiers are cumulative, and should be applied to determine the casting DC needed to affect a transformation:

Trivial Change: same species and sex; for inanimate objects, same material and form but enhanced appearance or minor change in size.

Minor Change: same species but different facial features; same material but different form.

Major Change: two humanoid species, small unnatural alteration such as feathers rather than hair; two objects of similar but different material and form, such as lead sinker to iron knife.

Radical Change: two completely different species; two completely different materials like wood to stone.

Total Change: animate to inanimate, such as humanoid to stone.

Increased ability level: Any increased ability scores gained from the new form also increase the casting DC.

Transformation can only be used to affect a single subject at a time.

Ability Increase: Animate subjects changed by a Transform spell retain their mental faculties while acquiring such physical abilities as their new forms will allow. For each +1 to any physical ability score (Str,

Dex or Con) received through the transformation, the casting DC must be increased by 1.

Transform

Effect	Design	Casting
Trivial Change	+3	+5
Minor Change	+5	+7
Major Change	+10	+15
Radical Change	+15	+20
Total Change	+20	+25
Per Increased ability	+1	+2
Range: touch	+0	na
Range: up to 10 feet	+3	+5
Duration: up to 1 minute	+0	na
Duration: per extra minute	+1	+2

WARD

Wards are defensive spells that can be used to protect against certain specified threats or maladies. Wards can be cast upon living creatures or inanimate objects such as doors, locks, shields, etc. In either case, the Ward only confers protection to the creature or item it is cast upon. For example, a shield that has been Warded against fire will make the shield immune to flame, but not the bearer himself.

The range, duration and area of effect are all variable and determine the casting DC of the Ward spell. The Ward appears as a glowing symbol, which can be read or deciphered by individuals who are fluent in magical scripts. Wards can be negated by counterspells, as per the rules for counterspells.

Reverse: Hex

A Hex increases the affected subject's susceptibility to harm, causing them to suffer additional damage from the specified threat or malady. For example, an individual who has an arrow-Hex placed upon him will suffer extra damage (as determined by the spell description) from arrows, and will also find himself more susceptible to be struck by arrows in combat. Aside from the obvious differences, the rules for Wards and Hexes are essentially the same.

Ward Spell Variables

Bonus Received: Wards can be used to confer protection from any one of the following types of threats or maladies:

- A single type of weapon such as swords or maces but not blades or clubs in general.
- A single element or elemental effect such

as fire, ice, lightning, cold, or heat; not all elements.

- A single type of skill such as pick pocket or lock-picking attempts.
- Spells of any single Order such as Wizardry, Necromancy or Mysticism; not Magic in general.
- Any single type of creature such as Tazian flies, Beastmen, demons, or exomorphs; not all insects, all extra-dimensional entities, all humanoids, or wild beasts in general.

Wards provide a bonus to the recipient of the Ward on all saving throws and AC against the Warded force, item or creature. An individual or item cannot be protected by more than one Ward of the same type. For example, it is not possible to be protected by a Ward vs fire and a Wards vs ice. There is no restriction against the simultaneous use of different types of Wards, such as a Ward vs fire and a Ward vs Mode (Alter).

Area: A Ward normally confers a bonus to a single target. To create a Ward that affects all beings within a given area, the casting DC must be increased by 10 for every 10 foot diameter.

Ward

Effect	Design	Casting
Per +1 bonus	+3	+6
Range: touch	+0	na
Range: 10 ft	+3	+6
Range: 50 ft	+6	+9
Area: per foot radius	+1	+2
Duration: up to 1 minute	+0	na
Duration: [er extra minute	+1	+2
Area: Single Target	+0	na
Area: Per 10 feet diameter	+10	+20

ALL MODES

Change Components: All spells have some form of component be it material, somatic or verbal. Each Order has different requirements for components. When designing a spell, the player may elect to remove a given component at the cost of +10 to the casting DC. For example, a player could use this option to make a spell that has no verbal component meaning it could be cast silently.

Casting Time: All spells designed require 1 round to cast by default. My increasing the casting time of a spell, a player may reduce the casting DC as per the

table above.

Resistance: Most harmful spells grant the target a saving throw of one type of another. Players may design spells that do not allow for any saving throw at a casting DC cost of +15.

Permanency: To create a spell that has a permanent effect, the casting DC is raised by 20. Spells with permanent effects are quite rare on Talislanta.

All Modes

Effect	Design	Casting
Change component required	+10	+20
Casting Time: 2 rounds	-2	na
Casting Time: 3 rounds	-4	na
Casting time: 1 minute	-6	na
Casting time: >1 minute	-10	na
Resistance: No Saving Throw	+15	na
Permanent Effects*	+20	na

Only spells of the following Modes may be made permanent: Illusion, Influence, Transform, Ward

THE ORDERS OF MAGIC

Most Talislantans are exposed to one only kind of magic in their lifetimes and know little, if anything, about other styles. Cultural traditions, taboos, and local mythology all shape magical practice in a given region. It is for this reason that certain styles of spellcasting are peculiar to particular peoples or regions and have spread little in the centuries since the Great Disaster. These styles are referred to by Talislantan magicians as Orders.

An Order is a school of Magic, like Wizardry or Necromancy — think of it as a character's field of magical expertise. There are eleven Orders practiced by Talislantan magicians of the New Age. Though each interprets magic in a different way, a set of common, underlying principles governs its effects. Each Order has a corresponding feat. Characters must have an Order feat to cast spells from that Order. Each of the Orders also use a different ability modifier for their spellcasting Mode skill checks. These may be found on the table below:

Order	Specialty	Ability Modifier*
Cartomancy	The magic of, luck, circumstance, and fate as represented in the cards of the Zodar.	Dex
Cryptomancy	The study of magical runes, sigils, and symbols.	Int
Crystalomancy	The study of crystals and their magical properties.	Wis
Elementalism	Magicians of this Order draw their power from one of the Elemental Planes of Water, Earth, Air, or Fire.	Str
Invocation	Members of this Order call upon supernatural entities for magical power.	Wis
Mysticism	This Order deals with the powers of the mind, will, and soul.	Wis
Natural Magic	The magic of animals, plants, and the natural world.	Wis
Necromancy	The magic of death, decay, and entropy.	Int
Shamanism	Members of this Order draw their power from the totem-spirits of animals and the Dreamrealms.	Cha
Witchcraft	The most ancient and secret of Orders, tracing its heritage to the first primitive Archaens.	Cha
Wizardry	Wizards produce their effects by manipulating the flux of arcane energy that permeates the Omniverse. This versatile Order is the most common in Talislanta today.	Int

** Each Order uses a different ability modifier in spellcasting. When using a Mode skill to cast a spell, the spellcaster adds his or her relevant ability score modifier, to the casting roll.*

Players should concentrate on learning all about the Magical Order (or Orders) their characters have studied. This information describes how magic works for members of that Order, and how such spell casters view the practice of Magic.

CARTOMANCY

To most Talisnantans, luck, fate and destiny are nebulous forces beyond the province of mortal beings. Though few common folk can grasp the power and meaning of the vagaries of chance, those who know the secrets held within the cards of the Zodar can. It is with this key that a Cartomancer unlocks his powers.

The Zodar was originally a divination tool of an ancient people, long lost to history. In the hands of a skilled Cartomancer, the twenty enigmatic cards are a powerful magical instrument. Each card has both a symbolic meaning in the realm of destiny, and an actual meaning, in the realm of action. Cartomancers believe that the interaction of these two realms creates reality as they know it.

Cartomancers invoke the destiny aspect of the cards when they attempt to divine the future or the past. This is the most commonly known use for the Zodar deck, and is practiced by many Cartomancers to earn a living as a gambler or fortune teller. Destiny readings are usually vague, metaphorical, and difficult to understand. With practice, however, a Cartomancer can learn to better interpret the cryptic pronouncements of the cards.

The action aspect of the cards provides Cartomancers with their more tangible spellcasting abilities. Each card is tied to a real-world effect that the Cartomancer can invoke. For example, the Sun cards can produce light or heat, the Warrior card is useful for attacking enemies or resisting attacks, and the Mystic card can be used to reveal secrets, lies, or hidden knowledge. Unlike the destiny aspect of the deck, spellcasting with the cards uses the inner-power of the magician, and can be very tiring and even dangerous. Most Cartomancers keep this element of their magic hidden and use it only when absolutely necessary.

Cartomancy is typically self-taught and there are few treatises on the Order or spellbooks. After studying the Zodar cards for a certain period of time the neophyte Cartomancer begins to understand their innate capacities for magic. Of course, anyone can use the deck for a friendly game of Zodar, but it takes

cartomantic abilities to fully attune to the forces of chance within the cards.

PHYSICAL COMPONENTS

A Cartomancer must have one hand free in order to manipulate the cards and cast spells. No spoken words or specific gestures are required.

ADVANTAGES

Spells of Cartomancy can be quite subtle since the magician need only handle her Zodar deck to produce the magic. No lights, noises, or other tell-tale signs emanate from the magician while she is casting a spell. Of course, those familiar with Cartomancy may realize what is happening as soon as the magician begins an innocent shuffle.

LIMITATIONS

As noted under Physical Components, Cartomancers must use their Zodar deck to cast spells. Without his cards on his person, a Cartomancer is powerless. If the magician's personal deck is ever lost or stolen, a new one can be obtained and used after the magician spends one week attuning to it.

MODES

Not available: Transform, Summon

Alter Effects: Cartomancer's can Alter any quality that is depicted on one of the cards of the Zodar. For example, a Cartomancer might alter a character's BAB by drawing "The Warrior" or a character's Bluff skill by drawing "The Peddler."

Transform Effects: N/A

Summon Effects: N/A

ENCHANTMENT

Common enchanted items created with Cartomancy:

- Enchanted Zodar cards that can reproduce the Order's spells.

CRYPTOMANCY

Cryptomancy is the art of inscribing, manipulating, encrypting, and decoding magical and mundane writing. Cryptomancers are generally intrigued by symbology of all kinds and believe that every form of written communication contains magical power.

Cryptomancers cast spells by inscribing magical sigils.

During the process of inscription, the Cryptomancer infuses the writing with a portion of his will, thereby bestowing its magical properties. This procedure is often fatiguing, but once completed, the spell is in place and may take effect at a later time or when certain conditions are met. With this Magical Order, the line between Spellcasting and Enchantment is a fine one, indeed.

Because of its subtle yet enduring nature, Cryptomancy is often used by the Trappings of Kasmir to protect valuables and vaults. The founders of the art, the Callidians, employ their spellcraft primarily to decode and translate ancient texts, or for other scholarly purposes.

As would be expected, Cryptomancers learn spells by memorizing written formulas of magical symbols. Books, scrolls, and tomes of Cryptomancy are always in cipher, and are all but impossible to decode. Cryptomancers across the continent share a specialized runic language that bears no resemblance to any contemporary alphabet.

PHYSICAL COMPONENTS

A Cryptomancer must be able to trace a pattern with at least one hand in order to cast spells. For many cryptomantic spells, the magician must make an actual mark of some sort. Cryptomancers often carry papers, inks, brushes, pens, and chisels for just this reason.

ADVANTAGES

The Trigger Effect

When casting any cryptomantic spell, the magician may choose a circumstance that will trigger the forces of the rune. Until this condition is met, the spell will remain in stasis. Spells in stasis are subject to all forms of magical detection and counter magic. When the triggering circumstance occurs, the spell will discharge, expending all of its energy. A trigger increases the spell's casting DC by 5, and the rune must be clearly inscribed upon the subject. A given spell can only be triggered once. If a Cryptomancer wishes to create a permanent effect that can be triggered many times, she must enchant the rune, as per the rules for Enchantment which can be found at the end of this chapter.

LIMITATIONS

Because of the often complex symbology employed by this Order and the need to actually inscribe its spells, cryptomantic magic takes longer to perform than other styles of spellcasting. Unless specifically

stated otherwise, all cryptomantic spells take 2 rounds to cast.

MODES

Not available: Transform

Bonuses: Ward: +3, Reveal: +3

Penalties: Illusion: -2, Influence: -2

Alter Effects: Cryptomancers can alter attributes by making the appropriate Rune (Rune of Strength, Rune of Reason, etc). A cryptomancer can also alter the damage a weapon does or the Ac of worn armor with a Rune of Potence or a Rune of Shielding, respectively.

Transform Effects: N/A

Summon Effects: Cryptomancers use runes to contact the outer-planes in order to summon extra-dimensional entities such as Devils, Demons, Imps, and Sardonius.

ENCHANTMENT

Common enchanted items created with Cryptomancy include:

- Alarm and trap systems designed to defeat intruders and protect valuables (Attack, Illusion)
- Enchanted tattoos that can conjure up weapons or useful items (Conjure)
- Rings, medallions, bracers, and tores inscribed with empowering runes (Alter)
- Cages and manacles to entrap extra-dimensional entities (Summon)

CRYSTALOMANCY

The Gnomekin Crystalomancers view their magic as a reflection of Terra, the Earth Mother, and regard Crystalomancy as a divine gift. Both the Crystalomancers and Daughters of Terra use magic of this Order, refusing to burden Terra with requests for aid, and working their spells in accordance with Her protective nature. Like caring gardeners, they tend to the crystals, grow new ones, and use them for the good of their people and the environment. But protect also means defend. Crystalomancers do not hesitate to use destructive forces when needed; creating landslides, producing cave-ins or blasting their enemies with harmful magics, if their homesteads are threatened.

However, these powers are used with strict discrimination. The thought of violating the harmony of nature for personal gain is completely alien to the Gnomekin. Therefore Crystalomancy is considered a

great responsibility and requires unclouded judgement. Only those who have a deep respect for life, a compassionate nature and an acute sense of balance and harmony can become Crystalomancers or Daughters of Terra. Few non-Gnomekin are judged to meet these requirements; and outsiders are rarely, if ever, allowed to learn Crystalomancy. All are Terra's children, but experience has taught the Gnomekin that those who do not understand Her nature cannot be entrusted with Her secrets.

Crystalomancers do not use written works. The precepts of this Order are passed down by oral tradition. Every aspiring Crystalomancer or Daughter of Terra also spends a lot of time tending crystals, and learning their properties by taking part in their growth. Over time, the student develops a deep understanding of the nature of the crystals. Often a kind of bond is established, and most Crystalomancers, including Daughters of Terra, prefer to use crystals they have grown themselves.

Use of Crystalomancy is subtle, drawing magical energies from and through the appropriate crystal, causing it to glow and sometimes pulse softly, and the majority of Crystalomantic spells are cast by softly speaking a humble incantation in Terra's name.

PHYSICAL COMPONENTS

All Crystalomantic spells require appropriate crystals; see Limitations below.

ADVANTAGES

Store Crystalomantic Force.

A Crystalomancer can store spells in crystals, to be used at a later time. This effect, basically a one-use enchantment, requires a storage procedure of 10 rounds + 1 round per point of casting DC (for example a spell with a casting DC of 15 would take 25 rounds to store, 10 rounds + 15 rounds for DC = 25 rounds). The stored power can be used by the caster or by someone else, all at once or a little at a time; but it cannot be reused, or even re-stored. Once a Stored crystal is emptied of its powers, it is dead and thus useless for all magical purposes, including regular enchantment and spellcasting. This limitation is due to the storage procedure, during which a total merging between the crystal's innate properties and the properties of the spell takes place. Reluctant to burn out the precious crystals in this way, Crystalomancers are very restrictive in their use of Storing. Also note that Stored crystals count against the maximum number of enchanted items a person can carry.

AFFIDITY

Crystalomancers get a +1 bonus to spell-casting rolls when using crystals they have grown themselves.

LIMITATIONS

A Crystalomancer cannot perform magic without the requisite crystals. Each Mode requires a specific type of crystal (see below), and the level of the spell cannot exceed the number of carats of the crystal. Also note the ethical restrictions of Crystalomancy.

MODES

Not Available: Conjure, Transform

Bonuses: Defend +3, Heal +3

Penalties: Attack -3, Summon -3

Alter Effects: Crystalomancers may use Alter only on appropriate natural materials, such as stone, earth, or crystal. It cannot be used on living beings, or to change abstract qualities.

Transform Effects: N/A

Summon Effects: Crystalomancers may only summon crystal and earth elementals.

ENCHANTMENT

Common enchanted items made by Crystalomancy include:

- Healing crystals (Heal)
- Crystal blades, with an enchanted Topazine crystal at the pommel (Alter, Attack)
- Crystals of Sealed Passage, vs. e.g. Darklings, Kra, or Subterranooids (Ward)

MODES AND CRYSTALS

Mode	Crystal	Color
Alter	Topazine	Rich yellow
Attack	Rubiate	Fiery crimson
Defend	Amberite	Warm orange
Heal	Emeralite	Deep green
Illusion	Prismatite	Clear/refractive
Influence	Amethyte	Vivid purple
Move	Azurite	Bright blue
Reveal	Glassine	Perfectly clear
Summon	Ebonite	Glossy black
Ward	Umberate	Dark brown

CRYSTAL GROWING

The art of growing crystals is covered by the skill Profession (Crystal Farmer). Crystals grow at a rate of 1 carat per week, and need close supervision during this time. A Crystal Farmer can maintain one growing

crystal per rank in the skill. Once harvested, a crystal cannot be grown further. Note that a Crystal Grower does not necessarily have to be a Crystalomancer.

Wild Crystals

The Earth Mother also harbors wild crystals, not grown by Crystal Farmers. Such crystals are unpredictable; most of them cannot be used for Crystalomantic purposes at all, and the rest only at the Crystalomancer's own risk. Any Crystal Farmer can determine which crystals (1 out of 10) are pure enough for spellcasting and enchantment, but, short of Crystalomantic Scrying, there is nothing that can tell which of these will yield the desired results. One quarter will have properties other than expected, and even those that are what they look like are difficult to control (-5 penalty on all spellcasting and enchantment rolls). Still, Crystalomancers value the wild crystals and take care of all they find. These crystals are Terra's gifts, just as cultivated crystals are, and they should be handled and appreciated accordingly. Also, despite all their modesty, Crystalomancers are not completely without ambition. There is always the possibility that the unknown properties of a wild crystal will lead to the discovery of new uses for Crystalomancy.

ELEMENTALISM

Elemental Magic (known as Elementalism) is the catch-all Order for the various magical traditions that harness and manipulate one of the four elemental powers: Fire, Water, Earth, and Air. Magicians study a single element at a time, often exclusively. Such magicians are known as Pyromancers, Aquamancers, Geomancers, or Aeromancers, respectively.

Elemental power is thought to originate on the Elemental Planes-- an extra-dimensional realities comprised of pure energy. There is an Elemental Plane for each of the four primary elements, supposedly arranged in a ring around the sphere of the Primal Plane on which Talislanta sits. Magicians can learn to contact the Planes to draw forth raw elemental power, or to consort with the denizens of these realms (which are known as Elementals).

PHYSICAL COMPONENTS

Elementalists often incorporate elemental substances into their spellcasting, such as bits of coal and flint for a pyromancer, a vial of water for an aquamancer, a fistful of earth for a geomancer, or a flute or fan for an aeromancer. Such physical accoutrements are not required, however. An Elementalist must have their

hands free to gesture in order to cast their spells.

ADVANTAGES

Each elemental power bestows a special ability on magicians that study its ways. A magician must have at least 10 ranks in one Elemental Mode skill to receive the abilities below. A magician must focus on a single type of Elemental magic to receive these special benefits. If a magician studies both Air magic and Fire magic for example, he receives no special abilities.

Water The Elementalist can breathe freely underwater, and never feels the cold. This does not offer any special defense from elemental cold attacks.

Fire Extremes of heat do not bother a pyromancer. Additionally, normal, non-magical fires will not harm the pyromancer, although their equipment can still be damaged. This offers no special defense against magical fire attacks.

Earth Weapons of stone, such as thrown rocks/boulders, sling stones, Ariane maces and arrows, and the Yrmanian r'ruh, will not harm a geomancer, nor will landslides or earthquakes. This offers no special defense against magical earth attacks. The geomancer is also infused with the solidity of earth, and gains an additional 2 hit points per level.

Air Aeromancers are never bothered by natural winds of any intensity, and natural lightning never harms them, although magical lightning attacks will. Additionally, airborne toxins, gases, etc. are slower to reach them, giving them a +4 to all saves vs gaseous poisons.

LIMITATIONS

All spells of Elementalism lack subtlety. They produce loud noises, bright lights, and strong scents, and are impossible to conceal. Elemental magic is also very limited in the kinds of effects it can produce (see Mode restrictions, below).

MODES

Not available: Alter, Heal, Illusion, Influence

Bonuses: Conjure +3. plus one of Attack +3 (Pyromancy), Move +3 (Aeromancy), Defend +3 (Geomancy), or Transform +3 (Aquamancy)

Penalties: None

Alter Effects: N/A

Transform Effects: The magician's chosen element can be transmuted through its various forms. Fire may

be turned to smoke or ash, and vice versa. Air may be transformed to fog, toxic gases may be changed to fresh breezes. Water can be purified or turned to solid ice or steam. Earth can be altered from oozing mud to solid stone.

Summon Effects: An Elementalist may summon an Elemental appropriate to the type of energy he studies. A Pyromancer may summon a fire elemental, a Geomancer may summon an earth elemental, etc.

ENCHANTMENT

Common enchanted items created with Elementalism include:

- Medallions that protect the wearer from a specific element (Ward)
- Wands or staves that project destructive elemental forces (Attack)
- Devices that can produce elemental matter, such as waterskins that fill themselves, masks or helms that produce fresh air, torches that light on command, etc. (Conjure)
- Weapons empowered with an elemental force (Attack)

INVOCATION

Invocation is a means of attaining magical power by calling upon the aid of supernatural entities and forces. The type of being called upon varies greatly among Invokers, and is usually dependant upon their superstitious or religious beliefs.

A variety of Talislanta's cultures use Invocation, calling upon entities benevolent and foul. Aamanian Archimages believe they are mortal vessels of their patron deity, Aa the Omnificent, and that their spells are essentially the Will of Aa. Mirin Priests of Borean beseech the God of the North Winds to bestow gifts of magic. Diabolists and Demonologists gain dark powers in exchange for consorting with creatures from the lower planes.

Regardless of their sources, all orders of Invocation share a common philosophy: in order to receive magical power, the Invoker must first gain the favor of the supernatural patron. There are many rites and rituals to accomplish this, depending on the style and beliefs of the Invoker. All Invokers realize

that if they fail to act according to the wishes or ideology of their patron, they will find themselves bereft of their powers (or worse).

PHYSICAL COMPONENTS

Invokers generally incorporate the icons and trappings of their beliefs into their spellcasting, using such items as holy symbols, ritual vestments, incense, votive candles, and so forth. Invocation also requires that the magician be free to gesture and speak clearly, to better beseech their patron and proclaim their loyalty and faith.

ADVANTAGES

When acting in the interests of their patron, Invokers often find that their magic becomes more powerful and easier to use. Likewise, for those that follow the codes and strictures of their patron. The GM may award a casting roll bonus of +0 to +20, depending on how well-favored the actions or intentions of the magician are in the eyes of his patron. Note that this bonus does not apply to every spellcasting roll, only those situations that warrant the special attention of the patron.

LIMITATIONS

As an Invoker's magic becomes easier when he is faithful, so too does it grow weak when he fails to please his patron being. The GM may subtract a casting roll penalty of -0 to -20, depending on how ill-favored the Invoker's actions are in the eyes of his patron. Note that the GM does not have to reveal these penalties to the player.



MODES

Not available: None

Bonuses: Two Modes befitting the patron entity: +2

Penalties: Two Modes not suiting the patron entity: -2

Alter Effects: Anything appropriate to the patron entity.

Transform Effects: Anything appropriate to the patron entity.

Summon Effects: An Invoker can summon any extra-dimensional being associated with his patron. A Priest of Aa the Omnificent might summon a shining Avatar of the Almighty, for example. Diabolists summon devils, while demonologists summon demons.

SAMPLE RELIGION MODE ADJUSTS:

Aa (Aamanian):

Influence +2, Reveal +2, Illusion -2,

Summon -2

Aberon (Rasmirin):

Attack +2, Summon +2, Heal -2, Influence -2

Borean (Mirin):

Defend +2, Move +2, Illusion -2, Influence -2

Death (Rajan):

Attack +2, Summon +2, Defend -2, Heal -2

ENCHANTMENT

Common enchanted items created with Invocation include:

- Weapons enhanced with the blessing of a deity. (Alter)
- Armor or amulets enhanced with protective properties (Defend)

MYSTICISM

Thought over Action. Will over Instinct. Mind over Matter. These are the tenets of the Order of Mysticism. Mystics cultivate the powers of their will in order to perform supernatural feats. They also seek to comprehend the unseen world of spirits and the soul. The powers of this Order include the ability to confuse or manipulate the minds of others, fortify the body or soul with energy, perceive invisible auras, read emotions, and commune with spirits of all kinds.

Mysticism has been practiced on the Talislantan continent for untold millennia by many different cultures; most notably, the ancient and enigmatic Ariane, who may have originally brought the discipline

to Talislanta from another realm. Conversely, Mysticism has little in common with the magical traditions of the Archaens and their descendants. There are no formal schools or institutions of the mystic arts. Most mystics prefer to study in private or with a personal “guide” as their instructor.

PHYSICAL COMPONENTS

Mysticism requires very little in the way of physical components. The mystic must be at peace while casting spells, however. Emotional or mental turmoil interferes dramatically with a mystic’s abilities. During especially stressful situations, a mystic will first meditate before attempting to cast a spell (see Limitations).

ADVANTAGES

Mysticism has entirely invisible spell effects. It produces no images or sounds and cannot be detected by normal magical means. A mystic employing Aura Reading on another practitioner of Mysticism may “see” forces emanating from the mystic, but cannot be sure what sort of spell is being cast. In addition, spells of Mysticism require no gestures, incantations, rituals, or foci of any kind.

LIMITATIONS

A mystic must be at peace in order to perform any spell casting. Loud noises, bright lights, emotional or physical distress, or any kind of distracting stimulus can cause spells to be cast at a penalty of -5 to -10. A successful Concentration skill roll negates this penalty (DC 10 to 40 depending on type of distraction). It is for this reason that Mystics devote themselves to increasing their Concentration skills.

MODES

Not available: Transform, Conjure

Bonuses: Influence +3, Reveal +3

Penalties: Attack -5

Alter Effects: A mystic can alter any quality of body, mind or spirit. A mystic cannot alter any quality of inanimate objects or animals.

Transform Effects: N/A

Summon Effects: Mystics have the very special ability to use the Summon Mode as a means of leaving their physical body and moving about on the astral plane (see the “Astral Projection” spell, below). A Mystic may also use the Summon Mode to cast spells that call forth spiritforms from the astral plane.

ENCHANTMENT

Mystics rarely practice enchantment, preferring to spend their time meditating and contemplating the deeper mysteries of the omniverse. When they do indulge in it, however, they most often fashion the following:

- Medallions or rings that inhibit Scrying, Mind Control, or Astral Assault (Conceal, Ward)
- Eyepieces that reveal astral presences or spiritforms (Reveal)

NATURAL MAGIC

The magic of the natural world is subtle, mysterious, and in harmony with its environment. The magicians that practice this Order are similarly at peace with their surroundings. Natural Magic has much in common with Witchcraft, Shamanism, and Mysticism, known collectively in magic circles as “the quiet arts.”

Unlike the destructive sorcery of the Archaens, natural magic comes from a tradition of nurturing and communing with the spirits of nature. One should not be fooled by its placid appearance, however. Nature also has its fury, and should not be trifled with.

Spells of Natural Magic usually involve communion with the sub-elemental plane known to Talislantans as the “Green World”. It is from this plane that all natural life-forms draw their sustaining power, and it is this power that fuels Natural spells. The spirits of the Green World take shape on the material plane in the form of trees, grasses, stones, or rivers. These spirits always blend harmlessly with the landscape around them.

Natural Magic is passed down by oral tradition. There are no tomes or scrolls dedicated to its study. In addition, aspiring natural magicians must be “right” for the teachings to work for them. Overly violent or destructive attitudes conflict with this Order, making the magic ineffective.

PHYSICAL COMPONENTS

Spells of natural magic require a verbal component, often a song or chant. They also require simple gestures and signs to communicate with the spirits who do not comprehend spoken language.

ADVANTAGES

In wilderness areas such as forests, lakes, rivers, and mountains, Natural Magic works very well. The GM

may award a casting roll bonus of +0 to +5, depending on how removed the magician’s surroundings are from the taint of “civilization.”

LIMITATIONS

Natural Magicians suffer a casting roll penalty of -0 to -5 while using their magic in cultivated areas such as cities or settlements. Note that the settlements of the the Ariane, Aeriad, Gryph, Sawila, Green Men, and Mandalans are designed specifically to enhance the flow of nature’s forces, not restrict them. Natural Magic use in any such area receives a casting roll bonus of +5.

MODES

Not available: None.

Bonuses: Reveal +2, Heal +2

Penalties: Attack -2, Transform -2

Alter Effects: Natural magic can alter only physical properties.

Transform Effects: A Natural Magician can transform creatures into natural objects such as tress or stones. Some Natural Magicians cast this type of spell on themselves to better commune with their environment. Natural Magicians can also transform one natural material into another; turning wood to stone and vice versa, for instance. Natural Magicians are loathe to use their transformative magic in a way that harms their environment.

Summon Effects: Natural Magicians can summon creatures from the Green World. These usually take on the form of wood elementals, dryads, or benign nature-spirits.

ENCHANTMENT

Most Natural Magicians do not practice enchantment. Those that do sometimes create:

- Wooden staves or wands enchanted with spells of Natural Magic
- Enhanced bows and other non-metal weapons for the defense of their lands.

NECROMANCY

Necromancy deals with the power of death and the life-force of living beings. Many Necromancers believe death is sacred, and even ascribe a character and personality to death. The Black Magicians of Rajanistan have developed an entire religion around the worship of death, while the carrion-eating Stryx of Urag view Death as a provider-spirit.

Necromantic spellcasting always applies to death in some way, whether it be communing with the soul of a deceased companion, repairing the body of a reanimated corpse, or draining the life essence of a victim. Necromancy is not inherently evil, but, regardless of the morality or intentions of its practitioners, it has a long-standing reputation as “black magic”. The sometimes grisly rituals associated with the art do nothing to help change this perception.

Because of its morbid applications, practitioners of Necromancy accumulate knowledge of anatomy, physiology, and the general workings of the body. A character’s Necromancy rating may be used as an Anatomy skill during play. Due to cultural taboos regarding the dead across Talislanta, Necromancers are among the only experts in this field.

Necromancers learn their spells by studying the magical writings of ancient black-magicians such as Urmann, Mordante, Narishna, and Drax. Aspiring Necromancers need great numbers of corpses and living beings to practice on, another reason why this Order is unpopular in “civilized” lands.



Necromantic spellcasting is usually unpleasant in some way. Spells can be painful for the caster, the subject, or both. Bizarre and gruesome fetishes must be used to focus spells. In some extreme cases, actual death or suffering must be inflicted to empower the magic ritual.

PHYSICAL COMPONENTS

A Necromancer must be able to gesture with both hands and speak aloud in order to cast spells. Certain necromantic devices and fetishes are also required, such as a necklace of bones, a bag filled with corpse-dust, a preserved skull, etc. Each Necromancer chooses his or her own personal fetishes.

ADVANTAGES

Death and pain are not only the subject of necromantic magic, they are also its ally. Necromancers are the only characters in the Talislanta game who earn Experience Points for killing other creatures. In order to earn XP, a killing must be accompanied by the ritual burning of incense and the use of a ceremonial dagger, axe, or fire. 5 Experience Points are earned per victim. In ancient times, the necromantic Torquarans subjected untold numbers of Xambrians to ritual murder in the Fire-Pits of Malnangar.

LIMITATIONS

Necromancers are regarded with fear and suspicion by most decent folk, and are welcome in few lands. Nature spirits and other benevolent entities will not willingly cooperate with spell casters of this Order, whom they consider cruel and vile.

MODES

Not available: Illusion, Conjure

Bonuses: Summon: +2, Heal: +3

Penalties: Influence: -3

Alter Effects: Necromancers have great knowledge of the body and its inner workings. Most Necromantic Alter spells change some property of the physical form (strength, perception, hit points, etc.)

Transform Effects: A Necromancer can take on the form of another creature (humanoid or animal) if she has access to its corpse. This spell (“Face of Death”) is detailed in the master Necromancy spells.

Summon Effects: Necromancers can summon the spirits of the dead and communicate with them. To summon the spirit of a specific being, the Necromancer must possess the being’s corpse (or a part of it) or cast the spell at the place where the being died.

ENCHANTMENT

Common enchanted items created with Necromancy include:

- Talismans that ward away or control undead (Ward, Influence)
- Weapons or items enchanted with disease-causing spells (Harm)
- Amulets that allow Assassins to assume the form of their target (Transform)

SHAMANISM

Shamanism is the magic of spirit and dream. By connecting with his unconscious dream-self, a shaman can interact with the spirit-gods of the Dreamrealms, known as Totems. Totems are the spiritual representation of all the primal energies that inhabit the material realm. For example, the Hunter Totem embodies the spirits of all great hunters, both humanoid and beast. The specific creatures and qualities represented by the Totems vary from region to region.

Most shaman see spirits in abundance in the world. Every natural form is an extension of one Totem or another. The span-oak trees are the many arms of Giver-of-Life; the exomorph is the embodiment of Hunter. When in communion with a Totem spirit, a shaman may either seek the spirit's council or take on the powers and aspect of the Totem. Attaining the dream-like state necessary to commune with the Totems often requires the ingestion of herbs, mushrooms, or other natural psychotropic substances. Some shaman also train themselves to visit the Dreamrealms while sleeping or meditating.

Like Witchcraft and Natural Magic, Shamanism is an oral tradition, without scrolls or spellbooks. Shaman initiates are usually chosen by their instructors and trained in private. In tribal communities, the Shaman is often the leader or chief council to the tribal head.

PHYSICAL COMPONENTS

Shamanism relies on complex chants, gestures or dances, and specific natural fetishes. For example, to summon up an Avian-Totem, the Shaman might cry out like an avir, wave his arms like wings, and brandish a fetish made of avir feathers.

ADVANTAGES

Personal Totem

Every shaman has a specific totem animal that guides them in the spirit world. When casting spells appropriate to their totem, the shaman receives a casting roll bonus of +3. The player may pick one Mode that this bonus applies to, according to the nature of the chosen totem. For example, a Nighthawk totem might give a bonus to Reveal spells (due to the animal's keen perception). A Shaman will never be attacked or threatened by an animal of the type that corresponds to their totem.

LIMITATIONS

A Shaman must first attain the dream-state to cast her spells. This can be accomplished by ingesting a natural hallucinogen such as Black Mushroom, K'tallah, Blue Lotus, or by careful meditation. Without the benefit of drugs or meditation, the shaman suffers a casting roll penalty of -5.

MODES

Not available: Conjure

Bonuses: Heal +2, Reveal +2

Penalties: Attack -3

Alter Effects: A shaman can alter a quality that suits his personal totem. For example, an exomorph totem might let the shaman alter strength, perception, and stealth.

Transform Effects: Every shaman has the ability to assume the form of their totem animal. See the example spell, "Totem Form" below.

Summon Effects: A shaman cannot summon the entities of the dream-realm, per se, but she can communicate with them. The Summon Mode is used for any spell that does this. The greater the level of the Summon spell, the more likely a given spirit is to be helpful and knowledgeable.

ENCHANTMENT

Shamans rarely practice complex enchantment, though they are known to create simple fetishes or charms.

- A feather-charm for commanding avians (Influence)
- A claw-fetish for tracking prey in the wilderness (Reveal)
- A blood-tattoo for resisting poisons (Heal)

WITCHCRAFT

Witchcraft is perhaps the oldest Magical Order on the continent, tracing its heritage back to the dawn of the Archaens. The principles of the Order operate according

to the ancient Law of Association, which states that “like breeds like”, and all things are connected.

Witchcraft relies heavily on physical components for its spells to work. A connection must always be made between the witch, the materials of the spell, and the target. This connection is often metaphorical - a witch may break a handful of twigs to symbolize the breaking of bones, for example - but the spell will work so long as the metaphor has meaning for the witch. The act of association connects magician, materials, and target as if they were one. The most powerful spell components are personal effects owned by a subject, or, better yet, discarded parts of the target; for example, a splinter from a wagon wheel or a lock of hair.

The magic of witchcraft is about relationships, not power. If a witch wants to break a stone in two, he does not hurl destructive energy at the stone. Rather, he associates the stone with a bit of clay, and breaks that instead. To bring a curse on someone, the witch might obtain an article owned by the victim and cast his magic upon it, thereby doing harm to the intended victim. Witchcraft is one of the most subtle forms of spellcasting, often having none of the obvious external effects of other Orders, such as lights or loud noises.

Several Talislantan cultures (primarily the Aamanians) consider witchcraft to be “black magic”, and openly persecute its practitioners. For this reason, Talislantan witchcraft is taught and practiced in secret. Passed down from generation to generation, Witchcraft is an oral tradition without texts, scrolls, or magical tomes. For example, the Dhuna absolutely forbid the instruction of “outsiders” in the ways of the Art (as they call it), and the Sarista rarely teach anything of value to those who are not members of their clan.

PHYSICAL COMPONENTS

A witch must have both hands free and be able to speak aloud in order to cast spells. Some sort of symbolic object must also be used, and is often destroyed as part of the magic ritual. The player is free to improvise appropriate metaphors for the spell components.

ADVANTAGES

Witches possess the power of Binding, allowing them to work their magic across any distance, provided they have a strong mystical connection to their target. Any object that has been on the target’s person for three or more days, or a physical piece of the target (such as hair, fingernails, or blood) will suffice. This material can be used for a single ritual only, and is consumed as

the spell is cast. Spells that incorporate the power of Binding act as if the witch is touching the target.

LIMITATIONS

The forces that empower a witch’s magic can be somewhat capricious. On a natural casting roll of 13, the spell has no effect, regardless of the various modifiers involved.

MODES

Not available: Conjure

Bonuses: Heal: +2, Ward: +2, Reveal: +2

Penalties: Attack -3

Alter Effects: A witch can alter virtually any quality, provided he has the appropriate physical components. The heart of an ogriphant might help the witch alter a subject’s strength, for example. No alteration can be made without a metaphorical connection like this.

Transform Effects: A witch’s “curse” sometimes takes the form of a transformation of the target into an animal. Once the “curse” is cast, it takes one day per level of the spell for the target to transform completely. The process is a gradual one, adding a new animal feature each day as the spell runs its course. Once fully transformed, the target will remain in that state for seven days and then instantly revert to its normal form. It is rumored that the witches of old could transform a victim permanently, but those ancient spells were lost long ago in the depths of witchwood.

Summon Effects: A witch can summon minor spiritforms to perform simple tasks. These spiritforms are Ability Level 7 or less and can do no harm to living things. They do have unique qualities, however, including invisibility, immunity to normal weapons, and the special power of Weirding (see sample spell, below).

ENCHANTMENT

Common enchanted items created with Witchcraft include:

- Medallions or brooches that protect from harm (Ward, Defend)
- Rings or stones that render a subject invisible to scrying (Conceal)
- Crystals or mirrors for viewing distant locales (Reveal)

WIZARDRY

The omniverse is permeated by waves of fluctuating magical power, known to Talislantan spellcasters

as Arcane Energy. During ancient times, certain Talislantan magicians developed incantations, gestures, and rituals that could tap into the flow of Arcane Energy that surrounds Talislanta. These procedures, known as Wizardry, have survived almost unchanged to the New Age.

In its natural state, Arcane Energy is an ambiguous, flowing force with no discernible positive or negative characteristics. When directed into the Primal Plane, Arcane Energy can take on a nearly limitless range of forms (excluding elemental forces, which cannot be replicated by Wizardry).

Arcane Energy can be used to surround the caster with a shimmering aura of protective energy; to conjure simple shapes such as ropes, swords, or walls of force; or to manipulate the physical world with grasping tendrils or “magic hands”. Arcane Energy can also manifest as destructive beams of force or the intricate conglomerations of swirling light and shadow used to create illusions.

Compared to more esoteric arts such as Witchcraft or Cryptomancy, Wizardry is a relatively simple magic Order to learn and use. As a result, it is popular among the Cymrillians, Farad, Zandir, Thaecians, and other magic-oriented cultures.

PHYSICAL COMPONENTS

Wizards must gesture with both hands and speak Archaen phrases aloud in order to cast spells. A device such as a wand or staff is sometimes used to direct spells, but is not required.

ADVANTAGES

Specialization: The wizard may pick one Mode to represent the type of spells they regularly practice. This Mode receives a bonus of +3 to its overall rating.

LIMITATIONS

Obvious: Spells of wizardry are always accompanied by glowing lights, an electrical charge in the air, and a strange humming sound. Anyone nearby that makes a successful PER roll with a +5 bonus will be aware that magic is being used and will be able to discern its source. Because of this, subtle illusions that are meant to appear “real” are very difficult to accomplish with this Order. Likewise, anyone affected by a spell of wizardry (magical influence, protection) will have a noticeable glow and shimmer about them.

MODES

Not available: Transform, Summon

Bonuses: +3 to one Mode chosen by the magician.

Penalties: None.

Alter Effects: Only simple physical qualities can be altered with Wizardry through the careful application of Arcane Energy. For example, a character’s strength might be altered by applying a field of Arcane Energy that helps the character lift, push, and swing. Or a sword’s damage rating might be altered by adding a nimbus of destructive energy to the blade. Subtle alterations (like increasing a character’s memory or charm, for example) are not possible with this Order.

Transform Effects: N/A

Summon Effects: N/A

ENCHANTMENT

Common enchanted items created with Wizardry include:

- Wands and staves that store defensive magic. (Attack, Defend)
- Rings that levitate the wearer on a pillar of arcane force. (Move)
- Weapons empowered with destructive arcane energies. (Attack)
- Globes, glass spheres, and mirrors that produce entertaining illusory scenes. (Illusion)



SAMPLE SPELLS

SPELL DESCRIPTIONS

Name of Spell (Order)

Mode: *The Mode skill used to cast the spell.*

Casting Time: *Time required to cast the spell.*

Range: *Effective range of the spell.*

Target: *The type of target a given spell affects.*

Duration: *The duration of the spell's effect.*

Area: *The area of effect the spell covers.*

Saving Throw: *The type of saving throw required to avoid the spell's effects and the amount the spell may be avoided. For example, Reflex half means on a successful Reflex save, the target suffers only half of the spell's normal effect. The save DC is always the same as the casting DC of the spell.*

Casting DC: *The number that must be exceeded on a casting roll in order to successfully cast the spell.*

Altered State (Shamanism)

Mode: Reveal

Casting Time: 1 round

Range: 50 feet

Duration: 5 minutes

Casting DC: 19 (+4 duration, +5 special)

Allows the shaman to enter a trance-state in which he or she will be able to see invisible, astral, or spirit entities of any sort.

Arcane Bolt (Wizardry)

Mode: Attack

Casting Time: 1 round

Range: 50 feet

Duration: Instantaneous

Targets: One individual

Saving Throw: Reflex

Casting DC: 16 (+1 damage, +5 automatic hit)

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d6 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature cannot be singled out. Inanimate objects are not damaged by the spell.

Black Mists of Malnangar (Attack)

Mode: Attack

Casting Time: 1 round

Range: 50 feet

Area: 10 foot diameter

Saving Throw: Fort half

Casting DC: 30 (+10 damage, +5 area, +5 automatic hit)

Noxious black vapors pour from the necromancer's cloak or outstretched fingers, enveloping all targets in a 10 foot diameter circle in a suffocating cloud. The Black Mists do 4d6 points of damage but dissipate after only one round.

Call of the Wild (Natural Magic)

Mode: Attack

Casting Time: 1 round

Targets: Self

Duration: 2 rounds

Casting DC: 18 (+3 damage, +5 duration)

By calling upon the spirits of nature, the naturalist can tap into the primal forces of the wild. As the enchantment takes hold, the caster's voice and features adopt a feral semblance, and the fingernails turn into razor-sharp claws that can be wielded as weapons. (2d6 damage)

Circle of Summoning (Invocation)

Mode: Ward

Casting Time: 1 round

Range: Touch

Duration: 4 minutes

Casting DC: 28 (+15 for bonus, +3 duration)

While it is certainly possible to summon beings without the benefit of a Circle of Summoning, relying on the Pact alone for safety, wise diabolists will take the time to prepare a circle first, to give themselves an extra margin for error. A circle of summoning must be seven paces across, inscribed clearly with dark ink or sprinkled blood. Once the circle is complete it gives +5 to the summoning roll, although it must be used immediately. Many diabolists will have such a circle inscribed into their floor and enchanted.

Corpus Weaving (Necromancy)

Mode: Heal

Casting Time: 1 round

Range: Touch or Self

Duration: Instantaneous

Casting DC: 19 (+9 healed hp)

By infusing the wounded target with lost life energies, the necromancer can repair in seconds what would normally require weeks to heal (up to 18hp damage). The healing process lasts only one round, but is said to be quite painful, and is horrifying to observe.

Crimson Bands of Cytorak (Wizardry)

Mode: Move

Casting Time: 1 round

Range: 75 feet

Duration: 5 rounds

Saving Throw: Reflex

Casting DC: 28 (+15 weight, +3 range)

No one knows who Cytorak was, although a few strange references hint that he may have been an Archaen sorcerer supreme. When his spell is invoked, seven shimmering, arcane rings of ruby hue coalesce out of the air and constrict upon the target, holding it immobile (functions on creatures that weigh up to 250 lbs.). The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions that require motion. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.) A winged creature who is so paralyzed cannot flap its wings and falls. A swimmer cannot swim and may drown.

Death Touch (Mysticism)

Mode: Attack

Casting Time: 1 round

Range: Touch

Duration: Instantaneous

Saving Throw: Will half

Casting DC: 31 (+21 damage)

As part of their study of the lines of energy that flow through the mind and body, mystics also learn how those lines of energy can be disrupted. One such method is the Death Touch. By touching a living creature or being at the exact center of its life's energy, the mystic can disrupt the victim's life-force, with potentially fatal results (6d6 points of damage). The Death Touch is regarded as a black art among most mystics, few of whom would ever use it except under the direst circumstances. Nevertheless, certain Mandalan legends tell of mystic warriors who were tempted to follow the dark path of this deadly discipline, and of the terrible consequences that befell them. This spell requires a normal melee attack roll.

Demon Bile (Invocation)

Mode: Conjure

Casting Time: 1 round

Range: 50 feet

Area: 10 feet diameter

Duration: 3 minutes

Saving Throw: Will

Casting DC: 18 (+5 duration, +3 weight 40 lbs.)

With a word of power, the invoker calls forth a greenish

slime which oozes out of invisible cracks and holes on a chosen surface. The Demon Bile is a slippery substance that clings to anything and is difficult to remove. Often used to cover a floor, a Balance check versus DC 20 is required to avoid slipping. Demon Bile must be manually scraped off, as water alone will not remove it.

Detect Unnatural (Natural Magic)

Mode: Reveal

Casting Time: 1 round

Range: 60 feet

Duration: 5 minutes

Casting DC: 26 (+12 skill; increase, +4 duration)

While this spell is in effect, the caster can sense anything that is not native or natural to the area. Hidden structures, traps, lost objects, and non-natural magical effects will stand out like a beacon to the caster's eyes. For the duration of the spell, the caster has a +12 bonus to all Spot and Search skill checks as they relate to objects, creatures and effects not natural to the area.

Elemental Shards (Elementalism, earth or water)

Mode: Attack

Casting Time: 1 round

Range: 50 feet

Duration: Instantaneous

Saving Throw: Reflex half

Casting DC: 16 (+6 for damage)

This spell can be used to create aquamantic shards of ice or geomantic shards of stone, which may be hurled at a target, inflicting 3d6 points of damage. To cast the enchantment, the elemental mage must have a small amount of the chosen element in hand and requires a normal ranged attack roll to succeed.

Enfeeblement (Witchcraft)

Mode: Alter

Casting time: 1 round

Duration: 2 minutes

Range: Touch

Casting DC: 20 (+1 duration, +2 subject, +7 specific alteration)

Description: This spell allows the caster to cause weakness in a designated creature or being by touch. The victim will suddenly feel exhausted, as through strenuous activity. The target's Strength is reduced by 4 along with all the ramifications that go along with a lower Strength (encumbrance, combat rolls, etc.)

False Dweomer (Witchcraft)

Mode: Illusion

Casting time: 1 round

Duration: 5 minutes

Range: 50 feet

Casting DC: 18 (+6 magnitude, +2 detail)

Description: this spell enables the caster to imbue any item with a false aura of magic, causing it to appear to be enchanted.

Flameform (Elementalism, fire)

Mode: Transform

Casting Time: 1 round

Range: Self

Duration: 4 minutes

Casting DC: 33 (+20 total change, +3 duration)

Only the most skilled pyromancers are capable of using this spell, which transforms the caster into living flame. Once transformed in this manner, the pyromancer is as intangible as fire and cannot manipulate objects or be hit by ordinary attacks (spell attacks and magic weapons still hit as normal). Anything touched by the Flameform takes 1d6 points of fire damage and may be set alight (1d6 points per round for 1d4 rounds). For the purposes of striking and dodging, the Flameform has an AC of 20. While in this state, the pyromancer cannot cast additional spells, but can communicate by speaking normally. Any items on the pyromancer's person when the spell is cast become part of the Flameform, but revert to their normal substance once the spell has lapsed.

Heavenly Light (Invocation)

Mode: Alter

Casting Time: 1 round

Range: 50 feet

Duration: 1 minute

Saving Throw: Will

Casting DC: 24 (+6 broad alteration, +8 range)

With this spell, the invoker beseeches her patron deity to shine a great holy light down upon the believers (or non-believers) and fill them with grace and power. A massive beam of illumination radiates outward from the caster, covering an area as large as a house and as bright as the Lesser Sun. Believers will be filled with a great sense of peace and understanding, while outsiders may feel cowed or threatened by the massive radiance. (+2 morale bonus to all allies and -2 morale penalty to all enemies)

Hidden Spring (Natural Magic)

Mode: Conjuration

Casting Time: 1 round

Range: 50 feet

Duration: 3 minutes

Casting DC: 17 (+5 duration, +2 weight)

By kneeling upon the ground and calling to the spirits of the underground rivers, the naturalist can use this spell to bring water to the surface, creating a small spring of fresh water. The spring will yield enough water to sustain three medium-sized humanoids and three equ-sized steeds for one day. The water will remain on the surface for three minutes, after which any that has not been consumed will seep back into the ground.

Invisibility (Wizardry)

Mode: Illusion

Casting Time: 1 round

Range: 50 feet

Duration: 1 minute

Casting DC: 22 (+3 motion, +9 magnitude)

With this spell the caster makes himself or any man-sized target in spell range invisible. The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Laying on of Hands (Invocation)

Mode: Heal

Casting Time: 1 round

Duration: Instantaneous

Range: Touch

Casting DC: 15 (+5 for hp)

By touching the subject and invoking her patron deity, an invoker can heal up to 10 hit points of damage with this simple spell.

Lifesight (Mysticism)

Mode: Reveal
Casting Time: 1 round
Range: 1 mile
Duration: 10 minutes

Casting DC: 21 (+9 duration, +2 scrying detail)
By meditating and listening deep within, the mystic can use this discipline to discern the approximate location of all living minds within a one-mile radius. This spell cannot be used to determine the precise locations of individuals, but will give general indications such as "There are several dozen living beings in the grove ahead" or "We must be passing over a section of the Underground Highway, I can sense travelers below moving north".

Manil's Memory Mesmerization (Wizardry)

Mode: Influence
Casting Time: 1 round
Range: 5 feet
Duration: 5 rounds
Saving Throw: Will -3

Casting DC: 19 (+5 duration, +4 resistance)
Manil used this spell to get himself out of many entanglements, romantic and otherwise. When cast, a small sphere of arcane energy comes into being at the tips of the caster's fingers. As the target's eyes are drawn to it, the caster says "Forget I was here." The target must make a Will check at -3 or forget.

Mists of Obscurement (Elementalism, water)

Mode: Reveal (Conceal)
Casting Time: 1 round
Range: 50 feet
Duration: 3 minutes
Area: 10 square feet
Casting DC: 20 (+2 duration, +8 concealment)

This enchantment allows the caster to create billowing clouds of gray mist, obscuring vision and damping sound in the area of effect. Creatures obscured by the clouds of mist are considered to have 75% concealment.

Nature's Gift (Natural Magic)

Mode: Conjuraction
Casting Time: 1 round
Range: Touch
Duration: 5 minutes
Casting DC: 19 (+9 duration)

The naturalist casts this spell by planting a seed from a fruiting plant and chanting in a low voice. In moments the seed will germinate and grow into a plant bearing enough food to sustain three average-sized humanoids

for one day. The fruit must be eaten within the spell duration, for after five minutes Nature takes back anything that has not been consumed.

Prestidigitation (Cartomancy)

Mode: Move
Casting Time: 1 round
Range: 50 feet
Targets: One item less than 10 lbs.
Duration: 5 rounds
Casting DC: 10 (+0 on all variables)

By turning The Rogue and The Charlatan face-to-face in the deck, the caster can make any small item within range of the spell come to his hand at 20 feet per round. The item could be on the floor, on another person, or even in one of the caster's pockets. A bit of legerdemain is usually used to augment the spell, keeping anyone from noticing the weapon, pouch, or whatever sliding into the casters grip.

Pyrotechnic Aura (Elementalism, fire)

Mode: Defend
Casting Time: 1 round
Range: Self
Duration: 5 rounds
Area: 10 square feet

Casting DC: 24 (+9 damage rating, +5 barrier size)
Among the most dazzling and memorable effects in the realm of Elemental magics, the Pyrotechnic Aura envelops the target in a sheath of actual flames. These flames will burn anyone who attacks the target in melee for 1d4 points of damage. The flames will absorb 27 hit points of damage before dying, although any large amount of water can quench the flaming aura instantly.

Rhetoric of Saint Aadric (Invocation, Aa)

Mode: Alter
Casting Time: 1 round
Range: Touch
Duration: 1 minute
Saving Throw: Will
Casting DC: 18 (+5 specific alteration, +2 subject, +1 duration)

The conversion of those ignorant of the ways of Aa must overcome the unholy nature of their upbringing. They were raised outside of Aa's light, and thus are resistant to the truth when they hear it. By reciting the Rhetoric of St. Aadric and laying a gentle (or firm, if necessary) hand on the misguided, their unfortunate resistance can be diminished. The result is -3 to the Will saving throw to resist Aa's teachings (further Invocations spells of Aa). The target's Will save is unaffected in

other matters.

Rune of Battle (Cryptomancy)

Mode: Alteration

Casting Time: 2 rounds

Range: Touch

Targets: One Object

Duration: 2 minutes

Casting DC: 16 (+1 for duration, +2 other than self, +3 specific alteration)

When the Rune of Battle is inscribed on a weapon, its wielder has +2 added to both to hit and damage rolls with the weapon.

Seal of the Forbidden Passage (Cryptomancy)

Mode: Conjuration

Casting Time: 2 rounds

Range: 50 feet

Targets: One Object

Duration: 5 minutes

Casting DC: 19 (+9 for duration)

When this Seal is drawn upon the surface of any door, the portal will be sealed shut by the presence of conjured mortar and remain so until the sigil is dispelled, the door broken down by force or the spell duration expires.

Shaladin's Blade-Icon (Cryptomancy)

Mode: Conjuration

Casting Time: 2 rounds

Range: Touch

Targets: One Object

Duration: 1 minute

Casting DC: 16 (+1 for duration, +5 for trigger)

Description: This symbol is commonly sewn into the sleeve of a robe, or carved into the face of a ring. When triggered by the wearer, the rune causes a dagger to be conjured into his or her hand. Shaladin's Blade is not a magical weapon per se, but does damage equivalent to a common dagger. Note that a Blade-Icon can be triggered only once and must be re-cast before it can be used again.

Speed of Thought (Mysticism)

Mode: Alter

Casting Time: 1 round

Range: Self

Duration: 1 minute

Casting DC: 11 (+1 specific alteration)

This spell is one of many basic mind-over-body alterations that beginning mystics often learn. For the duration of the spell, add 10 feet to the movement rate of the Mystic. This increased speed also affects climb and swim movement rates.

Symbol of Clarity (Cryptomancy)

Mode: Reveal

Casting Time: 2 rounds

Range: 50 feet

Targets: One Object

Duration: 5 rounds

Casting DC: 20 (+10 for skill increase)

Inscribed in the air above a page or other written surface, a Symbol of Clarity will render any form of writings or inscriptions clear and intelligible to the caster. The symbol functions no matter what language the original inscriptions were written in, or what efforts may have been used to obscure the message (codes, obscured letters, etc.) In game terms, the spell imparts a +10 bonus to all Decipher Script attempts on the document in question.

Sympathetic Magic (Witchcraft)

Mode: Heal - Harm

Casting Time: 1 round

Range: 20 feet

Duration: Instant

Targets: Single individual

Saving Throw: Will

Casting DC: 25 (+5 damage, +10 range)

This spell allows the caster to do harm to another creature or individual by harming an object that symbolizes the intended victim. A crude doll or fetish made from a piece of the target's hair or clothing will suffice to effect the magic, which can cause up to 10 hp damage to the intended victim. Optionally, the nature of the damage done to the victim (fire, strangulation, stabbing, etc.) is determined by the type of damage done by the caster to the object. The spell may also be used to cause minor damage or inconvenience, such as shooting pains in a hand or limb, tripping, obscuring vision, etc.

Thunderbolt (Elementalism, air)

Mode: Attack

Casting Time: 1 round

Range: Self

Duration: Instantaneous

Area: 10 foot diameter sphere

Casting DC: 24 (+9 damage rating, +5 barrier size)

This spell allows the aeromancer to generate a bolt of lightning, which can be sent arcing through the air with the sound of thunder and will do 3d6 poits of damage to all within a ten foot diameter area of the strike. A side effect of this spell is that all within the area of effect must make Fortitude Save or be deafened for 1d4 rounds. The bolt may be dodged for half damage on a

successful Reflex save.

Unlife (Necromancy)

Mode: Summon

Casting Time: 1 round

Range: Touch

Duration: 10 minutes

Casting DC: 23 (+3 for CR, +10 duration)

By touching any corpse (medium sized creature or smaller), the necromancer calls forth a mindless spirit to reanimate it in a semblance of life. The undead thing created is mindless, and will obey simple commands for the duration of the spell. (Note: Use the game stats for a medium zombie for the undead created). If a fetish is used, or a soulstone bound within the body (usually the cranium) then the spell persists until the fetish is destroyed (use of a fetish or soulstone does not increase the casting DC).

Wall of Stone (Elementalism, earth)

Mode: Defend

Casting Time: 1 round

Range: 10 feet

Duration: 5 rounds

Area: 10 x 10 feet

Casting DC: 30 (+10 damage rating, +5 range, +5 barrier size)

This spell allows a geomancer to call forth elemental forces from deep inside the ground and raise a wall of

solid stone. This barrier will remain standing until it has taken 30 points of damage. The wall of stone has an AC of 15.

Zora's Starburst (Wizardry)

Mode: Attack

Casting Time: 1 round

Range: 50 feet

Duration: Instantaneous

Area: 20 foot diameter circle

Saving Throw: Reflex half

Casting DC: 28 (+10 area, +3 damage, +5 automatic hit)

Zora was a Zandir Certament, a magical duelist. Some claim that she stole the formula for this spell from a competitor who later died in a mysterious duel. Regardless, this spell has since fallen into other hands, and is now in common use. Arcane energies are released in a flash of intense light, dealing 3 hp damage to all in a 20 foot diameter circle (Reflex save for half damage). On a failed Reflex save, the targets are also blinded for 1 round.



CHAPTER SEVEN

GAMEMASTER'S ONLY



The following material is designed for use by the Gamemaster. Players are advised not to read this section, as it contains information that their characters should not know.

This chapter contains:

Contacts: a list of sample Contacts for Player-Characters.

Planning a Talislanta Campaign: suggestions for creating a campaign that is best suited for your gaming group.

Designing Adventures: ideas for creating adventures plus sample adventure seeds.

The Talislantan Milieu: GM information about the world of Talislanta and its inhabitants.

Hirelings: professionals for hire and their fees.

CHARACTER CREATION & THE GM

Character Creation is an important part of the game, not just for players but for the Gamemaster as well. As GM, you should be ready to help players create their characters and fill-in their character's personal history.

During the course of play you'll also need to create a number of Non-Player-Character (NPCs), who'll

be used to play all of the "supporting" roles in your adventures: from villains to friends and relatives of the Player Characters, plus "extras" such as traders, shop owners, inn keepers, bandits, and so on. To supplement the normal player character classes, DM's are also encouraged to freely use the NP classes found in Core Rulebook II. All can be used as NPCs, and each needs only a name, a motive, and a place in the context of your campaign. To help you get started, we've included a list of NPCs that can be used as Player Contacts.

PLAYER CONTACTS

The following characters are examples of individuals whom the Player Characters may either have met or heard of prior to the beginning of their game careers. The exact relationship between these NPCs and your group's PCs is up to the Gamemaster to decide; they might be old friends, casual acquaintances, former lovers, relatives, former mentors, or rivals, or arch-enemies.

AAMAROS

Among the most feared of all Aamanian witch hunters, Aamaros has traveled the continent from one end to the other, escorting pilgrims, retrieving stolen holy relics, and tracking down enemies of the churchstate of Aaman. A devout Orthodoxist, he is dedicated to spreading the teachings of his religion wherever he goes.

ALEANA

Aleana is a Batrean ex-slave who owns a pleasure-palace in the city of Zanth, called Anaais. Formerly a slave of the Imrians, she used her considerable charms to win her freedom, somehow earning enough money to purchase her own establishment. Aleana has extensive contacts among the Western Lands, and has a soft spot for individuals who are down on their luck.

CERRULIAN

Cymrilian magician and owner of a rustic inn and tavern called the Vagabond Inn, Cerrulian is well-named, as he favors a blue-skinned semblance that matches both the inn's decor and its fare (the sapphire-blue wine is excellent, and compliments the blue cheese, breads, and pies). Cerrulian traveled far and wide in his youth, and has more than a few tales to tell. The exact location of his inn varies according to his moods; at different times it can be found along the road to Kasmir, the road to Sindar, and the road to Vardune, among other places. He is especially cordial to magicians and performers.

FALAL OF THE HOUSE OF DARUD

Falal is a Farad Procurer who deals primarily in stolen goods and other contraband, including the dangerous narcotic, k'tallah. He has yet to make his fortune, and so travels extensively throughout the continent in search of business contacts. Falal has no qualms about who he deals with, provided he is paid in gold.

ISPANN

The Ispasian mercantilist, Ispann, has contacts throughout many lands. He represents a number of interests, and has considerable assets upon which to draw. Ventures involving the acquisition of large sums of money interest him greatly.

JAVAN

A Xambrian who hunts outlaw wizards and rogue magicians for a living, Javan is a loner who generally shuns contact with others. It is said that he has brought no less than three reincarnators to their final judgement, yet he seems haunted and haggard, as if burdened by some terrible secret.

L'LAJA

A Mirin warrior who left her homeland of L'Haan some months ago, L'Laja has traveled far in her search for an enchanted item that she says was stolen from her people. Her blue coloration has faded, but her desire

to accomplish this goal remains strong.

MIRIAD

Miriad is a Cymrilian magician and illusionist of uncanny talents. He rarely exhibits the same semblance twice, using spells of illusion to alter his appearance in unpredictable — and occasionally disturbing — ways. Some who claim to know Miriad say that he is an amusing eccentric; others say he is a schemer and manipulator, interested only in acquiring magical power for himself.

ORIANOS

Known for his flamboyant attire and impeccable manners, Orianos is a Gao sea rogue and captain of the ship, Prince of Thieves. Indeed, some say he is the son of Gao-Din's King of Thieves, though this may well be a rumor intended to add to Orianos' growing reputation. Orianos is well-liked by his crew, and even by many of those whose valuables he has plundered over the years.

SATHAS

Sathas is a member of one of the few Sauran tribes that has amicable relationships with other humanoid peoples. He has dealings with the Orgovians and Djaffir, trading firegems for enchanted weapons and armor, which his tribe uses in their battles against the Kang.

SPARTE

Former Commander of the Borderlands Legion, Sparte is regarded as a hero among his people, the Thralls. He is famous for the Siege of Ikarthis, during which Sparte and a small contingent of mercenaries held the outpost against a far superior force of Beastmen and Za for ten days, until reinforcements could arrive. Now old and somewhat infirm, Sparte has been a mentor to many young Thralls.

TANE

Tane is a Jaka manhunter who now works primarily as a trader and guide. He is highly skilled in all three capacities, and is not one to be trifled with. Tane has traveled throughout the Western Lands, and his knowledge of the trails and forests of Werewood is second to none. Like most Jaka he is suspicious of magicians.

TAREAU

A Rahastran cartomancer, Tareau is 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.

TOR

Tor is a renegade who fled Urag after a dispute with the leader of his clan. He is also a robber, highwayman, and — some say — a cold-blooded killer. Tor has acquaintances in Zandu and Arim, where his misdeeds have earned him a reputation that few decent folk would relish.

ZEN-JIAN

A Mandalan refugee who fled the Kang Empire, Zen-Jian has worked at a succession of menial jobs ever since. Slender and almost frail-looking, it seems strange that some believe she is secretly a Mystic Warrior. And yet, this may well be true.

PLANNING YOUR TALISLANTA CAMPAIGN

The best way to create a campaign series that everyone will enjoy is to talk to your players before starting any work, and ask them a few questions about the kind of game they'd like to play. Do they prefer heroic fantasy or a grittier, more "realistic" style of play? Do they like adventures that take place on an epic scale, or smaller-scale stories that have a more personal feel? Do your players want action and combat, or do they prefer mystery and intrigue? Are they into sightseeing and exploration? Would they like to try their hand at trading and commerce?

While a good campaign series will contain a mix of many elements, it's best to find out what your players like most, and balance their input with the sort of game you like to run.

DESIGNING ADVENTURES

Every GM has their own personal style when it comes to designing adventures. Several suggestions have been provided in this section, in order to help novice Game Masters learn how to design scenarios. After you've run several games with your group you'll begin to fine-tune how you approach adventure design, to

accommodate both your own tastes and the preferences of your group.

A certain style of adventure design that works well can be summed up in the phrase, "The action is where the PCs are." What this means is, the PCs are the "stars" of the series. Wherever they go, and whatever they do, excitement and adventure are sure to be there. It is a common failing of novice GMs to set an adventure in a particular place, at a particular time, with particular villains, and then force the PCs to care about the story and arrive at the locations. In gaming circles, this is known as "railroading" because the adventure seems to be on a set of tracks and cannot be steered.

One way to avoid railroading your players is to keep a lighter hand on the reigns and be ready to adjust your story. If you've planned an epic saga of warfare, intrigue and traitors in the Northern Reaches and your players decide that fighting Ice Giants is too hazardous to their health, simply relocate your story to wherever the PCs end up. There's no need to create a blizzard, block all caravan routes, and conscript the PCs into the Mirin Army just so your war-story can be told. The players will probably spend the adventure sulking, rather than enjoying the drama of the game. On the other hand, if you let the PCs set the course for the story, you'll often find that all of the scenes and intricacies you had planned can still be used with different names and places. The players will never be the wiser.

Find out the group's agenda as early as you can. It may work to simply ask them if they have any group goals. The players' answers will practically write the adventures for you. If the group doesn't have any particular goals, perhaps they are waiting for you to provide adventures for them. In this case, it's helpful to introduce a patron or organization to hire the characters and provide missions and tangible rewards.

Here are some tips and questions for taking an idea and turning it into a full adventure:

THE ADVENTURE SEED

Most adventure ideas start with a single image: the PCs galloping behind a low-flying windship, firing arrows over the rails; a pyro-demon coalescing from the center of a fire-ruby; a no-holds-barred tavern brawl. The first questions to ask are: Why are the PCs here? How did they get here? What are they doing? Who is trying to stop them? How? Depending on how independent your group is, you may only be able to answer a few of these questions. But you may find you've uncovered the seed

of a good adventure.

A number of ready-made adventure seeds have been provided for the GM in this section, to help you get started. Feel free to modify these ideas as best suits the needs of your campaign and the players.

THE NPCS

What characters are the PCs going to meet during the course of this adventure? What kind of people are they and what are their personal agendas? When describing a Non-Player Character to the players, try to limit your description to three key elements.

“The Sindaran Investigator is stoop-shouldered, heavily wrinkled, and is scowling at you morosely through his monocle.”

“Karafan the pirate has probably never bathed in his life and his costume represents the fashions of a great majority of the continent. He stands out from the rest of his crew due to the fact that he seems to have all of his fingers and both sets of eyes and ears.”

“Sergeant Miralul was probably a Vajra in his past life. Unlike most Mirin, he has a chest like a barrel and powerful arms. As you look down on his rather smallish stature you notice that years of wearing an adamant helmet have robbed him of the fine white hair that should be on his head.”

You can also give each NPC a particular gesture, phrase, voice, or posture to help your players tell them apart.

THE SETTING

How does this setting affect the PCs? Would any of them be unwelcome here? Is the natural environment dangerous in some way? Is the area beneficial to the PCs? How will the opposition use the environment to its advantage? Should the PCs be in a familiar or unfamiliar place for this adventure to work?

THE THEME

What’s the overall idea behind this adventure? Is there literary-style subtext going on, is it just a straightforward episode in the PC’s lives? What can the PCs learn from this adventure?

THE REWARDS

What can the characters gain during this adventure? Will they receive payment for their services? Will they acquire valuable goods or property? Are there any magical or alchemical boons they might find or steal? What about fame, notoriety, and other intangible rewards? Is it all worth the risk?

ADVENTURE SEEDS

The following is a selection of sample adventure seeds, arranged by macro-region. GMs can use these seeds as a starting point for developing their own adventures in the world of Talislanta.

THE SEVEN KINGDOMS

1. The PCs are hired by a Sindaran Effectuator named Tal Nadar to assist him in a matter of some delicacy. It seems that a valuable silver curio was stolen from the collection of Nala Majan, a trivarian player of some repute. The Effectuator believes the culprit to be one Naj Modas, a Sindra who became unbalanced after attempting to learn magic. Out of respect for Naj’s impairment and his family’s good name, the Effectuator feels it would be best if the matter was handled quietly by outsiders rather than through the Sindaran legal system. Nala has agreed not to press charges, as long as the item is returned. But will the reclusive and unpredictable Sindra cooperate? And is there any truth to the rumors that the Sindra has been tampering with black magical artifacts again?

2. The Thrall commander of Targ needs to replenish the fort’s supplies of medicinal herbs. With trouble brewing in the Borderlands he can’t spare any of his own troops to do the job, so he orders the fort’s requisitioner, Hammar, to hire a skilled group of mercenaries to do the job. When he can’t find any, Hammar hires the PCs instead (that’s Thrall humor for you). A week in Targ Swamp should be sufficient to do the job — stranglevine, tazian flies, swamp fever, and alatus notwithstanding. Of course, that’s assuming the Jhangaran mercenary guides don’t cut and run at the first sign of exomorph spoor. Look sharp, soldiers.

3. The Kasmiran moneylender, Abis al Adinn, is incensed: his brother and partner, Eban al Adinn, disappeared from the city of Kasir along with over 70,000 gold lumens of the family business’ money. Abis believes his brother is hiding somewhere in the Jaspas Mountains of southern Kasmir, and has offered a reward of 10% of the stolen money for the return of

the embezzler and the stolen money (if pressed, he may agree to 15%, but he won't be happy). Still, questions remain unanswered. Did Eban take the money, or was he kidnapped? Does the crafty Abis have anything to do with the disappearance of his brother?

4. While traveling in the vicinity of Astar the PCs receive a telepathic message from an unknown source, accompanied by feelings of intense grief: an image of a humanoid body laying somewhere along the shores of Lake Zephyr. What is the identity of the victim? Who sent the telepathic vision? Can the PCs convince any of the local Muse population to help them locate the body, or will the Muses be too preoccupied with their own concerns? And how can they get rid of those night whisps that keep following them wherever they go?

5. While in southern Vardune the players are hired by a Green Aeriad botanomancer named Cha-Ki-K'Ya to watch over his grove of costly tinsel-trees while he is away on a trip to Vashay. No sooner has the Aeriad left than the PCs discover that Cha's precious trees are being damaged by some unknown menace. Have root grubs infested the grove? Has a plant demon somehow found its way up from the Demonrealms to invade Cha-Ki-K'Ya's property? And how exactly are the PCs supposed to get rid of the mysterious threat without harming Cha's prized tinsel-trees?

6. As she does each year, the wealthy Cymrilian art connoisseur, Melissea, is holding a festive masked ball at her home in Cymril. Unhappily, the PCs were not invited to this exclusive affair. However, they were asked to attend the ball in order to help protect the many fabulous works of art that will be on display, for which Melissea has promised to pay them most handsomely. The foolish costumes that Melissea insists the PCs wear are but a minor annoyance. Far worse is the prospect of guarding the matron's treasures from the rogue magician Valthesian, a flamboyant thief who has crashed the ball each of the last three years and made off with a costly work of art. How to find a Cymrilian thief in a roomful of masked Cymrilians? How to stop a thief who is also a skilled magician?

7. Invited to visit Durne by a Gnomekin the adventurers met in Cymril, the PCs venture into the Underground Highway and the realms below. Along the way a violent tremor causes a cave-in, and the PCs find themselves cut-off from their Gnomekin guide. Lost in a maze of tunnels, can they find their way to Durne or back to the surface? What happened to their Gnomekin friend? And what was it that caused the cave-in in? Was it an earthquake, subterranooids, or something even more

sinister?

THE WILDERLANDS

1. The players are hired by the Borderlands Legion to escort three land lizard-drawn cargo wagons of provisions and supplies being sent to the outpost of Akmir. Bad enough that the caravan is under-manned, and a pack of armed beastmen has recently been harassing travelers along the road to Akmir. But why are the land lizards acting so strangely, and what's that strange odor coming from the wagons?

2. Traveling through the eastern Borderlands, the PCs happen across a lost and confused traveler. The traveler claims to have lost everything to Za raiders, including — apparently — his memory. Who is this traveler and why does he display occasional flashes of prowess? Where is he from? Where was he headed, and what was he going to do there? What will he be like when he regains his memory?

3. While investigating a desolate set of ruins in the northern Wilderlands, the pass through an ancient portal inscribed with Archaen symbology and suddenly find that they have somehow shrunk to less than six inches in height. What strange magics caused this misfortune, and how can the diminutive adventurers regain their former stature? What new perils will the ruins pose now that the PCs have been reduced to the size of dolls? Where's a Yitek tomb-robber when you need one?

4. On a stopover at the Borderlands outpost of Karfan the PCs run into a Xambrian wizard hunter named Javan, an acquaintance whom they met once before and regard as a friend. Javan's mood seems even darker than usual; when pressed by the PCs he states that he has received "the Calling" and is about to embark on a spiritquest. If the PCs volunteer to help, Javan will only say: "Do as you wish". Then he climbs atop the back of his equus and rides off in the direction of Omen. Do the PCs follow? Will they help Javan find the reincarnator that he must bring to justice? If so, how will they know what form the reincarnator has taken, and where will Javan's spiritquest lead them?

5. A Bodor musical troupe hires the PCs to accompany them on a trip from the Borderlands outpost of Ikarthis to the Dracartan citadel of Nadan, where they have been hired to play a series of engagements. Along the way it is discovered that the land lizard being employed to pull the Bodor wagon has suffered a gash on its leg — the result of a Beastman sickle-trap. The creature is hobbled, and can only move at half its usual speed

even after the wound is tended. Worse yet, it has left a blood trail in its wake that has attracted the attention of two rival packs of Beastmen. The situation is by no means improved when a sneaky pack of Ferrans steal the Bodor's instruments.

6. The PCs see a small windship make a crash-landing thirty miles southwest of Akmir, and rush to investigate. In the wreckage they find four dead bodies — three Hajan servitors and a Monad. Incredibly, a fourth Hajan and his Hadjin master have escaped unscathed. Speaking through his servant, the Hadjin offers the PCs a small fortune if they will return him without delay to his home in the citystate of Hadj. If the PCs accept, will they be able to stomach the countless demands of the haughty Hadjin? Will they risk their own lives to save the two from predatory omnivrax? When a rampaging behemoth frightens-off all but one of the PCs' steeds, will they allow the Hadjin to ride while they must walk? And is it luck or fate when a Marukan dung merchant appears on the scene, driving her well-used dung wagon?

7. The adventurers join the gladiator circuit as warriors and their agents, traversing the Wilderlands of Zaran and the border city of Hadran. Among the gladiators themselves, the PCs find Saurans who have struggled for a better life and disgraced Ahazu, bound by honor to an enslaved existence. Amid the profiteers, they find a level of greed and corruption beyond their prior experience. A Hadjin plot to wrest away the warrior PCs' contracts and Danuvian Viragos searching for fitting consorts complicate matters further. Can they survive the conflicts, both martial and monetary, to emerge victorious and richer for their efforts?

8. While traveling near Danuvia, the PCs are confronted by a large and heavily-armed contingent of Danuvian Viragos. The fierce-looking female warriors order them to lay down their weapons and accompany them to their citystate without delay. Have the PCs somehow offended the Danuvian Gynecocracy? Will they be charged with a heinous crime they did not commit? Or have they been brought to Danuvia to compete in the upcoming Conjugal Feast?

9. As the PCs are traveling in the vicinity of Maruk, they see an ominous storm approaching from the east — a Black Wind, larger and more dangerous looking than any they have seen before. With Maruk the only shelter in sight, will the PCs choose to risk the reputed curse that haunts the Marukans or brave the unknown perils of the oncoming magical tempest? What effect will the Black Wind have on the citystate, the Marukans,

the surrounding environs, or the PCs themselves?

THE WESTERN LANDS


1. On a visit to the city of Zanth, the PCs encounter a group of young bravos assaulting a lone swordsman. If they intercede they find themselves in the midst of a feud between the followers of two hot-headed Zandir, both of whom are vying for the affections of a beautiful young woman named Zariella. Will the PCs accept when challenged to a duel by the bravos, or will they back down and be ridiculed as cowards by the local populace? Which of the two would-be lovers will they side with? And what happens when Zariella falls madly in love with one of the PCs? Is Zariella who she seems to be, or is there more to this young temptress than meets the eye?

2. While staying in an inn in Arim, one of the PCs finds a note among his possessions which says: "You have ingested a slow-acting poison and will be dead by sunset tomorrow". With a little more than a day remaining, can the PC and his friends find an antidote in time? Who was the assassin that administered the poison, and how was it done? Is the Revenant Cult to blame, and if so, who hired them?

3. While the PCs are in Aaman, they witness a Dhuna who has been brought to public trial for witchcraft and heresy. The trial is a farce, and the witch is condemned from the outset. Can the PCs rescue her, evade the watchful eyes of the Aamanian Monitors, and return her to Werewood with Witch Hunters on their trail? What if she actually is evil?

4. Chancing upon a band of Sarista camped on the border of Zandu and Silvanus, the PCs are invited to join the gypsies at their evening meal. Later the Sarista tell tales around the fire, and an old gypsy woman named Balika tells how she once stumbled upon an ancient Phaedran tomb along the banks of the Sascasm River, in Werewood. To prove her story she shows the PCs an old coin of Phaedran make, which Balika says she found near the entrance to the tomb. Will the PCs believe her story? Are they willing to risk encounters with hostile werebeasts and banes in the hope of finding the Phaedran crypt? And if they do locate the tomb, what fabulous treasures will they find within?

5. Someone is stealing equus from the city of Zanth. When the PCs' own steeds disappear from their stables, they decide to solve this mystery on their own. The local authorities suspect an Orthodoxist plot, but Serperian beggars claim that the intelligent animals are



themselves rebelling. Tracing the animals to the tents of a Sarista circus group, what will the adventurers do when a Causidian comes forward as the equus' representative, claiming illegal enslavement? And will the players' steeds feel enough loyalty to expose the Sarista fraud?

6. The PCs are hired as crewmen on a Zandir freetrader planning a trip from the port of Zantium to Faradun. The captain, Trentanos, sails first to the island of Castabulan in order to obtain an aeromantic reading on the prevailing winds and tides. When the Castabulanese report that conditions appear unfavorable, the headstrong Trentanos decides to make the voyage anyway, despite the protestations of some of his crew. Will the aeromancers' dire predictions of storms and whirlwinds come true? Will there be a mutiny on board ship? If so, will the PCs side with the captain and his followers, or with the disgruntled mutineers?

7. A Jaka trader recruits the adventurers to help him salvage a petrified vessel buried in the Lost Sea, which the Jaka claims is an ancient Archaen windship. Along the way the PCs must brave encounters with crazed Wildman bands and war parties from Urag. Will they find the ship? If so, has anything of worth survived the ship's stony fate? What surprises await them in the depths of the long-buried, ancient vessel?

THE EASTERN LANDS

1. The Chana witch-tribes are causing problems along the southern borders of the Kang Empire, and mercenary soldiers are being hired to supplement forces stationed at the Kang outpost of Vulge. The wages are good, so the PCs hire-on for a one-month tour of duty. When they arrive in Vulge they find that the outpost is woefully under-manned and short of weapons and supplies. Most of the troops have been demoralized by hunger, the witchmen's incessant attacks, and the monsoon-like rains. But a few battle-hardened jungle fighters, led by the Kang tracker, Kajan, have refused to give in. Fanatical in their desire to inflict casualties upon their enemies, they go out each night to vent their anger and hatred upon the Chana: taking the heads of male and female Chana as grisly trophies, burning entire Chana villages to the ground, competing with each other to see who can score the most kills, and performing other atrocities. Will the PCs throw-in with Kajan and his fighters, or will they abide by more conventional military methods? And what will happen if they cross Kajan?

2. Seeking knowledge, the adventurers embark upon a

journey to the Temple of the Seven Moons, in Xanadas. Can they find the hidden trail that leads up the face of Mount Mandu? Will they survive the perilous climb, the predatory frostweres, the hostile bands of Harakin, the freezing cold and chilling winds? If they succeed in finding the Temple, will they be allowed to enter? Will the PCs meet the Chroniclers, and if so, will they gain the knowledge that they have come so far to find?

3. While in the Eastern Lands, a string of murders occurs in the local community where the PCs are staying. The evidence seems to suggest that the killer was a Manra shape-changer, though some question whether a Manra would do such a thing. Can the only witness to the crime be trusted, or does she have hidden motives? If the evidence is accurate, how do you track down a murderer who could be anyone or anything? Even your friend...

4. The Ispasians have recommended that the Kang Empire clear the woods in and around the Ku-Chang Plateau in order to make room for future settlements. Sauran prisoners of war, political dissidents, deserters, and accused criminals have drafted into chain gangs and assigned to do the work, thereby saving the Empire the cost of trials, imprisonment, and rehabilitation. The PCs may get involved as mercenary guards hired to supervise the chain gangs, or as laborers forced into service against their will. Either way they will have to deal with brutal Kang overseers, horrid work conditions, and of course the Mondre Khan — indigenous peoples of the Ku-Chang Plateau, who oppose the Ispasians' plans for expansion and are the most accomplished guerilla warriors on the continent.

5. The PCs are contacted by a Mandalan named Shimen-San, who fled the Kang Empire to avoid being executed as a rebel, and is looking for someone to funnel information to her compatriots in the Empire. Using false documents that identify them as traveling scholars, the adventurers manage to gain temporary residence in city of Jacinth. How can they aid the Mandalan slaves in their ongoing quiet rebellion? Will the players accept the patient tactics of the Mandalans, or will they take matters into their own hands? Will they get to meet a Mandalan Mystic Warrior, or are the stories of these elusive figures only the stuff of legends? How long can the PCs keep their actual intentions secret from the Kang?

6. Hired to help guard a band of Aamanian pilgrims on a journey to the Well of Saints, the adventurers expect nothing but trouble. In the Kharakhan Wastes bands of Araq attack anything that moves. At the foot of the

Volcanic Hills vaspas and raknids compete for food. Near the Firefalls pyro-demons leap from the flowing magma like sparks going up a chimney. In the Valley of Mists, vorks seem to appear as if from nowhere, turning their victims into dried husks. But at the end of the journey is the Well of Saints, the waters of which are reputed to have miraculous healing properties. The PCs can only hope that's true.

7. Befriended by a small band of Sauran traders, the PCs are invited to accompany the reptilians to their settlement in the Volcanic Hills, where the adventurers can obtain a quantity of precious firegems at good cost. They arrive to find that in the traders' absence raknid warriors attacked the Sauran fort, killed many of their people, and made off with the clan's priestess. Will the PCs help the Saurans invade a raknid hive in the hope of rescuing the clan's spiritual leader? Can they evade detection by the raknid warriors, workers, and drones? And can they resist the psychic powers of the hive's horrid queen?

THE DESERT KINGDOMS

1. When the PCs booked passage aboard a land ark bound for the city of Dracarta, they expected to find adventure. But they probably didn't expect the ship to run aground during a sandstorm, or to be stranded with the rest of the ship's crew and passengers in the middle of the Red Desert. With water in short supply, can they locate a band of Yassan technomancers to help repair the vessel before they fall prey to sand demons and their insidious mirages? How will they know what is real, and what is illusion? And what happens when a Ghost Wind blows across the desert sands, leaving fear, confusion, and disembodied spirits in its wake?

2. While traveling through the Desert Lands a PC is possessed by a spirit form. Who is this spirit and what is it trying to accomplish while in possession of the PC?

3. At the northern border of Djaffa, the PCs are approached by a Yitek nomad named Yato Nas, who invites the adventurers to join him and his clan on a trip to the southern Desertlands. The Yitek claims that his clan needs help with a "salvage operation" of an unspecified nature, and promises rich rewards to all who partake in the project. Why won't Yato Nas be more specific about his intentions? What treasures does he expect to find? Perhaps more importantly, why do the tomb-robbers need the PCs' help when they usually choose to work alone?

4. The PCs are hired by a Hajan servitor, who at the

behest of his Hadjin master has been assigned the task of retrieving a newly discovered cache of ancient family heirlooms from the Hadjin Tombs. Under the watchful eye of the snobbish Hajan, the adventurers must search the mausoleums and extract precious frescoes, friezes, urns, sarcophagi, and crystal artifacts without damaging them; taking care to avoid ages-old traps and pitfalls, while protecting the demanding and unappreciative Hajan from necrophages, irate spirits, and other hazards.

5. In Dracarta, the PCs are invited to join a thaumaturge named N'Jama on a short trip by duneship to the southern city of Anasa. Not far from their destination the vessel comes under attack by a windship bearing no identifying flags or markings, which drops spheres of poisonous gas on the duneship from above. When N'Jama and the PCs come to, they find that they've been captured by a Rajan assassin-mage named Raj-Aban, and are being brought to the city of Irdan along with a quantity of quintessence stolen from the duneship. As the windship sails towards the Rajan capital the captives learn that they will be subjected to "interrogation" by Raj-Aban and his assistants. Will the PCs be able to resist Raj-Aban's attempts to get information from them by the use of torture? Can they find some way to escape before they arrive in Irdan? Can they prevent the Rajans from bringing the stolen quintessence back to their country?

6. The adventurers visit the city of Tarun, in Faradun. Here, they meet Namal of the House of Farath, a Farad procurer who offers to pay the PCs a handsome sum for "a small service entailing no great effort or risk" on their part. As Namal explains it, the PCs need only travel to a small plantation located just ten miles outside the city, pick-up a number of parcels, and return with them to Tarun. The contract offered by Namal seems straight-forward, with no more or less fine-print than the usual Fard document. If the PCs accept, they find that matters go much as Namal said — at first. Discovering that the plantation is guarded by heavily-armed Za mercenaries may come as a surprise. Learning that they cannot pick-up the parcels until nightfall may seem somewhat suspicious. Finding out that the parcels contain a small fortune in k'tallah could be unsettling. But the adventurers need not worry for their safety, unless they find out that the parcels were stolen from Shabal of the House of Narud: a Farad Monopolist and wizard of great wealth and power, who marks Namal's House as a hated rival.

THE SOUTHERN RIM

1. When the Phantasian dream merchant, Lafcadio, offered to take the adventurers to Cymril in his windship, it seemed like a good idea. The offer was most generous, and after all wouldn't it be much quicker to travel by windship than by land? Of course, no one could anticipate that Lafcadio would take too much of that amber essence, and fall into a slumber from which he could not be awakened. Who could have predicted the icicle rain that damaged the sails? Or those five ravengers that followed the ship for miles, clawing at the hull as they tried to get into the ship's hold and steal our provisions. And what about the erx that attached itself to the ship's levitationals?

2. While searching for buried treasure among the Blue Atolls of the Far Seas, the adventurers' ship is blown off course in a storm. When the storm abates the adventurers find that their ship has drifted into the hidden port of a clan of Sun-Ra-San dragon hunters. Can the PCs convince the Sun-Ra-San that they're not spies? If accepted into the clan, will the PCs be allowed to take part in a traditional sea dragon hunt, and if so will they meet the expectations of the Sun-Ra-San?

3. Drawn by the promise of quick profits, the adventurers travel to Jhangara to hunt for scintilla. At the dismal settlement of Tabal they hire a pair of morose Jhangarans who offer to accompany them to the coastal marshes and show them where clutches of glowing scintilla can be found. Unfortunately, inclement weather forces the PCs to spend a night in the ramshackle settlement, where they are subjected to biting insects, filth, disease, and squalor. At daybreak, they are finally able to leave Tabal and begin looking for scintilla. Will they strike it rich, or will the lure of easy money dissolve in the face of grim reality? Can they trust their Jhangaran guides, or are the two scoundrels out to rob them at the first opportunity? When they encounter a band of Jhangaran Outcasts, what will they do?

4. The players are hired to escort a Green Aeriad scholar who wishes to observe and record the unusual reproductive process of the Green Men. The journey from Vardune to the Dark Coast is perhaps the least of the group's problems. Finding the reclusive symbiotes in the midst of the vast rainforest presents even greater difficulties, especially when they do not wish to be found and can blend so perfectly into their surroundings. Even if they can find any Green Men, will the PCs be able to convince the plant-folk to trust them? When warring bands of Moorg-Wan and Ahazu clash nearby, can the PCs find some way to lead them away from the

Green Men without getting themselves killed?

5. After a long and enjoyable evening in a seaside tavern, the adventurers stumble back to their rooms at a local inn. Along the way they are ambushed by a press gang, bound hand and foot, and dragged off in the middle of the night. The PCs awaken on board a Gao sailing vessel, far out to sea. The ship's captain, the charming Auriello, introduces himself and apologizes for the inconvenience; his vessel needed a few additional hands, and so the PCs have been invited to join the crew. Auriello stresses that the adventurers may decline if they so desire, though it is a very long swim back to the mainland. So begins the PCs' career as Sea Rogues.

6. While dredging for gold and amber on the coast of Mog the PCs are ambushed by a large band of Imrian slavers. Can they fight their way out of the trap? Can they evade their pursuers and make it safely through the swamps of Mog without falling prey to alatus, water raknids, and other predators? Will the neighboring Mogroth help them, or are they too afraid of the Imrians to get involved?

7. Lost at sea during a storm, the adventurers are saved from drowning by sea nomads, who carry them on the backs of their zaratan to the floating city of Oceanus. The nomads prove to be friendly, and offer to let the PCs stay in Oceanus until they can find a way home. In return for their hospitality, the Oceanians ask only that the PCs help the sea nomads in their usual chores and responsibilities. How will the PCs fare when asked to help dive for mollusks, or swim below the surface to help harvest giant kelp and aqueor? Will they help defend Oceanus against seaborne predators and Imrian slavers?

8. While at sea the adventurers' ship is overtaken by an ominous, black iron vessel. An iron plank is lowered from the ebon ship to the deck of the PCs' own ship. Speaking in a low and resounding voice, an unseen presence issues an invitation to come aboard. The speaker turns out to be a huge guardian devil; standing beside it is the creature's master, a Black Savant. By means of signs and gestures the Savant instructs his servant to tell the PCs that he needs them to help him obtain a certain artifact from a dealer of antiquities in Tarun. The Savant will not specify the nature of the artifact, or his reason for wanting it. If the PCs accept, he offers to pay them a small fortune in black diamonds. The Savant does not say what will happen if the PCs refuse.

THE NORTHERN REACHES

1. While traveling in the vicinity of Tamaranth, one of the players is confronted by an Ariane Seeker who informs them that the time is right for the PC to complete a task started by, or atone for a crime committed by, the PC in a past life. What is this task or crime, and how can it be completed or atoned for? What will happen if the PC fails to complete the task or atone for the crime?

2. A Cymrilian magician asks the players to accompany him to the Sinking Lands, where a snipe he befriended on a previous visit promised to guide him to the fabled floating city of Elande. But how will they find this snipe, when they don't even know its name? Does the snipe really know how to find the elusive city? If the adventurers do find Elande how will they reach it, when it is said that the city hovers high above the clouds? If the PCs get there safely, what lost secrets of antiquity will they find in the ancient city? Is another group secretly following the adventurers?

3. On a visit to L'Haan the adventurers are asked to join a group of decorated Mirin war heroes on a mission to locate and destroy the Ice King of Narandu: a mysterious entity believed to be the ruler of the Ice Giants, age-old enemies of L'Haan. Can the group possibly hope to survive the blinding snowstorms, treacherous terrain, frostweres, and hordes of Ice Giants they will surely meet along the way? How can they find the Ice King when no one knows who or what he is, or if he even exists? And even if they do destroy him, will that stop the Ice Giants from continuing to wage war on L'Haan?

4. At the invitation of a Gryph the adventurers met in the course of their travels, the PCs are honored to go to Tamaranth and take part in the Great Hunt. Accompanied by the most renowned Gryph hunters, the PCs will stalk such dangerous predators as omnivrax, malathropes, and behemoths. Most will be driven from the Gryph's territories, but some will fight to the death. How will the PCs fare on the hunt? Will they acquit themselves with honor, and earn the undying respect and friendship of the Gryphs? Or will they find that they have taken on more than they can handle, and hope to just get out with their lives?

THE TALISLANTAN MILIEU

This section contains additional material about the continent of Talislanta and Talislantan cultures which Gamemasters may find useful in their campaigns.

EXPLORING THE RUINS

The Talislantan continent is littered with the ruins of past civilizations, many of which may contain valuable artifacts of magical significance. Your players may want to explore such places, hoping to unearth the secrets of Talislanta's past. What they find in the ruins will be up to you, the Gamemaster, to decide. Here are some suggestions:

ANTIQUÉ ARTIFACTS

Implements, pieces of apparel, furnishings, and even mundane-seeming oddments may have considerable value to Talislantan collectors of the New Age. Common-looking items may actually be rare or even priceless originals. Some may be enchanted with subtle powers or properties that only close inspection may detect.

WEAPONRY AND ARMOR

Enchanted and mundane weapons and armor litter the ancient battlefields of Talislanta, from daggers and war-darts to massive siege engines built to resemble iron land dragons. Most are buried under centuries of dust and debris, or scattered amongst the ruins of fallen cities. Ancient and/or decorative pieces are greatly valued by Talislantan collectors, regardless of their actual utility.

WEALTH

Gems, crystals, jewelry, rich raiment, coins of many denominations and types, tapestries and other works of art were often buried along with their owners. Even the most mundane copper coin may be a rare antique worth hundreds or even thousands of gold lumens to an avowed collector.

ANCIENT MAGIC

Tomes or scrolls that contain magical knowledge from long ago are prized by magicians of all Orders, though they may be extremely difficult or even impossible to decipher. In the rare cases where an item can be read and understood, new and startling magical abilities

are sometimes gained. An example would be Koraq's unpredictable "Translocate" spell, which transports the caster instantly from one place to another; an effect that cannot be achieved at all with modern magic.

Ancient spells can be studied and learned like any other new skill, though the time required to learn it is usually greater. The magic of old is an order of magnitude more complex than modern methods, and entails an inherent penalty. The costs in both time and XP is quadrupled for to learn ancient magics. Some of the ancient texts that magicians may uncover in the course of their adventures include:

Arkon's Logbooks

Describing certain of this reckless sorcerer's more unusual experiments; the most notable of these being Arkon's formula for enchanting a magic wand in just 48 hours.

The Black Grimoire

Mordante's definitive work on Black Magic, Necromancy, and communion with unholy beings from beyond the stars.

Laslovian's Compendium of Dreams

An Astrogationist's guide to the Dream Dimension, which the author claimed could be entered via windship if the navigator knew the proper coordinates.

The Crimson Magister

A set of three books, bound in red iron and inscribed upon plates of hammered brass. Authored by the notorious Erythrian battle-mage, Zorion, this text serves as a practical manual of magical warfare.

The Elemental Codices

A four-book set illuminating all 562 of Astramir's Elemental Transformations.

CALENDAR OF NOTABLE DATES

The following calendar indicates some of the more notable holidays, feast-days, and celebrations observed by the various peoples of Talislanta. In addition to enhancing the players' appreciation of Talislantan history and culture, many of these occasions are useful as seeds or settings for adventures. See the intro to the Traveler's Guide for more information on the Talislantan Calendar.

1st of Ardan

Annual Clash of Champions

Chosen representatives of Aaman and Zandu meet in combat atop the Great Barrier Wall. The victorious nation is awarded proprietorship of the wall for the year, reaping a vast profit in toll revenues.

3rd of Ardan

Jha

A Jhangaran holiday, viewed by the populace mainly as a good excuse to get as intoxicated as possible. Customarily, a rather gloomy occasion.

7th of Ardan

Night of Fools

Zandu's laws are temporarily rescinded for one evening, and the capitol city of Zanth is transformed into a veritable madhouse, with costumed revelers dancing drunkenly in the streets.

14th of Ardan

Day of Reckoning

On this day, the Za bandit tribes believe that their legendary ruler, the Tirshata, will make known his identity and unite the various Za clans. It is customary for the clans to gather, sit in a large circle, and await an omen or sign of some sort. After a few hours of this the Za become restless, and the conclave is dissolved, usually amidst much inter-clan bickering and fighting.

21st of Ardan

Sindaran Trivarian Competition

A tournament pitting the most accomplished Nadirs competing against each other for the Honorarium, a garish trophy awarded to the winner of the competition. The event attracts much interest in Sindar, the winner being accorded great honor and prestige.

1st of Drome

Kasmir Trapsmith Convention

A gathering of the most skilled Kasmiran artificers. New products are displayed, and seminars are held on many facets of the trap-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 of the New Age.

42nd of Drome

The Conjugal Feast

This colorful pageant, held in Danuvia, features a procession of males, each competing for the affection of the Danuvian queen. The top three contestants are rewarded by being appointed to the queen's "harem" of male consorts. The female populace of Danuvian bids on the remaining eligible males.

49th of Drome

Equinox

Traditional celebration of the end of spring and the beginning of the median season. A national holiday in Astar, providing the Muses with yet another excuse to avoid work.

1st of Jhang

Feast of the Red God

A feast in honor of the Kang God of War, Zorlah. 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, who were defeated and humiliated when they attempted to take the Crimson City on this date in the year 445. Conversely, the day is observed by feasting in Carantheum.

30th of Jhang

Gao Liberation Day

Anniversary of the Sea Rogues' liberation from the Phaedrans. The Sea Rogues are known to be uncommonly charitable on this day, sometimes reducing the ransom of hostages, sparing condemned felons, and so forth.

49th of Jhang

Tournament of Challenges

A Tazian festival featuring exhibitions of martial prowess, with Thralls competing in various categories for awards of up to 10,000 gold lumens.

1st of Laeolis

Anniversary of the Battle of the Sea of Sorrow

A national day of mourning in both Aaman and Zandu, with solemn gatherings of hooded mourners laying wreaths of flowers upon the waters of the Sea of Sorrow.

25th of Laeolis

Ritual of the Midnight Suns

An occasion marking the longest day of the year in L'Haan, where the twin suns shine until the stroke of midnight.

27th of Laeolis

Vigil of Xanadas

Observance of the "Long Wait," marking the anniversary of the mystic Xanadas' passing into the next world. The descendants of his original followers spend the day and night scanning the horizons, searching for some sign of Xanadas.

49th of Laeolis

The Ghost Moon

On this evening, the moon Laeolis passes Phandir in the night sky, producing an eerily luminescent "ghost" moon. Considered an ill-aspected evening by most Talislantan peoples.

1st of Phandir

The Magical Fair

A two-week long spectacle with numerous attractions, all commemorating the anniversary of the founding of the free kingdom of Cymril. Exhibitions of magical wares and adjuncts are held throughout the duration of the fair.

7th of Phandir

Windship Regatta

A windship race marking the mid-point of Cymril's Magical Fair. Crews from the isle of Phantas and other distant locales compete against Cymrilian astrogationists 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 breath-taking displays of illusory pyrotechnics.

35th of Phandir

Charade

(pronounced shar-AHD) A festive celebration held by the Hadjin nobility, restricted only to the wealthiest members of Hadjin society. The highlight is a grand masquerade ball held in the Royal Palace of the Hadjin Grandeloquence.

49th of Phandir

Conjunction of the Twin Suns

Celebration marking the meeting of the twin suns in the noonday sky. Feasts and dancing are held throughout much of the continent, excluding Aaman and Rajanistan. 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

...which occurred in the year 222. This date is 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 Thaecia. Participants wear costumes or makeup, with prizes awarded for the most outlandish apparel. The climax of the week-long festival is the

awards ceremony. A committee of Thaecian judges (presided over by the Enchanter Bonzerius) 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 of all sorts are offered up for sale at auction. Held in the marketplace of Tarun, the event is open to the general public, an admittance fee of ten gold lumens being charged at the city gates. Carnivale lasts from midnight to midnight of the following day.

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 capitol of Dracarta, paid for by the King of Carantheum.

49th of Talisandre

Anniversary of the Silent Insurrection

...when the Kang usurped control of the old Quan Empire. Formerly the date of the Emperor's Feast, when citizens were required to pay homage to the Quan Emperor with gifts.

1st of Zar

Eve of Prophecy

Customary observance of the Ur clans, who gather around the monstrous stone idols which litter their land, awaiting prophecies and portents. To appease the populace, the Ur shamans are said to stage various mock omens and "signs from the gods".

6th of Zar

Pandaemonium

Traditionally, an evil night when demons and malign spiritforms are believed to come forth in search of mortal victims. Few enlightened Talislandans 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, Pandaemonium marks the beginning of a week-long celebration in honor of the dread entity, Death.

7th of Zar

The Septenaral 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 Septenaral Concordance.

13th of Zar

The Dance of Death

Morbid festivities marking the culmination of a week-long celebration of death. Sacrificial rituals of varying sorts are featured, leading up to the climax of the feast: the Dance of Death, when dancers in iron death-masks plunge blindly into the throngs of drug-crazed worshippers, slaying indiscriminately with ceremonial axes, swords and daggers.

49th of Zar

Judgement Day

Aamanian Holy day, when the Orthodoxist Monitors tally the yearly aalms totals of the faithful. The resultant promotions or demotions in status are posted in the cult's numerous temples and halls.

CLIMATE & WEATHER

The material in the following section can be used by the Gamemaster to determine weather conditions throughout Talislanta.

TALISLANTAN SEASONS

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. Most food crops are planted during the last weeks of Spring, after the rains have subsided.

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 (Talislandre and Zar)

constitute the Fall season. Temperatures are generally lower throughout the continent, with increased chance of precipitation. Most food crops are harvested during the first weeks of Fall.

WEATHER TABLE

To determine the weather conditions in a given region, refer to the appropriate Climatic Zone and roll a d20 on the Weather Table, 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 (duration: 1-10 hrs.), variable winds, -10 degrees.

Modifiers

Spring: +5, double duration of rainfall.

Median: +10 degrees.

Fall: +2, -10 degrees, 50% chance of snow instead of rain.

TROPICAL

(average temperature 80 + 2d20 degrees)

1-8	Clear, no wind
9-12	Clear, variable winds, -d10 degrees
13-17	Heavy rain (duration: 1-10 hrs.), high winds
18-20	Tropical storm

Modifiers

Spring: +7, roll of 13-17 = monsoon

Median: +15 degrees

Fall: +3, -10 degrees

SUB-TROPICAL

(average temperature 70 + 2d20 degrees)

1-10	Clear, no wind.
11-15	Clear and breezy, -d10 degrees.
16-17	Rain (duration: 1-10 hrs.), variable winds.
18-19	Heavy rain (duration: 1-10 hrs.), high winds.
20	Tropical storm.

Modifiers:

Spring: +5.

Median: +10 degrees.

Fall: -1, -10 degrees.

ARID

(average temperature 60 + 2d20 degrees).

1-10	Clear, little or no wind, +d10 degrees.
11-15	Clear, variable winds.
16-17	Sandstorm (duration: 1-10 rounds), high winds.
18	Heat lightning (duration: 1-20 rounds), high winds.
19	Rain (duration: 1-20 rounds), variable winds, -10 degrees.
20	Special; roll d6: 1-3 = Acid Rain, 4-6 = Black Wind.

Modifiers

Spring: +2.

Median: +10 degrees.

Fall: +1, -10 degrees.

ARCTIC

(average temperature 40 - 2d20 degrees)

1-5	Clear, little or no wind.
6-12	Clear, variable winds.
13-14	Clear, high winds, -10 degrees.
15-18	Snow (duration: 1-10 hrs., 1 inch of snow per hour).
19	Blizzard (duration: 1-20 hrs., 3 inches of snow per hour), d20 degrees.
20	Icicle Rain (duration: 1-20 rounds).

Modifiers

Spring: +3, +10 degrees.

Median: None.

Fall: +6, -20 degrees, double snowfall totals.

SUB-ARCTIC

(average temperature 50 - d20 degrees)

1-8	Clear, little or no wind.
9-12	Clear, variable winds.
13-16	Overcast, variable winds, -10 degrees.
17-19	Special; roll again: 1-10 = Snow (1-10 inches), 11-20 = Rain (duration: 1-10 hrs.).
20	Special; roll again: 1-10 = Icicle Rain (duration: 1-20 rounds), 11-20 = Blizzard (duration: 1-10 hrs., 2 inches of snow per hour), -d20 degrees.

Modifiers

Spring: +5 (precipitation is always rain), +10 degrees.

Median: None.

Fall: +3 (snow instead of rain), -20 degrees.

(temperature varies according to region)

1-14	Conditions as per specific region.
15	Acid Rain (duration: 1-10 rounds).
16	Black Lightning (duration: 1-10 rounds).
17	Black Wind.
18	Icicle Rain (duration: 1-10 rounds),
19	Ghost Wind.
20	Witch Wind.

Modifiers

None.

DEFINITION OF TERMS

Variable Winds

Wind velocity = 1-20 mph (+5 mph in Temperate regions, +10 mph in Tropics and Sub-Tropics). Conditions are usually favorable for sail-driven vessels.

High Winds

In game terms, high winds may be favorable for sail-driven vessels or not (GM's ruling). Minor damage to sail-driven craft may occur under unfavorable conditions.

Monsoon

A drenching rain usually accompanied by high winds. Visibility is nil, sea vessels may suffer damage or be capsized, and 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. Lightning often precedes a tropical storm.

Sandstorm

Visibility is nil. Wind-driven sand can cause 1 point of damage per round to unprotected creatures and beings. Damage to light structures and duneship or land ark sails is possible.

Blizzard

Visibility is greatly limited, or nil. Driving winds and heavy snow make travel difficult (half-movement for beasts, conveyances) or impossible.

ABERRANT WEATHER CONDITIONS

The Great Disaster wreaked havoc on the Talislantan environment, affecting much of the continent. 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

A yellowish rain with caustic properties, believed to be caused by clouds of corrosive gasses commingling with ordinary rain clouds in the upper atmosphere. Acid Rain withers plants, discolors stone, causes non-magical metals to become pitted, and does 1 point of damage per round to organic substances (wood, cloth, hide, etc.) and unprotected living creatures. Duration of an Acid Rainfall is generally 1-20 (d20) rounds.

Black Lightning

Black lightning is comprised not of electrical energy, but of arcane energy. Its cause remains unknown; Castabulanese aeromancers have theorized that this uncommon effect occurs in regions where a Black Wind (q.v.) has dispersed, investing the surrounding area with unstable magical energies. A dark, swift-moving thundercloud is often the only warning that such a storm is about to occur.

A Black lightning storm can last up to ten minutes, and may produce as many as a dozen discharges of arcane force, each capable of causing 4d10 points of damage. Individuals and structures standing at higher elevations are most likely to be struck, particularly those that carry or house any type of magical paraphernalia, weapons, or armor; black lightning is attracted to enchanted items as ordinary lightning is to metal.

The Black Wind

A dark, swift-moving cloud of unnatural vapors, charged with accumulated magical energies. The effects of a Black Wind are unpredictable: instances of random metamorphosis, transmutation, changes in skin tone or bodily height, toxic contamination, and various bizarre effects have been known to occur, and are impossible to predict. Black Winds seem to originate in areas where vast amounts of magical energy have been unleashed, either all at once or over the course of time. As Black Winds are magical in nature, the effects of these strange phenomena can usually be neutralized by the use of

counter-magics. Black Winds rarely last longer than a few minutes.

Icicle Rain

A dangerous type of frozen precipitation resembling a hail of dagger-sharp shards of ice, ranging up to a foot in length. Icicle rain does 1d4 points of damage per round to living creatures, vegetation, and all but the most durable sorts of objects, equipment and structures. The duration of an icicle rainfall rarely exceeds ten 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 chilling wind that is said to blow forth from the spirit realms, emanating from the countless ruined cities, graveyards and battlegrounds that litter the Plains of Golarin and the Wilderlands regions. While seldom of an intensity sufficient to cause any great difficulty to travelers, Ghost Winds 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 spiritforms. Less frequently, a Ghost Wind may carry in its wake one or more shadowights, phantasms, or other noncorporeal entities. A Ghost Wind passes swiftly, though its effects can last for several hours.

Witch Wind

In common usage, a colloquialism for any strong, howling wind. In legend, it is believed that strange sounds are borne on a Witch Wind: moaning voices, curses, ancient chants and incantations, terrible secrets and mystifying prophecies. A Witch Wind occurring in open or flat terrain may develop into a tempest, 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.

DISEASES AND AFFLICTIONS

The following is a list of diseases unique to the Talislantan continent and surrounding environs. Included are various folk remedies and other treatments known (or at least believed) to be of some effect in curing or abating these maladies.

Corpse Rot: 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. The disease affects both humanoids and animals, and is usually fatal within twenty-four hours. A potent alchemical or magical curative, employed in conjunction with a counterspell against curses, relieves these symptoms in approximately 95% of all cases. A swift burial is advised with regard to the unlucky 5% of such cases, as victims tend to swell and 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, Stryx, and Aeriad are particularly susceptible to this affliction, which causes a gradual weakening of the muscles of the heart and lungs. Unless treated with a mixture of two drams each of powdered amber, rare earths, and cleric’s cowl (taken thrice each day for twelve days), death will result within four to six weeks. Symptoms include weakness, loss or discoloration of plumage, and fainting spells.

Moss Mold: A type of fungal infection common to the Dark Coast region. A minor irritation to most humanoids, moss mold is invariably fatal to Green Men and most types of plant life. In most humanoid species 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 by the employment of good luck charms and other related adjuncts, water from the Well of Saints being the only certain cure.

Swamp Fever: Swamp fever is a disease believed to be transmitted through contact with swamp lurkers, 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 can sometimes be treated via the ingestion of a mixture of crushed cleric’s cowl root and vinegar. The folk of Jhangara claim that immersion for twelve hours in a trough of fresh ogront’s dung is a more certain cure, though madness might be deemed preferable to such a malodorous treatment. The symptoms of swamp fever are irrational behavior, a constant thirsting, and a tendency to lean to the left while walking, standing, or running. Victims rendered insane by the disease typically evince the strangest behavior imaginable: prancing, capering, laying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Spinning Sickness: A disease 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

Table 8.01: Diseases

Disease	Infection DC	Incubation	Damage
Corpse Rot	Contact 20	1 day	1d6 Con
Gange	Contact 18	1 day	1d6 Con
Moss Mold ¹	Contact 16	1d3 days	1d4 Con (1d8 Con, 1d8 Str)
Red Death ²	Contact 20	1d3 days	1d6 Str, 1d6 Con, 1d4 Int
Swamp Fever	Inhaled 12	1 day	1d6 Int
Spinning Sickness	Contact 13	1d2 days	1d4 Dex
Yakuk	Inhaled 16	1 day	1d6 Wis
Yellow Tinge	Inhaled 15	1d3 days	1d6 Con

¹ Figures in brackets are damage to Green Men only.

² The victim must make three successful Fortitude saving throws in a row to recover from Red Death

and vertigo, occurring perhaps as often as once or twice each hour. Such attacks rarely last longer than four or five minutes each, but are quite severe. Unless the victim is lying down at the time, he or she will careen dizzily about and fall to the ground in a most undignified manner. The disease has no warning symptoms, and its cause (or causes) remains unknown.

Yakuk: A frightful disease common to many jungle regions, yakuk causes a gradual loss of all sensory capabilities. Victims initially suffer loss of sight, followed by hearing, smell, taste, and finally speech (-1 Perception Rating per two-hour interval, following the onset of the disease). Perhaps the most fearful aspect of yakuk is that the disease's effects, while permanent, are not fatal; most victims continue to live, cut off from all sensory stimuli, until they die of thirst, starvation, or some other mishap unrelated to the disease itself. Those who manage to survive for longer than a month usually go mad. The disease is thought to be transmitted by leeches, and seems to affect most humanoid beings. An elixir made from equal parts of red lotus, black

lotus, and sulfur is the only known cure aside from the implementation of divine magic.

Yellow Tinge: An infectious disease that affects water-breathing humanoids (such as the Imrians) and many other types of aquatic creatures. The victim's gills slowly become clogged with a sticky, yellow secretion, eventually resulting in death by asphyxiation 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 most cases.

LIFE EXPECTANCY OF TALISLANTAN RACES

The following chart shows the average lifespan (in Talislanta years) of the various humanoid races of Talislanta, divided into four basic stages of development:

Race	Adolescent	Adult	Middle-Aged	Venerable
Archaens	1-17	18-40	41-65	66-80 (+2d20)
Ariane	1-13	14-49	50-79	80-100 (+2d20)
Ahazu	1-9	10-30	31-40	41-55 (+1d10)
Aeriad	1-11	12-33	34-60	61-85 (+3d20)
Callidian	1-20	21-55	56-75	76-100 (+4d10)
Gnomekin	1-4	5-50	51-100	101-150 (+5d10)
Gnorl	1-10	11-25	26-99	100-165 (+6d20)
Gryph	1-10	11-35	36-45	46-55 (+1d20)
Ispasian	1-20	21-39	40-64	65-85 (+1d10)
Jhangaran	1-19	20-30	31-50	51-75 (+1d10)
Kang	1-5	6-24	25-39	40-60 (+1d20)
Kharakhan	1-12	13-35	36-60	61-80 (+1d20)
Mirin	1-13	14-40	41-75	76-95 (+3d20)
Muse	1-49	50-75	76-95	96-125 (+2d10)
Nagra	1-15	16-49	50-69	70-90 (+1d20)
Orgovian	1-12	13-36	37-55	56-75 (+1d10)
Phantasian	1-17	18-40	41-75	76-120 (+1d20)
Sawila	1-20	21-45	46-75	76-100 (+2d20)
Sindaran	1-19	20-39	40-59	60-80 (+1d20)
Sunra	1-24	25-35	36-49	50-70 (+2d20)
Thrall	1-7	8-28	29-49	50-60 (+1d20)
Vajra	1-39	40-70	71-99	100-180 (+2d20)
Xambrian	1-14	15-49	50-89	90-130 (+1d20)
Yassan	1-9	10-30	31-89	90-100 (+1d20)

** Archaens*

Includes humanoid races believed to be descended directly or indirectly from the Archaens, such as the Aamanians, Arimites, Cymrilians, Danuvians, Dhuna, Djaffir, Dracartans, Farad, Kasmirans, Mandalans, Phantasians, Rahastrans, Sarista, Thaecians, Thiasians, Yitek, and Zandir.

TRAVEL RATES

All figures listed here represent the average rate of movement in miles per day (assuming 12 hours of travel time, not including rest periods or stopovers), or in some cases, miles per hour (MPH). The Gamemaster may modify these figures as necessary, according to game circumstances.

OVERLAND TRAVEL

Conveyance	Road	Open	Rugged	Very Rugged
On Foot	20	20	10	5
Aht-Ra*	35	50	25	20
Equus	40	40	20	15
Land or Mangonel Lizard	25	25	20	15
Land Dragon	30	30	30	25
Loper	30	30	25	20
Ogriphat	25	25	20	10
Strider	30	30	25	15
Carriage	50	35	15	—
Cart	25	20	10	—
Cargo Dray	25	25	15	5
Chariot	30	25	15	10
Duneship	50	100	20	—
Land Ark	80	50	25	—
War Wagon	20	20	10	—

Notes

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

Rugged terrain signifies hills, light woodlands, broken terrain, etc.

Very Rugged terrain signifies mountains, swamps, jungles, etc.

Inclement weather conditions may reduce rates by 50% or more.

OTHER LAND CONVEYANCES

Travel rates for most other types of land conveyances can be figured by the hour, as follows:

Roads: as per maximum SPD and MPH total

Open terrain: reduce by 25%

Rugged terrain: reduce by 50%

Very rugged terrain: reduce by 75%

WATERBORNE TRAVEL

Conveyance	Favorable Conditions
Barge Fort	30
Canoe/Reed boat	25
Cargo Barge	20
Carrack	100
Corracle	50
Cragon Barque	90
Fishing Boat/Skiff	60
Ice Schooner	100
Ice Skiff	75
Galley	70
Merchant Ship	75
Pleasure Barge	25
Raft	10
Trireme	80
Warship	75

Notes

Halve listed figures for unfavorable winds/currents, navigational hazards, etc. Sail-powered craft have a movement factor of “zero” when becalmed.

AIRBORNE TRAVEL

Conveyance	Favorable Conditions
Windrigger	216
Windskiff	240
Windship	276
Windship of War	276

Airborne travel in unfavorable conditions (high winds, storms, etc.), reduce the figure by 1/2 or more, depending on the severity of the prevailing conditions. The figures in the table above assume normal cruising speed.

RELIGION IN TALISLANTA

AQUS

Aqus is depicted as a water elemental of vast proportions, with the upper body and head of a Sunra, and a lower body and legs like the long sinuous tail of a moonfish. Worshipped by both the Sunra and their free brethren, the Sun-Ra-San, Aqus is the embodiment of both sea and ocean, displaying gentleness, calm reflection, and deep wisdom, but also possessed of the rage and power of a storm at sea. The undulating waves of Aqus' waters reflect the ups and downs of life.

The Inland Sea is said to be the primordial wellspring from which all life sprang, its tranquil nurturing waters incubating Aqus' seed, leading the Sunra and Sun-Ra-San to refer to it as the Mother of Life. Even the land dwellers are believed to have crawled from the waters of the Inland Sea at the dawn of time. The souls of the Sunra and Sun-Ra-San dead are destined to reincarnate as moonfish in the Inland Sea, causing both peoples to view death — “The Deep Waters” — with a mixture of reverence for the return to the womb, and horror for being reborn in captive waters.

Followers of Aqus are expected to cherish and nurture the waters that provide life, food, and shelter, especially the primeval womb, the Inland Sea. Reflection, and wisdom are to be pursued, leading to a love of learning. Songs are sung in praise to Aqus, the beauty of which can only be truly appreciated underwater, and paeans of thanks are offered to those creatures of the sea that give their lives that the Sunra and Sun-Ra-San may live.

THE CREATOR AND THE TREE OF LIFE

The Aeriad state that a great tree, the Tree of Life, exists at the center of creation, and is the aerie of the Creator, a winged, genderless humanoid with dazzling plumage in all the colors of creation, who soars through reality, bearing the seeds of the Tree of Life, and planting them so that new life may grow. The Tree of Life is considered the foundation of all things, its many branches the paths of life, its many leaves the infinite possibilities of existence. Aeriad faith promotes reverence for, and defense of, the natural world, and the belief that the Creator's gifts should be used wisely. Worship is conducted with song, for the Aeriad state that the Creator soars so high it may not always see those far below, but can

always hear skyward praise.

AVAR, THE GOLDEN GOD


Avar is the deity of material riches and personal gain, who inspires the accumulation of wealth. Avar's “Creed of Greed” is contained in the “Tome of Transactions”, a book that contains advisory pronouncements on trade practice, heavily weighted in favor of the seller's personal gain, and general doctrines that encourage the attainment of wealth. The Golden God is depicted as an obese smiling male Farad with gold skin — usually sitting cross-legged on a cushion — bedecked in luxuriant clothing and jewels.

Wealth is to be attained by any means necessary, however dishonorable, and financial success is the only true success. Avar's followers believe that trade is life, every decision bears its own profits and costs, and that financial success leads to enlightenment. Wealth makes an individual's life more comfortable, and is therefore the only true measure of happiness. The excessive hoarding of wealth is considered an unholy and despicable practice, because wealth is meant to be enjoyed and displayed in order that others realize how enlightened and fortunate you are. Two of the most popular quotes from the Tome of Transactions are “Gold is good.” and “The road to enlightenment is paved with gold.”

DEATH

The Rajans regard Death as a stern and inevitable entity of great power, who brings about the end of all living things. The worship of this dread entity is organized by The Nihilist Cult, and both cult and nation are ruled by a necromancer-priest bearing the title of Khadun, who is worshipped as the earthly manifestation of Death. Death is said to be faceless and formless, utterly incomprehensible to mortals.

The Rajans believe that death results in ascension to a better life, where the faithful attain power, wealth, revenge, and the means to satiate all their desires. They believe that their harsh existence on Talislanta is punishment for the sins of their ancestors, and that death is the only release. The Nihilist Cult indoctrinates all members of Rajan society, influencing them to openly accept and embrace their own demise, ready to lay down their lives for their leaders with the knowledge that they will be rewarded in the afterlife. All infidels who do not praise Death are considered enemies of the cult, and must be forcibly “converted” by murder and execution. Men are closer to Death than women, for Death is male, and does not create life. As such, women are inferior to



men, must bow to their husbands' wishes. Death in all its forms is a matter for rejoicing, especially the death of non-believers.

THE DUALITY

Many Sindarans have faith in the "Duality" — the Sindaran concept of the Creator — who they view as a representation of the ultimate melding of Mind and Spirit. Their faith is much more abstract than most races can easily fathom, and worship is too strong a definition for their philosophy. The Sindarans believe that the Mind is the font of Reasoning, while the Spirit is the font of Understanding, and that only when the two merge to create the Duality can the ultimate truths of existence be truly realized. They envision the Duality as truly ephemeral and formless, just like thought, spirit and energy. It cannot be understood, nor does it possess traits that mortal minds can comprehend. It is quite simply the unseen energy of the universe and all things. The Sindarans do not practice their faith as an organized religion, nor do they gather together for such purposes as prayer. All are expected to find their own path, and engage their own spirituality by pondering the mysteries of all things.

FORTUNA AND DEATH

Playfully revered and mocked respectively, Fortuna, fickle goddess of luck, and Death, grim entity marking the end of existence, are staples in the mythology and tales of the gypsy folk. Despite their obvious differences, Fortuna and Death serve much the same function in Sarista mythology, being both representative of chance, fortune, and misfortune.

In the tales of some Sarista families, Fortuna is said to have created the world for the Sarista people, although this is used primarily to justify their more larcenous pursuits. Other Sarista families uphold that Silvanus was once a barren wasteland, before Fortuna overturned the land, breathing life into it, and giving it to the Sarista, her children. In some way, all Sarista accord Fortuna the role of Creator, if only because all occurred by chance.

Despite their obvious differences, Fortuna and Death serve much the same function in Sarista mythology, being both representative of chance, fortune, and misfortune, elements of some small obsession to the Sarista, as evidenced by their love of gambling, betting, and gaming. Fortuna, depicted in Sarista tales as lovely but fickle, is said to smile and frown on the Sarista with equal measure, gifting them with the experiences of changing fortunes, and ensuring they take full advantage

of good fortune when it does come their way. Though they believe it is best to move on when Fortuna frowns, they even regard poor luck as valuable, for it makes them appreciate the good times all the more.

Of course, the Sarista believe it is an important and beneficial challenge to cheat ill-fortune as much as possible, adding a little spice to the game of life in the process. In no way is this better reflected than their playful mockery of Death. Death is depicted as a hilarious and bumbling fool, inevitable only because even his fortunes change under the gaze of Fortuna. Cheating Death proves you are truly alive, demonstrates a profound appreciation for life, and shows a lack of fear of the inevitable. While others may fear Death, the Sarista do not, and when at last the clumsy oaf catches up with them, they show their defiance by being buried upright, attired in the brightest of colors.

JAKAR, LORD OF THE BEASTS

Jaka legends recall an entity called Jakar, a scion and companion of the Creator, who had been created as the first beast to walk erect and master all of the other animals in the forest. The Creator is said to have created Jakar a mate, Jalar, whom Jakar impregnated with his divine seed, Jalar then giving birth to the Jaka race. Jakar taught his children the lore of the beasts, and set them as lords of the animals, masters and protectors of beasts.

Although the Jaka continue to remember the tale of Jakar and Jalar, they have little true faith or reverence, being more concerned with the struggle to survive and live life. Many of the secrets they were said to have been granted by Jakar have long since been lost, the elder Jaka perishing in the Great Disaster, and the number of Beastmasters among these feral folk continues to diminish.

The rare Beastmasters are among the only Jaka who actively continue to revere Jakar, and many still pursue their sacred duties as guardians of wild beasts and woodlands. These individuals consider themselves the wardens of the wilderness, and were once known as Beastmasters of the Northern Woods.

It is a popular belief that, somewhere in the midst of Werewood, there is a hidden cave which is guarded night and day by the animals of the forest. No werebeast, bane, or demon is allowed near the cave, the Jaka say, for within lie the remains of the last elder Beastmaster, and with him, an ancient iron-bound book. According to the Jaka, the book contains the lost lore of their

ancestors, the Beastmasters of the Northern Woods.

JAMBA

Jamba is an enigmatic and unfathomable deity, who has spoken but once to His people, when he led his humble priest, Astramir, into the Red Desert in 207 N.A., and directed him to the fabled seventeen Ruby Tablets, and the lost secrets of thaumaturgy they contained. Armed with this ancient lore, the Dracartans were able to forge a new life of prosperity for themselves, leaving their nomadic existence behind, and settling in the Red Desert at the behest of Astramir, who became the first King of Carantheum. Jamba has not made his presence known since he spoke to Astramir.

Jamba has laid down no law for his people, but the priesthood of Jamba strive to promote the strength of community spirit among the Dracartan people. The only true stricture in the faith is the forbiddance of noise in Jamba's temples; a regulation ensures that, should Jamba speak once again, he will not go unheard.

It is considered heinous to question Jamba's silence, and lack of involvement with his people, for the Dracartans believe he is beyond the understanding of mere mortals, and in giving the lore of thaumaturgy to his people, he has done more than any but the ungrateful could ask for.

THE MAGISTER

In general, few Cymrilians have any interest or belief in religion, being much more concerned with the workings of magic, or day-to-day life. This lack of interest means that less than ten percent of Cymril's populace actively profess belief in any deity, but of those that do, nearly all follow the Magister, the Cymrilian concept of the Creator.

The Magister is regarded as a being of mutable race and gender, demonstrating the mutability of magic. The use of magic is the ultimate expression of Creation, using the energy of the universe itself to form and transform in a near infinite variety of ways. Creation is Magic, and Magic is Creation. Both spring from the arcane energy of the Magister — the embodiment of Magic who conjures forth all things. The Magister is viewed as the ultimate neutral, and therefore unapproachable, for Magic and Creation are neither good nor evil, they simply are. The search for magical knowledge is said to bring enlightenment, as greater understanding of magic grants insight into the universe and Creation as a whole. The Order of the Magister is particularly tolerant of other faiths and beliefs, preferring to pursue its own path

of arcane knowledge. Given the view of the Magister as a neutral entity, followers try to remain aloof of events in the mundane world, and avoid interfering in events, except to promote the use, acceptance, understanding and research of magic.

NATURAL FORCE

Practicing a form of Witchcraft dating back to the Age of Mysteries, the Dhuna continue to use rituals and magics long since lost elsewhere on Talislanta, magics and rituals closely tied to the forces and cycles of nature, be they the savage forces of a storm, or the calming influence of gentle rain.

Since time immemorial, the Dhuna have organized themselves into three Orders based upon the natural philosophies they most admire, the White Order, embodying the creative and fertile aspects of nature, the Black Order, celebrating the destructive aspects of nature, and the Gray Order, striving for balance in nature. Covens may be mixed, containing members of each of the Orders, though mixed coven members only perform rites together during The Septenaral Concordance.

A Dhuna may, at any point in their life, change their current Order alliance, based upon current mindset and desires, and it is not at all unusual for a Dhuna to have claimed membership of all of these Orders across the course of their life. For example, a Dhuna seeking balance in their life may become a member of the Gray Order, only to later find themselves drawn to the White Order when they discover true love. Then, perhaps following the tragic death of their partner at the hands of Aamanian witch hunters, that same Dhuna may be driven by rage, and a desire for revenge, to join the Black Order.

There is no stigma attached to moving between the different Orders, for all Dhuna recognize the value and validity of each one; even the most driven or aggressive of Black Order members understand the many faces of nature, and hold no hatred of their fellow Dhuna.

An abiding respect of the natural order is central to the practice of Dhuna witchcraft, regardless of Order, the Dhuna striving to avoid any interference in the natural cycles of life. For example, a Dhuna would not consider saving or performing a mercy-killing on an animal wounded in a predator's attack, even if that animal was in obvious distress, whereas as many supposedly more civilized observers might be moved to do so. By the same token, the Dhuna consider it a perfectly natural

drive to want to protect and care for friends, relatives, and other related beings, in the same way a werebeast would protect its own cubs. In respect for nature, the Dhuna consider it rightful only to take what one needs to survive, and heavily condemn the often rapacious and greedy exploitation of natural resources practiced by more civilized lands.

Dhuna see the influences of the cycles of life in all things, interpreting such omens as they encounter, from the powers of the moons in the sky, to the changing of the seasons. The emotional aspects of the moons, and their associated spheres of influence, are still considered to have great bearing on the affairs of the natural world.

All Dhuna consider perversion of the natural order to be among the greatest of sins, and point to the many aberrations created by the unrestrained Archaeans, though they do not advocate destroying such entities, especially as most such creatures have now found niches for themselves within Talislanta's bizarre ecology. Similarly, the arts of necromancy are considered dubious at best, and foul at worst, especially if the sleep of the dead is disturbed. Likewise, the Dhuna recognize how dangerous it is to summon entities from other planes, and do so rarely, and only after great consideration, favoring natural spirits and elementals when they do so. Indeed, such spirits are viewed as capricious but natural, and the Dhuna see the influences of the various spirits, including the Forgotten Gods, throughout the natural world.

THE NOMAD OF THE STARS

Djaffir revere the Nomad of the Stars — usually referred to as “The Nomad” — who is their concept of the Creator. They believe the Nomad wanders the universe, leaving creation in his wake, and watches over his fellow travelers of the mortal variety. He is said to have given all men free will, allowing them to chose their own path in life. The Djaffir also believe that The Nomad is not always present, for his wanderings take him far across the universe. They view The Nomad as a desert nomad caked with the glittering dust from the stars, and believe that comets mark his passing through the heavens.

Central to the Djaffir philosophy of The Nomad, is the principle of freedom, and each individual's right to make their own way through the universe. Anything that impedes this is to be despised, and for this reason magic that can influence behavior is regarded as the most foul magic there is.

ORTHODOXY

The governing religion of Aaman, Orthodoxy centers around the unswerving worship of a single supreme entity known as Aa. Considered all-encompassing, and all-powerful, Aa is given such appellations as Omnipotent, Omniscient, and Ever-Watchful. Aa is depicted as an unblinking eye, radiant with light, with a pupil of purest silver.

Orthodoxy is the basis of Aaman's theocracy, and is the foundation and reason behind every aspect of Aamanian culture. The Hierophant, head of the Orthodoxist cult, is also the national leader of Aaman, and is considered to be a being of such spiritual purity that he receives the word of Aa directly.

The strictures of Orthodoxy are recorded in the Omnival, the cult's single book of the law, of which no copies are made, and the Hierophant is the sole curator. Consisting of 11 iron-bound volumes, the Omnival is said to contain all of the answers to all of the questions in existence, as well as cult regulations, and 100 proscriptions against infidels, heretics, and witches. It is said that, “What the Omnival does not teach, the true Orthodoxist need not know”, though few Aamanians know anything of its contents beyond those passages and laws the cult's priesthood relays to them. Orthodoxy states that only by casting aside such fetters and distractions as individualism, color, and the pursuit of pleasure, can an individual hope to remain free of temptation, and therefore free of sin. Only the spiritually pure can truly hope to pass Aa's unwavering scrutiny and enjoy the bliss of oneness with Aa in the afterlife, watching the sinful suffering the torment of Aa's wrath.

Spiritual purity, called Mana, is measured in units called aalms, and the bliss an Orthodoxist experiences in the afterlife is commensurate with the number of aalms they acquire throughout their life. Aalms are accumulated through services to the cult, and via various cult-sanctioned activities, including various pilgrimages.

Strict religious castes determine how far removed an individual is from spiritual purity, and are, in order from lowest to highest, the Slave caste (heretics, captured enemies, etc. used for all dangerous and odious labors), the Low caste (farmers, laborers, vendors, and military conscripts), the Aspirant caste (the Orthodox clergy, the elite military, and the mercantile guilds), the Monitor caste (the Hierophant's representatives), and the Hierophant himself.

Each caste, with the obvious exception of the

Hierophant himself, is broken down into 10 levels, separated by 100-aalm increments, and an individual can only move up a caste if they acquire the requisite 1,000 aalms required to achieve all 10 levels of their current caste, and successfully petition a Monitor. Pitifully few members of the Low Caste have ever achieved entry into the Aspirant caste, though it is the hope of many. Children are born into the lowest level of their father's caste in the case of Slaves and Low caste individuals. Aspirants are recruited from the nation's orphans and most promising children, taken from their families, considered a great honor, and trained in the cult's monasteries. Monitors are recruited solely from the most promising level 10 members of the Aspirant caste.

Anything that could tempt the faithful to sway in their devotion to Aa, is sinful and vile, condemned and forbidden, including laughter, art, intoxicants, improper behavior, performances of anything save cult-approved hymns, and practically everything considered normal and enjoyable by most civilizations. Even speech is vigorously regulated and structured, so as avoid improvisation or vulgar word usage. In order to remove such distractions, and foster oneness in body and spirit, Orthodoxists use bald nettle extract to remove all facial and bodily hair, eschew personal ornamentation, and often bleach their skin with astringents. Modest, formless attire, dyed a uniform white, is the only permitted dress.

Orthodoxy is preached aggressively in order to maintain the faith of existing cult members, and convert the hordes of infidels beyond Aaman's borders, although voluntary conversion is rare, because Orthodoxist proselytizing takes the form of furious admonishment. Forcible conversion, by means of Inquisitorial torture, is also acceptable. The unredeemed may be slain without malice in order to reduce any corrupting effect they might have on the faithful, said to be conversion by the sword.

Absolute obedience of cult superiors, including higher level members of the same caste, is expected, and the heretics who make the mistake of questioning a superior can expect to face a loss of aalms, and a penance that often includes the forceful purging of their sin by the Knights of the Hooded Veil.

Tolerance of any faiths or beliefs beyond the worship of Aa, is heretical, for all other gods are false and duplicitous. Witchcraft is among the foulest of sins, and practitioners of the arcane arts are regarded with a jaundiced eye as the likely, often unwitting, servitors of

the Shaitan and other fell spirits. Warlocks and witches must be made to recant their evils, or cleansed by fire and sword.

PARADOXY

The state religion of Zandu, Paradoxo promotes the unfathomable mystery of existence, and the belief that the ultimate questions of reality are unknowable. The Paradoxist religion is comprised of two primary components: The Book of Mysteries, and The Ten Thousand.

The Book of Mysteries is a lengthy cult manifesto that contains over 100,000 questions, and no answers, ranging from the ridiculous to the sublime. The Ten Thousand is a huge pantheon comprised of a baffling array of divinities encompassing every conceivable sphere of influence, and are invoked, cursed, or ignored as suits the individual and situation.

In-keeping with Zandir individualism, many Paradoxists believe that pondering the mysteries of existence can bring insight, and are worth pursuing, if only because considering unanswerable conundrums is preferable to being bored. Just as many Paradoxists, however, state that considering the mysteries of life can only result in confusion, and is a waste of time better spent enjoying existence.

Paradoxism has no specific doctrine, but its nebulous outlook and flexibility do engender certain behaviors. Because it does not preach a strict path to enlightenment, or even that enlightenment may necessarily exist, and because it encompasses so many religious entities, without paying any particular credence to any of them, followers of Paradoxism tend to be tolerant of other religions, if only because they believe no one knows the truth anyway. However, this also means that many Paradoxists find great amusement in any who claim to know the utter truth, and may even mock the most dedicated religious individuals as deluded and arrogant; another cause of the bad-blood between Zandu and the zealous Orthodoxists of neighboring Aaman.

Zandir often use The Book of Mysteries — typically a pocket or abridged edition — when looking for advice or the answer to a tricky dilemma, picking a random question from the text and trying to apply any thoughts it raises to the problem in hand.

TERRA - GNOMEKIN

The worship and belief in Terra is universal among the Gnomekin, and colors their very existence, personality and society, influencing the way they behave, and the way they view the world. They believe Terra is a living entity; an elemental of vast proportions that forms the world itself. The earth is her flesh, the rocks her bones, the waters her blood, and the air her breath. She provides shelter, food, water, and the very ground upon, within, and above which all things live. She is benign and loving: the ultimate mother, providing for all life. All living creatures are her children, even if they do not realize it, and children should reciprocate her love, treating her with care and respect. They must use Her gifts wisely, for abusing Terra is detrimental to everyone, as the Gnomekin believe that the combined abuses — in the form of excessive deforestation, strip-mining and pollution, etc. — could actually kill Terra. For all her power she is largely at the mercy of her children, which is another reason why she must be cherished and guarded.

The Gnomekin believe that the Womb of Terra is within the earth itself, and that because they dwell there they are truly her children. Crystals are the Tears of Terra, and among her greatest gifts: symbols of her love, and the pain she suffered when birthing all life. Friendship, tolerance, selflessness, and a reverence for the natural world are expressions of Terra's benevolence, and Gnomekin strive to embody these traits. A humble manner is the ultimate expression of respect for Terra, showing that no one is truly superior or favored in her eyes. All beings are equal, and although some must assume the burden of rulership, true rulers exist to serve their people, mirroring Terra's devotion to her offspring. The act of birth is sacred, symbolic of the Mother, and children are to be taught with love, respect and freedom. Unnatural birth control wastes the gift Terra has bestowed, and shows a lack of respect for life. The pain of childbirth, and the trials and tribulations it creates help people to understand Terra better, and is yet another reason why children are sacred, and childbirth is encouraged.

TERRA - VAJRA

Similar to the Gnomekin worship of Terra, faith in Terra is common to all Vajra. They state that Terra is a great elemental who dwells deep within Archaeus, and formed the Vajra from the molten rock of her heart. Although regarded as a devoted, compassionate mother, the Vajra recognize that Terra can be wrathful, sundering the very earth of her home with rage, sending

her molten blood forth to consume and destroy. Like the Gnomekin, the Vajra also abhor the abuse of the earth, but they are far more likely to take direct action to combat such problems, at least when their young are not at risk.

Offspring are valued as gifts from Terra, and most Vajra strive to bear as many younglings as possible. Unfortunately, it is these very younglings, developing in their cocoons, that the Kang use to hold the Vajra in bondage. Vajra work to embody the virtues of Terra, to be as placid, enduring, strong and resolute as stone, and as fruitful and nurturing as earth. However, they recognize that they were formed from magma, and although their outer bodies have cooled, they state that a heart of burning magma still resides deep within each of them. They call this "The Dark Fire", and strive to keep it in check, for when they give vent to their wrath, they enter a destructive fury, dying when they calm, all their heat expended. The Dark Fire provides them with warmth, but they know it can kill.

ZORIAH, THE RED GOD

Worship of Zoriah, the Red God of War, is the state religion of the war-like Kang, who pray to him for courage, strength, and victory. All battles are the domain of Zoriah, who is depicted as a giant male Kang of fearsome aspect, clad in ornate crimson battle armor, with a floor-length queue of black hair adorned with spiked silver rings, twin daggers at his belt, and a savage falchion clenched in his fist. Zoriah is said to care nothing for praise or supplication, valuing only Khir and conflict. The Kang state that they sprang up where Zoriah's blood struck the ground when he was wounded waging a war among the gods that is said to continue still. Those who fight with skill and courage in Zoriah's name will fight alongside him in the afterlife, earning great glory. Cowards are destined to spend the afterlife as the mindless steeds of the glorious warriors.

Zoriah's faith requires that followers strive to act with courage and Khir. Cowardice — a term that also encompasses the use of magic (non-invocation magic) and stealth, as well as flight from combat — is regarded as the most heinous of sins, redeemable only by ritual suicide or a suicidal battle against seemingly impossible odds. Those who draw a weapon in Zoriah's name are forbidden to resheath it if the weapon has not tasted blood first, even if it must be the warrior's own.

HIRELINGS

The following is a list of various trades and professions and the average salaries earned by members of these groups. It should be noted that, like merchandise, the price of services can vary considerably according to the laws of supply and demand. GMs 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. Salary is 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. Salary is 10 gold lumens per week per level. Sindaran alchemists invariably demand double pay.

Artificer/Artisan

Included in this category are all builders and craftsmen, such as metalsmiths, gemcutters, glassworkers, tanners, clothiers, woodworkers, carvers, carpenters, masons, limners, wainwrights, cobblers, tinkers, armorers, weaponers, fletchers, and so forth. Salary is 1-4 gold lumens per week per level of ability.

Astrologer

A qualified astrologer will generally charge about 15 gold lumens for a complete and 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 can be hired to tame and train wild beasts, either full-time or on an individual basis. Salary is typically 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 beast handlers in Talislanta.

Boatsman

Private boat or barge owners may agree to transport individuals, their mounts, and/or cargo by river or lake

for 1-10 gold lumens per passenger, mount, 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 their exorbitant fees and their refusal to negotiate terms.

Bounty Hunters

This profession includes 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. Most bounty hunters are not assassins, though some make little distinction between the two professions. Aamanian witch hunters are unique in that most work strictly for aalms, or mana.

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

Crewmen can 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, land ark crewmen, windship sailors, and so forth. Crew trained as guards may command twice normal salary.

Engineer

Engineers can be hired to design plans for roadways, fortifications, excavations, structures, or conveyances, typically for a fee of about 10% of the estimated cost of the construction.

Guide

Most wilderlands guides will work for 1 gold lumen per day per level of ability. Double or triple this salary if the guide must venture into extremely hazardous regions. Zann are said to be the most skillful river-guides in all the Western Lands, and are well-regarded despite their contrary nature.

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, as well as the demand for her talents. Faith healers commonly work for "free," but request that the recipients make a generous donation to their cause. Gnorls, Ariane, and the Dhuna are among the most skillful healers.

Laborer

Individuals in this category include bearers, farm workers, herders, mud miners, iron miners, sand miners, kitchen help, stable hands, and so forth. Most Talislantan laborers are grossly underpaid, averaging just 2-20 silver pieces per week per level of ability.

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 can be hired to cast a single spell or counterspell for 1-20 gold lumens, or more if the spell or counterspell desired is of a very dangerous sort. Those who seek full-time work typically charge a minimum of 10 gold lumens per week; generally speaking, the more skillful and/or renowned the magician, the higher his or her fees will be. 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

This profession includes common infantry, sell-swords, cavalry, caravan or harem guards, sentinels, and "specialists" such as Arimite knife-fighters, Danuvian swordswomen, Jaka scouts, and Zandir duelists. Few are paid more than 5 gold lumens per week, regardless of ability, though specialists and personal bodyguards often command more. Non-commissioned officers earn 1-3 gold lumens per week per level of Command skill.

Merchant

Merchants 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 Cymrilian astrogationists, Dracartan duneship captains, Aeriad barge-fort pilots, land-ark navigators, and so forth. Qualified pilots and navigators can earn as much as 5 gold lumens per week per Skill level. Sunra mariners may command twice that salary.

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:	10 s.p.
Deliver threat:	5 g.l.
Vandalize property:	20+ g.l.
Physical coercion:	50+ g.l.
Removal of body part:	100+ g.l.
Abduction:	500+ g.l.
Assassination:	1,000+ g.l.

All fees are subject to increase according to the relative status of the intended victim; for example, the assassination 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 by offering the assassin double the fee.

Scholar

Individuals of this profession include Aamanian theosophists, Sindaran antiquarians, Callidian cryptomancers, Cymrilian archivists, naturalists, historians, and so forth. Understudies, such as scribes and apprentice linguists, will generally charge only a token fee (1-20 silver pieces) for a consultation or for each day required to research a particular subject. Master-level scholars can command as much as alchemists, or even more.

Spy

Spies specialize in information-gathering, ranging from the common informer 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.

CREATURE ENCOUNTERS

When portraying animals and other non-humanoids, GMs should take into account the creature's nature and tendencies, as well as the circumstances under which the creature is encountered. Is the creature normally aggressive or passive? Does it hunt by day or night, alone or in packs? Is the creature sick, injured, starving, drowsy, in heat, or fleeing from a larger creature? Even the most placid herbivores may attack if they feel trapped or cornered, or if they think their mate or offspring are being threatened. Conversely, even the most aggressive predator may pose no threat if its stomach is full, or if it's preoccupied with other concerns.

Even in a milieu as diverse as Talislanta, there are only so many different kinds of creatures to encounter. By individualizing the encounters in your adventures, you'll make things more interesting for your players and also keep them from getting complacent about their surroundings. For more suggestions on creating different types of encounters, see the material in this section.

TYPES OF ENCOUNTERS

In the Talislanta game, most encounters will take one of the following forms:

Traces: This category of encounters includes tracks, skeletal remains, or other evidence (such as claw marks on trees, spoor, signs of a struggle, etc.) that would indicate that a creature or creatures passed through the area in question. Individuals with Tracking skill are able to identify most types of traces, and provide an accurate estimate of their age and the conditions under which they were produced. The Gamemaster can use this type of encounter to create suspense by foreshadowing the appearance of a dangerous predator, to mislead, or simply to give the players the idea that they are not alone in the region.

Sighting: The creature or creatures in question are spotted from a distance; typically, between 100-600 feet. Sightings should occur far enough away that the observers can choose whether they will attempt to initiate contact with the encountered creature or not. Creatures spotted in their natural habitat will usually be doing what comes naturally for members of their species; i.e., foraging for food, sleeping, hunting, scavenging carcasses, hovering overhead, etc. Less common events such as inter-species rivalries, courtship rituals, or unusual behavior (creature is disoriented, wounded, sick, stuck in mire, caught in a trap, etc.) may also be witnessed. The Gamemaster can use this type of encounter to add some local color, to attempt to direct players towards a desired destination (or away from an undesirable area), or as per Traces encounters.

Close Encounter: Most encounters of this sort occur at distances of less than one hundred feet, requiring the players to take some sort of action: fight, flight, hide, attempt to communicate, etc. The Gamemaster should not overdo this type of encounter, and should vary the nature of close encounters in order to keep things interesting. For example, not all predators will attack in the same manner. Large and powerful beasts may charge at short range, but less imposing creatures might prefer to attack from ambush, or while their chosen victims are asleep. Avians might dive down from the skies, subterranean creatures could burrow upwards from below, while creatures capable of camouflage (such as the exomorph) might seem to appear from out of nowhere.

All close encounters need not result in combat. Intelligent creatures should be accorded motives based on their emotional and/or physical state, and the conditions under which they are encountered. Some may act surprised, frightened, suspicious, or confused. Others may rob, intimidate, negotiate, or try to act intimidating. A rare few may even ignore the characters, considering them as beneath their notice. Unless stated otherwise, wild beasts rarely "fight to the death" unless trying to protect their young, nest, eggs, etc. In fact, unless cornered or faced with no other recourse, most will abandon a fight that is going badly, and reluctantly go off in search of easier prey.



A TALISLANDAN BESTIARY

ABOMINATION

Medium Aberration

Hit Dice: 4d8+24 (42 hp)

Initiative: +1

Speed: 10 ft.

Armor Class: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +3/+3

Attack: Bite +4 melee (1)

Full Attack: 6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)

Space/Reach: 5 ft./5 ft.

Special Attacks: improved grab, engulf

Special Qualities: Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.

Saves: Fort +7, Ref +4, Will +5

Abilities: Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

Skills: Listen +4, Spot +9, Swim +8

Feats: None

Environment: Wilderlands, ruins

Organization: Solitary

Challenge Rating: 5

Treasure: None

Advancement: 5–12 HD (Large)

Level Adjustment: —

Abominations are products of demented or abortive sorcerous/alchemical experiments, such as those practiced long ago by the ancient Archaens and their descendents, the Phantasians. These entities may vary greatly in form and substance and may be encountered in any form imaginable, from the hideous to the sublime. It is a mistake to assume that the physical make-up of an abomination need bear any relation whatever to natural law.

Many appear as combinations of various creature types; some impossible-seeming, others reflecting a perverse sort of logic.

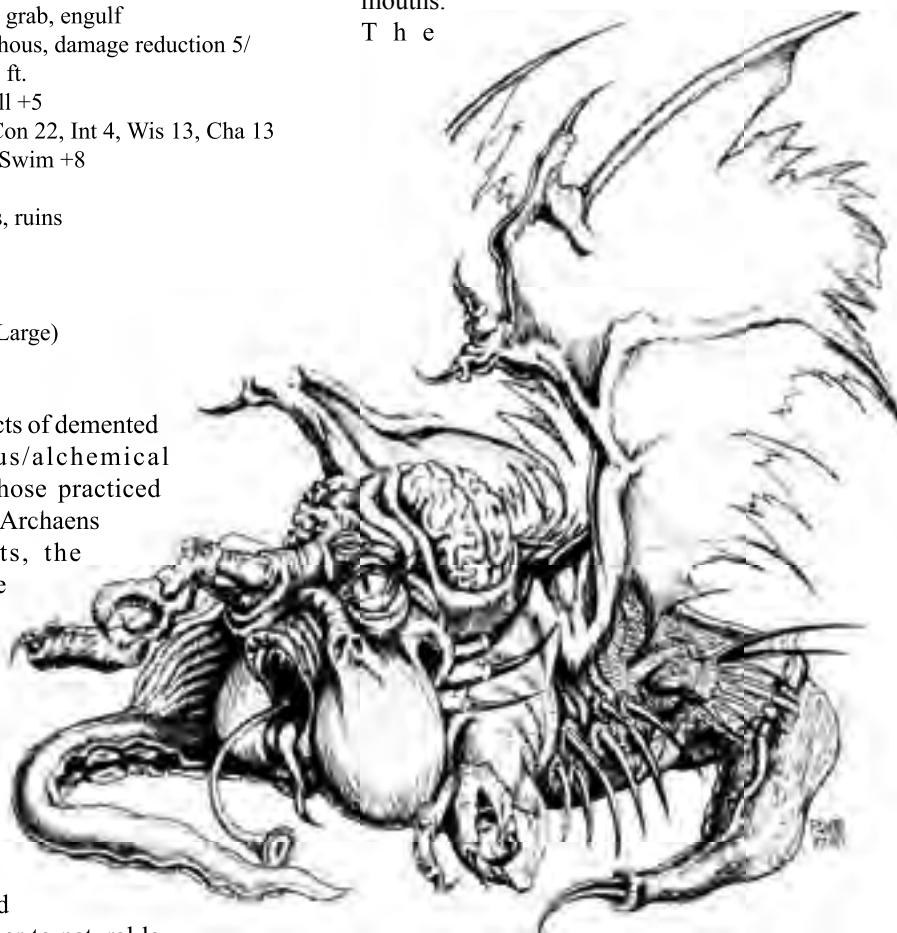
In terms of temperament and mentality, abominations are similarly variable in nature. Though many are murderous intent, others are benign or - most frightening - possessed of strange passions and desires. An

abomination's intellect can range from non-sentience to genius, or raving insanity. The only element common to these bizarrely divergent entities is that, being the products of magic, all have at least a single magical weakness of some sort.

Improved Grab (Ex): To use this ability, the abomination must hit with a bite attack.

Engulf (Ex): An Abomination can try to engulf a Medium or smaller opponent grabbed by three or more mouths.

The



opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

AHT-RA

Large Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: Ontra: 50 ft. Batra: 40 ft., Tatra: 30 ft.

Armor Class: 13 (-1 size, +3 Dex, +1 natural) touch 12, flat-footed 10

Base Attack Grapple: +2/+10

Attack: Bite +0 melee (1d4+2*)

Full Attack: Bite +0 melee* (1d4+2*)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +6, Will +1

Abilities: Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4

Skills: Listen +5, Spot +5

Feats: Alertness, Endurance

Environment: Warm deserts

Organization: Domesticated or herd (6–30)

Challenge Rating: 1

Advancement: —

Aht-ra are domesticated creatures found throughout the Desert Kingdoms. 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 aht-ra's existence.

There are three varieties of aht-ra: the one-humped ontra, bred mainly for speed and able to carry up to four hundred pounds on its back; the two-humped batra, somewhat slower but able to carry twice as much as an ontra; and the three-humped tatra, slowest of all but able to carry three times as much as an ontra.

With their characteristic, long and loping stride, aht-ra can travel for days without stopping to rest. By retaining fluids in their hump-like sacs, aht-ra can go without water for long periods (one month per hump is thought to be an accurate estimate). Aht-ra are seldom available for sale except through the auspices of the Djaffir merchants, who sell only gelded males in order to maintain their monopoly on this valuable commodity.



Carrying Capacity:
Special Abilities:
Travel up to six days without requiring rest, subsist without water

for one month per hump, bear burdens of four hundred pounds per hump.

ARAMATUS

Large Magical Beast

Hit Dice: 6d8+12 (39 hp)

Initiative: +7

Speed: 60 ft.

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +6/+15

Attack: Bite +10 melee (2d8+5)

Full Attack: Bite +10 melee (2d8+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: Improved Grab

Saves: Fort +7, Ref +8, Will +7

Abilities: Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8

Skills: Climb +14, Hide +8, Listen +13, Move Silently +12, Spot +13

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Southern swamps and bogs

Organization: Solitary

Challenge Rating: 3

Treasure: None

Advancement: 7–9 HD (Large); 11–18 HD (Huge)

The aramatus, or “armored leech,” is a denizen of swamps, bogs, cesspools, and quagmires across the Talislantan continent. A distant relative of the alatus (“flying leech”), aramatus are aquatic creatures that are rarely encountered out of water. They make their lairs in underwater recesses and enclosures, such as small caves, crevices, piles of refuse, and sewage pipes. Here they remain in hiding, waiting to ambush unsuspecting victims. Aramatus prey upon all sorts of small- to



medium-sized creatures, including humanoids. They are in turn preyed upon by skalanx, giant river kra, and aquatic vaspas.

Aramatus attack by latching onto victims with their powerful jaws, which are lined with rows of inward-curving fangs. The bite of an aramatus is almost impossible to escape; even in death, the creature's jaws remain locked upon its prey. The removal of an aramatus' fanged jaws can be a grisly process in and of itself; only a skilled healer or hunter will be able to accomplish this without causing the victim additional wounds. As is true with alatus, the bite of an aramatus may cause a disease known as blood-fever.

Attach (Ex): An Aramatus that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached Aramatus loses its Dexterity bonus to AC and thus has an AC of 14. An attached Aramatus can be struck with a weapon or grappled itself. To remove an attached Aramatus through grappling, the opponent must achieve a pin against the creature.

ARAQ

Medium Humanoid (Reptilian)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 15 (+1 Dex, +2 Hide armor, +1 hide shield), touch 11, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Spear +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)

Full Attack: Spear+2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Can survive without food or water for up to 6 weeks..

Saves: Fort +4, Ref +1, Will –1

Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Hide +3, Listen +2, Move Silently +3, Spot +2

Feats: Alertness

Environment: Wilderlands of Zaran

Organization: Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2d4 Duadir)

Challenge Rating: 1

Treasure: Standard

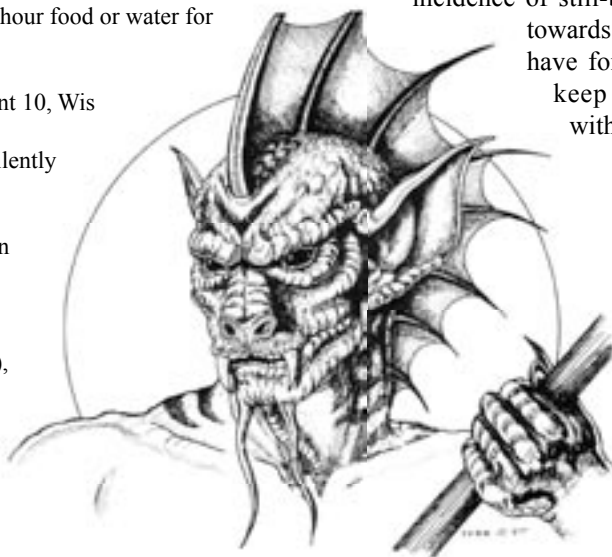
Advancement: By character class

Level Adjustment: +1

The Araq are a race of humanoid reptilians native to the Kharakhan Wastes. They range in height from six to six and a half feet, and are lean of build, with scaly, brown and gold skin. A sail-like crest, running from the forehead to the base of the neck, is found in both the male and female of the species. Araq features resemble a serpent's in some respects, particularly their curved fangs and cold, emotionless eyes.

Mounted on swift duadir (q.v.), Araq range the wastes in hunting clans of up to five or six dozen individuals. Land dragons are their favored prey, though they will kill and eat most any type of creature if the opportunity arises. In battle, Araq wield poison-tipped spears, maces and saw-edged daggers, all fashioned of bone. They shun weapons and equipment made by other peoples, considering these devices to be tainted, or cursed, in nature.

Thystram's Collectanea describes the Araq as "a magical hybrid of Man and Sauran, created in a past age by the diabolical sorcerers of ancient Quaran". The purported purpose of the experiment was to create a race of warriors capable of withstanding the torturous deserts of central Talislanta. In this regard, the experiment must be deemed a success: Araq are immune to the effects of the burning desert suns, and can go for weeks without food or water; they are notably fierce, and possess a high degree of cunning. Regrettably, the Araq race also inherited the worst qualities of its forbears: specifically, the Sauran propensity for insensate violence, and the myriad vices common to the races of Men. A high incidence of still-births, and a tendency towards cannibalistic behavior, have fortunately combined to keep the Araq population within tolerable limits.



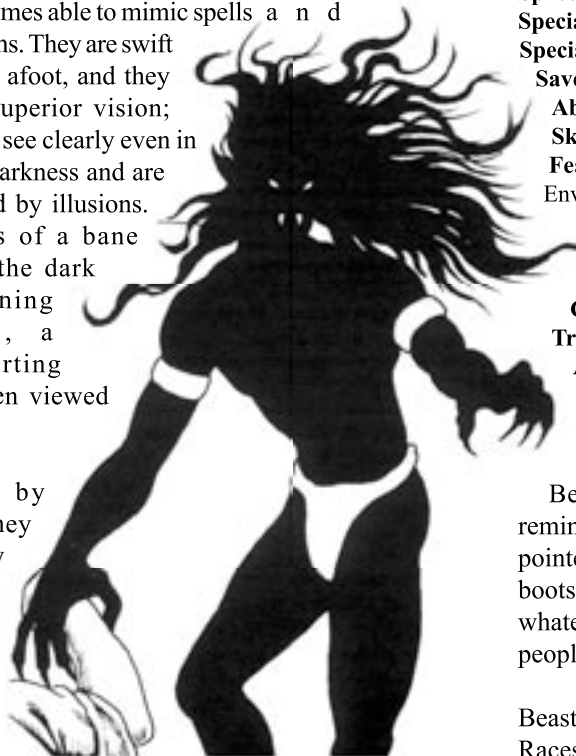
BANE

Medium Humanoid

Hit Dice: 4d8+19 (37 hp)
Initiative: +2
Speed: 30 ft
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +4/+6
Attack: Claw +6 melee (1d4+2)
Full Attack: 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood Drain
Special Qualities: Darkvision 60 ft.
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 7
Skills: Hide +7*, Listen +4, Spot +4
Feats: Multiattack, Toughness
Environment: Werewood
Organization: Solitary, pair, or wing (5–16)
Challenge Rating: 4
Treasure: Standard
Advancement: 5–6 HD (Medium)
Level Adjustment: +5

Banes are sinister creatures thought to be a bizarre hybrid of darkling, night demon, and the now-extinct babbling howler. Feared inhabitants of the forest realm of Werewood, banes are vampiric creatures who 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 they possess superior vision; banes can see clearly even in magical darkness and are unaffected by illusions. The eyes of a bane glow in the dark like burning embers, a disconcerting sight when viewed at night.

Solitary by nature, they are only rarely



encountered in numbers, mated pairs seldom staying together for any great length of time due to their ghastly feeding habits. The fangs, claws, and ocular organs of these fiendish creatures possess magical virtues and are coveted by alchemists and thaumaturges alike. Female banes are strangely attractive and are sometimes sold as slaves - after first filing down their fangs.

Blood Drain (Ex): A Bane can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the Bane gains 5 temporary hit pints.

Mimicry (Ex): Banes can perfectly mimic the natural sounds of any animal native to Werewood. Additionally, Bane slaves may perfectly mimic the voices of those with whom they have spent at least one week time.

BEASTMAN

Medium Humanoid

Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Battleaxe +4 melee (1d8+3)
Full Attack: Battleaxe +4 melee (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low Light vision
Saves: Fort +1, Ref +4, Will +2
Abilities: Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6
Skills: Hide +3*, Listen +5, Spot +3
Feats: Alertness
Environment: Plains of Golarin, Wilderlands of Zaran
Organization: Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults).
Challenge Rating: 1
Treasure: Standard
Advancement: By character class
Level Adjustment: +2

Though they are essentially humanoid in form, Beastmen have many features which are more reminiscent of creatures of the wild: coarse fur, fangs, pointed ears, and claws. They dress in crudely made boots and loincloths of animal hide, augmented with whatever items they can steal or scavenge from other peoples.

Beastmen are believed to be descended from the Wild Races that once ranged throughout Talislanta before



CATDRAC

Small Magical Beast

Hit Dice: 2d10 (11 hp)
Initiative: +2
Speed: 40 ft
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+2
Attack: Bite +2 melee (1d6)
Full Attack: Bite +2 melee (1d6) and 2 claws +0 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
Skills: Hide +4, Jump +9, Listen +8, Move Silently +6
Feats: Multiattack
Environment: Jungles & Rainforests
Organization: Pride (6–10)
Challenge Rating: 1
Treasure: None
Advancement: 3–4 HD (Medium)
Level Adjustment: —

the coming of the Archaens. More specifically, some naturalists have theorized that Beastmen may be a degenerate sub-species of Jaka. It is perhaps best not to say this to a Jaka, as the two races are not on friendly terms.

The Beastmen range the length and breadth of Golarin in heavily armed packs of a half-dozen to several hundred individuals, preying upon caravans from the Seven Kingdoms, Carantheum, and the Western Lands. The packs are nomadic, stopping only to rest or make camp in the ruined cities that lie scattered across the plains. Some use the ruins as bases, from which they launch raids into the surrounding territories. Those who live in the ruins never build or maintain these facilities, but simply use whatever is at hand. Their lairs are usually littered with shards of bone, scraps of rotten food, and other debris.

Beastmen are quite unparticular with regard to their eating habits, having an equal fondness for herd beasts, carrion or luckless travelers. They find it difficult to restrain their baser urges, and may break off whatever they are doing in order to feast on fallen opponents, carrion, or other types of food.

Though fierce when encountered in numbers, Beastmen have seldom been known for individual displays of courage. On the hunt, a pack of Beastmen may stalk prey for hours, singling out the slowest or weakest individuals in a group, herd, or pack. Once a target has been chosen Beastmen pursue the victim relentlessly, harrying the victim until he or she becomes too weak from exhaustion to continue.

Catdracs are a sorcerous hybrid of feline and reptilian that can be found in jungles and rain forests throughout the Southern Rim. In the wild, these lithe predators travel in prides of six or more individuals, led by a dominant male. The females do most of the hunting, while the males are employed primarily to protect the pride from attack by its rivals and enemies, which include exomorphs, omnivrax, and malathropes.

Highly intelligent, catdracs are prized as pets, guard beasts, and hunting beasts. If captured and trained while still very young, they make loyal and steadfast companions. Thrall warriors stationed in the Borderlands are especially fond of these creatures, whom they

sometimes use to help detect potential ambushes and sneak attacks. Catdracs possess keen senses and are almost impossible to take by surprise.



Skills: Catdracs have a +4 racial bonus on Jump, Listen and Move Silently checks.

DARKLING

Small Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14

Base Attack/Grapple: +1/-3

Attack: Dagger +2 melee (1d4) or short spear +3 ranged (1d6)

Full Attack: Dagger +2 melee (1d4) or short spear +3 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +3, Ref +1, Will -1

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills: Bluff +5, Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

Feats: Alertness

Environment: Urag

Organization: Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level)

Challenge Rating: 1/3

Treasure: Standard

Advancement: By character class

Level Adjustment: +0

Darklings are despicable creatures originally native only to the region known as the Darklands, a part of Urag. Conquered and enslaved by the vile Ur clans, these creatures may now be found throughout the length and breadth of Urag, and in other neighboring areas as well.

Darklings are thin and wiry of build, rarely exceeding four to five feet in height. They are soot-grey in color, have distorted features, large pointed ears, and sharp fangs. Most dress in rag loincloths, scraps of discarded metal and slag serving as rude ornamentation. They exude a foul odor, and are forever gibbering, cackling, or grumbling over one thing or the other.

Darklings are physically weak, and are neither brave nor especially intelligent. They are deceitful and conniving in the

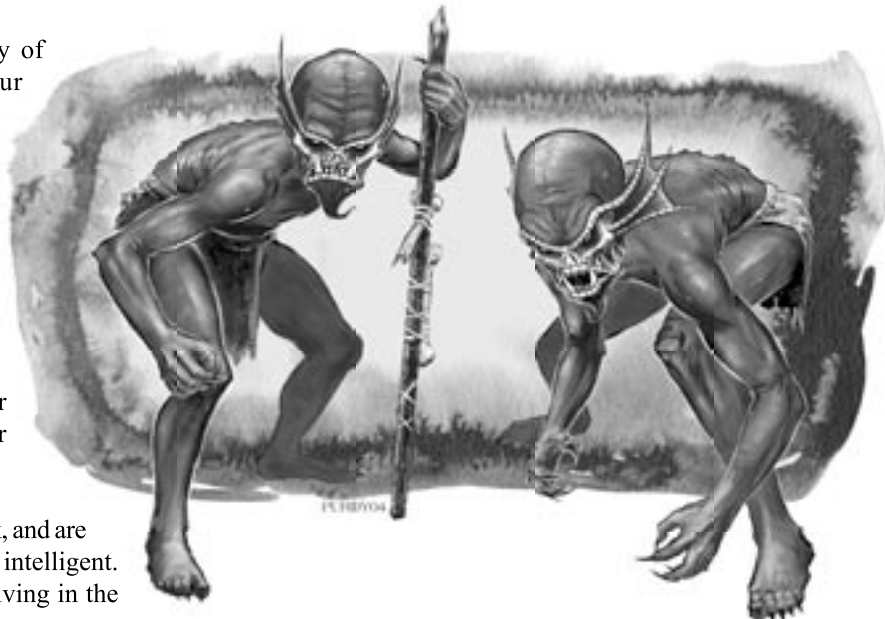
extreme, however, and have some ability as thieves, cut-throats, and spies. Their masters, the Ur, employ them as unskilled slave laborers, low-class infantry, and lackeys. Darklings have fairly acute night vision, and can sense the presence of living creatures by scent at ranges of up to one hundred feet or so. They have no talent for magic, which most Darklings fear greatly.

Though deprived of their freedom by the Ur, the race of Darklings has retained many of its insipid customs and traditions. Art in any form is considered a blight upon the senses, and lying a talent to be perfected through long years of practice (the Darklings' patron "deity" Sham the Deceiver, is also known as the "Master of Lies"). Other attributes considered worthy of cultivation include sneak-thievery, hoarding, knife-play, and the torturing and tormenting of lesser creatures for sport.

Combat: Being bullied by bigger, stronger creatures has taught Darklings to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Darklings have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Darklings have a +4 racial bonus on all Bluff checks.



	Plague Demon	Pyro Demon
	Large Outsider	Large Outsider
Hit Dice:	10d8+93 (138 hp)	10d8+70 (115 hp)
Initiative:	+0	+2
Speed:	30 ft., 50 ft. (average)	30 ft., fly 50 ft. (average)
Armor Class:	23 (-1 size, +14 natural) touch 9, flat-footed 23	22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple:	+10/+19	+10/+20
Attack:	Bite +14 melee (4d4+5)	Claw +15 melee (2d6+6)
Full Attack:	Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)	2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Plague	Breath Weapon (10d4)
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to disease and poison, resistance to acid 10, electricity 10, spell resistance 19	Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17
Saves:	Fort +16, Ref +7, Will +9	Fort +14, Ref +9, Will +10
Abilities:	Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 7	Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 9
Skills:	Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spot +23, Survival +2 (+4 following tracks)	Concentration +20, Hide +11, Intimidate +16, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spot +24, Survival +3 (+5 following tracks)
Feats:	Cleave, Power Attack, Toughness	Cleave, Combat Reflexes, Power Attack,
Environment:	Lower Planes	Lower Planes
Organization:	Solitary	Solitary
Challenge Rating:	11	9
Treasure:	Standard	Standard
Advancement:	11–15 HD (Large); 16–30 HD (Huge)	11–14 HD (Large); 15–30 HD (Huge)
Level Adjustment:	+9	+8

Demons are creatures of destruction. Unlike devils, they have no morality, and no sense of good or evil. They are agents of entropy, no more “evil” than a disease or a hurricane. They are part of the grand scheme of the Omniverse, their chaos and destruction perfectly balancing the ordered creation of the elementals. They are, as the scholar Thystram put it, “anti-elementals.”

Demons have no hierarchy, no laws, no rulers, and no organization at all. They originate from the depths of the Demonrealms: hellish wastelands ravaged by chaotic elemental forces and seething with demonic spawn. Shrieking and cursing in a thousand strange tongues, emerging from the torturous terrain like maggots from a bloated corpse, they spread like a plague, infiltrating other realities through rifts or gateways in

the dimensional fabric.

Immunity (Su): All Demons are immune to harm by non-enchanted weaponry, with the exception of silver/black adamant. Non-magical weapons of this type inflict full damage vs. demons, and enchanted weapons of these types do full damage plus any magical bonus that they possess. Weapons imbued with elemental properties inflict double damage against demons of opposite nature.

Detect Living (Su): Due to the antithetical nature demons possess in regards to natural life energies, they are capable of detecting living presences at a distance of up to 100 feet.

Primal Dissolution (Su): When destroyed, a demon’s



physical form returns to the inanimate substance it was before the demon inhabited it. For example: Smoke demons will dissipate into thin air, rock demons will crumble to dust, and lava demons will collapse into a pool of molten rock. Amid the remains will be the demon's heartstone - a black diamond possessed of magical qualities, one carat per 8 hit dice of the Demon.

DEMONIC EVOLUTION

According to the Black Savants, demons begin existence as minor entities and evolve over time into creatures of increasing size and power. The Savants claim that there are five distinct stages of demonic evolution, from minor demons to the terrifying entities known as arch-demons.

In order for any demon to advance to the next stage of development, it must undergo a metamorphosis. The process takes but a few seconds but can be both unsettling and dangerous to the uninitiated observer. At the onset of metamorphosis the demon suddenly swells in a most grotesque fashion. Its outer skin then splits apart, sending bits and pieces of its elemental substance flying in all directions. Finally, with a terrible shriek or howl, the newly metamorphosed demon emerges from the obsolete shell of its former self into its new form.

DEMONIC FORMS

In their "natural" state, demons have no physical form,

being a swirling maelstrom of negative elemental energy. Demons derive their physical form from their environment, taking whatever elemental substance is at hand and perverting it to their own use. Thus there are as many types of demon as there are elemental substances. Two subtypes are described here as an example:

PLAGUE DEMON

These horrid creatures resemble malformed horned humanoids, five to seven feet in height. Their yellow-green hide is covered with oozing sores and cankers, and they radiate an aura that can spread disease and pestilence for miles in all directions. The claws and bite of a plague demon are especially dangerous, and can cause virulent diseases of many types.

Plague demons are particularly vulnerable to healing spells.

Improved Grab (Ex): To use this ability, a Plague Demon must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex): A Plague Demon's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison type spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Plague (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, a Plague Demons plague ability continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Plague is a powerful curse, not a natural disease. A character attempting to cast any healing spell on a creature afflicted with Plague must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate Plague, the curse must first be broken with a successful Ward mode spell after which a caster level check is no longer necessary to cast healing spells on the victim, and the Plague can be magically

cured as any normal disease.

DUADIR

Large Beast

PYRO DEMON

Pyro-demons are fearsome entities whose bodies are comprised of solid flame. They are able to breathe fire or smoke at will, and can ignite combustibles at a touch. The presence of a pyro-demon is seldom difficult to discern, for the creatures radiate a good deal of heat and give off a stench of burning sulfur.

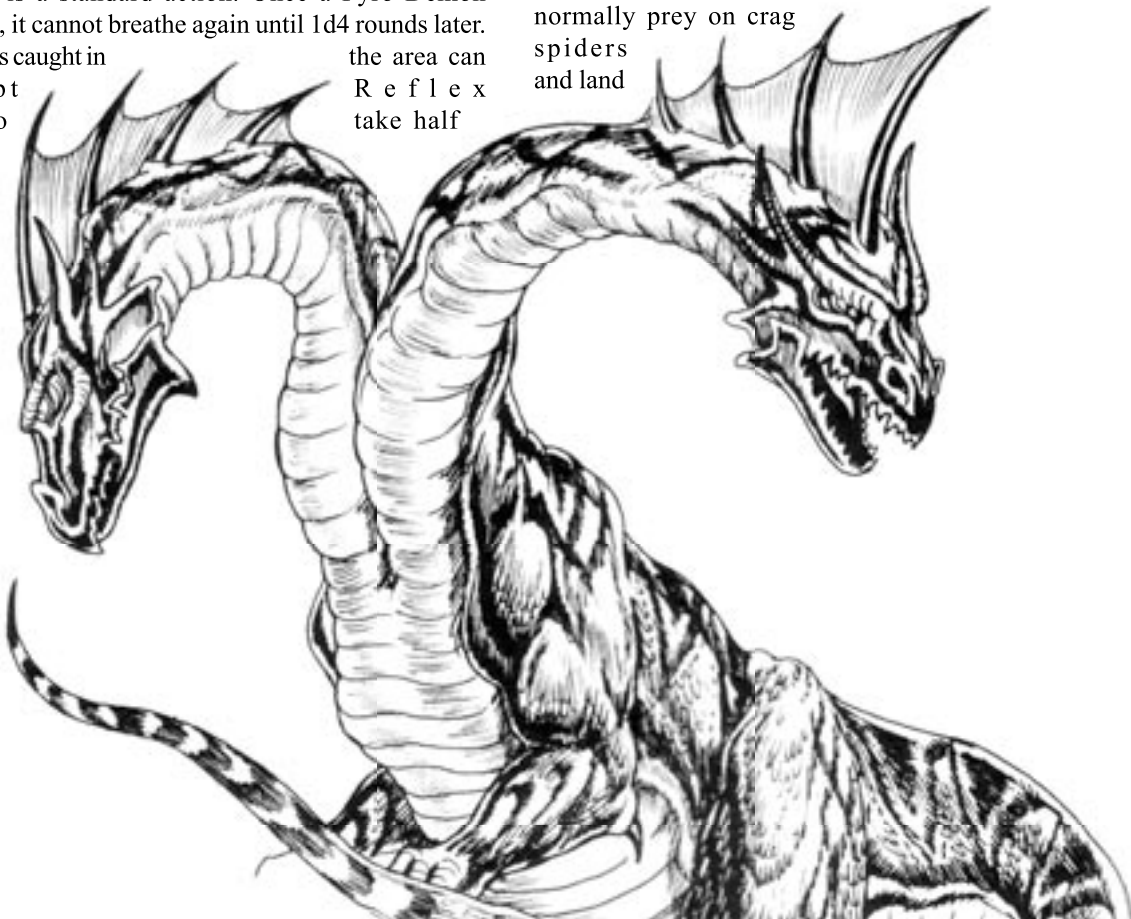
Pyro-demons possess an extreme aversion for water, which can be fatal to them, and to cold, which causes them great discomfort. They are also very susceptible to spells of Aquamancy.

Cold & Water Vulnerability: Although Pyro Demons are immune to fire they do have a vulnerability to cold, which means they take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure. Similarly, any water-based spell has the same damaging effect on Pyro Demons.

Breath Weapon (Su): Pyro Demons have the ability to breath fire in a cone out to 30 feet. Using a breath weapon is a standard action. Once a Pyro Demon breathes, it cannot breathe again until 1d4 rounds later. Creatures caught in the area can attempt Reflex saves to take half damage (DC 22)

Hit Dice: 3d10+9 (25 hp)
Initiative: +2
Speed: 60 ft.
Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +3/+11
Attack: Bite +1 melee (1d8+2)
Full Attack: 2 claws +6 melee (1d4+4) and 2 bite +1 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills: Listen +4, Spot +8
Feats: Multiattack
Environment: Kharakhan Wastes
Organization: Solitary, pair or herd (2d6)
Challenge Rating: 2
Treasure: None
Advancement: 4-6 HD (Large)
Level Adjustment: —

Duadir are a mutated species of reptilian that ranges throughout the Wastelands, hunting in groups of up to a dozen individuals. They normally prey on crag spiders and land



lizards, though they will attack even land dragons when driven by hunger. Each of the duadir's two heads is capable of attacking independently. The talons of their hind legs are even more dangerous and are used to slash prey.

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.

Training A Duadir

The creatures are trained as steeds by the Araq, who accomplish this feat by the cruel treatment of duadir hatchlings. A Duadir requires training before it can bear a rider in combat.

Training a Duadir requires six weeks of work and a DC 25 Handle Animal check. Riding a Duadir requires an exotic saddle. A Duadir can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a Duadir is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

EQUUS

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +1

Speed: 60 ft.

Armor Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack/Grapple: +2/+9

Attack: Claw+4 melee (1d4+3)

Full Attack: 2 Claws +4 melee (1d4+3) and bite –1 melee (1d3+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Skills: Listen +4, Spot +4

Feats: Endurance, Run

Environment: Throughout Talislanta

Organization: Domesticated

Challenge Rating: 1

Advancement: —

Level Adjustment: —

Equus are a hybrid of mammal and reptile prized as steeds throughout the continent. They 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 equus from boasting of this ability. In the wild, they travel in herds of up to about sixty individuals.

There are four sub-species of equus: the common and reliable gray mane (stats above); the swifter but less durable silvermane; snowmanes, built to endure frigid climes and sure-footed on ice or snow;

and coal-black darkmanes, aggressive and spiteful creatures who often attack other equus on sight. (carrying capacity for Equus as Lt. Warhorse)

ERD

Large Animal

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 40 ft.

Armor Class: 13 (–1 size, +4 natural), touch 9, flat-footed 13

Base Attack/Grapple: +3/+13

Attack: Gore +8 melee (1d8+9)

Full Attack: Gore +8 melee (1d8+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Stampede

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Endurance

Environment: Western Lands

Organization: Solitary or herd (6–30)

Challenge Rating: 2

Advancement: 6–7 HD (Large)

Level Adjustment: —

Erd are a species of domesticated, six-legged mammals found throughout the Western Lands and in parts of the Seven Kingdoms. These creatures are identifiable by



their long, shaggy fur and unusual features, which some describe as similar to an old man or sage. The Sarista and Zandir sometimes call them “wise ones” and regale each other with tales of their erd’s placid and patient ways. Erd 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 creatures are quite strong and can be trained as burden beasts. The female of the species secretes a milky substance that can be used to make a flavorful variety of cheese. Erd are easily agitated by fire and may become quite aggressive when in such a state. Wild erd are still found in Silvanus and northern Zandu, though they are now quite rare. Their great size and strength is a natural deterrent to all but the most diligent or desperate predators. The Sarista are quite fond of erd, which they use to pull their wagons.

EXOMORPH

Large Animal

Hit Dice: 5d8+10 (32 hp)

Initiative: +3

Speed: 40 ft.

Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +3/+12

Attack: Claw +7 melee (1d4+5)

Full Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+2

Special Qualities: Chameleon Skin, low-light vision, scent

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Feats: Alertness, Run

Environment: Forests, wilderlands, jungles

Organization: Solitary, pair, or pride (6–10)

Challenge Rating: 3

Advancement: 6–8 HD (Large)

Level Adjustment: —

Exomorphs are fierce predators resembling jungle cats in certain respects, but measuring up to nine feet in length and having lizard-like skin, a heavily muscled torso, misshapen head, and great, gnashing fangs. The primary attribute of the exomorph is its uncanny ability to almost instantly alter the coloration of its thick, scaly hide so as to perfectly blend in with its surroundings.

Exomorphs are occasionally hunted for their pigment sacs, from which the finest magical inks and costly dyes are derived. Located at the base of the neck, these small, bladder-shaped glands sell for as much as five hundred gold lumens each. There are two such glands in female exomorphs, three in the more colorful males. Once



slain, an exomorph’s hide becomes pale and colorless; practically worthless to all but the most desperate or gullible buyers.

Combined with an ability to stand perfectly still for hours on end, exomorphs are nearly impossible to detect in the wilds. 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 which is not going in their favor. In such instances, they may use their chameleon-like abilities to elude pursuers. A starving exomorph, however, will return to attack again

unless it has been very severely wounded.

Pounce (Ex): If an Exomorph charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, an Exomorph must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Chameleon Skin (Ex): Because of their chameleon like ability, Exomorphs also have a +12 racial bonus to High checks. The ability of Exomorphs to blend into their surroundings is such that these creatures can assume nearly any color or combination of colors imaginable, with variations in hue being achieved in a second or two at most.

Skills: Exomorphs have a +4 racial bonus on Balance, and Move Silently checks.

FERRAN

Small Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14

Base Attack/Grapple: +1/-4

Attack: Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)

Full Attack: Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +2, Ref +1, Will -1

Abilities: Str 9, Dex 18, Con 10, Int 10, Wis 9, Cha 8

Skills: Hide +6, Listen +2, Move Silently +2, Search +2, Spot +2

Feats: Alertness

Environment: Wilderlands of Zaran

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level)

Challenge Rating: 1/4

Treasure: Standard

Advancement: By character class

Level Adjustment: +0

Ferrans are fur-covered humanoid creatures whose

facial features bear a strong resemblance to rats, or weasels. They are typically smallish in stature, averaging about four feet in height. Like many species of rodent, ferrans lair in underground holes and burrows. They are capable of emitting a foul odor, noxious to most creatures, at need.

Ferrans are scavengers and thieves by trade. They dress in odd bits of leather armor and such garments as they can steal from others. As such, their bandit clans have a distinctly mottled appearance. Many are skilled in the use of daggers, spears, and light crossbows, with garottes and black jacks also being popular among these folk. Ferrans possess some talent for burrowing in the earth, and have keen senses of smell and hearing, used to track and locate prey. They are arguably the swiftest of all the humanoid races, save perhaps banes.

Though rare, Ferrans sometimes abandon their wildland haunts in favor of more civilized surroundings, joining up with a roving bandit clan, a caravan, or a group of wayward adventurers. Those who choose to follow such pursuits often find employment as scouts, wilderness guides, camp followers, or professional thieves. It is a widely-held belief that sizeable numbers of Ferrans can also be found dwelling in the winding sewers of such cities as Zanth, Aamahd, Hadj, Irdan, and Tarun.

Stench (Ex): A Ferran may release a nauseating stench up to 3 times per day. Creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same Ferran's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. Creatures with the Scent ability who fail the save are sickened for twice as long. The save DC

is Charisma-based.

Skills: Ferrans have a +2 racial bonus on Move Silently and Search checks.



FILCH

Medium Humanoid

Hit Dice: 1d8+1 (5 hp)
Initiative: +4
Speed: 20 ft.
Armor Class: 16 (+4 dexterity, +2 natural) touch 14, flat-footed 12
Base Attack/Grapple: +1/-3
Attack: Claw (1d4 +1)
Full Attack: 2 Claws (1d4 +1)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Shadow Blend
Saves: Fort +4, Ref +6, Will +0
Abilities: Str 11, Dex 18, Con 12, Int 10, Wis 9, Cha 8
Skills: Climb +2, Hide +4, Listen +3, Move Silently +5
Feats: Deft Hands
Environment: Forests, scrubland
Organization: Solitary, pair
Treasure: Standard
Advancement: —
Level Adjustment: +0

The filch is a bipedal scavenger indigenous to certain woodland and wilderness regions. These creatures resemble misshapen humanoids, with lank black fur and large eyes capable of seeing clearly in darkness. They are quite elusive, subsisting on food stolen from the lairs and warrens of other creatures, including humanoids. Filches pose a particular nuisance to crag spiders, using their ability to move silently and their invisibility in shadow to rob captured prey from the webs of these giant arachnids.

Skulking in the darkness, filches do their utmost to avoid detection. If detected, they prefer to run rather than fight, but they can be dangerous if cornered. The



filch's retractable claws are honed to a razor edge and capable of slicing through tough hide or leather armor with surprising ease.

Filches are averse to returning stolen prey, which they regard as their rightful property. The creatures are fairly intelligent and possess a crude language of sorts. Despised by other species, filches regard themselves as a misunderstood race.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

Skills: Filch's receive a +6 racial bonus to Hide and Move Silently checks.

GHOST

Medium Outsider

Hit Dice: 9d12 (58 hp)
Initiative: +6
Speed: 20 ft.
Armor Class: 16 (+2 Dex, +4 natural), touch 14, flat-footed 18
Base Attack/Grapple: +4/+5
Attack: Claw +6 melee (1d8+3)
Full Attack: 2 Claws +6 melee (1d8+3), Bite (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spellcasting
Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft.
Saves: Fort +3, Ref +5, Will +7
Abilities: Str 16, Dex 15, Con —, Int 6, Wis 12, Cha 12
Skills: Listen +11, Move Silently +10, Spot +11, Mode (Attack) 6, Mode (Any) 4, Mode (Any) 4.
Feats: Alertness, Dodge, Improved Initiative, Necromancy, Weapon Focus (Claws)
Environment: Werewood, Khazad
Organization: Solitary
Challenge Rating: 8
Treasure: None
Advancement: 10–13 HD (Medium)
Level Adjustment: —

Ghosts are horrific entities believed to hail from the dark, uncharted regions that lie in proximity to the Underworld. Their presence on the material plane is attributed to the legendary black magician, Mordante, who - deliberately or inadvertently - opened a magical gate into the nether realms, allowing hordes of these creatures to gain access to the continent of Talislanta. On the material plane, ghosts often haunt ancient graveyards, tombs, and battlegrounds, sites which are perhaps most reminiscent of their vile home plane. They



are most common in Khazad and Werewood, where they are known to prey upon living creatures of all sorts, including even banes and werebeasts.

Though frail and unhealthy-looking, ghosts possess fearsome strength, and cannot be harmed except by magical means. Possessed of a

diabolical, and often insane, intelligence, they are known to covet enchanted items and to converse with unseen spiritforms, the skulls of their victims, and even themselves. These foul creatures usually hunt by night, spending the daylight hours lurking in crypts and underground barrows, staring into the darkness.

Spells (Su): Ghosts are able to cast spells of the Necromancy Order. GMs should prepare 5 random Necromantic spells with which the Ghost is familiar.

See Invisibility (Su): Ghost's continuously see invisibility out to a range of 100 feet.

IMP, SARDONICUS

Diminutive Outsider

Hit Dice: 3d8 (13 hp)

Initiative: +3

Speed: 20 ft., fly 50 ft. (average)

Armor Class: 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17

Base Attack/Grapple: +3/-5

Attack: Sting +8 melee (1d4 plus poison)

Full Attack: Sting +8 melee (1d4 plus poison)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Poison, spell-like abilities

Special Qualities: Damage reduction 5/magic or silver, darkvision 60 ft., Detection,

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 10, Dex 17, Con 10, Int 18, Wis 12, Cha 14

Skills: Diplomacy +8, Hide +17, Knowledge (any five) +12, Listen +7, Move Silently +4, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)

Feats: Dodge, Weapon Finesse

Environment: Extra Planar

Organization: Solitary

Challenge Rating: 2

Treasure: None

Advancement: 4-6 HD (Tiny)

Level Adjustment: —

Sardonicus (or "bottle-imps," as they are sometimes called) are grotesque creatures who hail from the lower plane of Oblivion. Classified as lesser devils by Talisantan scholars, they resemble malformed, fetal humanoids, approximately four to six inches in height. An over-sized cranium, wizened facial features, leathery bat-wings and a sinuous tail equipped with a sharp sting are all characteristics typical of sardonicus. They range in color from bright red to a deep purple; the darker the imp's coloration, the greater its age, level of ability and power.

Though they are physically weak and unimposing, sardonicus possess extraordinary intellectual capacities, and may accurately be categorized as geniuses. Their knowledge of magic, while limited in terms of spell casting ability, is generally exceptional. Sardonicus exhibit highly developed powers of perception, ranging in scope from mind-reading to clairvoyance and



precognition.

Accustomed to the gloomy surroundings of their home plane, sardonius can see well even in total darkness. In ancient times, sardonius were much in vogue among sorcerers, who valued them as curiosities. Imprisoned in amberglass spheres or bottles (hence the name, “bottle-imp”), theimps were employed in the manner of private advisors, or as liaisons to the Shaitan or Enim. The practice of keeping bottle-imps as pets fell out of fashion when it became evident that the sinister creatures were, in many cases, far more intelligent than their captors. By intricate ploys, a number of theimps had succeeded in bringing their masters to ruin by preying upon their weaknesses, such as pride, vanity, and avarice.

Despite such drawbacks, sardonius are still favored for use as familiars by certain ambitious spellcasters, who will pay as much as twelve hundred gold lumens for a dark-hued imp (or about half this for the lighter colored, red-skinned variety). The creatures have a knack for wandering through inter-dimensional rifts and magical gates, and so are not entirely uncommon on the material plane.

As they are poor flyers, sardonius are fairly easy to capture by the employment of nets or clever snares. They are self-sustaining, requiring neither food nor drink, and so are easily maintained. Theimps’ tailstingers, which exude a caustic venom, can be rendered ineffective by filing or snipping. A sphere or stoppered cucurbit of fine amber crystal will suffice to keep the creature from engaging in at least the more overt varieties of mischief, and will induce the imp to answer questions with minimal delay. Less easily controlled is the sardonius’ superior intellect, and its inherently dark and malignant nature.

Detection (Su): Sardonius are able to sense and identify by type (i.e., “mammal,” “reptile,” “undead,” “demon,” and so on) presences at distances of up to one thousand feet, and can detect magical emanations by sight.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spells (Su): Sardonius are able to cast spells of the Necromancy Order. GMs should prepare four random Necromantic spells with which any given Sardonius is familiar.

Lore (Su): An imprisoned Sardonius may be asked up

to three questions per day regarding magical lore, future events, or strategies pertaining to acquisition of power, influence and wealth. If a fourth question is asked, the Sardonius can either break free of its magical prison or choose to activate a malevolent curse. In the latter case, the Sardonius remains imprisoned but gains control over its master’s will (Will save DC 25). Thereafter, the former master must do the bidding of the Sardonius (only the release of the Sardonius can free the former master from the imp’s control).

KRA

Huge Beast

Hit Dice: 7d10+35 (73 hp)

Initiative: +1

Speed: 30 ft., burrow 20 ft. (Land Kra)

Armor Class: 0 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19

Base Attack/Grapple: +7/+23

Attack: Bite +13 melee (2d8+12)

Full Attack: Bite +13 melee (2d8+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense 60 ft.

Saves: Fort +10, Ref +6, Will +3

Abilities Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10

Skills: Listen +8, Spot +8

Feats: Awesome Blow, Improved Bull Rush, Power Attack

Environment: Varies by type

Organization: Solitary

Challenge Rating: 7

Treasure: None

Advancement: 8–14 HD (Huge); 15–21 HD (Gargantuan)

Level Adjustment: —

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 sea demons and other kra. They are extremely fierce and aggressive predators, who sense prey by sound and vibration.

Kra are normally violent, but become stuporous for short periods immediately following the mating season. It is at this time that the Imrians capture them, thereafter keeping the kra sedated with certain narcotic plants and herbs. The Imrians employ teams of three to six kra as a means of propelling their barge-like slave coracles. Unpleasant accidents are generally kept to a minimum by the regular infusion of potent sedatives in their food, which is customarily administered to the beasts by slaves and other similarly expendable personnel. A smaller, sighted species, known as rainbow kra, is commonly found in open waters, and a species of

segmented land kra is known to inhabit the subterranean levels of certain mountainous regions.

The most ancient kra may grow to immense size, rivaling even sea dragons in stature. Land kra, too, are known to attain spectacular dimensions, particularly those which inhabit the Lost Sea region. Exceptionally large or ancient rainbow kra are a rarity, the younger and swifter adults usually ensuring that elder members of the species do not live to enjoy their old age.

Land Kra

Land kra are a species of giant, segmented eel related to the ocean-dwelling kra. Their bodies are covered with heavy armored plates, with the cranium and gnashing jaw parts composed of a chitinous substance harder than stone. A full-grown specimen may exceed forty feet in length and can weigh as much as five tons.

Land kra are burrowers, using their powerful jaws to tear their way through rock, soils, and sand. In desert regions, these creatures can sometimes be spotted by the long "worm-trails" that they leave in their wake. Otherwise, a land kra may inhabit an underground region for decades or even centuries without ever being seen by the inhabitants of the upper realms.

Land kra normally prey upon other subterranean creatures, including satada and Gnomekin. They generally shun geophages, which they regard as



inedible. Like the aquatic species, land kra are blind, sensing prey by vibration.

Improved Grab (Ex): To use this ability, a Kra must hit an opponent at least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a Kra begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge Kra's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Tremoresense (Ex): A Kra automatically senses the location of anything that is in or on the water within 200 ft. Land Kra can sense anything touching the ground within 60 ft.

If no straight path exists through the water or ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. The Kra must itself be in contact with the ground or water, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they are considered moving; they do not have to move from place to place for a Kra to detect them.

LAND LIZARD

Large Animal (Reptilian)

Hit Dice: 3d10+12 (28 hp)

Initiative: +0

Speed: 30 ft.

Armor Class: 18 (-1 size, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +3/+12

Attack: Bite +7 melee (2d6+7)

Full Attack: Bite +7 melee (2d6+7)

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 22, Dex 10, Con 17, Int 3, Wis 13, Cha 6

Skills: Listen +3, Spot +3
Feats: Alertness, Toughness
Environment: Wilderlands of Zaran,
Plains of Golarin (rare)
Organization: Solitary or Herd (12d10)
Challenge Rating: 3
Treasure: None
Advancement: 4 HD (Large); 5–9 HD (Huge)
Level Adjustment: —

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 unaggressive 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 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. Salt can often be used to coax a stubborn land lizard into action, provided the creature is hungry enough to take the bait. If all else fails, one should keep in mind the land lizard's further virtues: its flesh, though far from tender, is edible enough, and the beast's sandy-colored hide has many practical (if not decorative) uses.

Training A Land Lizard

These creatures are trained as steeds and beasts of burden by several sentient species. A Land Lizard requires training before it can bear a rider in combat.



Training a Land Lizard requires six weeks of work and a DC 20 Handle Animal check. Riding a Land Lizard requires an exotic saddle. A Land Lizard cannot fight while carrying a rider.

Carrying Capacity: A light load for a Land Lizard is up to 519 pounds; a medium load, 520-1038 pounds; and a heavy load, 1039-1557 pounds. A Land Lizard can drag 7785 pounds.

NECROPHAGE

Medium Undead

Hit Dice: 4d12 (26 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+3
Attack: Slam +3 melee (1d4+1 plus energy drain)
Full Attack: Slam +3 melee (1d4+1 plus energy drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Energy drain
Special Qualities: Darkvision 60 ft., undead traits, scent
Saves: Fort +1, Ref +2, Will +5
Abilities: Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills: Hide +8, Listen +7, Move Silently +16, Spot +7
Feats: Alertness, Blind-Fight
Environment: Any
Organization: Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating: 3
Treasure: None
Advancement: 5–8 HD (Medium)
Level Adjustment: —

Necrophages are ghastly humanoid creatures who haunt crypts and barrows and subsist on the flesh and bones of corpses. They are horrid to behold, with deathly white skin, yellowish fangs, and cold, dark eyes. Despite their emaciated and unhealthy appearance, necrophages possess fearsome strength. They dress in rags stolen from the bodies of corpses, wear necklaces of teeth and bones, and speak in harsh, rasping whispers.

The origins of the Necrophage species remain a subject of controversy amongst certain erudite Talislantans, most notably the necrophiles of Rajanistan, who claim that these awful creatures are the spawn of the dread entity known as Death. The renowned naturalist,

Thystram, classified them as pseudo-demons, citing as evidence the fact that only silver or enchanted weapons will suffice to kill a Necrophage (other types of weapons can be used to cause physical damage to a Necrophage, though this is seldom sufficient to actually kill such creatures; even dismembered, the bodily parts of a Necrophage will continue to attack, a disconcerting sight indeed to any who have witnessed such an occurrence. Rajan necromancers collect the severed hands and heads of Necrophages, which-invested with unnatural sentience-are considered to have numerous uses).

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.

Nocturnal by nature, necrophages huddle in underground caves and crypts by day. As 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.

Disease (Ex): A successful bite attack by a Necrophage has the potential to pass along a disease to the victim. Fortitude save (DC 16) . Failure to save inflicts 1d4 temporary Constitution damage and 1d4 temporary Strength damage.

Energy Drain (Su): Living creatures hit by a Necrophage's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the necrophage gains 5 temporary hit points.

Undead: Immunity to all mind-affecting effects, immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.



	Raknid Worker Huge Aberration	Raknid Warrior Medium Aberration	Raknid Drone Large Aberration	Raknid Queen Gargantuan Aberration
Hit Dice:	5d8+1 (24 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)	20d8+100 (190 hp)
Initiative:	+2	+3	+7	-5
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)	0 ft.
Armor Class:	15 (-2 size, +2 Dex, +4 natural), touch 11, flat-footed 13	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	18 (-1 Size, +3 Dex, +6 natural), touch 12, flat-footed 15	20 (-4 size, +11 natural), touch 6, flat-footed 20
Base Attack/Grapple:	+1/-2	+4/+7	+6/+10	+20/+24
Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison)	Sting +10 melee (2d4+4 plus poison)	—
Full Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)	2 claws +8 melee (1d6+2)	—
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	—	Poison	Dominate Person	Psychic Blast
Special Qualities:	Hive mind,	Hive mind, immunity to poison,	Hive mind	Fast healing 2, hive mind, immunity to poison, telepathy
Saves:	Fort +3, Ref +4, Will +2	Fort +6, Ref +7, Will +5	Fort +7, Ref +8, Will +8	Fort +19, Ref —, Will +19
Abilities:	Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9	Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11	Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19	Str —, Dex —, Con 20, Int 20, Wis 20, Cha 21
Skills:	Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4	Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12	Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12,	Bluff +28, Concentration +28, Diplomacy +32, Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spot +30
Feats:	Skill Focus (Craft [selected skill])	Dodge, Multiattack	Dodge, Improved Initiative, Multiattack	Alertness, Great Fortitude, Iron Will
Environment:	A lawful-aligned plane	A lawful-aligned plane	A lawful-aligned plane	A lawful-aligned plane
Organization:	Team (2–4) or crew (7–18)	Solitary, team (2–4), or troop (6–11)	Solitary	Hive (1 plus 100–400 workers, 11–40 warriors, 4–7 drones)
Challenge Rating:	1/2	3	7	17
Treasure:	None	None	Standard	Double standard
Advancement:	2–3 HD (Medium)	5–8 HD (Medium); 9–12 HD (Large)	7–9 HD (Medium); 10–12 HD (Large)	21–30 HD (Huge); 31–40 HD (Gargantuan)
Level Adjustment:	—	—	—	—

Workers



Raknid workers are mindless giants, performing their limited duties through instinct alone. These huge creatures maintain the colony's hive complex, which they construct from a pulpy substance extruded from their palpi. When dry, this material becomes tough and fibrous. They are able to send out weak telepathic "alarm signals" to summon

warrior raknids if intruders enter a hive, and will



themselves attempt to repel such enemies. Built like giant armored slugs, they possess limited maneuverability.

Warriors

Warrior raknids 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 in defense of the hive-colony and to gather food for the hive's inhabitants. Like all raknids they share a hive mentality and are subject to the telepathic commands of their queen. Raknid warriors instinctively attack other species to protect their own race.

Drones

Raknid drones are multi-legged insectoids whose soft bodies are protected by a hard, spiked shell. They are detestable creatures, possessed of a cruel and malign intelligence. Driven by the instinctive urge to mate, they plot and scheme, seeking ways to win the favor of their queen. To this end, drones will torture and interrogate captive creatures, hoping to gain useful information with which to impress their sovereign.

Queen

Each raknid colony has a single queen, who is attended by blind male consorts known as drones. These huge, bloated creatures are practically incapable of movement but possess extraordinary psionic powers. They can communicate telepathically with any raknid from their own hive and are able to read the minds of other sentient creatures. In addition, they can use their psychic abilities to gain influence over other intelligent creatures or to launch a psychic assault. Raknid queens are practically helpless alone and must be constantly attended by workers and drones.

Water Raknids

Water raknids are an aquatic species of insectoid related to the race of raknids. Like their land-dwelling relatives, these creatures are ruled by a queen who is served by water raknid drones, warriors, and workers. Their hives are located in the shallows, typically in a hidden lagoon, grotto, or other similarly inaccessible area. Water raknids have both rudimentary gills and lungs and are able to survive in or out of the water. The same cannot be said for water raknid spawn, which do not develop gills until they are two to three days old; like the common raknid, water raknids must begin life on land.

For this reason, drones are employed to convey the queen's eggs to dry land, carrying them in protective

sacs. The drones distribute these egg sacs along the shoreline, typically among the dense patches of marshweed that grow just beyond the tidal line. While the eggs are maturing, water raknid warriors patrol the shallows, keeping an eye out for predators. There are so many eggs that even these vigilant creatures cannot hope to guard them all, therefore many are stolen by Jhangaran marsh hunters. Water raknid eggs, also known as scintilla, emit a wan luminescence and are valued at up to one hundred gold lumens apiece in civilized lands. Those that survive head instinctively for their nest and become part of the colony as soon as their gills have developed.

Dominate (Su): A Drone can control the actions of any humanoid creature through a telepathic link that they establish with the subject's mind.

A Drone can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still."

Once a Drone has given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).



Victims resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the rDrone may continue to Dominate a creature with a range up to 200 feet.

Will save (DC 20) to resist.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Psychic Blast (Su): A Raknid Queen may let loose a blast of psychic energy inflicting 4d6 points of damage to anyone within 30 feet. Will save for half damage. Those who fail to save are also stunned for 1d6 rounds.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.



RAVENGER

Medium Aberration

Hit Dice: 7d10+20 (58 hp)
Initiative: +3
Speed: 40 ft., fly 40 ft. swim 30 ft.
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 16
Base Attack/Grapple: +7/+17
Attack: Claw +12 melee (1d4+6)
Full Attack: 2 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d4+9
Special Qualities: Darkvision 60 ft., low-light vision, resistance, scent
Saves: Fort +7, Ref +8, Will +5
Abilities: Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills: Climb +14, Move Silently +8, Spot +6
Feats: Iron Will
Environment: Warm forests
Organization: Solitary or pack (5–8)
Challenge Rating: 6
Treasure: None
Advancement: 8–10 HD (Large)
Level Adjustment: —

From an evolutionary standpoint, the ravenger is certainly one of the more opportunistic Talislantan life forms. Ravens thrive in water, on land, or in the air, and they are found throughout the continent. They have both lungs and gills and are able to modify their body temperature and metabolic rate to suit almost any climate. The ravenger's wings, tail, and sail-like crest are equally useful with respect to undersea or airborne navigation. Furthermore, they are capable of bipedal ambulation on land and are sure climbers.

Compensating for their lack of a single, specialized



talent, ravengers possess an almost single-minded determination to survive. They can subsist on almost anything, including wild beasts, carrion, vermin, and refuse. Ravens will steal prey from other creatures if given the opportunity, and some habitually follow predators such as omnivrax, behemoths, and sea scorpions for this very purpose, or to scavenge bits of uneaten food. Relentless hunters, ravengers are nearly impossible to deter once they have marked a creature or other food source as theirs. 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.

Rend (Ex): A Ravenger that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Resistance (Ex): Ravens take only half damage from fire or cold based attacks.

SATADA

Medium Humanoid (Reptilian)

Hit Dice: 3d8+3 (16 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 17 (+1 Dex, +3 natural, +2 natural, +1 light wooden shield), touch 11, flat-footed 16
Base Attack/Grapple: +2/+4
Attack: Club +5 melee (1d6+2) or capture bow+3 ranged (1d6+2)
Full Attack: Club +5 melee (1d6+2) or capture bow+3 ranged (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4
Feats: Alertness, Weapon Focus (capture bow)
Environment: Desert, Underground
Organization: Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
Challenge Rating: 2
Treasure: Standard
Advancement: By character class
Level Adjustment: +1

Satada are a race of reptilian predators found in hot and arid regions from Sindar of the Seven Kingdoms to the Red Desert and the Kang 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 the extensive maze of subterranean tunnels known as the Underground Highway. Satada are particularly numerous in Sindar, where they are known to attack travelers headed to and from the Sindarans' mesa settlements. They feed on warm and cold-blooded creatures of most sorts, including humanoid beings. An ancient and malefic race, satada converse in a variation of the Sauran tongue.

Satada employ iron tools and implements of unusual

design, including the capture-bow, a heavy and unwieldy weapon resembling an oversized crossbow. The weapon fires a barbed, iron-tipped bolt similar to a harpoon; a rotating spindle wound with a hundred feet of stout whipcord allows the wielder to "reel-in" the unfortunate victim.

Skills: Because of their tails, Satada have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a -2 armor check penalty (-4 on Swim checks) for carrying a heavy shield.

Vulnerability: Satada take double damage from cold and cold-based attacks.

Sauran

Medium Humanoid (Reptilian)

Hit Dice: 3d8+2 (16 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 15 (+5 natural) or 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1) or battle axe +2 melee (1d8+1) or capture bow +1 ranged (1d6+1)

Full Attack: 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or battle axe +2 melee (1d8+1) and bite +0 melee (1d4); or capture bow +1 ranged (1d6+1)

Special Attacks: —

Special Qualities: Vulnerability to cold

Space/Reach: 5 ft./5 ft.

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills: Balance +4, Jump +5, Swim +2

Feats: Multiattack

Environment: Deserts, Underground

Organization: Gang (2-3), band (6-10 plus 50% noncombatants plus 1 leader of 3rd-6th level), or tribe (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

Challenge Rating: 1

Treasure: 50% coins; 50% goods; 50% items

Advancement: By character class

Level Adjustment: +1

Saurans are a warlike race of reptilian humanoids native to Volcanic Hills region. Broad and muscular in stature, Saurans may stand up to seven feet in height and weigh over four hundred pounds. Their rust-colored hides are tough and dry, and they have sharp claws, heavily armored tails, and jagged teeth.

Saurans dwell in walled stone enclosures and make weapons armor of low-grade red iron alloys, all of rather



crude design craftsmanship. They have domesticated the massive beasts known as land dragons, which they ride in battle and employ as giant siege engines against enemy fortifications. Sworn foes of insectoid raknids, the Saurans have been known on occasion to have more amicable dealings with certain tribes of men.

Saurans are powerful creatures, but are cold-blooded and somewhat slow-moving. A low metabolism renders them susceptible to cold, which makes them sluggish and drowsy. Conversely, a Sauran's tough hide affords more than adequate protection from heat and flame, and poisons of any sort seem to have no effect on these creatures. Some Saurans are known to have the chameleon-like ability to change their skin color at will, though this is by no means a common trait among members of this race. They wield saw-toothed axes in battle, but will also fight with fang, claw, and tail.

Resistance (Ex): Sauran take only half damage from fire and heat-based attacks and are immune to all known poisons.

Vulnerability: Sauran's take double damage from cold and cold-based attacks.

STRANGLEVINE

Large Plant

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 5 ft.

Armor Class: 15 (-1 size, +6 natural), touch 9, flat-footed 15

Base Attack/Grapple: +3/+12

Attack: Slam +7 melee (1d6+7)

Full Attack: Slam +7 melee (1d6+7)

Space/Reach: 10 ft./10 ft. (20 ft. with vine)

Special Attacks: Constrict 1d6+7, entangle, improved grab

Special Qualities: Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10

Saves: Fort +7, Ref +1, Will +2

Abilities: Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9

Environment: Forests and Jungles

Organization: Solitary or patch (2-4)

Challenge Rating: 3

Treasure: 1/10th coins; 50% goods; 50% items

Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)

Level Adjustment: —

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 whip-like 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. The vines are easily cultivated from seeds or cuttings, though feeding can present a problem.

Constrict (Ex): A Stranglevine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): A Stranglevine can entangle victims out to a range of 30 feet. An entangled creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based.

Improved Grab (Ex): To use this ability, a Stranglevine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack



of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Stranglevines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since a Stranglevine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival (forest or jungle) or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

SUBTERRANOID

Medium Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft.

Armor Class: 15 (+5 natural), touch 15, flat-footed 15

Base Attack/Grapple: +1/+3

Attack: Longsword +3 melee (1d8+2/x3)

Full Attack: Longsword +3 melee (1d8+2/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., Immunity to fire

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +2, Spot +3

Feats: Power Attack

Environment: Underground

Organization: Solitary, pair, hunting party (2–5 and 1–2 hyenas)

Challenge Rating: 1

Treasure: Standard

Advancement: By character class

Level Adjustment: +1

Subterranooids are massive bipeds who dwell far below the surface of Durne, and may be found in underground regions across Talislanta. Bands of subterranooids sometimes tunnel up from the depths to prey on Gnomekin settlements, or to ambush travelers along the Underground Highway. In combat, subterranooids wield strange-looking swords made of an unbreakable black metal. Despite numerous attempts, Talislantan metallurgists have as yet been unable to identify this substance. Almost nothing is known of the subterranooids' lifestyle, habits, or customs, though it has been observed that these creatures are unaffected by heat or flame. Able to see in total darkness, they are sensitive to strong light, which causes them pain.



Immunity (Ex): Subterranooids are completely immune to all fire and heat-based damage.

Light Sensitivity (Ex): Subterranooids suffer a -4 penalty to attack rolls in bright light.

TARKUS

Medium Beast

Hit Dice: 5d10+25 (52 hp)
Initiative: +1
Speed: 40 ft.
Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple: +5/+14
Attack: Claw +9 melee (1d6+5)
Full Attack: 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Scent
Saves: Fort +9, Ref +5, Will +2
Abilities: Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
Skills: Listen +8, Spot +8
Feats: Alertness, Run, Track
Environment: Kang Empire, Volcanic Hills
Organization: Solitary, pair, or pack (3–8)
Challenge Rating: 4
Treasure: None
Advancement: 6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment: —

Tarkus are terrible, quadrupedal carnivores native to the

Greylands region of the Kang 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' limbs and underside. The creature has the long fangs and claws of an exomorph, yet its features are vaguely reminiscent of a horned land dragon.

The Tarkus' 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 greymane stride-for-stride over short distances. Tarkus are able to track prey by scent over almost any type of terrain, and have fairly acute night vision. In the wild, they prey on all sorts of creatures, including striders, saurans and even raknids.

Improved Grab (Ex): To use this ability, a Tarkus must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.



TUNDRA BEAST

Medium Animal

Hit Dice: 4d8+12 (30 hp)
Initiative: +5
Speed: 50 ft. (10 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +4/+7
Attack: Bite +7 melee (1d6+4)
Full Attack: 2 Bites +7 melee (1d6+4), 2 claws (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rend
Special Qualities: Camouflage, scent
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Feats: Dodge, Improved Initiative, Multiattack, Track
Environment: L'Haan, Narandu, Urag, Arim, Yrmania
Organization: Solitary, pair, or pack (4–12)
Challenge Rating: 3
Treasure: None
Advancement: 5–6 HD (Medium);
 7–12 HD (Large)
Level Adjustment: —

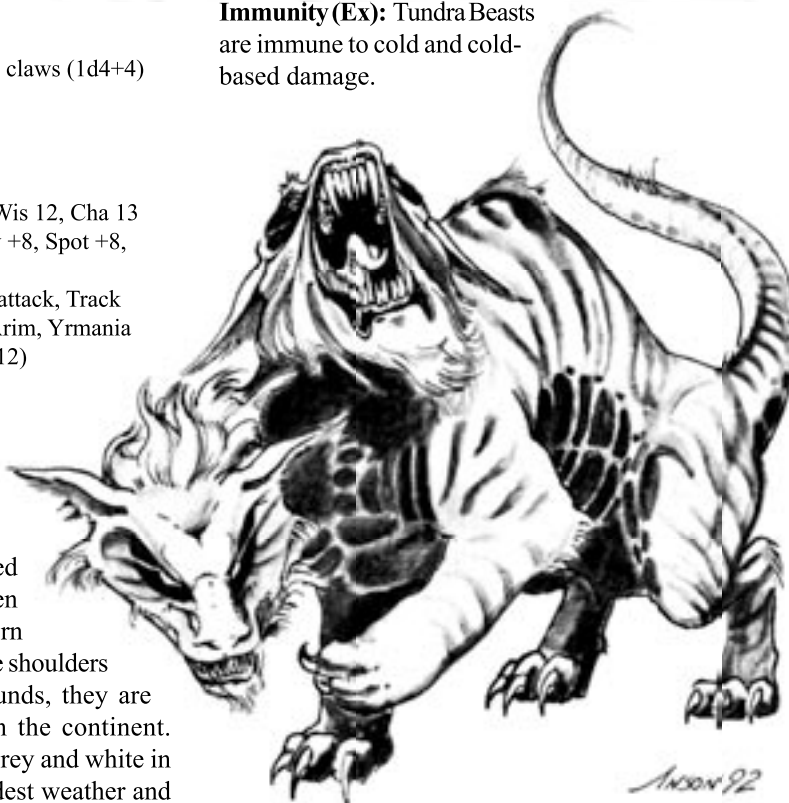
The tundra beast is a large, two-headed species of carnivore native to the frozen wastes and coniferous forests of northern Talislanta. Standing four feet high at the shoulders and weighing over four hundred pounds, they are among the most feared predators on the continent. The heavy fur coat of a tundra beast, grey and white in color, affords protection from the coldest weather and makes them difficult to spot against snowy or shadowy backdrops.

Like many canine species, tundra beasts generally hunt in packs, numbering from four to twelve individuals. They are quite aggressive, even large creatures such as the woolly ogriphant being subject to their depredations. Tracking by scent and sound, tundra beasts will follow prey across vast stretches of territory. They attack by latching onto their chosen victim with one set of jaws, and employing the second set of jaws to rend the victim to bits. Though they are fierce, tundra beasts will abandon any fight which does not seem to be going in their favor.

Tundra beasts are sometimes trapped for their warm, thick hides, which bring over one hundred and fifty gold lumens in many regions. The Jaka of Yrmania are especially fond of these hides, and also have a liking for the tundra beast's three inch long fangs, which are used to make a number of useful items. The natural enemies of these large carnivores are the Ice Giants of Narandu and, to a lesser extent, yaksha and frostweres. The main sources of food for tundra beasts are snowmanes, young muskronts, and careless or overbold adventurers.

Camouflage (Ex): In snow, a Tundra Beast can disappear into the whiteness, giving it total concealment.

Immunity (Ex): Tundra Beasts are immune to cold and cold-based damage.



Rend(Ex): A Tundra Beast that hits with a bite attack attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills*: A Tundra Beast has a +4 racial bonus on Survival checks when tracking by scent.

URTHRAX

Small Animal

Hit Dice: 3d8+9 (22 hp)
Initiative: +2
Speed: 30 ft., swim 20 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +2/+5
Attack: Bite +5 melee (1d8+4)
Full Attack: Bite +5 melee (1d8+4), 2 claws (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Stench
Special Qualities: Low-light vision, Immunity to poison and disease.
Saves: Fort +8, Ref +5, Will +2
Abilities: Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats: Great Fortitude
Environment: Swamps, sewers, jungles
Organization: Solitary

Challenge Rating: 2
Advancement: 4–5 HD (Medium)
Level Adjustment: —

Urthrax are an insidious species of vermin found throughout the continent of Talislanta, from the desolate wastelands of Khazad to the Jungles of Chana and beyond. They are exceptionally prolific, reproducing at an astounding rate; the naturalist Thystram estimated that a single female may give birth to as many as two thousand spawn in its lifetime, an average of about six years. He described the Phaedran sewage system as “literally crawling with these creatures, which breed filth and disease.”

Urthrax are disgusting, despicable creatures, devoid of any redeeming qualities. They resemble mutated, six-legged lizards, their fanged jaws dripping streamers of slime, their pores exuding a reeking ooze. Two blinking ocular organs, each set at the end of a pale, six-inch stalk, serve as the creature’s eyes. A row of spiny bristles runs from the back of the urthrax’s misshapen head to the end of its tail, affording it some protection from grasping predators.

Urthrax dwell in filth, preferring such places as refuse dumps, cesspools, brackish waters, and graveyards. They subsist on all manner of organic wastes and are unaffected by most sorts of pollutants and toxins. Protected by a cartilaginous exoskeleton and a nauseating stench, urthrax are generally threatened only by larger predators such as aramatus, skalanax, and kra. The bite of these wretched creatures is believed to cause



any number of afflictions, including the Red Death.

Urthrax are common to the sewers of most large Talislantan cities, particularly Aamahd and Zanth, which continue to use the ancient sewer system formerly employed by the old Phaedran dynasty. It is said that the lower levels of this archaic system crawl with untold thousands of these foul creatures, with approximately twenty urthrax for every man, woman, and child living in the two cities.

Immunity (Ex): Urthrax are immune to all known diseases and poisons.

Stench (Ex): When an Urthrax is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except Urthrax) within 30 feet of an Urthrax must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same Urthrax’s stench for 24 hours. A delay poison or neutralize poison type spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

WHISP
Fine Fey

Hit Dice: 1/2 d6+1 (2 hp)
Initiative: +4
Speed: 20 ft., fly 40 ft. (excellent), Swim 30 ft. (Water Whisp)
Armor Class: 24 (+6 size, +4 Dex, +2 natural), touch 22, flat-footed 22
Base Attack/Grapple: +0/–11
Attack: None
Full Attack: None
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks:
Special Qualities: Low-light vision, spell resistance 17
Saves: Fort +1, Ref +6, Will +3
Abilities: Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills: Craft (trapmaking) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8*, Perform (any) +6, Search +2, Spot +3
Feats: Dodge, Elemental Magic
Environment: Forests, swamps
Organization: Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating: 1
Treasure: No coins; 50% goods; 50% items
Advancement: 1–3 HD (Tiny)
Level Adjustment: +3
Whisps are diminutive creatures of elemental power, 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, butterfly-like 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 wood whisp, the aqua blue-colored water whisp, and the smoky-grey night whisp.

Wood whisps are the wisest of their kind, and generally the least mischievous. They know all the secrets of the woodlands in which they dwell, but will rarely reveal



what they know to mortals. Water whisps are very shy, usually keeping to the streams and ponds in which they make their homes. They live in “castles” made of air bubbles and gossamer, coming forth to splash or spy upon creatures who stop to refresh themselves in their watery lands. Night whisps are the most obnoxious of these creatures. Nocturnal by nature, they find amusement in creating misfortune for other creatures, and can be quite cruel.

Whisps can often be bought off with bribes of cakes, sweetmeats or wine. 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 of elemental magic, 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 surer remedy for these tiny trouble-makers.

Amphibious (Ex): Although Water Whisps are air breathers, they can survive indefinitely under water.

Wild Empathy (Ex): This ability works like the druid’s wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Spell Use (Su): Whisps may cast spells of the Elemental Magic Order. Whisps each know 1d3 elemental magic spells. These spells are cast with a +4 casting bonus.

Wild Empathy (Ex): A Whisp can improve the attitude of an animal or semi-sentient plant. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Whisp rolls 1d20 and adds her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the Whisp and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A Whisp can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Woodland Stride (Ex): A Whisp may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Za

Medium Humanoid

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 ft

Armor Class: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Za Broadsword +2 melee (1d10+1/19–20)

Full Attack: Za Broadsword +2 melee (1d10+1/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: None

Saves: Fort +4, Ref +1, Will –1

Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Hide +3, Listen +2, Move Silently +3, Ride +4, Spot +2

Feats: Born to the Saddle

Environment: Wilderlands of Zaran

Organization: Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level)

Challenge Rating: 1/2

Treasure: Standard

Advancement: By character class

Level Adjustment: +1

The Za are lean and muscular, most standing at or just under six feet in height. Their skin is a pallid yellow in hue, leathery in texture and lined with creases and wrinkles. Za shave their skulls, and forgo all but the most abbreviated attire. Necklaces of hammered black-iron disks are favored, as are bands of reptile-hide worn on the head and upper arms. Males generally wear long, braided mustaches; females, two long braids, one above either ear.

The Za believe that all the primitive peoples of Talislanta are descended from a single race: the Landborne, or Wild Races. In ancient times vast tribes of Wild Folk held sway over the entire continent, and once fought the ancient Archans to a standstill. Divided by war, pestilence, and finally The Great Disaster, the Landborne split into numerous smaller groups and factions. The Za are perhaps the largest such group.

Nomadic bandits who range far and wide throughout much of the central Talislanta, Za are the bane of the Wilderlands of Zaran. Their clans can range in size from small scouting parties to great raiding bands of as many as three or four hundred individuals. They prey upon merchant caravans, landarks, and travelers of all races. Za carry their possessions with them on the backs of their mounts and in carts drawn by older greymanes or land lizards. Contending that the Wilderlands region rightfully belongs to them, Za rationalize that they are justified in robbing and murdering any who trespass in “their” territory.

Though females are an integral part of the clans, Za society is male-oriented. Za males may take as many wives as they can attract; skilled warriors and successful bandits carry the most esteem among Za women. Wives who possess skills that the Za deem useful – such as riding, swordsmanship, bowmanship, hunting, robbing, etc. – are most favored. The first wife generally wields the most influence over her husband and the other wives. Wives of lesser status must help raise the young; if no such persons are available, then older women must suffice. Za subsist on wild game, root, and tubers, in

addition to whatever foodstuffs they are able to obtain in raids.

Za are fierce and cruel, seldom taking prisoners. Exceptionally valorous foes are sometimes accorded the dubious honor of being taken alive, so that they may later be slain in ritual fashion. The Za drink the blood of these vanquished enemies from skull-cups, believing that this gives them the strength of their foes. Za are sensitive to insults, and have long tempers.

COMBAT

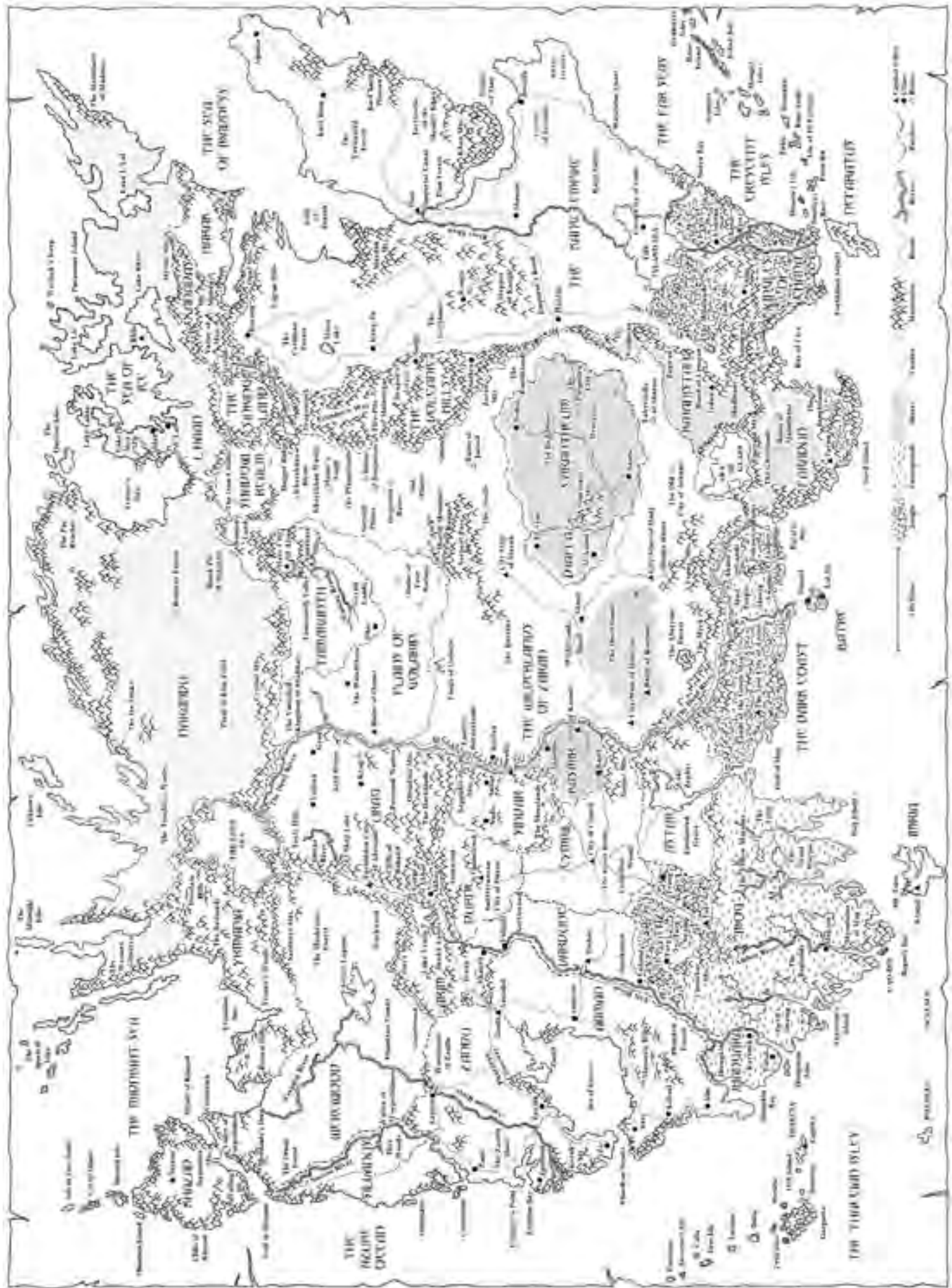
These humanoids have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor.

Skills: Za have a +4 racial bonus on Ride checks.



WANT MORE TALISLANTA MONSTERS?

Although only a handful of the creatures native to Talislanta are presented here (due to space constraints); many more can be found in the various Talislanta regional guides as well as the Talislanta Menagerie.



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CHOSEN OF DEATH: THE RAJANS

Far to the east, beyond the scorching sands of the Red Desert, lies the warlike nation of Raj. It is a harsh and arid land, made hospitable only by numerous small oases found scattered across its far-ranging territories. The Jade Mountains form its southern border, merging in a northward-sweeping arc with the treacherous Volcanic Hills. Elsewhere, the terrain is monotonous in form, a sprawling expanse of yellow-brown sand interrupted only by patches of date-palm, nettle and briarbrush.

Known as “the Scourge of the Desert Kingdoms,” Raj is the most populous of the eastern lands. Many nomadic tribes make their home here, including the Aramut, Zagir, Shadinn, and the Virds. The rulers of this country, however, are the Rajans: fierce, dark-skinned folk, tall and wiry of build, with diabolical features, horn-like protrusions

jutting forth from the chin and forehead, and blood-red eyes. They dress in dark grey capes, veiled head dresses and loose-fitting garments bound with



cords at the wrists, ankles, and waist. These cords, made of braided linen, are used for many practical purposes by the Rajans, including the strangling of enemies. It is the unfriendly custom of both the males and females to carry concealed weapons on their persons, curved daggers being considered especially elegant. The Aramut and Zagir are shorter in stature, and favor less elaborate attire, while the Shadinn are veritable giants, averaging nearly seven feet in height. The Virds, a mongrel people, are devoid of any single set of definable characteristics.

The Rajans are a race of fanatics, utterly devoted to the Khadun, absolute ruler of Raj and Necromancer-Priest of the Nihilist Cult (the official religion of the state). His followers claim that the Khadun is the earthly manifestation of the dread entity known as Death, and revere him as a demi-god. They believe that only by dying can they be one in spirit with their mystic ruler, and so are eager to sacrifice their lives for any cause that he endorses. Along the same line of reasoning, the Rajans claim that by killing non-believers, they convert them to their morbid and insane religion. Members of the cult are called the Followers of Urmaan.

A warlike and violent people, the Rajans long ago conquered and subjugated the other nomadic tribes of the region. Employing the vanquished peoples as slave labor, the Rajans built Irdan, a massive fortress constructed of stones hauled from the Jade Mountains. Irdan is the only permanent settlement in Raj, and serves as the country's capital. Untold thousands of troops -- "numerous as the desert sands," or so it is said -- are stationed in and around the fortress: mail-clad Rajan elite cavalry, Aramut lancers, Zagir archers, Shadinn armored land lizard units, and scimitar-wielding Vird infantry.

The Rajans have long coveted the lands which lie to the west, particularly the ore-rich sands of the Red Desert. Despite several attempts to wrest control of this region from Carantheum, the Rajans have never been able to accomplish this goal. Defeat has never swayed them from this cause, however; the Khadun has sworn to crush Carantheum if every man, woman and child in Raj must die in the attempt. As the Rajan generals are unfortunately renowned more for their fanatical obedience to the Khadun than their tactical abilities, outside observers have speculated that such a result is well within the realm of possibilities.

More effective are the Necromancers of the Nihilist Cult, who dwell within the Temple of Death in Irdan. They wear dark ritual vestments and skull-like, iron masks. Those of great power claim to be capable of manifesting a third eye in the center of the forehead, purportedly of use in detecting invisible or spirit presences.

The Necromancers protect the Khadun, and are responsible for training the elite corps of torturers and assassins known as the Torquar. Under the personal command of the Khadun, the Torquar export terrorism and subterfuge to many lands. Its members are known for their skill with various unusual weapons, including the Da-Khar (leather gauntlets equipped with retractable metal claws).



RAJAN

Medium Humanoid

Hit Dice: 1d8

Initiative: +1

Speed: 30 ft.

Armor Class: 17 (+1 Dex, +5 chain mail, +1 black iron shield)

Base Attack/Grapple: +1/+2

Attack: Scimitar (1d6 +1 / 18-20) or Da-Khar (1d6 / x2)

Full Attack: Scimitar (1d6 +1 / 18-20) or Da-Khar (1d6 / x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Rajan traits, possible spellcasting

Saves: Fort +0, Ref +0, Will +2

Abilities: Str 13, Dex 13, Con 10, Int 12, Wis 12, Cha 8

Skills: Concentration +2, Intimidate +4, Ride +4

Feats: Weapon focus (scimitar), Order (necromancy) for Magicians

Environment: Raj, Wilderlands of Zaran, Faradun

Organization: Squad (2-4), Patrol (5-8 plus one 2nd level sergeant), band (20-50 plus 10% non-combatants, plus one 2nd level sergeant per 5 adults, plus 1d4 lieutenants of 4th level of ability, plus one commander of 8th level of ability)

Challenge Rating: 1

Treasure: Standard

Advancement: By character class

The Rajans are a dark-skinned folk, tall and wiry of build, with blood-red eyes, and horn-like protrusions jutting forth from their chins and foreheads. They dress in dark grey capes, veiled headdresses, and loose-fitting garments bound with cords at the wrists, ankles and waist. These same cords are used for many practical purposes by the Rajans, including the strangling of enemies.

Certain Talislantan scholars believe that the Rajan races may be related to the Za, a theory which the Rajans themselves vehemently deny. Rajans prefer to believe that they are descended from the Torquarans, rulers of a dark empire that once spanned much of the Talislantan continent. The folk now known as the Rajans were once nomadic hunters, who eked out a meager existence in the harsh deserts of Raj. In 404 the Rajan tribes united under a chieftain called the Khadun, and conquered the other desert peoples of Raj.

The Rajans now live in the city of Irdan, a fortified enclave built into the side of a mountain. Their dwellings are made of bricks dried under the light of the twin suns, and hung with dark curtains and tapestries. Rugs woven in bold reds and blacks cover the earthen floors, and iron braziers provide illumination.

The Holy City of Irdan

Irdan is a walled fortress built into the lower slopes of the Jade Mountains. The massive citadel is the only major settlement in Raj, and serves as the country's capital. Aside from an occasional visit by Farad merchants, the city is closed to foreigners. Gold and lamp oil from the Jade Mountains is smelted into ingots in Irdan, then conveyed by caravan to Faradun, where it is traded for weapons and other goods.

COMBAT

Rajans are formidable in combat, largely due to their utter lack of fear. As worshippers of Death, the prospect of losing their life is welcomed rather than feared as it is by most other sentient creatures of Talislanta.

Rajans employ all types of weapons in combat but favor the use of the scimitar above other melee weapons. The Rajans themselves rarely employ missile weapons, preferring instead to rely upon their Zagir slaves as archers and crossbowmen. The elite Rajan military usually equip themselves with scimitars of the keenest black iron, black iron mail and are often mounted on Aht-Ra or Equis.

Rajan Traits (Ex): Rajans possess the following racial traits:

- ▶ +2 Wis, -1 Cha
- ▶ A Rajan's base speed is 30 feet.
- ▶ +2 racial bonus to Will saves
- ▶ **Weapon Proficiency:** Rajans are automatically proficient with the scimitar, Da-Khar and whip.
- ▶ +2 racial bonus on Survival (desert) and Knowledge (tactics) checks.
- ▶ **Automatic Languages:** Rajanin
- ▶ **Favored Class:** Warrior OR Magician (necromancy Order) (see below)
- ▶ **Spellcasting:** Rajan leaders are always Magicians with the Necromancy Order.

RAJAN SOCIETY

Rajan society is dominated by men. Women are totally subservient, and are forbidden to show their faces or any part of their bodies in public. Rajan men are allowed to take as many wives as they can support. Wives are "bought" from their fathers, usually at age thirteen, and are considered property; a man can banish an unwanted wife at any time. Children are raised by the wives, and are kept out of sight from the Rajan men, who have little patience for child-raising. At age thirteen, female children are sold off, and male children are given to priests of

the Nihilist Cult for training. Most will become warriors, others necromancer-priests, according to their abilities.

Fatalistic by nature, Rajans believe that the harsh circumstances of their existence are punishment for the sins of their ancestors. In essence, Rajans think the Talislanta world is Hell. For these people, death is the means of ascension to a better life in the next world – the Rajan version of Heaven, where the faithful will be rewarded by attaining revenge over their enemies, power, wealth, and the means to satiate all mortal desires.

It is the unfriendly custom of both male and female Rajans to carry concealed weapons on their persons, curved daggers being considered especially elegant. Rajans also favor kaj, a potent narcotic made from a combination of Farad k'tallah and the resinous buds of an hallucinogenic plant know as rajoum. Abuse of this substance is common in Raj.

The Khadun is the absolute ruler of Raj, and High Priest of the Nihilist Cult. A group of thirteen necromancer-priests known as the High Council are charged with

the administration of the Khadun's edicts. The Khadun is the ultimate authority in Raj; he passes judgement on individuals who have committed serious offenses. Under his iron rule, Raj is among the most repressive states in Talislanta. The punishment for most crimes is the removal of an appropriate body part: liars have their tongues cut off, thieves lose a hand, and voyeurs lose an eye. The penalty for adultery is especially grim. Individuals accused of treason or heresy are imprisoned in the Tower of Irdan, where the Torquar practice their arts.

Raj is rich in gold and oil, both of which are obtained by slave labor and transported by caravan from the Jade Mountains to the fortress-city of Irdan. The Rajans use their resources to purchase weapons, slaves, and narcotic herbs from Faradun, the only nation with whom the Rajans have formal trade ties. No other business is done in Irdan, as the Rajans do not fancy foreign merchants in their country. Flax from the desert thistle is woven into fabrics of various types, died black and adorned with skull motifs, but is only sold domestically. The Rajans mint their own gold, silver, and copper lumens, each bearing the image of a Rajan death mask. This currency is mainly used in Raj, and is not honored in Carantheum, the Seven Kingdoms, or Aaman.

Under the auspices of their assassin-mages, Raj exports terrorism across the continent. The Khadun seeks to foment rebellion and anarchy in other lands, hoping thereby to weaken and confuse his enemies. Prejudice towards Rajans is prevalent throughout Talislanta, especially in Carantheum, where the term, "son of a Rajan", is a grave insult. Given the Kang Empire's history of expansion and conquest, Raj may also have some reason for concern in this direction

Rajans worship the Khadun, whom they say is the earthly manifestation of the dread entity known as Death. More accurately, the Khadun is the central figure of a cult of personality that exists primarily to further his own goals. In this way the Nihilists are similar to the Torquaran wizards, a cult of black magicians whose only religion was the pursuit of power.

The Nihilist Cult operates out of the Temple of Death, in the city of Irdan. Here, the Khadun resides within his sanctum, protected by his legions of fanatical followers. Priests of the Nihilist Cult are said to consort with the spirits of the deceased, hoping to exhume lost magical secrets of the Forgotten Age.



SUB-RACES

Several other nomadic tribes, referred to collectively as the Virds, make their homes in tent settlements scattered across Raj. They include the Vird, Aramut, the Zagir, and the giant Shadinn. All originate from the same root stock as the Rajans, and have similar cultures. They share a common language, homeland, and nomadic background. Conquered by the Rajans long ago, they have been assimilated into the ranks of Rajan society. None have any talent for magic.

SHADINN

Medium Humanoid

Hit Dice: 4d8 +10 (28 hp)

Initiative: -1

Speed: 30 ft.

Armor Class: 14 (+4 land lizard hide)

Base Attack/Grapple: +3/+12

Attack: Shadinn Great Axe (1d12 +5 / x3) or claws (1d4 +5)

Full Attack: Shadinn Great Axe (1d12 +8 / x3) AND claws (1d4 +5)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: None

Saves:

Abilities: Str 21, Dex 10, Con 15, Int 9, Wis 10, Cha 7

Skills: Climb +5, Ride +3

Feats: Mounted Combat

Environment: Raj, Wilderlands of Zaran, Faradun

Organization: Solitary, Gang (3-4)

Challenge Rating: 3

Treasure: Standard

Advancement: Per character class

The Shadinn hail from Shadinnar in southern Raj and are the largest and strongest of the Rajan races. Shadinn stand 6'8"-7'4" tall and weigh between 300-450 lbs. They usually have dark brown skin, black hair, blood-red eyes, horn-like protrusions from their chins and foreheads, and they have clawed hands and feet.

NEW WEAPONS

SHADINN GREAT AXE

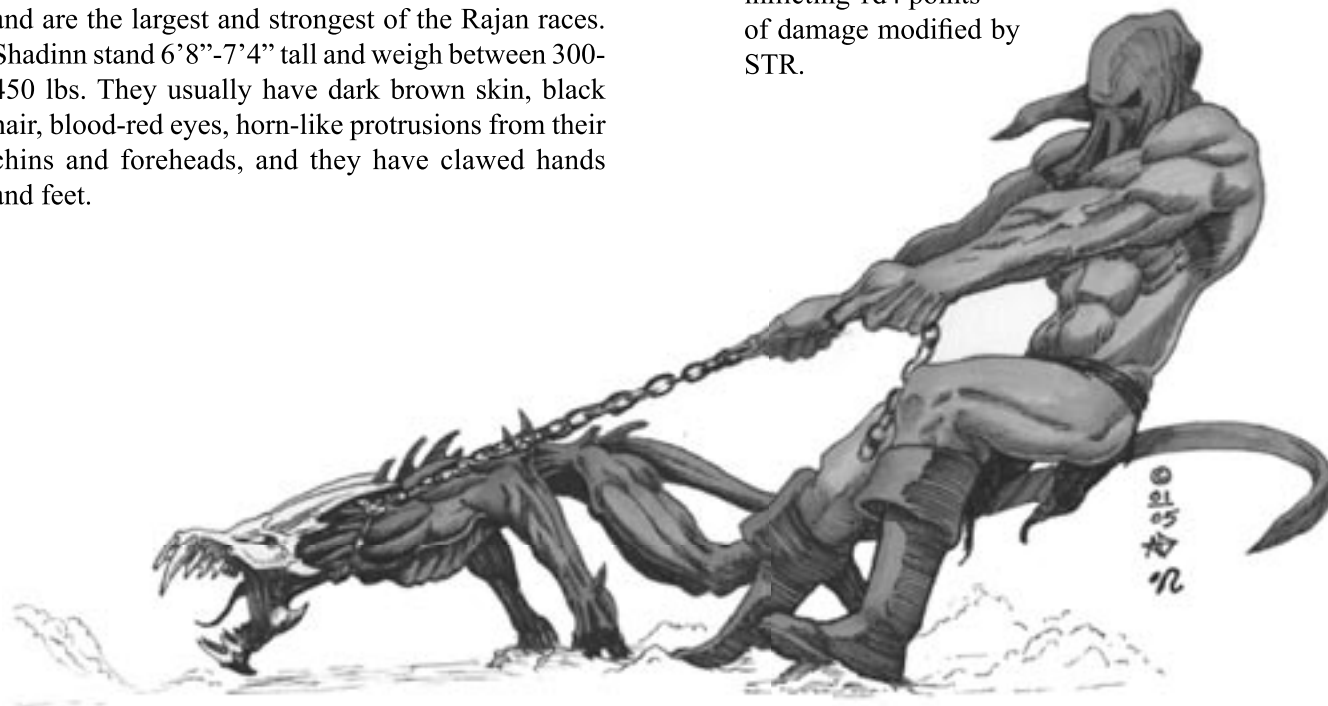
The Shadinn favor these massive axes both in combat and in their role as executioners for the Rajan.

	Cost	Dmg (s)	Dmg (m)	Crit	Wgt	Type
Great Axe	20 gl	1d10	1d12	x3	12 lbs.	Slashing

Once rulers of the southern deserts, they are now subjects of the Rajan Empire. The past is gone. The Shadinn serve the Rajans, and are now devout followers of their dark god, Death. The Shadinn are used primarily in the Khadun's army, as guards and as executioners. Specialists in heavy cavalry, Shadinn troops love nothing more than riding their massive Land Lizard steeds, wielding great war axes and trampling the enemies of the Khadun.

Shadinn Traits (Ex):

- ▶ +4 Strength, -2 Charisma, -2 Intelligence
- ▶ Medium Size
- ▶ A Shadinn's base move is 30 feet.
- ▶ Shadinn receive a +2 racial bonus to all Ride (Land Lizard) and Intimidate checks.
- ▶ A Shadinn may use his natural claws as a weapon inflicting 1d4 points of damage modified by STR.



Vird

Medium Humanoid

Hit Dice: 1d8 +2 (6hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 15 (+1 Dex, +3 Studded Leather, +1 black iron shield)

Base Attack/Grapple: +1/+2

Attack: Scimitar +2 (1d8+1 / 19-20) or javelin +2 (1d6 +1) or claws (1d4)

Full Attack: Scimitar +2 melee (1d8+1 / 19-20) or javelin +2 (1d6 +1) AND claws (1d4)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: None

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Hide +3, Listen +2, Move Silently +2, Survival (desert) +4

Feats: Faith (Nihilist Cult)

Environment: Raj, Wilderlands of Zaran, Faradun

Organization: Gang (4-9), Band 10-100 plus 50% non-combatants, plus 1 3rd level sergeant per 15 adults and 1 captain of 4th to 6th level of ability, warband (10-40 plus one captain).

Challenge Rating: 1/2

Treasure: Standard

Advancement: Per character class

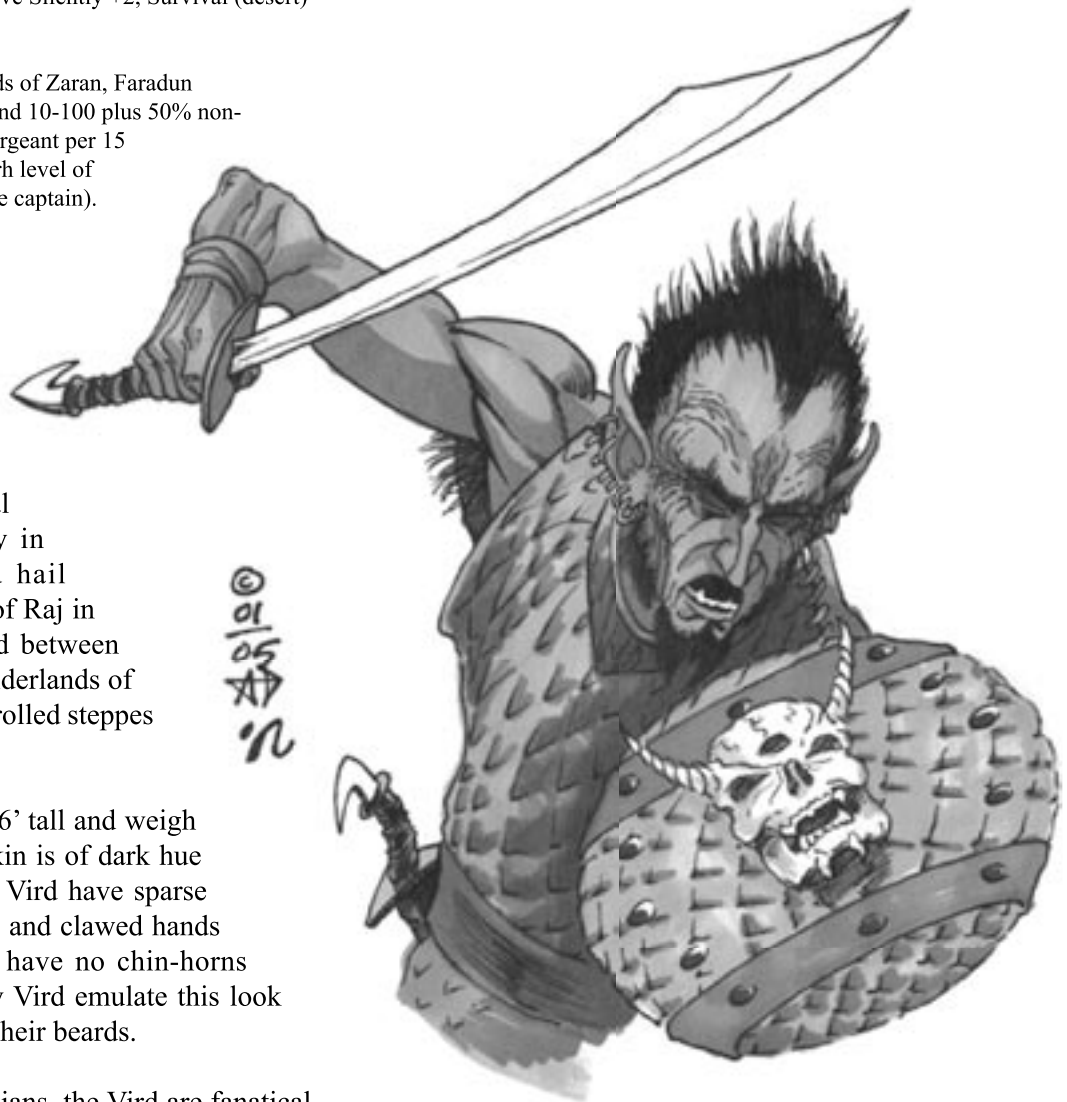
Vird Traits (Ex):

- ▶ +2 Constitution, -2 Charisma,
- ▶ Medium Size
- ▶ A Vird's base move is 30 feet.
- ▶ Vird receive a +2 racial bonus to all Survival (desert) checks.
- ▶ A Vird may use his natural claws as a weapon inflicting 1d4-1 points of damage modified by STR.

The Vird were the first tribe conquered by the Rajans who now use them primarily as menial servants and as infantry in their armies. The Vird hail originally from the north of Raj in an area of desert pinched between the banditlands of the Wilderlands of Zaran and the heavily patrolled steppes of the Kang Empire.

Vird average between 5'-6' tall and weigh from 90-160 lbs. Their skin is of dark hue and is lined and creased. Vird have sparse dark hair, blood-red eyes, and clawed hands and feet. Although they have no chin-horns as the Rajans have, many Vird emulate this look through the grooming of their beards.

More so even than the Rajans, the Vird are fanatical followers of Death. They live only to serve Death and his mortal representative, the Khadun. Vird are terrified of Death and will obey any command from the Khadun in an attempt to remain on Death's "good side".



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CHARACTER NAME _____

RACE _____

CLASS AND LEVEL _____

REGION OF ORIGIN _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____

Character Record Sheet

TALISLANDTA

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP HIT POINTS _____

AC _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (DEFENSE BONUS) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

TOUCH ARMOR CLASS _____

FLAT-FOOTED ARMOR CLASS _____

INITIATIVE MODIFIER _____ = _____ (DEX MODIFIER) + _____ (MISC MODIFIER)

WOUNDS/CURRENT HP _____

SUBDUAL DAMAGE _____

HIT DIE TYPE _____

SPEED _____

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)					
REFLEX (DEXTERITY)					
WILL (WISDOM)					

ATTACKS

MELEE ATTACK BONUS _____ = _____ (BASE ATTACK BONUS) + _____ (STR MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

RANGED ATTACK BONUS _____ = _____ (BASE ATTACK BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

GRAPPLE MODIFIER _____ = _____ (BASE ATTACK BONUS) + _____ (STRENGTH BONUS) + _____ (GRAPPLE MODIFIER)

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

AMMUNITION: _____

ARMOR/PROTECTIVE ITEM				TYPE	AC BONUS	MAX DEX
CHECK PENALTY SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES			

ARMOR/PROTECTIVE ITEM				TYPE	AC BONUS	MAX DEX
CHECK PENALTY SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES			

CLASS/SALLY	SKILLS		MAX RANKS			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
						/

Skills marked with ■ can't be used untrained.
*ARMOR PENALTY, if any, applies.)

- Appraise Int = + +
- Balance Dex* = + +
- Bluff Cha = + +
- Climb Str* = + +
- Concentration Con = + +
- Craft: _____ Int = + +
- Craft: _____ Int = + +
- Craft: _____ Int = + +
- Craft: _____ Int = + +
- Decipher Script ■ Int = + +
- Diplomacy Cha = + +
- Disable Device ■ Dex* = + +
- Disguise Cha = + +
- Drive / Pilot ■ Int = + +
- Escape Artist Dex* = + +
- Forgery Int = + +
- Gamble Wis = + +
- Gather Information Cha = + +
- Handle Animal ■ Cha = + +
- Heal Wis = + +
- Hide Dex* = + +
- Intimidate Cha = + +
- Jump Str* = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Knowledge: _____ ■ Int = + +
- Listen Wis = + +
- Mimicry Wis = + +
- Move Silently Dex* = + +
- Navigate ■ Wis = + +
- Open Locks ■ Dex = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Perform: _____ Cha = + +
- Profession: _____ ■ Cha = + +
- Profession: _____ ■ Wis = + +
- Profession: _____ ■ Wis = + +
- Research ■ Int = + +
- Ride Dex* = + +
- Search Int = + +
- Sense Motive Wis = + +
- Sleight of Hand ■ Dex* = + +
- Spellcraft ■ Int = + +
- Spot Wis = + +
- Survival Wis = + +
- Swim Str* = + +
- Tumble ■ Dex* = + +
- Use Magic Device ■ Cha = + +
- Use Rope Dex = + +

TALISLANDTA d20 Edition

- Acrobatic
- Aerial Combat
- Agile
- Alertness
- Ambidexterity
- Animal Affinity
- Armored Spellcasting
- Artillerist
- Armor Proficiency (Light)
 - Armor Proficiency (Medium)
 - Armor Proficiency (Heavy)
- Astromancy
- Athletic
- Blind-Fight
- Born to the Saddle
- Botanomancy (Green Aeriad Only)
- Combat Casting
- Combat Expertise
 - Improved Disarm
 - Improved Feint
 - Improved Trip
 - Whirlwind Attack
- Combat Reflexes
- Conveyance Expert

- Deceitful
- Deft Hands
- Diligent
- Dodge
 - Mobility
 - Spring Attack
- Endurance
 - Diehard
- Exotic Weapon Proficiency

- Faith
- Great Fortitude
- Haggle
- Healer
- Improved Critical

- Improved Initiative
- Improved Unarmed Strike
 - Improved Grapple
 - Deflect Arrows
 - Stunning Fist

- Investigator
- Iron Will
- Kanquan Disciple
 - Bone Breaker
 - Furious Kick
 - Jump Kick
 - Double Kick
 - Side Kick
 - Skullcracker
 - Weapon Grab
- Leadership
- Lightning Reflexes
- Magical Aptitude
- Mandaquan Disciple
 - Air Step
 - Lotus Hand
 - Wild Dance
 - Whirling Winds
 - Water Stance
 - Phantom Strike
 - Night's Touch
- Martial Weapon Proficiency

- Mounted Combat
 - Mounted Archery
 - Ride-By Attack
 - Spirited Charge
 - Trample
- Multiple Attacks
 - Negotiator
 - Nimble Fingers
 - Operate Conveyance

- Pack Rat
- Persuasive
- Point Blank Shot
 - Precise Shot
 - Improved Precise Shot
 - Manyshot
 - Rapid Shot
 - Shot on the Run
- Power Attack
 - Cleave
 - Great Cleave
 - Improved Overrun
 - Improved Sunder

- Quick Draw
 - Rapid Reload
- Renown
- Rhabdomancy (Gnorl Only)
- Run
- Second Sight
- Self Sufficient
- Shield Proficiency
 - Improved Shield Bash
 - Tower Shield Proficiency
- Simple Weapon Proficiency

- Skill Focus
- Spell Weaving (Sawila Only)
- Spirit Tracking (Nagra Only)
- Stealthy
- Studious
- Swashbuckler
- Toughness
 - Improved Bull Rush
- Tazian Combat Style
 - Garde Parry
 - Body Slam
- Track
 - Two-Weapon Fighting
 - Two-Weapon Defense
 - Improved Two-Weapon Fighting
 - Greater Two-Weapon Fighting
 - Weapon Finesse

- Weapon Focus
 - Weapon Specialization
 - Greater Weapon Focus
 - Greater Weapon Specialization

- Windfall
- Zealot
-
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-
-
-
-
-

Muse Telempathy Feats

- Telempathy
 - Telempathy II
 - Telempathic Projection
 - Telempathic Projection II
 - Sense Living

Order Feats

- Cartomancy
- Cryptomancy
- Crystalomancy
- Elementalism
- Invocation
- Mysticism
- Natural Magic
- Necromancy
- Shamanism
- Witchcraft
- Wizardry

Item Creation Feats

- Brew Potion
- Craft Magic Arms and Armor
- Craft Rod
- Craft Staff
- Craft Wand
- Craft Wondrous Item
- Forge Ring
- Scribe Scroll

Other Feats

-
-
-
-
-
-
-
-
-
-

ANIMAL COMPANIONS

NAME		SPECIES			
SIZE	INITIATIVE	SPEED	HIT DICE		
HIT POINTS					
ARMOR CLASS		TOUCH AC	FLAT-FOOTED AC		
PROTECTIVE ITEM		AC BONUS	SPECIAL PROPERTIES		
BAB	SPACE / REACH	GRAPPLE	ATTACK / DAMAGE		
FULL ATTACK					
SAVES	FORT	REF	WILL		
ABILITIES					
STR	DEX	CON	INT	WIS	CHA
SPECIAL ABILITIES / QUALITIES					
FEATS					
SKILLS					
TRICKS					

NAME		SPECIES			
SIZE	INITIATIVE	SPEED	HIT DICE		
HIT POINTS					
ARMOR CLASS		TOUCH AC	FLAT-FOOTED AC		
PROTECTIVE ITEM		AC BONUS	SPECIAL PROPERTIES		
BAB	SPACE / REACH	GRAPPLE	ATTACK/DAMAGE		
FULL ATTACK					
SAVES	FORT	REF	WILL		
ABILITIES					
STR	DEX	CON	INT	WIS	CHA
SPECIAL ABILITIES / QUALITI					
FEATS					
SKILLS					
TRICKS					

EXPERIENCE

EXPERIENCE	ECL
NEXT LEVEL	LEVEL ADJ



TALISLANDTA D20

Web Enhancement vol. II

MARUKANS

Once a robust and hearty folk, the Marukans now exhibit a wan and unhealthy appearance. Most have pale sallow complexions, sunken eyes, and limp brown hair. Morose and gloomy by nature, they dress in unflattering garments made of sackcloth and walk about with their eyes downcast.

The Marukan are descended from the ancient Numenians, a people whose lands were destroyed by The Great Disaster. The survivors sold salvage from the ruins, eventually earning enough to acquire a tract of land from the Hadjin, upon which they erected the city of Maruk. For a time the Marukans prospered, selling food crops to Carantheum, Danuvia, and Hadj. But a series of misfortunes beset them. Their crops failed, their animals died, and their people became dispirited. The Marukans continue to labor under this curse to the present time.

Marukans once lived in artful structures of brick and masonry, with domed copper roofs. Now, most of their buildings are in disrepair, the copper plating stripped from the roofs and sold for salvage. Formerly known for its stable family units, Marukan society has fallen apart. Many families have been forced to split up as individuals leave the citystate to find work elsewhere. Those who remain in the citystate now work as dung merchants, menial laborers, subsistence farmers, salvagers and talismancers. Few Marukans marry anymore, and the birth rate continues to drop each year.



Marukans are perhaps the most downtrodden and ill-aspected of all the Talislantan races. Considered harbingers of doom in many lands, Marukans are shunned as if they carried the plague. Fear of curses and bad luck dominates what is left of Marukan culture. Consequently, the people have taken to wearing "Luck Talismans" of many types and descriptions.

MARUKAN RACIAL TRAITS

- ▶ -2 Cha
- ▶ Medium Size: As Medium-sized creatures, Marukans have no special bonuses or penalties due to their size
- ▶ A Marukan's base speed is 30 ft.
- ▶ Automatic Languages: Low Talislan
- ▶ Favored Class: Trader

RELATIONS

Maruk has no allies or enemies of note, as it has little that anyone wants or needs. Though the Marukan government has technically been bankrupt for decades, the Ruling Council continues to offer a reward of one hundred thousand gold lumens to anyone who can successfully lift the curse from the city. The offer still draws a few optimistic mystics, savants and reputed miracle-workers, though not nearly so many as in years past.

RELIGION

Marukans are a superstitious folk who believe that their lives are controlled by the caprices of fate, luck and omens. Hoping to change their fortunes, they seek the aid of Talismancers – minor magicians who specialize in the making of luck medallions, charms and other enchanted items. These individuals claim to be masters of Talismancy, a field of magical study considered somewhat specious by other Talislantans. Their wares are available for sale throughout the citystate.

The Marukans once practiced elaborate funeral rites such as embalming, laving the deceased with scented oils and perfumes, adornment in costly vestments and interment in splendid underground tombs. Now, Marukans are buried with no concern for ritual, while the tombs of their ancestors are plundered for valuables.

LANGUAGE

Marukans are conversant in Low Talislan. Few, if any, Marukans have either the time or inclination to learn more than a smattering of words in other tongues anymore.

NAMES

Common male Marukan names include Merdmire, Marud, Merduk, and Marik. Female names end in an "a", as in Merdmira, Maruda, Merduka, and Marika.

ADVENTURERS

Marukans can be found across the lands of Talislanta, seeking to find what gainful employ they can. Most do not actively seek adventure as such, and those who do become embroiled in such undertakings put it down to their own bad luck at being at the wrong place at the wrong time.

MARUKAN WARRIOR

Medium Humanoid

Hit Dice: 1d10 (10 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 15 (+1 Dex, +3 studded leather, +1 black iron shield)

Attack: Spear +3 (1d8 +1 / x3) or Sling +2 (1d4 / x2)

Full Attack: Spear (1d8 +2 / x3) or Sling (1d4 / x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +2, Ref +1, Will +1

Abilities: Str 14, Dex 12, Con 10, Int 10, Wis 12, Cha 8

Skills: Handle Animal (ogront) +4, Professions (dung collector) +4

Feats: Weapon Focus (spear), Point Blank Shot

Environment: Wilderlands of Zaran

Organization: Squad (2-4), Patrol (5-8 plus one 2nd level sergeant)

Challenge Rating: 1

Treasure: Standard

Advancement: By character class

BATREANS

The Batreans are a primitive folk who dress in rude garments of coarse cloth and dye their hair with indelible blue pigments. Members of their respective genders bear so little resemblance to each other that they seem to be from separate species. Batrean males are huge, slope-shouldered, hairy, and remarkably ugly. Batrean females, on the other hand, are engaging creatures, slender and lovely beyond compare. The males dress in coarse hides; the females, in robes of translucent linen.

The Batreans are believed to be descended from survivors of The Great Disaster, who fled from the Lost Continent after it sank below the waves. If true, then Batreans may be related to the sea nomads of Oceanus.

The Batreans are a simple folk who live in huts made of woven thatch and subsist on a diet of tubers, fruit, fowl, and shellfish. Prior to the island's occupation, males and females traditionally lived apart. Now the two sexes are strictly segregated by their Imrian masters, who have killed off most of the males, saving only a few dozen for use as breeders.

Breeding males are kept in thornwood pens and allowed out only to take nourishment and relieve themselves. The females still live in huts, but are closely watched by Imrian guards. Batrean males seem unmoved by the beauty of their females, whom they largely ignore except during the males' brief, week-long mating season. Female infants are raised by the women. Male children are largely ignored, which may



BATREAN RACIAL TRAITS

- ▶ Males: +2 Str, -1 Dex, -4 Int, -4 Cha; Females: -2 Str, +4 Cha
- ▶ Medium Size: As Medium-sized creatures, Batreans have no special bonuses or penalties due to their size
- ▶ A Batrean's base speed is 30 ft.
- ▶ **Pheromones (Ex):** The pheromones of a Batrean Female act as a spell of the Influence Mode although no roll is required for success and the spell only has an effect on humanoid males.

Range: 50 feet

Duration: 3d20 rounds

Resistance: Will save a -3

Area: Multiple targets

On a failed Will save, the victim of the pheromones will be open to any suggestion made by the Batrean Female. Victims cannot be made to harm themselves or their loved ones but will be open to almost anything else including dangerous or illegal actions.

- ▶ Automatic Languages: Chanan, Low Talislan (females only)
- ▶ Favored Class: Barbarian (males), Rogue (females)

explain their diminished learning capacities.

The customs of the Batrean people are also divided along lines of gender. The males are crude, boorish, and slovenly, and seem possessed of a limited intellectual capacity. Batrean females, on the other hand, are exceedingly clever. They possess the ability to emit a scent that beguiles males of almost all humanoid species, making them susceptible to suggestion. This talent develops at the onset of puberty, and manifests a sweet smelling musk, so subtle that it may not be noticed. While male Batreans and Imrians are immune to this pheromone, males of most other humanoid species are not. Nasal plugs or filters afford some protection against this ability, though such devices are not uniformly reliable (see sidebar).

RELATIONS

Until the island was annexed by the Imrians, it was the custom among the males to sell their womenfolk for gold, a practice many believe the females instigated as a means

of escaping their loutish mates. Now the Imrians control the sale of Batrean females, and Imrian brass rings are used as currency on the island.

The Imrians breed Batrean females for sale as slaves and concubines, transporting them via their crude coracles to such distant lands as Faradun, the Kang Empire, Arim, Hadj, and Zandu. Aside from this, Batre has no relations with the outside world.

RELIGION

Batreans have no organized religion. The females are said to know something of magic, though the males are far too dense to comprehend such things. Batrean females adorn the bodies of their dead with garlands of flowers prior to burial, a custom that is still tolerated by the Imrians. Males had no such customs.

LANGUAGE

Most female Batreans are fluent in both Chanan and Low Talislan, while the males are barely conversant in the former of these two tongues.

NAMES

Common male names sound harsh and brutish, such as Thag, Vrog, and Zhug. Females have mellifluous sounding names like Saiel, Jalea, and Shalisa.

ADVENTURERS

While rare, there are Batrean adventurers. Among the males of the species, a few escaped or freed slaves have taken up adventuring since a return to their home idland is out of the questions. More numerous, Batrean Females have often been able to win their freedom and many have taken up adventuring as a means to acquire wealth and power with the goal of eventually freeing their kin on Batre.

BATREAN WARRIOR

Medium Humanoid

Hit Dice: 1d10 (10 hp) (Barbarian 1)
Initiative: +0
Speed: 30 ft.
Armor Class: 12 (+2 hide armor)
Attack: Club +5 (1d6 +4 / x3)
Full Attack: Club +5 (1d6 +4 / x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Immune to Batrean female pheremones
Saves: Fort +5, Ref +0, Will +1
Abilities: Str 18, Dex 10, Con 16, Int 7, Wis 12, Cha 7
Skills: Climb +8, Jump +6
Feats: Endurance, Power Attack
Environment: Batre (continent wide as a slave)
Organization: N/A
Challenge Rating: 2
Treasure: Standard
Advancement: By character class

BATREAN ESCORT

Medium Humanoid

Hit Dice: 1d6 (6 hp) (Rogue 1)
Initiative: +1
Speed: 30 ft.
Armor Class: 1
Attack: Dagger (1d4)
Full Attack: Dagger (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak Attack +1d6
Special Qualities: Pheremones, Trap finding
Saves: Fort +1, Ref +4, Will +1
Abilities: Str 10, Dex 15, Con 12, Int 14, Wis 12, Cha 18
Skills: Balance +4, Bluff +8, Escape Artist +8, Gather Information +8, Hide +6, Listen +5, Move Silently +8, Perform +8, Sense Motive +5, Spot +3
Feats: Weapon Focus (dagger)
Environment: Batre (continent wide as a slave)
Organization: N/A
Challenge Rating: 1
Treasure: Standard
Advancement: By character class

NEW PRESTIGE CLASSES

SCENT OF A BATREAN

In his famed book, "Perception and Delusion," the estimable Kabros, sorcerer and one-time ruler of ancient Phaedra, states emphatically: "The ability of Batrean females to influence males of other species can be attributed to their scent, which possesses aphrodisiac properties similar in effect to tantalus vine. Batrean males, who as a group suffer from chronic sinus difficulties, are evidently unaffected by the potent pheromones emitted by their mates."

Intrigued by Kabros' writings, I endeavored to find some means of putting his claims to the test. An opportunity unexpectedly presented itself in Zandu, where, as a courtesy to a Farad monger, I volunteered to chaperone three Batrean concubines whom he intended to sell in Arim. The Farad went off to tend to other business, leaving me to watch over his wagon, in which were safely secreted his lovely charges. Plugging my nasal passages with two small wads of compacted silkcloth, I entered the wagon, employing a minor bit of legerdemain to foil the Farad's locks.

The Batreans greeted me with obvious delight, and pressed their charms upon me in a most generous fashion. All went according to my most optimistic plans, until a sudden sneeze caused my hastily improvised nasal filters to be expelled. I came to my senses sometime later, awakened by the shrieks and curses of the Farad monger, who had returned to find the concubines missing, and with them, all of his gold. Happily for myself, the Batreans had been kind enough to hide me, dazed but unhurt, in a clump of nearby bushes. I deemed the results of my experiment to be sufficiently conclusive, and departed the area post-haste."

VERMILLION THORN

The Vermillion Thorns are a small sisterhood of courtesan-assassins based in Zandu. They are trained in the arts of entertainment, seduction and murder. Though most are found in Zanth, demand for their talents leads Vermillion Thorns to travel the nations of Talislanta.

Only the most beautiful women are chosen to join this elite sisterhood. They are selected by scouts who often present themselves to underprivileged young ladies on the streets of Zanth with offers to rise above their squalid stations. Once taken in, the pupils undergo rigorous trainings and are then introduced to "polite society" as courtesans.

Hit Dice: d6

REQUIREMENTS

To qualify to become a Vermillion Thorn, a character must fulfill all of the following criteria:

Gender: Must be female

Racial: Must be Zandir

Ability: Must have Cha 15+

Base Attack Bonus: +2



Skills: Bluff +5; Diplomacy +4; Perform: Dance, Any One Instrument, Oratory, and Sing +4; Hide +4; Move Silently +4; Open Locks +3; Profession (Courtesan) +4

CLASS SKILLS

The Vermillion Thorn's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Culture, Local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (All) (Cha), Profession (Courtesan) (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Vermillion Thorns prestige class.

Weapon and Armor Proficiency: Vermillion Thorns gain proficiency with Battle Fans and Butterfly Pins (q.v.). They do not gain any new armor or shield proficiency.

The Art of Seduction (Ex): Vermillion Thorns become extremely proficient in the art of seducing their targets. The Vermillion Thorn must spend ten minutes focusing on a target that is present and visible (or on the depiction and description of one who is

not). Once this study is complete, the Vermillion Thorn adds her Vermillion Thorn level as an insight bonus on all Bluff, Diplomacy, Perform, Profession, and Sense Motive checks to seduce the target.

Initially, a Vermillion Thorn can have only one target at a time. For every three Vermillion Thorn levels gained beyond the first, a Vermillion Thorn may have one additional target.

Poison Use: Vermillion Thorns are trained in the use of poison and never risk accidentally poisoning themselves when applying a poison.

Death Attack: If a Vermillion Thorn studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Vermillion Thorn's choice). While studying the victim, the Vermillion Thorn can undertake other actions as long as her attention stays focused on the target and the target does not detect the Vermillion Thorn or recognize the Vermillion Thorn as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + Vermillion Thorn's class level + Vermillion Thorn's Int modifier) against the kill effect, the target dies. If the saving throw against the paralysis effect fails, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Vermillion Thorn. If the victim's save succeeds against either effect, the attack is treated as a normal sneak attack.

Once the Vermillion Thorn has completed her study of the target, she must make the death attack within the next 3 rounds. If the death attack attempt fails or if the

Table 1: Vermillion Thorn Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1	0	0	+2	+2	The Art of Seduction, Poison Use, Death Attack
2	+1	0	+3	+3	Uncanny Dodge
3	+1	+1	+3	+3	Sneak Attack +1d6
4	+2	+1	+4	+4	Performance Mastery
5	+2	+1	+4	+4	Sneak Attack +2d6
6	+3	+2	+5	+5	Improved Uncanny Dodge
7	+3	+2	+5	+5	Sneak Attack +3d6
8	+4	+2	+6	+6	Coquettish Airs
9	+4	+3	+6	+6	Sneak Attack +4d6
10	+5	+3	+7	+7	Hide in Plain Sight

Vermillion Thorn fails to launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

Sneak Attack: This is exactly like the Rogue ability of the same name. The extra damage dealt increases by 1d6 every other level (3rd, 5th, 7th and 9th). If a Vermillion Thorn gets a sneak attack bonus from another source, the bonuses on damage stack.

Uncanny Dodge (Ex): Starting at 2nd level, a Vermillion Thorn retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by invisible attackers. (She still loses any Dexterity bonus to AC if immobilized).

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Performance Mastery (Ex): The Vermillion Thorn gains a confidence in and reputation for certain of her Perform skills. Upon gaining this ability, the Vermillion Thorn selects a number of Perform skills equal to 3 + her Intelligence modifier. When making a skill check with these Perform skills, she may add a +3 competence bonus.

Improved Uncanny Dodge (Ex): At 6th level, a Vermillion Thorn can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the Vermillion Thorn. The exception to this defense is that a rogue at least four levels higher than the Vermillion Thorn can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum Vermillion Thorn level required to flank the character.

Coquettish Airs (Su): By dint of body language, speech, and mannerisms, a Vermillion Thorn learns to emphasize her attractiveness to those around her. Those who would find the Vermillion Thorn attractive (regardless of creature type or size) find themselves blinded by her beauty, grace, wit and charm. Creatures so affected regard her automatically with a friendly

attitude (unless they make a Will save to negate this effect). If the creature is currently being threatened by the Vermillion Thorn or her allies, however, it receives a +5 bonus on its saving throw.

The Vermillion Thorn may affect a number of creatures whose combined HD do not exceed twice her level, or at least one creature regardless of HD. If there are more potential targets than she can affect, she chooses them one at a time until she chooses a creature with too many HD. The effect lasts one day per level of the Vermillion Thorn.

Creatures so affected are not controlled by the Vermillion Thorn, but perceives her words and actions in the most favorable way. She can try to give the subject orders but must win an opposed Charisma check to convince them to do anything they wouldn't ordinarily do. Affected creatures never obey suicidal or obviously harmful orders. Any act by the Vermillion Thorn or her allies that threatens the affected creature(s) breaks the effect.

Hide in Plain Sight (Su): Sometimes, even the most alluring must hide their beauty. At 10th level, a Vermillion Thorn can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a Vermillion Thorn can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadows.

NEW WEAPONS

Battle Fan: Battle fans are rare weapon appearing to be ornate, attractive folding ribbed fans. The ribs are constructed of metal and the fabric is commonly made from spangalor. The tip of each rib is sharpened, allowing it to be used as a slashing weapon. This weapon, common only in Zandu and popular among female duelists and courtesans, can be used with the Swashbuckler feat (p. 149, Talislanta d20 FRP).

Butterfly Pin: These attractive 4-5" long metal pins topped with a heavy decorative knob (usually formed like a butterfly with colored lacquer wings) are worn decoratively in the hair. They can also, conveniently, be used as stabbing and throwing knives. This weapon, common only in Zandu and popular among female duelists and courtesans, can be used with the Swashbuckler feat (p. 149, Talislanta d20 FRP).

Table 2: New Weapons**Exotic Weapons**

<i>Light Melee Weapons</i>	Cost	Damage		Critical	Range	Wt.	Type
		(S)	(M)				
Battle Fan	15 g.l.	1d3	1d4	20/x2	-	1	Slashing
Butterfly Pin	5 g.l.	1d3	1d4	19/x2	10 ft.	1/4	Piercing

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TALISLANTA D20 EDITION

Errata

Last Updated March 30, 2005

FEATS

The Botanomancy feat, so important to Green Aeriad characters was acciendly ommited form the book. Here then is that feat:

BOTANOMANCY (GENERAL) (GREEN AERIAD ONLY)

This feat is the Talislantan equivalent of botany. Perfected by the Green Aeriad of Vardune, Botanomancy consists of four main talents that are derived from the botanomancer's training, study of the plant kingdom, and intuition. These abilities are described as follows.

Prerequisite: Must be Green Aeriad race

Benefit:

Nurture Plant: Enables the botanomancer to grow any type of plant from seeds or cuttings, diagnose plants for damage or illness of any sort, and "heal" or rejuvenate plants that have suffered damage due to drought, cold, neglect, herbivores, weapons, and so forth. This skill also allows botanomancers to protect plants from threats such

as extreme weather conditions, insects pests, parasitic organisms, molds, and other natural or magical phenomena. Characters with this feat receive a +4 to all Knowledge (Herbalism) and Knowledge (Agriculture) skill checks.

Locate Plant: Allows the botanomancer to determine the general location (within 100 yards) where a particular type of plant is most likely to be found growing in its natural state. Note that this talent only works if the plant in question is native to the environment where it is being sought; i.e., a botanomancer can't use this skill to find giant sea kelp in a desert region.. Characters with the botanomancy feat automatically succeed on their Knowledge and Search skill checks to locate plants.

Identify Plant: Enables the botanomancer to identify a plant and determine the specimen's properties and characteristics. In order to make an identification the botanomancer must study the plant for a minimum of one round and and make a successful Knowledge (Herbalism) check with a +1 competency bonus.. Studying for at least one

minute adds another +1 modifier (+2 total). One hour of study increases the modifier to +4, and one day of study increases it to +6.. Botanomancers can attempt to study a plant that they have previously failed to identify, with a -2 modifier for each previous failed attempt.

Botanomantic Hybridization: Allows the botanomancer to create a hybrid from any two types of plants.. To do so, the caster must have living specimens (cuttings, roots, seeds, etc.) from both kinds of plants, access to a suitable growing medium (soil, humus, etc.) and other substances necessary for growth, such as water and light.. The character must then make a successful Knowledge (Herbalism) skill check against a DC of 20.. If successful, the attempt yields a hybrid seedling; the GM determines the properties of the hybrid when it reaches maturity. Note that young hybrids are fragile and may be susceptible to disease, adverse environments, parasites, and so forth.

RACES

AHAZU

The Ahazu bonus racial feat of Two Weapon Fighting should be replaced with the feat Mutliple Attacks found on page 146.

ARIANE

The following should be added to the Ariane Racial Traits section:

Spell Immunity: Ariane are immune to all mind-affecting spells and spell-like effects. Ariane characters are assumed to autotmatically succeed on any required saving throw vs. mind-affecting spells.

ARIMITE

Arimites should receive the bonus feat Weapon

Focus (dagger) at first level.

MAGICIAN CLASS

There was a fairly significant typo as it relates to a Magician's skill points per level. The correct number are as follows:

Skill Points at 1st Level: (4+ Int modifier) x4

Skill Points at Each Additional Level: 4 + Int modifier

SCHOLAR CLASS

BONUS FEATS

The list of available bonus Feats available to Scholars was ommited. The list is as follows:

Bonus Feats: At 3rd, 11th, 15th and 17th levels, a Scholar character receives a bonus feat selected from the following list:

Alertness, Animal Affinity, Astromancy, Botanomancy, Conveyance Expert, Diligent, Haggle, Healer, Investigator, Iron Will, Negotiator, Operate Conveyance, Persuasive, Skill Focus, Studious.

TYPO ON SKILL LIST

The Craft (Mechanical) skill listed as the Specialty bonus for Technomancers should read Craft (Technomancy).

SCOUT CLASS

The bonus feat received for the Combat Style class ability was incorrectly identified:

COMBAT STYLES

The bonus feat for the Two-Weapon Combat Style specialty should be Two Weapon Fight-

ing and **NOT** Two Weapon Defense as written on page 117.

MAGIC

There seems to be some initial confusion on the XP cost to learn new spells.

The Bonus Spells received by Magicians as a class ability are not subject to the normal time and XP costs associated with learning new spells.

For those who prefer a more "magic-heavy" setting, the rules concerning XP costs can be halved, or even dropped entirely. The rules, as written, are intended to reflect the vision of Talislanta magic of Talislanta's creator, Stephan Michael Sechi. As with everything related to Talislanta, individual players and gamemasters are free to make whatever changes to the setting they choose. It's all about having fun and Talislanta can be many things to many people.

PRESTIGE CLASSES

Although not technically errata, we have had many requests to include a new Prestige Class that was cut from the book due to space restrictions. To that end, here is the Certament PrC for all those Zandir players out there:

CERTAMENT

Certament is the name given to the class of Zandir duelists who are concerned more with winning hearts than winning battles. Certaments thrive on excitement and enjoy nothing more than bragging of their abilities and past duels.

Most Certaments start off as Warriors although more than a few Rogues are known to seek entry into this Prestige Class.

Hit Die: d8

Requirements

To qualify to be a Certament the character must possess the following abilities:

Base Attack Bonus: +4

Skills: Balance 4 ranks, Bluff 4 ranks, Intimidate 6 ranks, Sleight of Hand 4 ranks, Tumble 4 ranks.

Feats: Swashbuckling, Wizardry Order

CLASS SKILLS

The Certament's class skills and the relevant ability for each are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Gamble (Wis), Intimidate (Cha), Jump (Str), Mode (Attack), Mode (Defense), Mode (Influence), Perform (Cha), Ride (Dex), Sense Motive (Wis), Tumble (Dex)

Skill Points at Each Level: 2+Int modifier

Class features

Weapon and Armor proficiency: The Certament is proficient in all simple and martial weapons, as well as light and medium armor and shields.

Grace: At 1st level, a Certament gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a Certament only when he is wearing no armor and not using a shield.

Fearless: At 1st level, a Certament is so confident of his own skill that he essentially becomes immune to the effects of fear.

Magic Bonus: At 2nd, 6th and 10th levels, the Certament gains a magic bonus and free spells similar to the Magician character class.

Firm Footing: Used to fighting on tavern tables and falling chairs, the Certament receives a +4 competence bonus on all balance checks, and can fight at full proficiency on nearly any terrain or surface, unless he fails the balance check.

Improved Evasion: The character only takes half damage on a failed reflex save for half damage,

and no damage on a successful save.

Uncanny Dodge: Starting at 3rd level, a Certament can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a Certament already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see Rogue class description) instead.

Acrobatic Charge: At 7th level, a certament gains the ability to charge in situations where

others cannot. He may charge over difficult terrain that normally slows movement. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

Defensive Roll: Starting at 5th level, once per day, when a certament would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny him any Dexterity bonus to AC, he cannot attempt a defensive roll.

Table 4.15: Certament Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+2	+2	Grace, Fearless
2	+2	+0	+3	+3	Magic Bonus +1, 1d4+2 spells
3	+3	+1	+3	+3	Firm Footing
4	+4	+1	+4	+4	Improved Evasion
5	+5	+1	+4	+4	Uncanny Dodge
6	+6	+2	+5	+5	Magic Bonus +2, 1d4 +2 spells
7	+7	+2	+5	+5	Acrobatic Dodge
8	+8	+2	+6	+6	Bonus Feat
9	+9	+3	+6	+6	Defensive Roll
10	+10	+3	+7	+7	Magic Bonus +3, 1d4 +2 spells

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