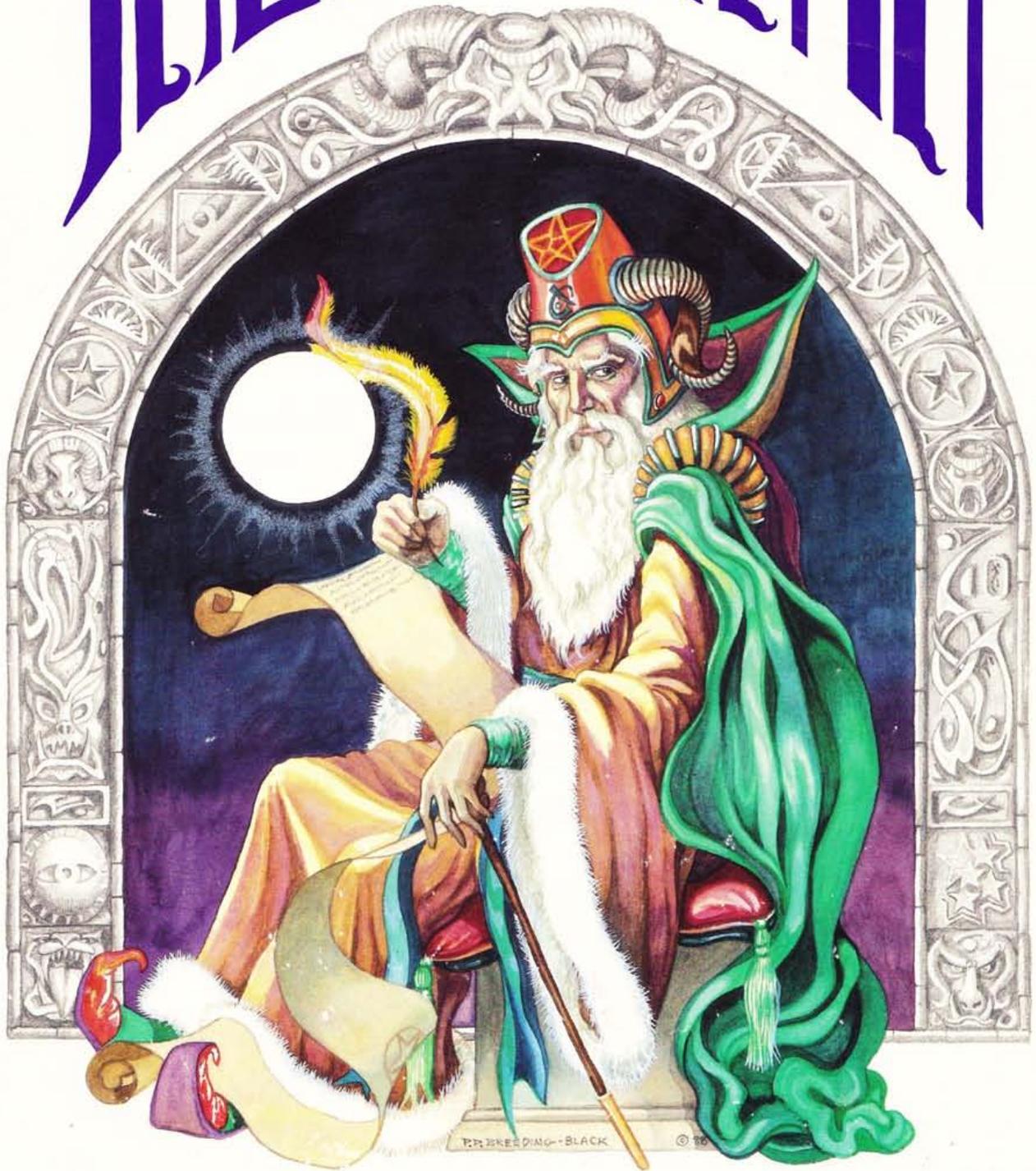


TALISLANTA



SORCERER'S GUIDE

FANTASY ROLE PLAYING GAME SUPPLEMENT

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INTRODUCTION

TALISLANTA is a vital role playing game system, continually expanding as new material is provided for the Talislantan campaign. Our goal is to produce the best fantasy RPG on the market; one which meets the requirements of the most sophisticated players and Gamemasters, without adding a lot of unnecessary "official rules" and complex game mechanics.

To this end, we present the **SORCERER'S GUIDE**: a diverse compendium of Talislantan magic, and the first in a series of supplements designed to expand the unique and colorful Talislantan milieu. In it you will find new information on the Lyceum Arcanum (Cymril's institute of magic), spells, enchanted items, magical tomes, new character types, and much, much more. We hope you like it...

If you have any questions, comments or suggestions regarding the **TALISLANTA** game, feel free to write to us at the following address:

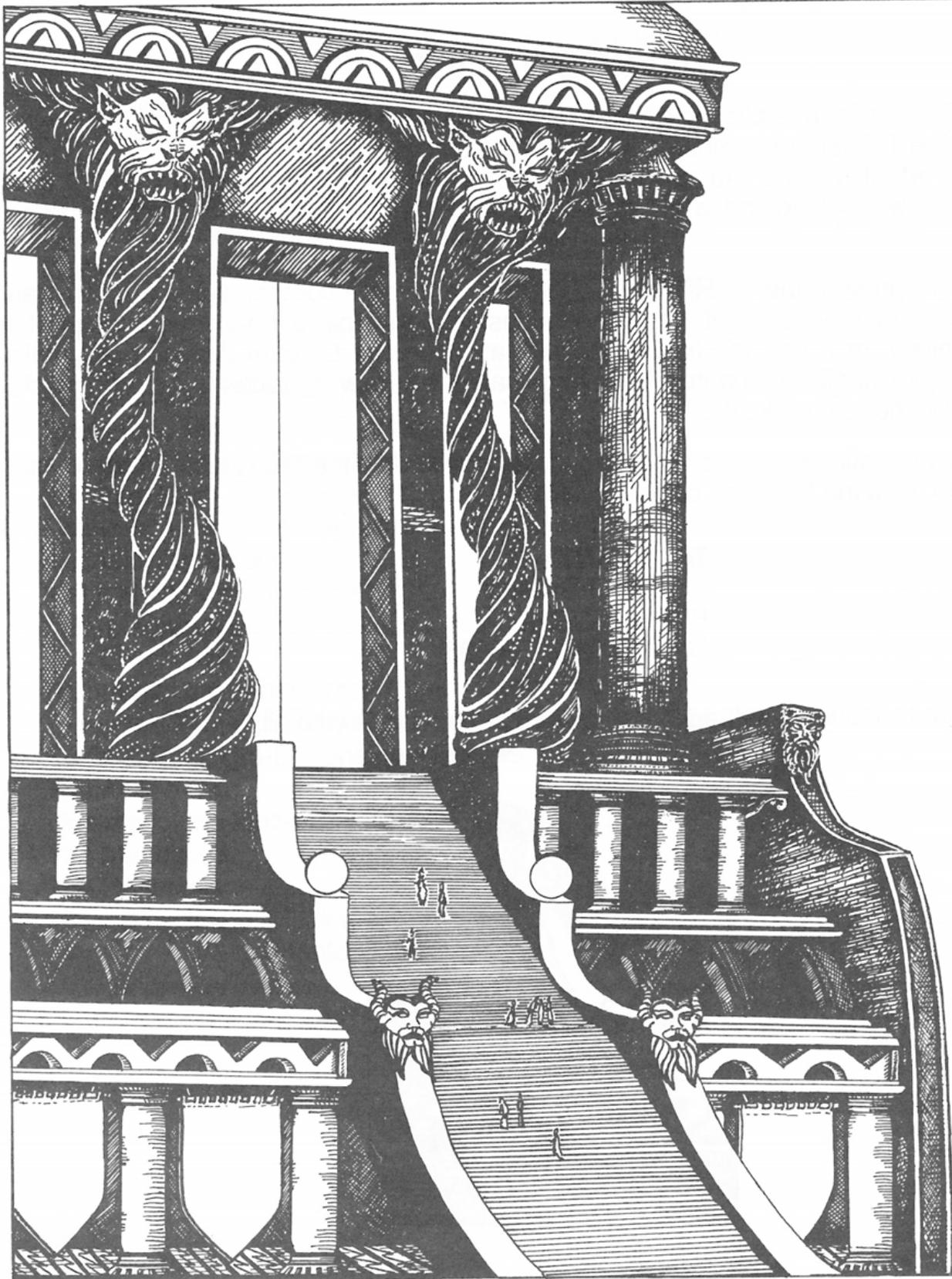
TALISLANTA
c/o BARD GAMES
P.O. Box 7729
Greenwich, CT 06836

Please be sure to include a self-addressed, stamped envelope with all inquiries.





THE LYCEUM ARGANUM





The Lyceum Arcanum is widely renowned as the foremost institute of magic on the continent. Established in the year 146 by the first Wizard King of Cymril, the Lyceum offers courses at the Apprentice, Initiate, Adept and Master levels, and is open to qualified applicants of any race or nationality. The traditional policies and practices of this oddly eccentric institution are as follows:

ADMISSION POLICY

Qualifications for admission to the Lyceum Arcanum Apprentice Program are minimal: fluency in the Talislan or High Talislan tongue is a requisite, as is the ability to read and write in at least one of these languages. Applicants must pass the Lyceum's Standard Literacy Test in order to be eligible for enrollment, and must hail from the Prime Material Plane.

APPLICATION FOR ADMISSION

All qualified applicants seeking admission to any of the school's Academic Programs will be required to take the Lyceum's Standard Psychological Evaluation Test. The main purpose of the test is to determine whether the applicant is psychologically suited to training in the Arcane Arts. Additionally, the test serves to screen applicants who may not qualify for admission due to security reasons. Individuals who refuse to cooperate in the testing program cannot be granted admission to the Lyceum.

TUITION

Tuition is one hundred gold lumens per septemester (seven weeks) for Cymrilian citizens, or one thousand gold lumens per septemester for non-residents (a two-year period is required to establish residency). Payment in extra-dimensional currencies will not be accepted.

FINANCIAL AID

Grants-in-aid are awarded on the basis of achievement in the Arcane Arts, and are available to selected students enrolled at the Lyceum, matriculating students, and applicants with prior experience in the field. Financial aid, in the form of loans, is available to residents of the Seven Kingdoms. Applications may be obtained from the Library at Cymril.

DEGREE PROGRAMS

The Lyceum offers degrees in the following programs:
Apprentice Training Program (Magical/Alchemical Training, 0 Level)
Certificate in Secondary Magic (0 Level)
Certificate in Primary Magic (0 Level)
Initiates Degree (Levels 1-6)
Adepts Degree (Levels 7-12)
Masters Degree (Level 13 and up)

IDENTIFICATION

For security reasons, individuals without proper identification will be denied access to the Lyceum Arcanum. All students are issued green crystal identification cards, which should be carried at all times (faculty members carry green and gold I.D. cards). Visitors may apply for temporary yellow crystal cards at the Library at Cymril.

Failure to present proper I.D. may result in arrest and prosecution under Cymrilian law.

GRADING

Grading is on a 1-5 point basis, with a minimum grade of 2.5 required to pass any course. Failure to earn a passing grade requires the student to repeat the course. Each course for which the student earns a passing mark is worth one credit (*1 experience point*, in game terms) towards graduation. Minimum course load for full-time students is five credits per septemester. Requirements for promotion are as follows:

Apprentice Training Program (Magic or Alchemy): 25 credits
Certificate in Secondary Magic: 50 credits
Certificate in Primary Magic: 100 credits
Initiates Degree: 10 credits per level
Adepts Degree: 10 credits per level
Masters Degree: 10 credits per level

Note: Full-time students who earn a septemesterly grade point average of 4.0 or better are accorded Honor Status, and are awarded an additional credit (+1 experience point) towards graduation. Only one bonus credit may be earned per septemester.

DISCIPLINARY CODE

Failure to adhere to common standards of decency, sobriety, honesty and decorum may result in expulsion from the Lyceum Arcanum, or denial of promotion in status (from Adept to Master, for instance). The final arbiter in such cases is determined by the status of the offending student; i.e., Apprentice disciplinary cases are arbitrated by the Dean of Apprentices, Initiate cases are under the jurisdiction of the Dean of Initiates, etc. Unauthorized and/or indecent use of spells, enchanted items, or pagan rituals may be considered as grounds for immediate expulsion from the Lyceum, with loss of tuition and status.

COURSE LIST

The following is a list of courses offered through the Lyceum Arcanum. All courses are worth three experience points each (Instructor's name in parenthesis).

APPRENTICE LEVEL

100: BASIC ALCHEMICAL TECHNIQUES: Instruction in the use of standard alchemical equipment, recognition of plant/animal mineral substances, basic skills required to assist in the lab, alchemical/magical properties of plant/animal/mineral substances. (TORANN)

101: PRINCIPLES OF MAGIC: Elementary overview of the concept of magic as a metaphysical science, magic in theory and practice, examination of the field of occult sciences. (PHARIAN)

102: HISTORY OF MAGIC: A general overview of magic in Talislantan history. Discussion of magic in past ages. Analysis of the possible causes of the Great Disaster, and its ramifications as regards present-day magicians. (AZRADAMUS)

103: ETHICS AND THE ARCANES ARTS: Morality and magic use.



Examination of White, Grey and Black magical practices. Discussion of the Spell of Summoning, the circle of protection and thaumaturgical triangle. (ALB)

104: ELEMENTARY SPELL CASTING TECHNIQUES: Instruction in the mental and physical disciplines associated with spell casting. Demonstration of cantrips and minor enchantments. Analysis of the verbal, somatic and mental aspects of spells and incantations. (PHARIAN)

105: MAGICAL SCRIPTS: Instruction in the written forms of the Elder Tongue, Phaedran, and other languages employed in the practice of magic, alchemy and thaumaturgy. Recognition and translation of common magical/alchemical/thaumaturgical formulae. (CALIFAX)

106: COMPARATIVE THEOSOPHY: Analysis and comparison of various Talislantan religions and pseudo-religions. Discussion of ritual magic. Examination of practices associated with various Talislantan cults, secret societies, and magical orders. (ALB)

107: TALISLANTAN HISTORY: General overview of Talislantan History. Analysis of past ages, prominent figures and events of note. (AZRADAMUS)

108: TALISLANTAN CULTURE: Discussion of the diverse races of modern-day Talislanta, including the customs, mores and traditions of various groups. Examination of native music, art, dance, and trades/crafts. (AZRADAMUS)

109: NATURALISM: Study of Talislantan lifeforms. Identification and classification of species. Methods employed in the capture, study, and breeding of various lifeforms. (CHA K'YA)

110: SECONDARY MAGIC: Instruction in the casting of cantrips and minor enchantments. Combining magic and non-magic professions. (PHARIAN)

120: PRIMARY MAGIC: Instruction in the casting of the basic spells of Talislantan magic. Full-time students only. (ZARISTE)

INITIATE LEVEL COURSES

200: MAGICAL PROFICIENCY: Individual instruction in the arcane arts (BY ASSIGNMENT).

201: ELIXIRS: Instruction in the concoction and analysis of elixirs. (PANDARAN)

202: MEDICINAL MIXTURES: Instruction in the concoction and analysis of various medicines, tonics, salves, balms, etc. Discussion of diagnostic techniques, folk remedies, and the relative merits of various curative practices. (TORANN)

203: POISONS AND TOXINS: Instruction in the concoction and analysis of a variety of toxic substances, with particular emphasis being placed on the detection of poisons and the distillation of antidotes. (TORANN)

204: POTIONS: Instruction in the concoction and analysis of potions. (PANDARAN)

205: POWDERS: Instruction in the concoction of powdered mixtures. (TORANN)

206: MAGICAL OPERATIONS: Instruction in the creation of such useful magical adjuncts as amber crystal, fragrant oils, magical fumes, and magical pigments. (CIRELLE)

207: MAGICAL INSCRIPTIONS: Analysis of the complex symbology used to record spells in written form. Practice with scrolls, books, tablets, and so forth. (CALIFAX)

208: SIMULATIONS WORKSHOP: Instruction in the use of the Spell of Levitation for flight, hovering, etc. Discussion and use of various enchantments which enhance or restrict mobility, reflexes, etc. (PHARIAN)

209: THEORY OF ILLUSION: Examination of the psychological and physiological aspects of illusions. Discussion of the use of color, sound, scent, and various tactile simulations. (MERDIGAN)

210: PRINCIPLES OF CONJURATION: Analysis of the metaphysical principles of conjuration, with emphasis on the creation of form and substance. (MERDIGAN)

220: APPLIED COUNTER-MAGICS: Discussion of the use of counterspells in various situations, including magical combat. Demonstrations of conventional and unconventional tactics will be held in Spell Arenas A and B. (OMIR)

230: SYMBOLS OF POWER: Instruction in the use and misuse of the most common symbols of Power. Analysis of obscure hieroglyphs and sigils, with emphasis on safe translation. (CALIFAX)

240: SPELL FAILURE AND MAGICAL MISHAPS: Discussion and analysis of the most common causes of spell failure, lab accidents and other mishaps related to the study and practice of the occult sciences. Examination of random spell effects, such as phase shifts, temporal rifts, black holes, reverse or static spells, etc. (PHARIAN)

ADEPT LEVEL COURSES

300: MAGICAL PROFICIENCY: Individual instruction in the arcane arts (BY ASSIGNMENT).

301: ADVANCED SIMULATIONS WORKSHOP: Reflex training and testing under a wide variety of simulated conditions. Analysis of strategies and tactics in magical conflict, with emphasis on the development of the Adept's powers of perception. (NYMANDRE)

302: TALISLANTAN MYSTICISM: Analysis of the varying forms of Talislantan Mysticism; including Ariane Trans-Ascendancy, Mandalan Mysticism, the Black Mystic cults. Discussion of the Savants of Xanadas, the Wanderers of Ashann, and others. (PANDARAN)

303: PRIMITIVE MAGICAL TALENTS: Examination of primitive magical practices and techniques. Instruction in the creation of fetish masks, charms, etc. Analysis of the principles of sympathetic magic. (NARYX)

304: WITCHCRAFT: Analysis of the principles of Witchcraft (white, grey and black) as practiced by the Dhuna of Werewood. (ZARISTE)



305: VARIANT MAGICAL PRACTICES: Discussion of the music-magic of the Drukhs, the Sawila spell-weavers, Thaecian orbs, and others. (CIRELLE/ZARISTE)

306: NECROMANCY: A general overview of necromantic practices. Discussion of the Chana Witchmen, the ancient Necromancer-Priests of Quaran, and the Rajans. Practices of the Yitek Nomads and the legends associated with the ancient land of Khazad will also be discussed. (NARYX)

307: ASTROMANCY: Examination of astrological manifestations, with analysis of the positions of the stars and planets. Instruction in divination and the interpretation of omens, prophecies, and signs. (QUAAL)

308: PRINCIPLES OF ENCHANTMENT: Instruction in the enchanting of magic items. Analysis of the process of enchantment, and the identification and classification of magic items. (CIRELLE)

309: ARCANES LORE: Study of ancient Talislantan myths, legends and folk beliefs. Analysis of runes, dead languages, and archaic symbology. Instruction in the identification of ancient magical artifacts, books and related paraphernalia, with emphasis on determining the authenticity of such items. (AZRADAMUS)

310: ANTIQUARIAN LORE: Study of ancient Talislantan cultures, with emphasis on the identification and appraisal of non-magical relics, architecture, and other artifacts produced by past civilizations. (TORANN)

320: CRYPTOMANCY: Instruction in the deciphering of secret languages, cryptograms, codes, etc., with emphasis on secret or "lost" magical writings. (CALIFAX)

330: MECHANISMS AND AUTOMATONS: Instruction in the design, construction, maintenance and repair of various constructs. Demonstrations of the most common trap mechanisms and automatons. (OMIR)

340: ELEMENTAL MAGIC AND ENVIRONMENTAL STUDIES: Analysis of the most common forms of Elemental Magic, and the effect of elemental spells upon the environment. Simulation of various environmental conditions, with emphasis on survival techniques. (ABASCAR)

350: HOMONCULI AND ARTIFICIAL LIFEFORMS: Instruction in the creation of artificial life. Analysis of variant lifeforms, sorcerous hybrids, and simulacrum. (PANDARAN)

MASTER LEVEL

400: PRINCIPLES OF THAUMATURGY: A general overview of the principles of Dracartan Thaumaturgy. Demonstration of an essence accumulator. Analysis of elemental essences, quintessence, and the effects of such substances upon the environment. (ABASCAR)

402: WINDSHIP TECHNOLOGY: Instruction in the design, construction, maintenance, repair and operation of windships. Hands-on instruction in the creation and installation of levitationals. Analysis and comparison of Cymrilian and Phantasian designs. (QUAAL)

403: PHANTASIAN DREAM MAGIC: Examination of the principles of Phantasian magic. Demonstration of a dream essence accumulator, and analysis of the effect of dream essences on the conscious and sub-conscious mind. (QUAAL)

404: ARDUAN HORTICULTURE: Study of horticulture as practiced by the Ardua. Analysis of hybrid plant types and their practical applications. In-depth look at the ancient works of the master magician and botanomancer, Viridian. (CHA K'YA)

405: HOTAN'S THEOSOPHY: Examination of Hotan's Theory of the Omniverse. Study of the nine planes of existence, and their relationship to the material plane. (ALB)

406: KORAK'S THEORISMS: Discussion of Korak's greatest work, the "Theory of Magic and Anti-Magic", with emphasis on the most recent attempts by scholars to unravel the complexities of Korak's revolutionary theorisms. (EBONARDE)

407: THE WRITINGS OF KABROS: Study of Kabros' monumental works, particularly his catalogues of extra-dimensional flora and fauna. Examination of the influence of Korak on the Phaedran sorcerer-king. (EBONARDE)

408: INTER-DIMENSIONAL TRAVEL: Analysis of Korak's Spell of Transference, and its use in inter- and intra-dimensional travel. Discussion of hazards related to the use of this spell. Demonstrations of simulated extra-dimensional environments, with emphasis on adaptation to alien locales. Field trips to the Elemental and Astral Planes are scheduled. (TALMAJ)

409: SORCERERS OF THE FORGOTTEN AGE: A look at the lives of such notable figures as Arkon, Cascad, Hotan, Korak, and others of greater or lesser repute. Discussion of the lost works of the ancient sorcerers, and analysis of selected spells and writings. Registration is subject to approval by staff. (STAFF)

410: MAGICIANS OF THE NEW AGE: A look at the lives of such renowned figures as Astramir, Kabros, Malderon, Shaladin, Thystram, and other magicians of the early New Age. Discussion of the lost works of these magicians, and analysis of selected spells and writings. Registration is subject to approval by staff. (STAFF)

420: CRYSTALOMANCY: Instruction in the creation and use of seeing stones, magic mirrors, enchanted crystals, etc. Examination of methods employed to ward against surveillance by rivals. (CIRELLE)

430: SUMMONING RITUALS: Study of the most reliable means of summoning extra-dimensional entities. Analysis of risks, expectations, and results, with emphasis on devices and spells conferring additional protection from hostile organisms. Discussion of extra-dimensional protocol and diplomacy. (NYMANDRE)

440: ARCHAEOLOGY AND MAGIC: A discussion of the more notable ruins and ancient sites still extant on the Talislantan continent, with emphasis on the "lost cities" of legend. Analysis of design elements present or attributed to the Phaedran tombs and other structures. A field trip to the Hadjin ruins is scheduled. (STAFF)

450: OCCULT SCIENCES GRADUATE WORKSHOP: Masters program for graduates only, by arrangement with department head.



Advanced individual or group research projects will be proposed, planned, and undertaken. Application for grants-in-aid may be made on a project-by-project basis. (STAFF)

FACULTY

The following is a list of the Lyceum Arcanum faculty, circa the year 600 of the New Age. Each member is described according to his or her title, position, race/nationality, and general qualifications, characteristics, etc. Minimum credentials for faculty members are as follows:

Professor: Master, Seventh Degree (Level 19)

Associate Professor: Master, Fifth Degree (Level 17)

Assistant Professor: Master, Third Degree (Level 15)

Azradamus (Professor Emeritus, Chief Administrator; Cymrilian)

The Archmage Azradamus has served as Chief Administrator of the Lyceum for over seventy years. It is probable that his age exceeds 200 years. He heads the Board of Directors, and is the sole possessor of the keys to the Lyceum's secret vaults and sub-archives. Azradamus is renowned as a magician of wide capabilities, and is an authority on Arcane Lore and Metaphysical Doctrines. He is well-liked, though somewhat moody and occasionally a bit erratic.

Talmaj the Green (Professor of Occult Sciences, Assistant Director; Cymrilian)

As Assistant Director of the Lyceum Arcanum, Talmaj wields considerable influence at the institute. He is in charge of the Lyceum Treasury, and allocates all funds for grants, research, financial aid, and acquisitions. A Master Magician of note, Talmaj is an expert on extra-dimensional studies, and has had extensive experience in the field of interdimensional research and exploration. Talmaj is one of five members of the Lyceum Board of Directors, and arbitrates all disciplinary problems involving Master-Level students. An unusual sense of humor is his trademark, or so it is said.

Nymandre (Professor, Dean of Adepts; Tanasian)

The Archmage Nymandre is a contemporary of Azradamus, and a magician of certain power. He is stern and overbearing, and is not well-liked, even amongst his peers. It is no secret that Nymandre has long coveted the position currently held by Azradamus; some have even gone so far as to suggest that the Archmage achieved his current status by devious means. As Dean of Adepts and senior member of the Board of Directors, he wields a considerable degree of influence at the Lyceum.

Pandaran (Professor of Alchemy and Mysticism, Dean of Apprentices; Cymrilian)

Pandaran is head of the Alchemy Department, and is a Professor of Mysticism. He is a graduate of the Lyceum, and has studied in L'Haan and, for a short time, in the Maze City of Altan. Among his peers, he is regarded as the Lyceum's most brilliant, if somewhat abstracted, thinker. Pandaran sits on the Board of Directors, and also serves as Dean of Apprentices.

Ebonarde (Professor of Metaphysics, Dean of Initiates; Tanasian)

The Wizard Ebonarde is the fifth member of the Board of Directors, and a master metaphysician of wide acclaim. He is an imposing figure, well over six feet in height, with a commanding presence and a riveting gaze. Like Nymandre, he is a Tanasian, and is a strong proponent of traditionalism.

Nostros (Professor, Arcane Lore and Talislantan Culture; Pharesian)

The Pharesian Sage, Nostros, is regarded as a most remarkable individual. He is a graduate of the Lyceum, where he earned three degrees; he has traveled on foot across the length and breadth of the continent; at age eighty he climbed Mt. Mandu in Xanadas, where he spent twenty years perusing ancient texts in the Temple of the Seven Moons. Equally impressive, Nostros is the only Pharesian who has ever been granted a full professorship at the Lyceum Arcanum. Like all Pharesians, he is inherently rebellious by nature, an attribute which has gained him a great popularity among the student body, but which has found little favor with such arch-conservatives as Nymandre and Ebonarde.

Abascar (Professor, Thaumaturgy; Dracartan)

The Master Thaumaturge, Abascar, is the first Dracartan ever to serve as a full-time member of the faculty for the Lyceum Arcanum. He is in charge of the Lyceum's Thaumaturgy Department, a relatively new program conceived by Talmaj and only recently incorporated into the university's curriculum. Unaccustomed to the local customs, Abascar regards most Cymrilians as slightly daft.

Pharian (Professor, Magical Academe; Cymrilian)

The Archmage Pharian serves as Director of the Apprentice and Initiate Undergraduate Programs, and is a long-standing member of the Lyceum faculty. He is one of the more popular members of the faculty, particularly as regards the undergraduates, who often seek his advice and counsel. Pharian owns a magic flask that is always filled with wine, which may in part explain his great popularity.

Cirelle (Associate Professor, Enchantment; Thaecian)

The Enchantress, Cirelle, is the only female member of the Lyceum faculty. She is an expert on Thaecian Enchantments, Crystalomancy, and magical artifices. At thirty-odd years of age, she is also the youngest Associate Professor ever to serve on the staff, and as such is the object of much attention from such faculty members as Merdigan and Zariste.

Skree Cha K'Ya (Associate Professor, Botanomancy and Naturalism; Ardua)

Skree Cha K'Ya is a Green Ardua, who has earned Vardune's highest honors as Scholar Emeritus in the fields of Horticulture, Naturalism, Herb Lore, and Hybrid Botanomancy. The smallish, green-plumed Skree is known as an avid conversationalist—far too avid, in the opinion of some of his contemporaries.

Alb of Elwan (Associate Professor, Theosophy and Ethics; Aamanian)

The Archmage, Alb of Elwan, is a defrocked Aamanian Priest who became a convert to the Deific Being known to Talislantans as the Creator. His expansive views on Theosophy and magical ethics have earned him great respect amongst his peers at the Lyceum Arcanum, and the permanent indemnity of his former associates, the Aamanians. Rumors persist that the benevolent Alb remains a target of the Aamanian witch hunters, who have purportedly put a considerable bounty upon his capture. Alb himself seems relatively unconcerned by such rumors.

Califax (Associate Professor, Cryptomancy and Linguistics; Cymrilian)

The Master Magician, Califax, is recognized as the Lyceum's foremost authority on Cryptomancy, Dead Languages, and obscure writings of various sorts. On several occasions, he has turned down



Talmaj's and Azradamus' offers of a full Professorship, a position which Califax feels would leave him insufficient time for his other interests (which include gambling at Quatrillion and Pentadrille).

Torann (Associate Professor, Alchemy and Antiquarian Lore; Sindaran)

Torann is rated third among all living Alchemists by his contemporaries in Sindar, and is an individual of vast intellect. In addition to his teaching duties, Torann also serves as Archivist Emeritus for the Lyceum. He is noted for his dry wit, and a remarkable capacity for skoryx.

Omir of Kasir (Assistant Professor, Constructs; Kasmir)

The Kasmir Wizard, Omir of Kasir, is an expert in the design and construction of automatons, mechanisms, and magical constructs. He also serves as Security Advisor to the Lyceum Board of Directors, and acted as Chief Architect for the institute's revised security system. He often carries on his person a number of miniature mannequins, which can purportedly perform a variety of wondrous tricks.

Naryx of the Gloved Hand (Assistant Professor, Primitive Magic; Tanasian)

The Tanasian Wizard, Naryx, is an expert on primitive magical practices, and serves in an advisory capacity as Assistant Professor of Necromantic Studies. He is reputed to have spent some years studying among the Drukhs, the Chana Witchmen (where he suffered an

unfortunate accident involving his left hand), and other tribal groups. Naryx's private collection of necromantic paraphernalia is said to be quite astounding.

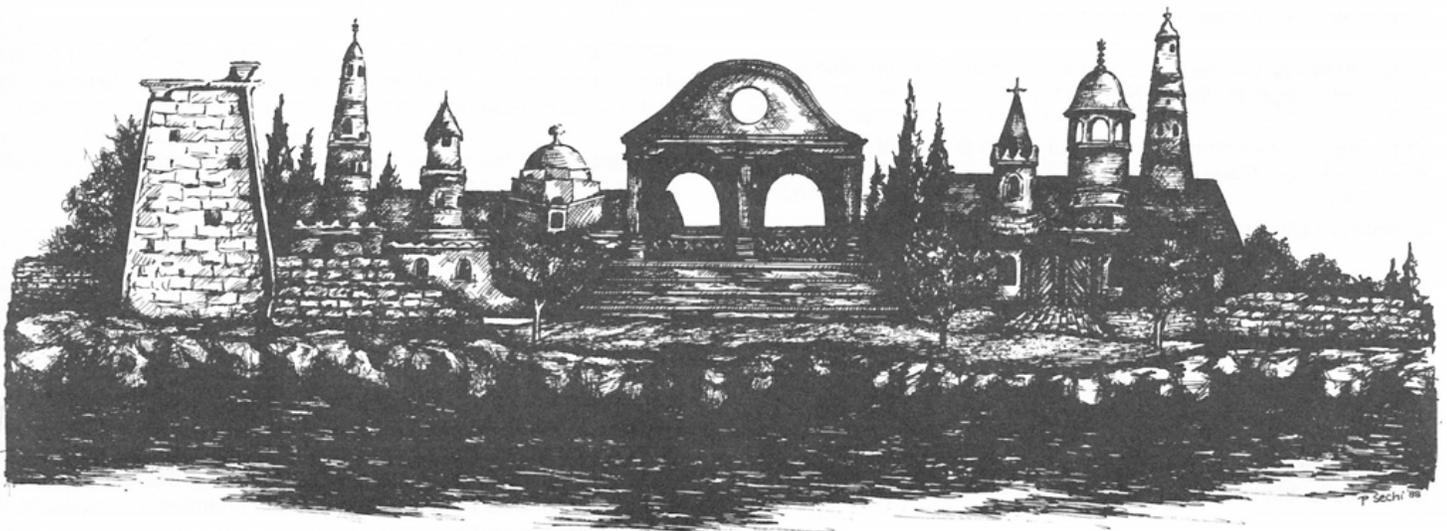
Quaal the Phantasian (Assistant Professor, Astromancy; Phantasian)

The Phantasian Astromancer, Quaal, is a leading authority on the design and construction of windships, and a master of the Phantasian art of Astromancy. He has authored several extensive works on the Dream Dimension, Astral Travel, and the Astral Plane, none of which have ever been published, a fact which has caused Quaal no little dismay.

Merdigan the Miraculous (Assistant Professor, Illusions and Conjuratiion; Zandir)

The Zandir Wizard, Merdigan the Miraculous, is renowned as an expert in the fields of Illusion and Conjuratiion. He is likewise known as a fancier of mild hallucinogens, and as a womanizer of some small reputation.

Zariste (Assistant Professor, Magic and Witchcraft; Dhuna) The Dhuna Warlock, Zariste, is notable for his knowledge of the Arcane Arts, and for his singular expertise in the field of Witchcraft. Like all Dhuna, he tends towards the melodramatic in terms of dress, carriage and manner of speech, and is prone to displays of emotionalism.





THE LYCEUM ARGANUM

Construction: The Lyceum is a marvel of Cymrilian construction, the structure having been built almost entirely of blocks, beams and arches of green crystal, carved to exacting standards and imported from the Sea of Glass, in Faradun. The outer walls average ten feet in thickness, and are as hard and durable as stone. Blocks of varying color and density were used for different purposes: a deep opaque green for the walls, translucent shades of lime or yellow-green for the windows and skylights, etc.

As for other materials employed: doors of enchanted black iron (painted with green lacquers) were used in all entranceways and secured areas. Furnishings of polished hardwoods, metal, glass and stone were utilized, along with colorful rugs, wall-hangings, curtains and cushions imported from Zandu, Astar, and Djaffa.

GROUND FLOOR

1) Main Entrance: Twin portals of enchanted black iron allow access into the Lyceum. A pair of Thrall security guards are stationed here at all times; entrance to the institute is restricted to individuals carrying proper identification.

2) Lobby: Twin rows of crystal columns flank the entranceway, which is illuminated by radiant spheres of colored crystal. A large mural of Pharos, first Wizard-King of Cymril, and founder of the Lyceum—decorates the ceiling.

3) Security Stations: The Lyceum's extensive security system is coordinated from these two stations. Details of the system, which consists of a complex network of seeing stones, mechanisms and hidden passageways, are known only to the Lyceum's Chief Administrator and Director of Security. Thrall and Blue Ardua security guards, stationed at these posts, patrol the grounds.

4) Grand Concourse: A wide stairway leading up to the second floor.

5) Staff: Quarters for the Lyceum's maintenance staff, which is run by a crew of highly-paid Gnomekin engineers.

6) Admissions: Offices for student registration. The Cymrilian admissions staff keeps all student records here.

7) Bursar: Offices for the payment of tuition fees. The Chief Bursar is a Kasmir, Abn Naguan.

8) Student Dining Facilities

9) Faculty Dining Facilities

10) Administration: Offices of the Lyceum Administrative Staff and Department Heads.

11) Lyceum Shop: Here, a wide variety of basic magical/alchemical paraphenalia is sold (to registered students only), including parchment, quill pens, common alchemical apparatus, magical pigments, scroll cases, blank spell books, etc.

12) Scriptorium/Archives: Kasmir, Sindaran, and Cymrilian scribes work here, copying and translating magical and alchemical texts for

the Lyceum Archives. The facilities are available for research purposes, by permission of the faculty.

13) Classroom: Cryptomancy/Languages

14) Exhibition Hall: A large room used to display exhibits of ancient artifacts, Talislantan art, magical/alchemical paraphenalia, etc. There is a new exhibit each month.

15) Lecture Hall

16) Lecture Hall/Demonstration Area: This room consists of a large stage and a raised observation area. It is used for lectures, and for demonstrations of various magical/alchemical techniques.

17) Classroom: Arcane Lore

18) Classroom: Talislantan History and Culture

19) Apprentice Workshop: Workshop where basic magical techniques are taught and discussed.

20) Apprentice Lab Area: Laboratory and workshop for apprentice-level alchemical studies. A number of shielded cubicles are available for individual experimentation, by permission of the faculty.

21) Classroom: Principles of Magic

22) Cubicles: Individual instruction areas.

23) Classroom: Theosophy and Ethics

24) Classroom: Primitive Magical Practices. Many unusual fetish masks and related devices are displayed in this room.

SECOND FLOOR

25) Aviary: In this circular chamber are kept all sorts of winged creatures, both large and small. The most benign of these are allowed to fly about freely, and to perch where they will. Less-friendly species are kept in cages of crystal or metal.

26) Gardens: The vast Lyceum gardens contain plants from across the continent, tended by Green Arduan Horticulturists. Stairs lead up to the Nocturnal Gardens (#44), where night blossoms are grown.

27) Aquarium: Numerous aquatic species are kept here, in great salt and fresh water tanks.

28) Grand Concourse: Stairs leading down to the ground floor.

29) Terrarium: This room is filled with various small-to-medium-sized land creatures, contained in glass tanks made to simulate their respective natural environs.

30) Menagerie: In this chamber are kept creatures which can only be held by magical means, such as demons, Talislantan devils, and other extra-dimensional creatures. The Tanasian Wizard, Xandros, serves as the menagerie's "keeper", maintaining the integrity of the seals and symbols employed to keep the chamber's inhabitants in their respective cages.



31) Environmental Chamber: This is an immense, sealed chamber with a glass-enclosed observation hall. Here, various terrestrial and extra-dimensional environments can be simulated under strict control.

32) Classroom: Occult Sciences, Metaphysics

33) Spell Arenas: Here, students test their spell casting talents in levitational drills, mock combats, and other tests of skill. Observers can view the action from the safety of the glass-enclosed observation halls.

34) Lecture Hall

35) Lecture Hall

36) Enchantment Lab: Laboratory facilities for the creation of enchanted items, such as talismans, amulets, wands and other magical adjuncts.

37) Advanced Spell Workshops: Three shielded workrooms for advanced experiments in the use and creation of uncommon spells and incantations.

38) Alchemy Lab: Complete laboratory facilities for the concocting of elixirs, potions, powders, etc.

39) Workroom: Complete metal, glass, and woodworking facilities, used in the creation of various types of constructs.

40) Vat Rooms: Shielded chambers containing rows of metal vats, which are used in the creation of homonculi. This area is kept locked and sealed whenever it is not in use.

41) Lab Rooms: Lab space for Initiate-Adept level alchemical experimentation and special projects (by arrangement with the faculty).

42) Cubicles: Individual instruction areas.

THIRD FLOOR

43) Observatory: In this glass-domed chamber are kept all manner of charts, instruments and lenses used to keep track of the positions of the stars, moons and planets.

44) Nocturnal Gardens: Enclosed by walls of green crystal, these scenic gardens contain a fabulous variety of night-blooming blossoms and fragrant herbs.

45) Skywalk: A glassed-in walkway where observers may view the Lyceum gardens, aviary, observatory, and grounds.

46) Classroom: Astromancy

47) Astromantic Workshop: Complete facilities for the construction, repair and maintenance of windships.

48) Levitational Labs: Facilities for the construction and testing of levitationals (the magical devices which keep windships afloat).

49) Thaumaturgy Lab: Complete laboratory facilities for the concocting of elemental essences and quintessence.

50) Windship Docking Facility: Enclosed docking facilities, which can be used to accommodate up to three small-medium-sized windships. The facility has a fifty-foot ceiling with twin roof panels (operated by a system of winches and counter weights), which allow ships to enter from above. In the event of foul weather, ships may enter or exit via twin portals built into the exterior walls (see diagram).

51) Lab Rooms: Lab space for special Thaumaturgy projects (by arrangement with the faculty).

52) Azradamus' Private Chambers: Living quarters and spacious conference hall, utilized by the Lyceum's Chief Administrator, Azradamus. (Note: All Private Chambers for Lyceum faculty are constructed in much the same fashion, with circular skylights built into the ceiling, conference or reception hall, and separate living quarters. Each faculty member who has been given a private chamber will usually have one or more servants or familiars available to tend to his or her needs. Interior decor varies widely according to individual tastes and needs.)

53) Talmaj's Private Chambers

54) Nymandre's Private Chambers

55) Pandaran's Private Chambers

56) Ebonarde's Private Chambers

57) Nostros' Private Chambers

58) Abascar's Private Chambers

59) Pharian's Private Chambers

60) Cirelle's Private Chambers

61) Skree Cha K'Ya's Private Chambers

62) Alb of Elwan's Private Chambers

63) Private Chambers: Reserved for visiting Professors and other guests of the Lyceum Arcanum.

64) Pleasuredrome: Facilities for the entertainment and relaxation of Lyceum faculty members and their guests. Included are the Atrium, Solarium, Nympharium, Game Rooms, Pool, Baths, and private studies. The domed area located overhead houses the exotic Moon Gardens; a private club for the Lyceum faculty and their guests, which features musical entertainments, libations, fountains, pavillions, and various stimulating diversions.





SUBTERRANEAN LEVEL ONE

65) Mushroom Garden: Here are grown a wide variety of mushroom, fungi, spore pods, slimes, and similar organisms. The area is tended by a pair of Gnomekin Mushroom Gardeners.

66) Crystal Gardens: Here, a great variety of colored crystals are grown in vats, tended to by a trio of Gnomekin Crystal Gardeners.

67) Storage: Magical/alchemical supplies of all sorts are stored here in large crates, sacks, bales, cannisters, etc. These areas are always kept under lock and key, and are restricted to unauthorized personnel.

68) Storage: Foodstuffs, furnishings and miscellaneous tools and equipment are stored here. These areas are always kept under lock and key, and are restricted to unauthorized personnel.

69) Isolation Chambers: These specially shielded and reinforced rooms are used to house volatile substances, toxins, contaminants, and alchemical waste products (including aberrant artificial lifeforms), prior to neutralization and disposal (see #71). This area is protected by special lead-lined doors, and is restricted to unauthorized personnel.

70) Maintenance Facilities: Here, a crew of Kasmir technicians maintains and regulates the complex network of vents, conduits and pressure tanks which comprise the Lyceum's heat, ventilation, sewage and water systems. The system is said to be so incredibly elaborate that none but the Kasmir know how to operate it, or to repair malfunctions in the system's tangled masses of pipes and tubing. This area is off-limits to all but authorized personnel.

71) Incinerator: This facility utilizes carefully regulated quantities of elemental essence (see #49) to completely incinerate all trash and waste products. The sole by-product of this operation, a type of non-toxic grey ash, is used to neutralize contaminants and toxins (see #69) prior to their disposal.

72) Tactical Simulations Chamber: This vast area (commonly referred to by Lyceum students as "the Maze") is used to test the reflexes and reactions of Apprentices, Initiates and Adepts. The chamber has been constructed so that it can be easily arranged in a variety of forms: winding passageways, tunnels, interconnecting rooms, etc. An ever-changing selection of traps, deadfalls, magical/alchemical hazards, and conjured monsters are scattered throughout "the Maze", which serves as an obstacle course for magicians-in-training. Strict precautions, along with close observation of subjects by trained personnel, helps to ensure against the occurrence of fatalities; which, due to the controlled nature of the setting, are quite rare.

SUBTERRANEAN LEVEL TWO

73) Lyceum Sub-Level: This entire level is sealed off and restricted to all but the Lyceum's Chief Administrator, and such personnel as he (or she) deems fit to authorize. Only the Chief Administrator has access to the keys to this area, the doors and halls of which are warded by the most sophisticated alarm and trap systems.

74) Vault #1: Here are stored all documents pertaining to the Phandre; a race of wizards and magicians who were the ancestors of the modern-day Cymrilians. The complete and unexpurgated history of the Cymrilians is said to be stored within this vault.

75) Vault #2: This vault is reputed to contain the Lyceum's vast store of wealth, accumulated over the course of several centuries. Monies required for maintenance, construction, student grants, special projects and acquisitions are all derived from this secret fund.

76) Vault #3: Here are stored ancient writings, scrolls, and tablets, many of which are believed to date back to the Time Before Time.

77) Vault #4: This vault contains untold thousands of ancient artifacts and magical adjuncts, many of which date back to the Forgotten Age and beyond.

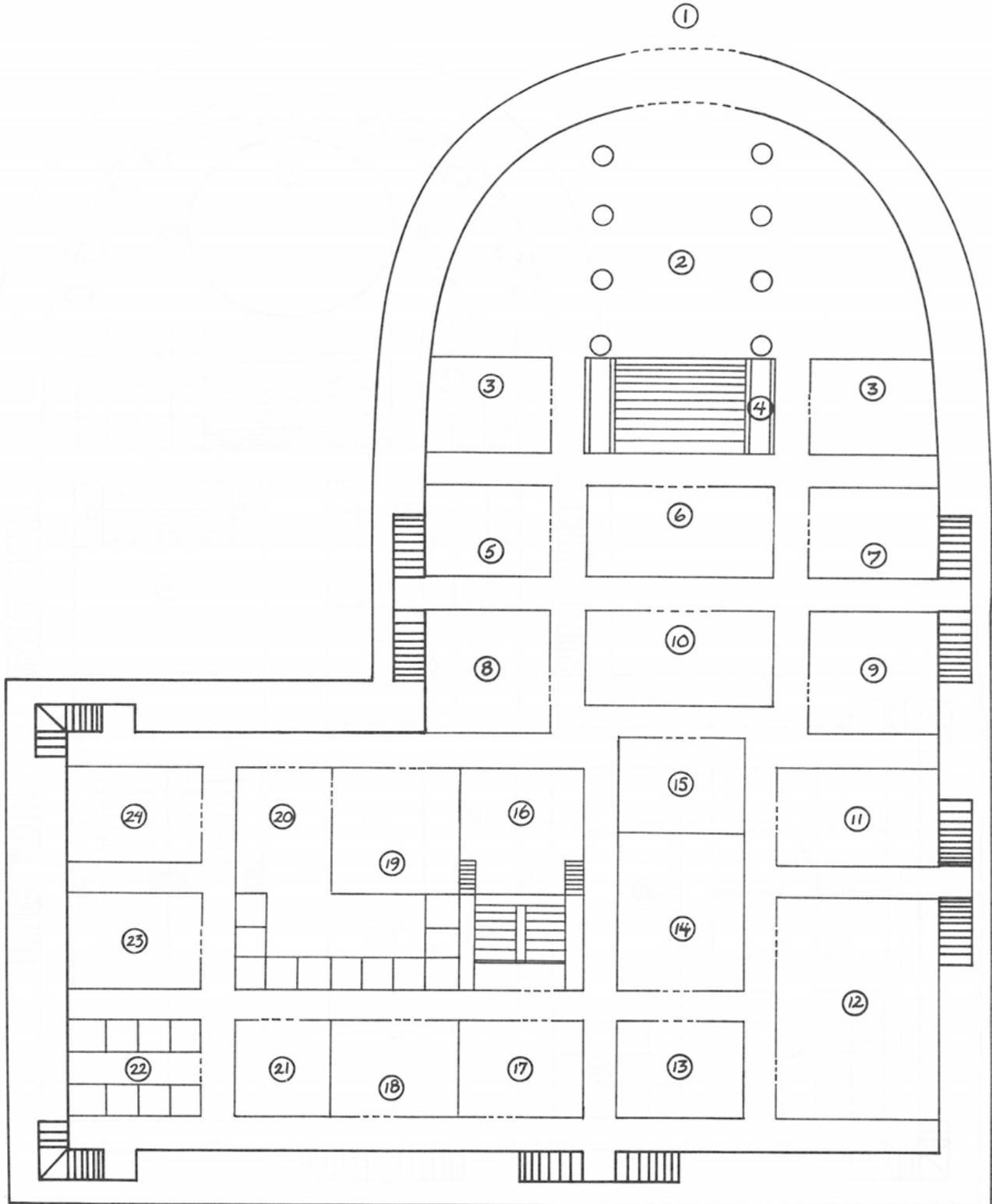
78) Vault #5: Here are kept those objects, devices and writings whose usage and/or meaning remain unknown. Most are incredibly ancient, though articles from all ages of Talislantan history are purportedly kept in this room.

79) Vault #6: This vault was purportedly sealed by Pharos, first Wizard-King of Cymril, in the year 147 of the New Age. It has never been opened since, and it is said that no living person knows what the estimable Pharos was so anxious to seal within this chamber.

80) Sub-Archives: These secret archives serve as a repository for the records of all students, faculty and administrators ever associated with the Lyceum Arcanum; including all records of the Lyceum's financial dealings and acquisitions. More than a few scandals are believed to be buried within the dusty confines of the Sub-Archives.

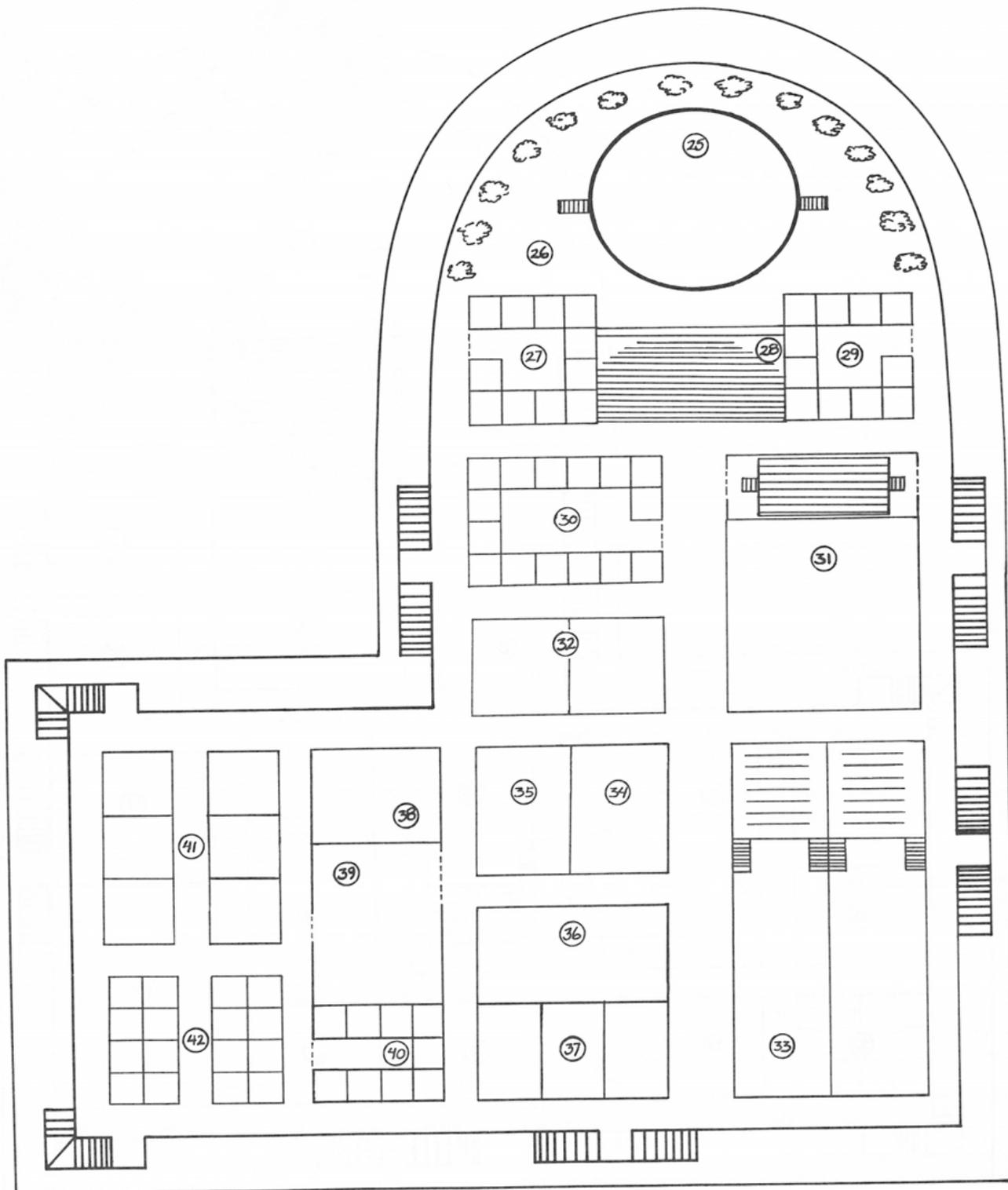


GROUND FLOOR



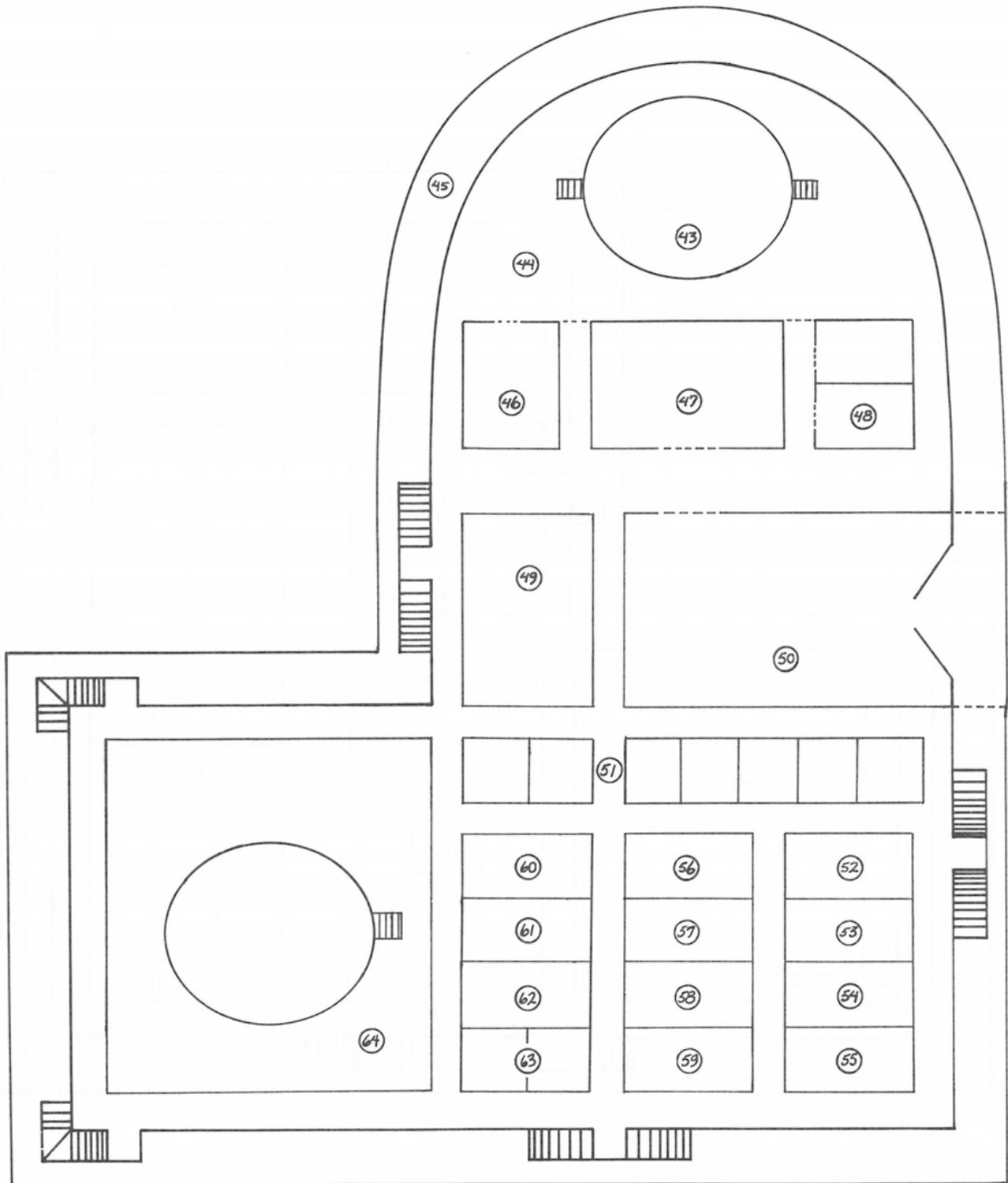


SECOND FLOOR



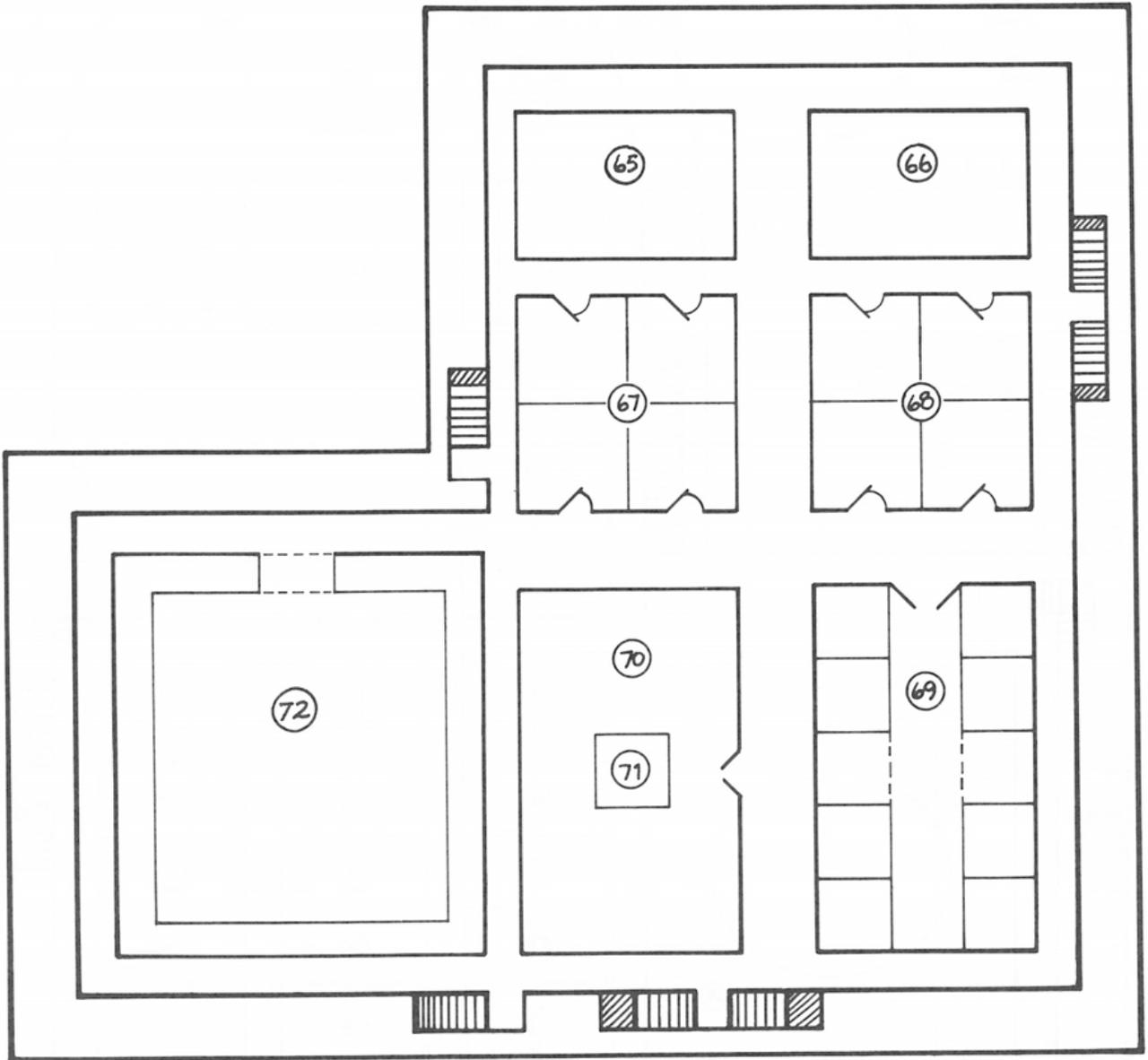


THIRD FLOOR



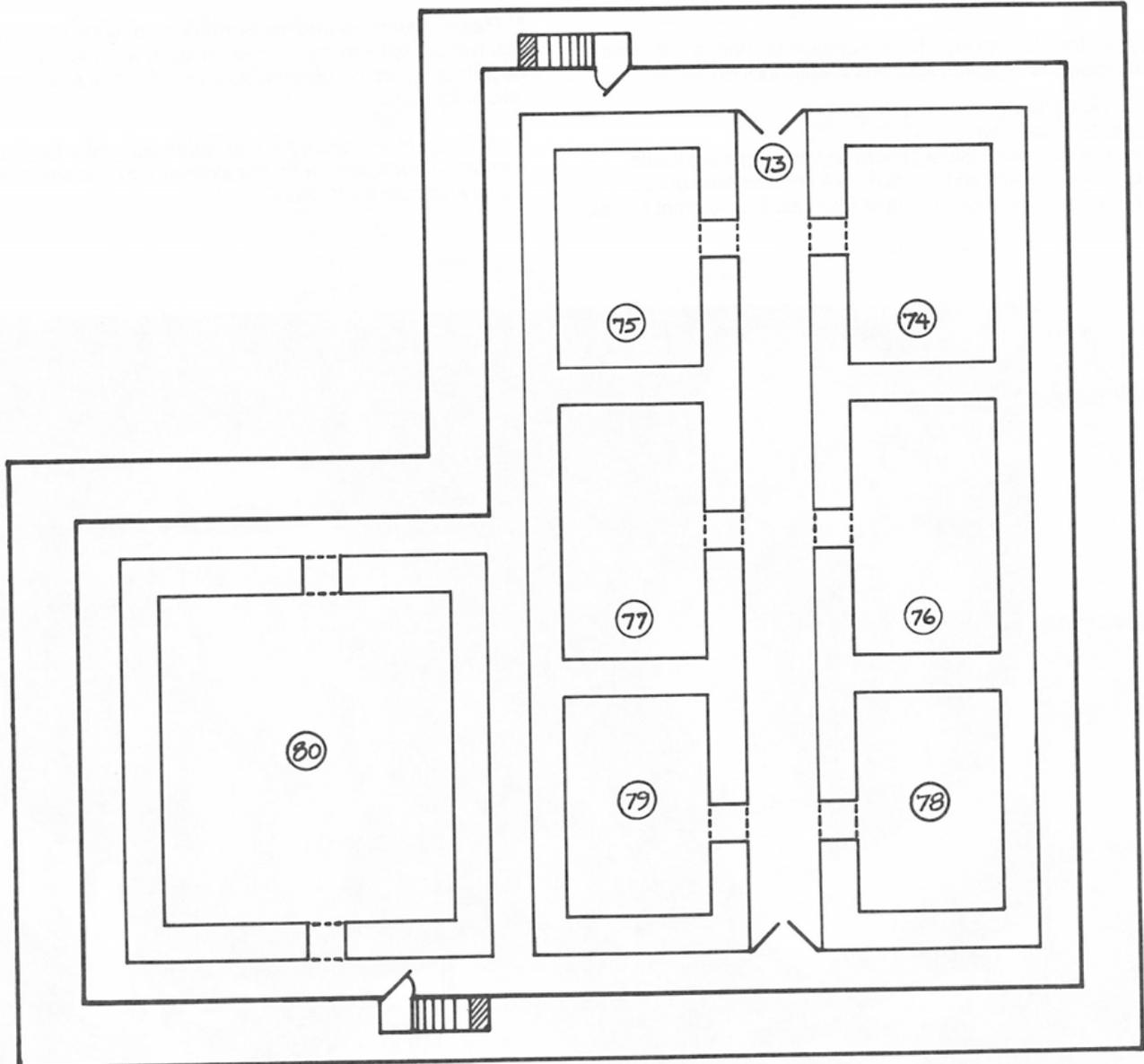


SUBTERRANEAN LEVEL ONE





SUBTERRANEAN LEVEL TWO





ADVENTURE SCENARIOS

The following is a sampling of ideas which can be used to incorporate the Lyceum Arcanum into a Talisnantan campaign.

- 1) The players, requiring the services of a NPC spell caster or alchemist for a specific task or mission, visit the Lyceum in order to interview prospective applicants. Similarly, a high level spell caster or alchemist might visit the Lyceum in order to hire one or more qualified apprentices to assist on a large project.
- 2) In between adventures, players may wish to study at the Lyceum in order to acquire additional experience points, or to learn a new skill.
- 3) In Cymril, the players learn that the Lyceum is offering to finance a research expedition of some sort. Possibilities include:
 - a) locate a lost/sunken city
 - b) unearth an ancient tomb
 - c) a mapping expedition into a remote and/or dangerous locale
 - d) observe the customs and practices of a primitive tribe or cult
 - e) study the exotic flora and fauna of Phantas, the Aberrant Forest, etc.

- f) the safe capture of a rare or endangered creature
 - g) investigate sightings of a mythical or previously unknown species
 - h) prospect for precious stones/search for rare herbs, in a distant locale
 - i) explore a subterranean tunnel, cavern, city, etc.
 - j) return a visiting professor (by windship) to his homeland (Dracarta, Xanadas, Thaecia, etc.)
- 4) A group, returning from adventure, may wish to sell or donate a rare artifact to the Lyceum in order to establish relations with one or more members of the faculty. In return, the players may be allowed to use the Lyceum's facilities for purposes of research, experimentation, etc.
 - 5) Player-characters who have previously attended the Lyceum can return to consult with their former Masters, who may be convinced to help decipher some obscure text, identify or appraise an obscure relic/artifact, etc.
 - 6) A group of mercenary player characters may be hired by the Lyceum to track down a former student who has stolen a valuable text/artifact from the institute.





SORGERERS OF ANCIENT TALISLANTA



"KORAK"



The sorcerers of ancient Talislanta possessed capabilities far in excess of the magicians of the New Age. Most of the great magicians of old have long since been forgotten, and their secrets lost amid the period of confusion which followed the Great Disaster. Some few are still remembered, due either to their great achievements or through some chance discovery of an archaic scroll, libram or tablet. Others persist only in legend, or in the fading memories of such long-lived entities as the Monoliths of the Thaecian Isles. Some of the more notable magicians of ancient times include the following:



SORCERERS OF THE FORGOTTEN AGE

Arkon: A contemporary and friendly rival of the great Korak (q.v.), Arkon was a daring innovator of new spells, enchantments and magical adjuncts. His wild and undisciplined experiments resulted in notable successes and even more notable failures; during the course of one especially unlucky month, Arkon succeeded in blowing up his laboratory, his home, and Korak's workroom. The latter mishap caused Arkon's body to be transmuted to crystal, a semblance which he favored greatly, claiming that it gave him a distinct advantage over Korak with the womenfolk of Elande.

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

Cascal: Preeminent among the magicians of ancient Phandril, Cascal was renowned as an illusionist of nonpareil abilities, and as the author of numerous useful spells and texts; his "Codex Magicus" (see *MAGICAL TOMES*), in fact, is still in wide usage by magicians of the New Age.

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

His last book, "The Earth Speaks" - a collection of prophecies attributed to deceased magicians who supposedly contacted the author from beyond the grave - proved to be Cascal's undoing. Mocked as a writer of bad fiction, Cascal was abandoned by his former friends and associates. He left Phandril in disgrace, and spent his last years as a hermit, wandering the Serpentine Mountains. Many of his works disappeared with him.

Drax: Reputed to have been sired by the rebel Shaitan, Zahur, Drax was the first of the dreaded Sorcerer-Kings of ancient Quaran. Arcane scholars credit him with having formulated the basic principles of Black Magic, which Drax derived from the forbidden teachings of Zahur himself. Under his leadership, the nation of Quaran subjugated half the continent, and threatened to annihilate all who opposed them. The intervention of Diabolus - true ruler of the diabolical Shaitan, and Zahur's sworn enemy - brought Drax's reign to an end. Rather than risk a direct confrontation with Diabolus, Zahur elected to transport his progeny to another dimension.

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

Certain obscure cults are believed to revere Drax as an avatar of Zahur, or as a dark demi-god in his own right. Adherents of the later theory claim that the former Sorcerer-King has established himself as the ruler of his new domain, and that he will one day return to Talislanta. His influence remains such that the name, Drax, is still employed in the most foul and obscene imprecations, and his writings are considered cursed.

Hotan: Greatest and most knowledgeable savant of his day, Hotan is credited with formulating the principles of Trans-Ascendency, a set of mystical doctrines later adopted by the Ariane of Tamaranth. He claimed, in fact, to have been able to reincarnate into the same bodily form at will, bestowing upon himself a practical sort of immortality.

Hotan spent the better part of his many incarnations compiling a comprehensive history of Talislantan civilization; completion of this goal continued to elude him no matter how long he worked at it. In his spare time, he devised several dozen original spells, most of which are now lost.

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

Ilse: A Sursian witchwoman of multi-faceted talents, Ilse gained notoriety by the employment of various charms and seductions. From a powerful Shaitan named Nargul she plied the Six-Fold Spell of Fascination, which she employed to learn the secrets of the many magicians whom she took as lovers. Posing as a fruiting tree, she spied upon Viridian (q.v.), and deduced the means by which he influenced plants. From the race of whisps she stole numerous beguiling cantrips and enchantments.

Viridian eventually learned of Ilse's trespasses and turned her into a purple thornrose, a plant which he considered to be symbolic of the witch's dual nature. Thieves subsequently made off with Ilse's purloined magics, only a meager portion of which have ever been recovered. Certain Talislantan historians credit the Dhuna witchwomen with the theft of Ilse's secrets, which may explain the peculiar ability of the Dhuna to capture a man's heart with a single kiss.



Korak: Brilliant theoretician and sorcerer supreme, Korak developed countless spells during his lifetime, which spanned some sixteen hundred years. He is most famous for the discovery of interdimensional travel, and the subsequent authoring of over two hundred volumes, folios and treatises on the myriad planes of existence. His greatest accomplishment, however, was his "Theory of Magic and Anti-Magic", which stands to the present day as the definitive work on the principles of magic (see *MAGICAL TOMES*). Unfortunately, the theorisms defined within the pages of this voluminous libram are so complex as to be nearly incomprehensible to most modern-day magicians.

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

Narishna: Known as the "Black Wizard of Quaran", Narishna was the understudy of the half-human wizard, Drax (q.v.). He served as necromantic advisor to nine generations of Quaranian Sorcerer-Kings, during which time there is little doubt that he was the true ruler of that ancient empire. Untold millions (including nearly the entire Xambrian race) died in the fire pits of Malnangar and in his dungeons, where the Black Wizard consorted with the rebel Shaitan, Zahur.

The sum total of Narishna's work was catalogued in "The Tormentia"; a massive, iron-bound tome containing some of the most dire incantations, maledictions and Black Magical rituals ever known to mortal man (see *MAGICAL TOMES*). Diabolists disagree regarding their opinion of the Black Wizard: traditionalists hold him in contempt for his dealings with Zahur, a pariah among the race of Talislantan devils; extremists revere him as a near-deific entity, and claim that Narishna's downfall at the hands of the Arch-Mage Soliman (q.v.) was orchestrated by none other than Diabolus, the ruler of the Shaitan. Urmaan, the infamous Necromancer-King of Rajanistan, claimed to be an incarnation of Narishna.

Rodinn: Known in legend as "the Mad Wizard"; actually somewhat of a misnomer, as Rodinn was not a wizard but a sorcerer. In his day, Rodinn served as Royal Sorcerer to the King of Pompados, and was accorded great respect and honors. A minor indiscretion, reputedly involving Rodinn and the emperor's wife and seven daughters, forced the sorcerer to flee from his native land. He took up residence in a secluded woodland, continuing his work in solitude. During this time it is believed that Rodinn inadvertently discovered the secret of concocting the potent magical substance known as quintessence. An untimely accident seems to have led to the accidental release of a great quantity of incorrectly distilled quintessence into the surrounding environs, with unfortunate results (see **THE CHRONICLES OF TALISLANTA**, pg. 104; "the Great Disaster").

His unflattering appellation aside, Rodinn is credited with authoring numerous obscure alchemical formulae, odd enchantments and peculiar theorisms. Many scholars add to this list of accomplishments the unintentional devastation of vast tracts of territory, permanent damage to the Talislantan ecology, and the resultant fall of the first great civilizations of Talislanta. The sorcerer's achievements were otherwise minor in scope.

Soliman I: First of a succession of arch-mages by the same name, most of far lesser repute. A prophet and scholar of note, Soliman was renowned as a man of exceptional abilities. He embodied the priestly virtues of kindness and piety, and was the recipient of great knowledge, which he claimed to have received from divine sources. Many religions of the New Age profess kinship with Soliman's principles, though most have interpreted the meaning and intent of his prophecies to suit their own needs.

Soliman's works include bestiaries, cosmologies, compendiums, and some of the most cogent spells ever devised. He authored many books of prophecies, only a handful of which have ever been found. The ancient Phaadrans credited Soliman with having written the definitive book on self-enlightenment entitled "The Seven Paths to Knowledge" (see *MAGICAL TOMES*); others claim that no such book exists. Due to his association with entities from the higher planes of existence, Soliman is regarded by many priests, astrologers and archimages as a demi-god. His name, employed in conjunction with certain incantations, is still used to ward against devils, demons, and lower spirit-forms. Soliman disappeared following an epic magical conflict with the dread Narishna (q.v.).

Viridian: Perhaps the strangest of all spell casters extant during the Forgotten Age, Viridian was not a true man, but a simulacrum created by the great sorcerer, Korak (q.v.). Legend has it that Korak constructed the simulacrum in his likeness, imprinting his creation with an intellectual matrix modeled upon his own extraordinary mental faculties. A flaw in the procedure caused Viridian to prefer the company of plants to that of men, a peculiar trait which led him to adopt a green-skinned, grassy-haired semblance.

Viridian fabricated many spells and incantations, and went on to create no less than one hundred and forty-three distinct species of plants, trees and shrubs. Many—including the yellow stickler, contrary vine, whisp-bane, and the useful Viridia plant—continue to flourish in the present age. Several dozen of Viridian's creations were preserved in suspension by magicians from the City of the Four Winds, though most probably perished during the Great Disaster.

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

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

Zanillo authored a variety of texts, treatises and incantations, few of which are held in any great regard. His fondness for practical jokes and sleights of hand is reflected in his book, "Legerdemain" (see *MAGICAL TOMES*). Essentially a collection of minor cantrips, petty tricks and related banalities, the tome is considered an invaluable handbook for aspiring mountebanks, scalliwags and kleptomaniacs. It is widely believed that Rodinn's fall from favor was instrumented by Zanillo, who was renowned for the devious methods by which he dealt with his detractors and rivals.



MAGICIANS OF THE EARLY NEW AGE

The coming of the New Age coincided with a period of resurgence in the magical arts which, while short-lived, succeeded in recapturing some of the former grandeur of ancient Talislanta. During this time, a number of archaic practices were re-discovered or revived. The Phaedrans were particularly active in this regard, expending a great deal of energy excavating the tombs and crypts of long-forgotten sorcerers. Regrettably, the Cult Wars brought a swift end to this otherwise promising era.

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

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

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

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

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

Drugalia's magical legacy, however, is considerably less memorable. Like most of the Mazdaks he was too preoccupied with acts of wanton savagery to have accomplished much of enduring value. His sole achievement of note was quite accidental: the discovery of the iron-bound book, which scholars of the occult sciences believe to have been none other than *The Pandemonicus* (see *MAGICAL*

TOMES). Those who ascribe to this theory claim that Drugalia had no magical abilities whatever, and that his powers were derived through pacts with various demonic entities.

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

Kabros: Last of the sorcerer-kings of ancient Phaedra, Kabros remains the most highly-regarded Talislantan magician of the New Age. He was one of only a handful of spell casters ever to master the abstruse concepts of the great Korak (q.v.), whom Kabros claimed as an ancestor and inspiration. His "Guide to the Lower Planes" (see *MAGICAL TOMES*), a set of thirty volumes which took over seventy years to compile, is considered the authoritative work upon the subject, and his catalogues of extra-dimensional flora and fauna compare favorably with the works of any of his contemporaries.

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

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

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

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

Mordante: One of the most accomplished Black Magicians of the New Age, Mordante fancied himself a descendant of the vile sorcerers of ancient Quaran. The concept was perhaps not so far-fetched: Mordante's reputation as a cold-blooded killer was well-established, and preceded him to good effect in all his dealings. At the height of his power, his enemies were loath even to whisper his name for fear of discovery.

Mordante's accomplishments were multifarious. He devised a dozen or more searing spells, catalogued entire volumes of curses and maledictions, and compiled a rare series of texts describing in lurid



detail the horrid practices of the Chana Witchmen tribes (see *MAGICAL TOMES*). His "Black Grimoire" is considered a classic, and an indispensable reference work for practitioners of the dark arts.

Though he was of mixed blood (chroniclers disagree as to the Black Magician's lineage), Mordante rose to preeminence in Faradun, eventually attaining the position of advisor to the Cral himself. He disappeared following rumors that he was the target of a vendetta by the Xambrian wizard hunters, and has not been heard of to the present day.

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

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

Public opinion of Sassan's qualities was seen to improve markedly soon thereafter, and Sassan was lauded as an individual of uncommon virtue. His works became widely read, and his spells gained recognition throughout Zandu (prior charges of arson were reduced to misdemeanor status, then dismissed altogether). In response to public demand, the Sultan of Zandu elected Sassan to undertake a courageous expedition to the Volcanic Hills, where it is believed the magician met an untimely end at the hands of the warlike Sauran tribes. Years later, Sassan was declared a public menace in absentia, and his works banned. Illicit copies of his spells are supposedly still available through certain black market outlets, and are much-prized by magicians of many professions.

Shaladin: A Kasmir wizard of unique talents, Shaladin is acknowledged as the penultimate master of minor enchantments, traps, tricks and various other methods used to safeguard against theft and intrusion. He served as Royal Vizier to three Kasmir kings, accumulating both wealth and honors.

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

Thystram: Renowned savant of ancient Phaedra, Thystram enjoyed wide acclaim as an author of useful compendiums on a variety of subjects. His "Thystram's Collectanea" (see *MAGICAL TOMES*), a listing of Talislantan flora and fauna, was considered a masterwork of naturalism. Scholars of the present day are less uniform in their appraisal of the "Collectanea", which some say is rife with errors and imaginary claims.

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

Urmaan: First and only Necromancer-King of Rajanistan, Urmaan claimed to be a reincarnation of the terrible Narishna (q.v.), and indeed exhibited many of the horrid traits of his reputed ancestor. Under his merciless rule, the primitive Rajan tribes subjected or exterminated all the diverse nomadic peoples of the south eastern deserts, and established the dark nation of Rajanistan. He also established the Torquar, an elite branch of the Rajan army specializing in terrorism, assassination, and torture.

Urmaan's major accomplishments in the field of the occult came as a collector and translator of archaic Black Magical writings. At his command, hundreds of ancient tombs, mausoleums and ossuaries were stripped of their contents, yielding an uncountable number of stone tablets, scrolls, carvings, images and artifacts. These Urmaan had delivered to a secret sanctuary hidden in the Jade Mountains. Here, a group of forty acolytes toiled for fifty years: examining and cataloguing each article, transcribing spells and texts, and deciphering cryptic notations of various sorts. At the end of the fifty-year period, Urmaan visited the sanctuary and appraised the acolytes' work. In the many vaults of the lower levels he found no less than one hundred and forty volumes, plus three thousand chests and cases of goods. Satisfied that he possessed the greatest collection of arcane knowledge in existence, Urmaan murdered the acolytes and sealed the doors of the sanctum forever.

OTHER INDIVIDUALS OF NOTE

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

LaMune the Water-Walker: A contemporary of Rodinn, credited with the creation of several enchanted items of a highly eccentric sort.

Sargan: A minor magician who achieved a considerable degree of notoriety in Phaedra following the chance discovery of a cache of magical paraphernalia once owned by the great Cascal.

Oranthus: A Black Magician, and arch-rival of the estimable sorcerer, Korak. Following a dispute, Korak was impelled to place the untrustworthy Oranthus in stasis within an energy matrix, which the irate sorcerer then cast into another dimension. The name, Oranthus means "shadow realm" in the language of the Ariane.

Melandre: Enchantress and consort of Mordante, with whom she bore a son, Maelius. Little is known of either of the two, though the name, Maelius, appears in books subsequently authored by other Black Magicians.



SPELLS OF THE ANCIENT SORGERERS



"MORDANTE"

P. Sechi '98



The following is a list of spells and incantations developed by (or at least credited to) the fabled sorcerers of ancient Talislanta. Unlike the lists of Basic Spells and Minor Enchantments published in **THE TALISLANTAN HANDBOOK**, these potent magics are not commonly known. Many, in fact, are so rare and/or obscure that most Talislantan magicians are unaware that such enchantments even exist.

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

LISTING OF RARE AND ANCIENT SPELLS

Arkon's Cryptomantic Analysis
Arkon's Flashing Blade
Arkon's Impermeable Web
Arkon's Seeker

Arkon's Twister
Astramir's Thaumaturgic Analysis
Astramir's Transmutation
Black Mists of Malnangar

Cascal's Illusory Arcana
Cascal's Numinous Veil
Cascal's Rainbow Bridge
Cascal's Reflective Aura

Cascal's Shadow Dimension
Cascal's Transfixation
Dimension Warp
Korak's Anti-Magic Aura

Korak's Arcane Analysis
Korak's Counterstroke
Korak's Darkening Veil
Korak's Interposing Shields

Korak's Perdurable Enchantment
Korak's Spell of Transference
Korak's Ultra-Sensorium
Malderon's Magic Portal

Malderon's Mists
Malderon's Rings
Mordante's Dark Harbinger
Mordante's Frightful Minion

Mordante's Nightmare Visions
Mordante's Nocturnal Menace
Mordante's Unseen Agency
Mordante's Winged Servant

Rodinn's Spell of Instant Sobriety
Rodinn's Spell of Sartorial Splendor
Rodinn's Sumptuous Repast
Sassan's Fiery Motes

Sassan's Pyromania
Seven Secret Symbols of Power
Shaladin's Alarums and Diversions
Shaladin's Machinatus

Shaladin's Surprise
The Six-Fold Spell of Fascination
Soliman's Chains
Spell of Surveillance

Spell of Unending Torment
Thystram's Glossolalia
Thystram's Proximate Analysis
Thystram's Spell of Stasis

The Veil of Deception
The Veil of Stealth
Viridian's Elemental Aura
Viridian's Green World

Viridian's Phytomantic Permutation
Zanillo's Aura of Enhancement
Zanillo's Clever Exchange
Zanillo's Extravagant Flourish

Zanillo's Phantasmal Felon
Zanillo's Pocket Dimension



ARKON'S CRYPTOMANTIC ANALYSIS: This eminently useful spell allows the caster to decipher magical or non-magical writings of all sorts, including ancient scripts, symbols, and sigils. The quantity of writings which can be analyzed is approximately one square foot (or one page) per level. To activate the spell, the caster waves a hand, wand or staff over the designated writings while reciting Hotan's incantation, enabling the caster to read their true meaning. The analysis takes 1-10 minutes per page of text (based on the complexity of the writings; Gamemaster's ruling) to complete.

MAGIC RESISTANCE: None. Spells used to obscure or alter written materials, such as Cascal's Numinous Veil, will foil this enchantment. Also, the use of this enchantment renders the caster susceptible to the effects of illusory writings or cursed inscriptions (-4 penalty to resist).

ARKON'S FLASHING BLADE: This spell allows the caster to conjure a magical blade comprised of eldritch, elemental, or mystical force. The gleaming blade will cut through any non-magical armor as though it doesn't exist, doing damage similar to a dueling sword (d8; no bonuses/penalties for strength). Only the caster may wield the magical blade, which has a duration of one minute per level. To activate the spell, the caster holds forth his or her hand and speaks Arkon's word of conjuration. The magical blade will materialize in the caster's hand.

MAGIC RESISTANCE: None. Damage totals permitting, Arkon's blade is capable of penetrating magical armor, but is ineffective vs. an appropriate aura of protection. A blade of elemental force can be made to do fire, cold, or electrical energy.



ARKON'S IMPERMEABLE WEB: This spell allows the caster to create an impassable mesh of inter-connecting lines of force, which may be used to entrap enemies or as a barrier against hostile creatures, interlopers, etc. The shape or form of the web (box, wall, fence, etc.) is up to the caster to determine, the maximum area of mesh created by the spell being limited to 10 x 10 feet per level (consider a level one web to be sufficient to completely surround a single, man-sized creature). Range is ten feet per level, and duration is one hour per level. The quantity of web produced and its duration may be modified as desired, within the limitations of the spell. To activate the spell, the caster must recite Arkon's words of warding while tracing in the air the general shape to which the web is intended to conform (the player should describe the specifics of the web to the Gamemaster as the character is casting the spell). Note that a web, once cast, cannot be moved or altered, and can only be rendered null by means of an appropriate counter-spell.

MAGIC RESISTANCE: None. Escape from an Impermeable Web is possible only by individuals or entities who possess intra-dimensional capabilities (via spell, magical adjunct or other means). Even non-corporeal entities cannot penetrate a magical barrier of this sort.

ARKON'S SEEKER: The great Arkon created this spell, which allows the caster to locate any single living individual, creature or being,

provided the caster knows the specified individual's/creature's name. The spell's range is unlimited, though the enchantment has no inter-dimensional capabilities, and may be nullified by magics which are designed to counter spells of detection. To activate the spell, the caster takes a stick or other pointed object in hand, marks one end, and utters Arkon's divination. Then, speaking aloud the name of the intended subject, the caster tosses the object in the air. When it lands on the ground, the object will indicate the direction in which the subject can be found. It is well to note that the enchantment is not an indicator of distance, however.

MAGIC RESISTANCE: None.

ARKON'S TWISTER: This spell allows the caster to entrap a foe in a powerful vortex of magical forces. The speed at which the victim is made to spin can be controlled by the caster, as follows: "Intensity One" is sufficient to cause extreme vertigo, and to relieve the victim of hand-held objects and items secured in pockets, pouches, etc.; "Intensity Two" is sufficient to hurtle the victim ten feet (per level) in any direction, with the victim taking corresponding damage upon impact with any solid surface; "Intensity Three" creates a vortex of such velocity that it will propel the victim through the dimensional fabric and into another plane of existence (caster's choice).

MAGIC RESISTANCE: vs. DEXTERITY, to dodge the vortex. The caster may attempt to entrap the victim once per round, until the vortex expires or is counter-magicked, if desired (this requires the caster to concentrate on the vortex, however). A subject exceeding the spell's maximum weight allowance will not be affected by the vortex.

ASTRAMIR'S THAUMATURGIC ANALYSIS: This useful spell allows the caster to identify any substance or mixture, thereby determining its true properties and/or effects. The enchantment serves as an infallible detector of poisons and toxins, among its many other practical applications. To activate the spell, the caster must first isolate a quantity of the substance which is to be identified (a phial, tongs, spatula or appropriate container of any sort will suffice for this purpose). This done, the caster waves a hand over the isolated sampling and recites Astramir's thaumaturgic formula, yielding a prismatic pattern which the caster may study and thereby deduce the desired information. The analysis takes five minutes to complete.

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

ASTRAMIR'S TRANSMUTATION: This spell allows the caster to transmute the nature of any non-magical substance or material: from solid to liquid, solid to gas, liquid to solid, etc. The amount of material which can be affected by this enchantment is one cubic foot per level. The spell has no toxic or harmful qualities per se, and yields unusual effects when used upon living creatures. A living entity transmuted to gaseous or liquid form is normally able to maintain integrity and control over its substance: a gaseous being can hover and float above the ground, a liquefied being can seep into narrow cracks and crevices, etc. A solidified creature or being, transmuted to a variety of rigid carbon compounds, gains an increased resistance to damage (as if wearing plate armor), but suffers a corresponding loss of mobility (-4 reduction in SPEED, DEXTERITY, and COMBAT RATING). Duration is ten minutes. To activate the spell, the caster touches the subject with a wand or staff and utters Astramir's thaumaturgic word of alteration.

MAGIC RESISTANCE: None, provided the subject is touched. Note that non-corporeal entities, having no substance, cannot be affected by this spell.



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

The Black Mists can be made to cause any of several magical effects, including paralysis, blindness, or strangulation, and can be made to target one victim per level. In the case of strangulation, damage is d8 per round. Duration for all other effects is one hour, or until such time as a counterspell or cure can be obtained.

MAGIC RESISTANCE: vs. SPEED, to elude the mists for no effect. Note that as long as the caster maintains concentration, he or she may direct the mists to attack victims once per round for as long as such individuals remain within range of the spell's effects. If the caster is distracted from concentrating on the spell, the mists will dissolve into nothingness.

CASCAL'S ILLUSORY ARCANA: This spell allows the magician to cast an illusory version of any spell which he or she knows or has seen at least once before. The concept, as envisioned by Cascal, is unique in that it allows the magician to create the appearance that he or she is casting a real spell, rather than an illusion. Thus, the magician can cast an illusory Spell of Elemental Fire, Arkon's Impermeable Web, Rainbow Bridge, or whatever. Should the victims fail to resist the enchantment, they will believe that the illusory spell is real. If the spell being mimicked was one which would, if real, cause damage to the victims, those who fail to resist the illusion will believe that they have suffered harm. Victims who have been "killed" by Illusory Arcana can indeed die of heart failure, caused by shock (roll vs. CONSTITUTION as per the standard procedure for determinations of this sort).

Range, duration, and apparent effects of any illusory spell are as per the actual spell. The level of spell-effect is determined by the level at which Cascal's Illusory Arcana is cast. To activate the spell, the caster performs the motions of the spell being mimicked, but utters the syllables of Cascal's Illusory Arcana. The illusory quality of the enchantment is such that it will appear to observers that the real spell is being cast.

MAGIC RESISTANCE: vs. PERCEPTION, as per any spell of illusion. Note that reflective spells or mirrors can be used to turn the illusory effects of this spell back on the caster. Also note that an "illusory illusion" is simply an illusion.

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

MAGIC RESISTANCE: As per illusions.

CASCAL'S RAINBOW BRIDGE: This spell allows the caster to refract light through any enchanted prism, producing a multi-colored

bridge of solidified light particles. The bridge requires no means of support per se, but must span an area between two relatively solid things; i.e., a Rainbow Bridge cannot simply terminate in mid-air. The width of a Rainbow Bridge can range from 1-10 feet, as the caster wishes. Length is a maximum of ten feet per level, and duration is one minute per level. To activate the spell, the caster must have an enchanted (or "magicked") prism on hand. Placing the prism at the point from which the bridge is to extend, the caster speaks Cascal's incantation, thus causing the Rainbow Bridge to emanate from the prism.

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

CASCAL'S REFLECTIVE AURA: This spell allows the caster to envelop himself or herself in a shimmering aura of light, which confers protection against spells of illusion, hallucinations, visual attack forms and radiant or prismatic light. Spells or other visual attack forms directed against the aura are reflected back upon the caster/attacker. Note that a Reflective Aura protects only against spells or attacks directed at the beneficiary of the enchantment; i.e., the aura itself does not allow the beneficiary to detect illusions. Illusory creatures or objects (being comprised of light) cannot penetrate a Reflective Aura, however. Duration is one minute per level. To activate the spell, the caster executes a secret sign and speaks Cascal's incantation.

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

CASCAL'S SHADOW DIMENSION: This spell enables the caster to create an extra-dimensional space within the confines of any area of darkness or shadow. The caster may step into this space and look out unseen upon the surrounding area, or hide one or more objects within the extra-dimensional space, as desired. In either case, the size of the area of shadow must be large enough to permit entry by the caster or designated object(s); the extra-dimensional space itself is limitless in area. To activate the spell, the caster waves a hand over the area of shadow which is to be used in the enchantment and utters Cascal's incantation. The Shadow Dimension may then be entered or employed as desired. A Shadow Dimension may be exited or entered at will for the length of its duration, which is ten minutes per level. Individuals or objects which remain within the extra-dimensional space after the spell's duration has lapsed will be trapped until they can be retrieved, or can effect an escape by magical means (individuals or objects left in a lapsed Shadow Dimension tend to drift towards the Void, and may not be found in the same place where they were left). If desired, the caster may designate any single creature or being as the recipient of the spell.

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

CASCAL'S TRANSFIXATION: This spell allows the caster to produce a blinding burst of kaleidoscope colors. The stabbing beams of light produced by this enchantment impinge upon the ocular nerves of the intended victim, causing confusion and disorientation. In essence, the victim is rendered dazed and unable to think or take action until the spell's effects wear off. Range is ten feet per level, and duration is one minute per level. To activate the spell, the caster



holds forth any sort of crystal, prism, gemstone or other reflective article. The caster speaks Cascal's dazzling word of power, causing a brilliant burst of colors to fly forth from the object in hand and strike the intended victim.

MAGIC RESISTANCE: vs. PERCEPTION, in order to resist the disorienting effects of the spell. Note that creatures or beings who are blind and/or do not possess optical organs cannot be affected by Cascal's Transfixation. Conversely, creatures or beings who possess night vision and/or are sensitive to light are most susceptible to the effects of this spell (-4 penalty to resist).

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

A Dimension Warp may be cast anywhere: in a doorway, a room, outdoors, in a chest, upon the opening of a bottle or container, etc. Its size is irrelevant; even a one-inch warp is capable of drawing in almost anything which makes contact with it (larger warps are more dangerous only due to the increased surface area, which is more likely to entrap intruders). Dimension warps are stationary, and are barely discernible by the faint aura of distortion which they emanate. A warp's duration is ten minutes per level, and casting range is ten feet. To activate the spell, the caster makes an arcane gesture and speaks nine words of power. The awesome forces generated will create a hole in the dimensional fabric, the size of which may be determined by the caster.

MAGIC RESISTANCE: vs. PERCEPTION, to notice the warp in time to avoid contacting it (warps radiate a strong aura of magic which can sometimes be "felt" at distances of up to five feet).



KORAK'S ANTI-MAGIC AURA: This spell allows the caster to envelop himself or herself in a shimmering aura of anti-magical energy that will confer protection from hostile magics. Spells directed against the beneficiary of this enchantment dissolve upon contact with the anti-magic field, and are rendered ineffective. The aura does not confer protection from spells which affect the caster's surroundings (such as ARKON'S IMPERMEABLE WEB), spells of influence, or psychic/mystic energies, nor is it proof from illusions.

The employment of an anti-magic aura is not without certain drawbacks. While enveloped in the aura, a magician can cast no other spell upon himself/herself. Further, the casting of an anti-magic aura cancels all previous enchantments, shields, auras, veils, etc. which the magician may have been employing. Also of concern is the fact that a miscast anti-magic can result in a temporary loss of spell casting abilities, or the inadvertent "de-magicking" of one or more enchanted items on the caster's person.

Duration is one minute per level. To activate the spell, the caster performs an arcane gesture while uttering Korak's incantation.

MAGIC RESISTANCE: None. It is perhaps interesting to note that, in terms of outward appearance, it is impossible to tell Korak's aura from the aura-enchantments of Cascal, Viridian, and Zanillo.

KORAK'S ARCANALYSIS: This spell enables the caster to make one of the following determinations:

1) Whether or not a given individual, creature, object or area is under an enchantment of some sort, or is essentially magical in nature (i.e., an illusion, conjuration, simulacrum, etc.). If so, the type of spell being employed (illusion, conjuration, symbol, aura, etc.) will be revealed, and its approximate level. The degree of accuracy for the latter determination is +/- two levels (Gamemaster's choice).

2) Whether or not a given object, area or other non-living subject possesses magical properties, as per an enchanted item. If so, the properties and/or powers of the object or area will be revealed, and its approximate level (degree of accuracy is as per #1).

To activate the spell, the caster must stand within arm's reach of the designated subject while performing a precise movement of the hands and reciting Korak's occult formulae. A helix of colored lines is produced, which the caster may study and thereby deduce the desired information. The analysis takes five minutes to complete.

MAGIC RESISTANCE: None. Korak's Arcane Analysis cannot be employed to identify alchemical/thaumaturgical mixtures, non-magical substances, unknown species, or writings.

KORAK'S COUNTERSTROKE: This spell allows the caster to divert hostile magics away from an intended target or subject by means of a deflective shield of anti-magical energy. The counterj shield may be cast up to a range of ten feet per level, and will unerringly deflect any single bolt, beam or burst of magical origin (including eldritch, elemental and mystical energy). Duration is instantaneous. To activate the spell, the caster points in the direction of the hostile magic and utters Korak's word of anti-magical power.

MAGIC RESISTANCE: None. It should be noted that hostile magics countered by means of this spell are not dispersed or dispelled, but merely deflected in a random direction. The Gamemaster should roll a d6 to make this determination, as follows:

- 1 = deflected upward
- 2 = deflected downward
- 3 = deflected to left
- 4 = deflected to right
- 5-6 = Gamemaster's choice.

KORAK'S DARKENING VEIL: This spell allows the caster to negate the effects of any type of crystal ball, seeing-stone, or spell of surveillance. The enchantment will cause any scrying device directed against the caster and/or his or her associates to cloud over and darken, effectively foiling spying attempts of this nature. Duration is ten minutes per level, and range is limitless. A Darkening Veil has no inter-dimensional capability, however. To activate the spell, the caster performs a sweeping motion of both hands at chest height while speaking Korak's negating words of power.

MAGIC RESISTANCE: None.

KORAK'S INTERPOSING SHIELDS: This spell allows the caster to create a number of disc-shaped shields of magical force, which encircle the caster, moving automatically to intercept and nullify attacks



by missiles, weapons, hostile creatures or beings, and magical bolts, darts, etc. The glowing shields also possess reflective qualities which are proof to radiant light and heat, but do not confer protection against illusions, mists, gases, dusts, spells with a wide area of effect, or psychic energies. The spell produces one shield per level, each of which will serve to thwart a single attack. Contact with any of the attack forms listed will cause a shield to burst into shards of light. The shields have a maximum duration of ten minutes in any case, after which time the discs of energy will simply dissolve. To activate the enchantment, the caster recites Korak's word of warding with right hand upraised in a gesture of arcane significance. The shields appear at once and hover about the caster.

MAGIC RESISTANCE: None.

KORAK'S PERDURABLE ENCHANTMENT: This potent spell enables the caster to extend the duration of any of the following types of enchantments:

- 1) magical gates, dimensional openings, etc.
- 2) any illusion or illusory effect not of "instantaneous" duration
- 3) magical mists or trap-type effects
- 4) magical bonds or restraints of any sort
- 5) conjured/metamorphosized creatures or beings

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

MAGIC RESISTANCE: None. It should be noted that a miscast spell of this nature can cause disruptions in the temporal fabric, resulting in grievous consequences for the caster (such as premature aging, loss of vitality, displacement in time, etc.)

KORAK'S SPELL OF TRANSFERENCE: This complex spell enables the caster to create an opening into a neutral dimensional nexus, step within, and emerge in another locale of the caster's choice. Distance is not a factor; if desired, the caster may even use this spell to gain access to another dimension. It is not possible, however, for the caster to use this spell to travel to any locale which he or she has not previously visited, or has at least scrutinized by means of a crystal ball or seeing-stone. The caster must concentrate fully while effecting the transference, for the slightest distraction may cause the caster to become disoriented while seeking to exit the dimensional nexus (roll vs. INTELLIGENCE if such an occurrence is likely; failure indicates that the caster exits the nexus at a location determined at random by the Gamemaster, rather than the intended destination). Spell failure or magical mishaps are a particular annoyance when casting a Spell of Transference, and can lead to the inadvertent creation of dimensional rifts, vortexes, temporal displacements and other inconveniences. Also, while the caster stands within the dimensional nexus, there is a small chance (one in twenty) that he or she may encounter wandering creatures or beings of extra-dimensional origin, or even fellow travelers of one sort or another.

If desired, the caster may bring other creatures or beings along (one per every five levels, not including the caster; i.e., to transfer the caster and one other individual the spell must be cast at level five, to

transfer two individuals with the caster the spell must be cast at level ten, etc.). To activate the spell, the caster must have in his or her possession an enchanted crystal (see *ENCHANTED ITEMS*), which acts as a focus for Korak's spoken incantation.

MAGIC RESISTANCE: None.

KORAK'S ULTRA-SENSORIUM: This spell increases the subject's sensory capabilities to a remarkable degree, allowing the beneficiary of this enchantment to see invisible/astral/ethereal presences or objects, detect illusions by touch, discern even the subtlest odors or scents, hear whispered conversations or other faint sounds, and detect magical emanations by sight (maximum range for all but the tactile ability is one hundred feet). The recipient of the ultra-sensorial capabilities will also be invested with a type of "sixth sense" which will alert the individual if he or she is being watched by unseen agencies of any sort. Duration is one minute per level. To activate the spell, the caster places his or her right hand upon the forehead of the intended subject (or upon his or her own head, if the caster is to be the beneficiary of the enchantment), and speaks Korak's incantation.

MAGIC RESISTANCE: None, though an unwilling recipient can void the enchantment by preventing the caster from touching him/her. It should be noted that individuals affected by this spell are highly susceptible to damage by extreme sensory stimuli: loud noises, noxious vapors, extremely bright lights, or spells which cause effects such as these (-5 penalty on all attempts to resist the effects of such stimuli).

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

- 1) "Nowhere." This was Malderon's rather quaint name for The Void, a dark dimension having no substance (see *THE OMNIVERSE*). While Malderon claimed that he often hid here to avoid the unwanted attentions of peddlers and visiting relatives, individuals who do not possess the ability to travel from one dimension to another will become trapped in The Void if they pass through the one-way door.





2) Through any solid or semi-solid substance, including stone, earth, wood, metal, glass, sand, mud, etc. In this instance, the depth of the opening behind the door is limited to 1/2 foot per level.

3) To any location where the caster has previously placed another Magic Portal, thus serving as a magical means of traveling from one location to another.

All Magic Portals are "one-way doors," which can only function either as an "entrance" or an "exit," as the caster determines. Duration is normally limited to one hour. Such is the utility of this spell that magicians often use Korak's Perdurable Enchantment to create Magic Portals of long-lasting duration, forming a convenient means of access to various places. To activate the spell, the caster traces the outline of a door in the desired location and utters Malderon's incantation.

MAGIC RESISTANCE: None. It should be noted that a miscast Magic Portal can lead to unpleasant consequences of various sorts, including inter-dimensional rifts and gates into bizarre locales.

MALDERON'S MISTS: This spell enables the caster to create a quantity of magical mists which can be made to cause one of the following effects:

1) **Obscure Vision:** The mists created will be impenetrable by magical or non-magical means of detection, including scrying devices.

2) **Sleep:** Individuals who fall victim to these mists cannot be awakened until the effects of the enchantment wear off or are countered by magical/chemical means.

3) **Forgetfulness:** Individuals who fall victim to these mists will become confused and disoriented; uncertain of who they are, where they are, or what they were doing prior to contacting the mists. Until the mists' effects wear off or are counter-magicked, such victims will be unable to remember any previously known skills, talents or abilities requiring conscious thought. For all intents and purposes, they will have a skill rating of "zero" (attribute scores or natural abilities are not affected by the enchantment).

The quantity of mists created by this spell cannot exceed 10 x 10 x 10 feet. Range is ten feet per level, and duration of the mists' effects is one minute per level. The mists are stationary, though the magical vapors can be moved or dispersed by magical or non-magical winds. Color of the mists is variable, according to the caster's designs. To activate the spell, the caster gestures with both hands while reciting Malderon's incantation.

MAGIC RESISTANCE: vs. CONSTITUTION, with regard to magical sleep and forgetfulness.

MALDERON'S RINGS: This spell enables the caster to create one or more unbreakable rings of magical energy, which may be directed to encircle and confine any creature, being, organism or object. The enchantment yields up to one ring per level, the maximum diameter of which cannot exceed two feet per level. Maximum duration is one hour, and range is ten feet per level. To activate the spell, the caster points at the designated target(s) of the spell and utters Malderon's activating incantation.

MAGIC RESISTANCE: vs. DEXTERITY to dodge the rings for no effect.

MORDANTE'S DARK HARBINGER: This spell allows the caster to summon a Harbinger Imp—a vile pseudo-demon from the Nightmare

Dimension, commonly a bearer of ill fortune and evil omens. The Harbinger Imp will deliver any verbal message given to it by the caster. Distance is not a factor, though a Harbinger Imp will be reluctant to venture beyond the Gray Sphere of the Astral Plane unless it is promised a sizeable reward.

To activate the spell, the caster traces a symbol in the air and recites Mordante's incantation. The Harbinger Imp will appear, awaiting its commands. The caster need only inform the Harbinger of the identity and general location of the individual or creature for whom the message is intended, and it will be off. The level at which the spell is cast determines the level of the Imp (maximum level: four). Note that, like Mordante's Nocturnal Menace, no special preparations are required to effect the summoning.

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

MORDANTE'S FRIGHTFUL MINION: This spell allows the caster to summon a "Barbed Horror"—a parasitic homonculus spawned by Black Magic, normally found only on the Nightmare Dimension. The Barbed Horror can be commanded to conceal itself in any room, alcove, chest, hole, etc. large enough to allow it to enter (a six-inch diameter opening is required for the imp-like homonculus to gain entry). As specified by the caster, the Barbed Horror will attack any unauthorized intruder, designated subject, or random victim which approaches within one foot of the homonculus' hiding place. The level at which the spell is cast determines the level of the Barbed Horror (maximum: level six).

Like Mordante's Nocturnal Menace, the summons requires no special preparations to cast. To activate the spell, the caster traces a symbol in the air and speaks Mordante's incantation. The Barbed Horror will appear, awaiting its commands. As these horrid homonculi are not particularly mobile, the caster should summon the minion near the spot where it is to be hidden. A Barbed Horror will remain in hiding indefinitely, until such time as it is impelled to attack.

MAGIC RESISTANCE: None. If miscast, Mordante's Terrifying Minion may yield results similar to an improperly cast Spell of Summoning.





MORDANTE'S NIGHTMARE VISIONS: This spell allows the caster to summon a number of Fantasms—ethereal pseudo-demons from the Nightmare Dimension, known for their ability to cause fear. The Fantasms may be commanded to attack and terrorize any subject or subjects designated by the caster. In order to activate the spell, the caster must burn a mixture of one dram of incense and one of black mushroom or black lotus while chanting Mordante's incantation. The fumes and spell forces together will induce a magical sleep which will render the caster insensible for one hour, meanwhile enabling him or her to extend a psychic summons into the Nightmare Dimension. Two Fantasms per level will answer the caster's summons, and respond to his or her commands. The caster will be able to visualize all that transpires, and can direct the Fantasms to attack any subject or group of subjects desired. Range is unlimited, though inter-dimensional control of the summoned Fantasms is not possible. Only level one Fantasms will respond to the summons.

MAGIC RESISTANCE: None. If miscast, this spell can lead to dire consequences, including terrifying nightmares, possession, or the direct intervention of the horrific entity known as Noman (ruler of the Nightmare Dimension; see *THE OMNIVERSE*).



MORDANTE'S NOCTURNAL MENACE: This spell allows the caster to summon a Nightstalker—a three-eyed monster from the astral plane, capable of attacking living creatures on the material plane by invading their dreams in astral form. The spell is particularly useful, as there is no need to observe the strictures and procedures normally associated with summoning spells. Mordante's name alone is enough to compel the Nightstalker to obey, by reason of a pact struck between these creatures and the Black Magician himself. In accordance with this pact, a Nightstalker may only be summoned after dark.

To activate the spell, the caster traces a symbol in the air while speaking Mordante's arcane incantation. The Nightstalker will appear in a cloud of acrid vapor, awaiting the caster's command. The caster need only inform the Nightstalker of the chosen victim's identity and location, and it will obey. The level at which the spell is cast determines the level of the Nightstalker (maximum: level twelve).

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

MORDANTE'S UNSEEN AGENCY: This spell allows the caster to summon a Fiend—an insidious pseudo-demon from the Nightmare Dimension, notable for its ability to blend unseen into darkness or shadow. Like Mordante's Nocturnal Menace, no special preparations need be made for the summoning. A Fiend will usually serve only as a spy, observing the intended subject or subjects for up to one day per level (maximum: level seven), then reporting back to the caster. If promised a sizeable reward, a Fiend may additionally consent to steal an item for the caster, but only if it can do so without great risk to itself.

To activate the spell, the caster traces a symbol in the air and recites Mordante's incantation. The Fiend will appear, awaiting its commands. The caster need only inform the pseudo-demon of the subject's identity and general location, and it will obey.

The level at which the spell is cast determines the level of the Fiend (maximum level: seven).

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

MORDANTE'S WINGED SERVANT: This spell allows the caster to summon a Bat Manta; a terrible, winged pseudo-demon from the Nightmare Dimension. The Bat Manta will consent to carry the caster and/or any other individuals, creatures, goods or equipment (weighing up to a total of one-half ton) to any location on the plane to which it was summoned. It can travel up to one hundred miles in an hour's time, and will serve for one hour per level (of the spell). If left unattended for any length of time, a Bat Manta may return to its home plane. A level four Bat Manta will always respond to this summons.

Like Mordante's Nocturnal Menace, the summons requires no special preparations to cast. To activate the spell, the caster traces a symbol in the air and recites Mordante's incantation. The Bat Manta will appear, awaiting its instructions.

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



RODINN'S SPELL OF INSTANT SOBRIETY: This minor enchantment allows the caster to negate the effects of intoxicants of any sort, rendering the beneficiary sober and alert. The enchantment enjoys a vast reputation among magicians as an effective treatment for hangovers. To activate the enchantment, the caster snaps his or her fingers and speaks Rodinn's cantrip.

MAGIC RESISTANCE: None. Rodinn warned against using this cantrip as a counterspell for recreational purposes, citing the unpredictable nature of magically-induced insobriety.

RODINN'S SPELL OF SARTORIAL SPLENDOR: This minor enchantment allows the caster to repair the effects of travel, the elements, and general wear and tear on one's garments and overall appearance. Garments are magically cleaned and freshened, small rips and tears mended, footwear shined to a high polish, etc. The enchantment will also do as much as can be done for the beneficiary's personal grooming, serving as an effective substitute for a bath, shave, haircut and manicure. To activate the enchantment, the caster performs an arcane gesture, touches the intended beneficiary and speaks Rodinn's effectuating cantrip.

MAGIC RESISTANCE: None.

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

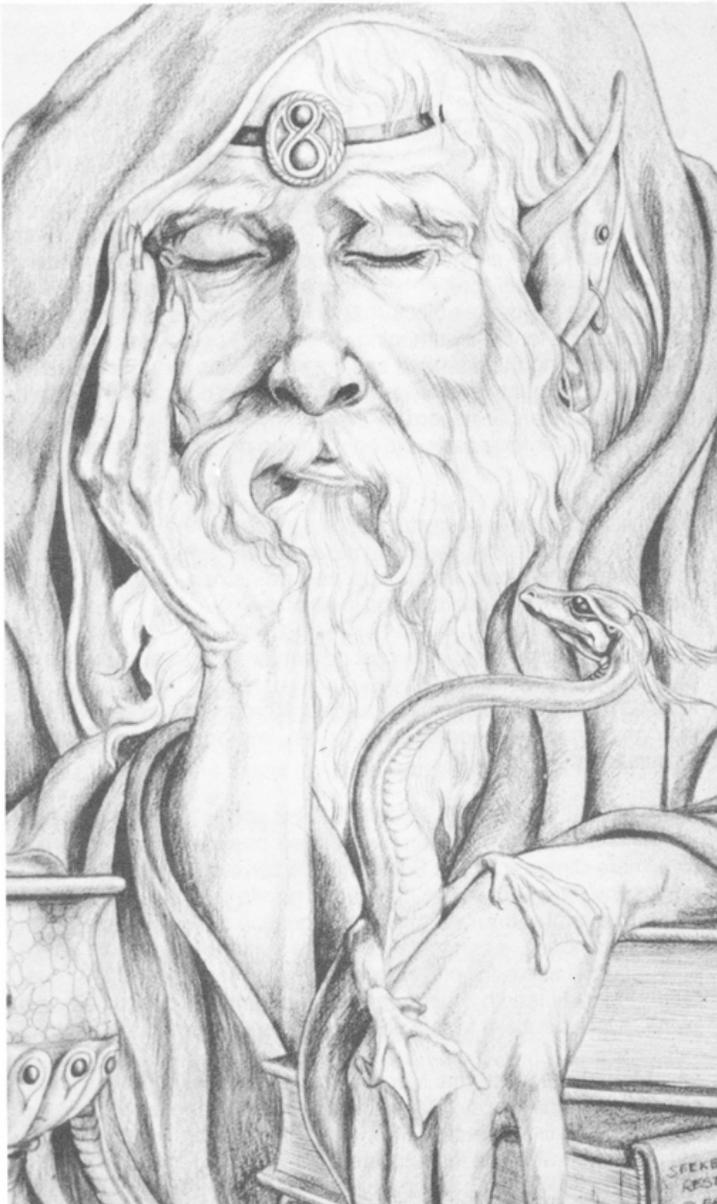
MAGIC RESISTANCE: None. It is important to note that a miscast spell may yield tainted or spoiled food, among other, unsavory effects.

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

MAGIC RESISTANCE: vs. DEXTERITY, to dodge the motes for no damage.

SASSAN'S PYROMANIA: This spell causes any non-magical item or substance to burst into flame at the caster's command. The magical flames produced will consume a one cubic foot quantity of any combustible material (wood, paper, cloth, etc.) per round, or a like quantity of *any* other type of material (including glass, metal, stone, or even water) per every *five* rounds. The spell will not harm living creatures. Sassan himself considered the enchantment to have numerous uses, particularly with regard to pranks and practical jokes. Duration is one round per level, and range is ten feet per level. The flames produced by this enchantment subside the moment the spell's duration has expired, but are otherwise extinguishable only by magical means. To active the spell, the caster points with the left hand towards the intended target and utters Sassan's special word of power.

MAGIC RESISTANCE: None.





THE SEVEN SECRET SYMBOLS OF POWER: This spell allows the caster to employ one of Soliman's seven secret symbols, which are effective vs. demons, devils, shadowforms and other entities of extra-dimensional origin. The seven seals are:

Banishment: Exiles the subject forthwith to a dimension of the caster's choice.

Confinement: Immobilizes the subject within a glowing matrix comprised of lines of pure force.

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

Oath: Binds the subject to honor any pact or arrangement agreed to prior to the casting of the symbol. Failure to uphold the terms of the

agreement will cause the subject to experience the most excruciating agonies, followed within seven days by death or dissolution.

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

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

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

Duration for each of the Seven Secret Symbols is permanent, subject to appropriate counter-magics. To activate the spell, the caster stands, arms spread apart, and traces the symbol in the air while invoking Soliman's secret words of power. The process of tracing the symbol creates an atmospheric turbulence in the area of the caster (swirling winds, flashes of light, etc.) that is quite noticeable, to say the least.

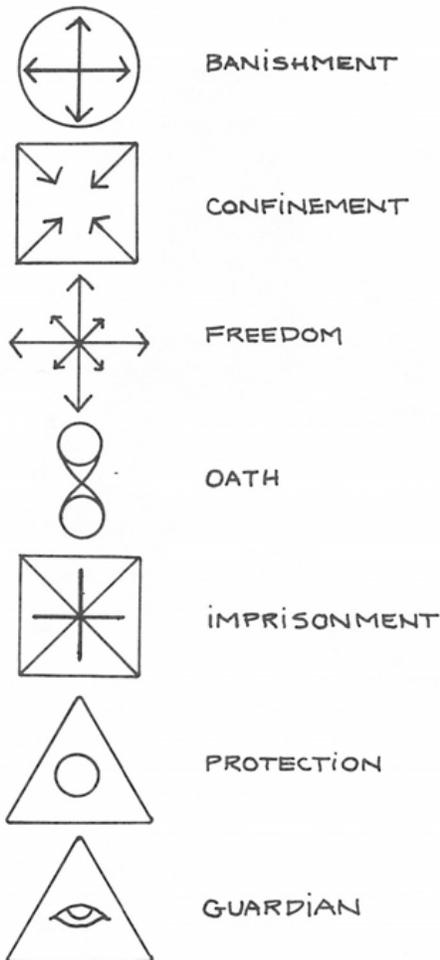
MAGIC RESISTANCE: vs. SPEED to flee from the caster before the power of the Secret Symbol can fully take effect. This is primarily applicable with regard to Banishment and Confinement, though in certain instances one could conceivably avoid the effects of an Oath or Imprisonment symbol by this means.

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

- 1) a sound like a great gong being struck will be heard
- 2) the appearance of an illusory spectral face (of the caster's choice) which will utter an angry warning (up to seven words of the caster's choosing)
- 3) a nearby door (designated by the caster) slams shut and locks
- 4) the sound of approaching footsteps is heard
- 5) the warded item/object appears to burst into flame (an illusory effect)
- 6) any single, non-harmful effect devised by the caster will occur.

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

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





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

- 1) a harbinger (minor imp-like creature) appears to warn the caster or another individual that trespassers have entered the protected area
- 2) one trap mechanism of any sort located somewhere within 1,000 feet of the protected area is set, re-set, or otherwise activated. As part of the machinatus, an automaton may be activated by this means.

One additional effect can be produced per every two levels (i.e., add one effect at level 3,5,7, etc.). Duration is twenty-four hours. To activate the enchantment the caster traces the outline of the secret ward in the air while speaking Shaladin's word of warning.

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

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

MAGIC RESISTANCE: vs. SPEED, to withdraw the hand/claw, etc. in time to reduce damage by half (round 1/2 points upward).

THE SIX-FOLD SPELL OF FASCINATION: This potent spell enables the caster to entrance any individual by the most clever and devious magics. Individuals who have been charmed in this fashion will be utterly fascinated by the caster, and will reveal anything or perform any favor in order to gain the caster's approval (and/or affections, if applicable). Duration is one hour. To activate the spell, the caster must have the subject's attention; the caster then performs six subtle motions of the hands, eyes, and facial features while speaking to the caster. The spell takes approximately 1-4 minutes to take effect.

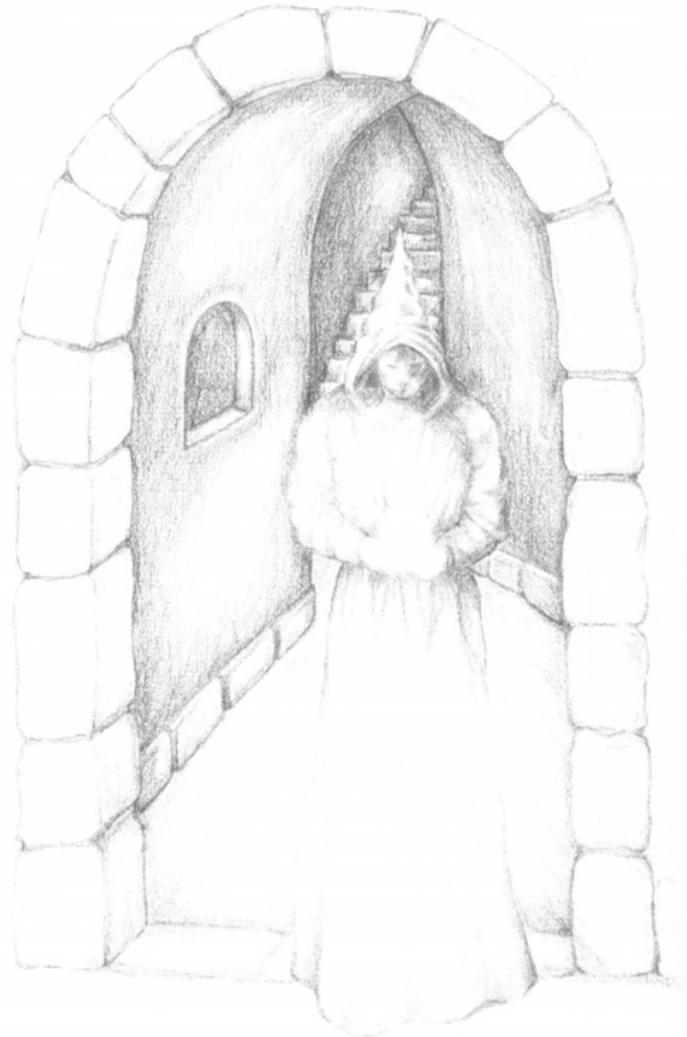
MAGIC RESISTANCE: vs. PERCEPTION, at a penalty of -1 per every two levels (i.e., an additional -1 penalty is incurred at level 3,5,7, etc.). If successful, the subject will perceive a faint aura of magic in his or her proximity. Unless the subject suspects that he or she is being charmed and takes precautions of some sort (averts gaze, walks away, utters a counterspell, etc.) the entrancement will still take effect.

SOLIMAN'S CHAINS: This spell allows the caster to bind a subdued or captured foe in chains of glowing magical force. The chains cannot be broken by physical means, and render the prisoner unable to utilize magics or spells of any sort. Soliman is said to have employed this potent enchantment upon Ishtal, a great Shaitan whom the arch-mage kept for a time as an unwilling familiar. Duration of the spell is permanent, or until countered by casting the enchantment in reverse, as a counterspell. The strength of the chains is determined by the level of the spell. To activate the spell, the caster raises clenched fists and utters Soliman's word of power.

MAGIC RESISTANCE: vs. STRENGTH, to break the magical chains of force. The level at which the spell is cast is applied as a negative modifier for this roll (one attempt only). Note that Soliman's Chains can only be cast upon an individual or creature who has been subdued, trapped or held fast in some manner, or who has willingly surrendered to the caster.

THE SPELL OF SURVEILLANCE: This spell, which was created either by Korak or Arkon (accounts differ as to which of the two first perfected this enchantment), allows the caster to employ any crystal ball, mirror or other reflective surface as a magical scrying device. When cast, the enchantment allows the magician to view any single individual, creature or area (up to 10 x 10 x 10 feet per level). The caster must have first-hand knowledge of the intended subject in order for the spell to be effective. Range is unlimited, though the enchantment has no inter-dimensional capability. Duration is one minute per level; one minute per every two levels if the caster wishes not only to see but to hear the subject of the surveillance. To activate the spell, the caster waves a hand, wand, or staff over the object which is to be used for the scrying attempt while uttering an arcane couplet.

MAGIC RESISTANCE: None, though magics which negate the effects of scrying devices can be used to counter this spell.





SPELL OF UNENDING TORMENT: This spell enables the caster to unleash a number of barbed, dart-like projectiles (one per level) at any single subject. The magical darts cause one point of damage per level, and are deceptively dangerous. Even a one-point wound caused by this spell will cause the victim to be incapacitated with excruciating pain (duration: one minute per level). This gradually subsides, leaving a dismal burning and throbbing pain which lasts indefinitely, or until a cure or counterspell can be obtained. The aptly-named "unending torment" is both unrelenting and, to a certain degree, debilitating (victims suffer a penalty of -1 on all **ACTION TABLE** die rolls until such time as a cure can be effected). Range is ten feet per level. To activate the spell, the caster makes an arcane gesture with the left hand, points towards the intended victim, and speaks an accursed word of power.

MAGIC RESISTANCE: vs. DEXTERITY, to dodge the magical darts for no effect. A shield may also be used to parry the projectiles. The spell—reputedly authored by Narishna, the dreaded "Black Wizard of Quaran"—is a great favorite among the Rajan Torquar, who find this enchantment to have numerous practical applications.

THYSTRAM'S GLOSSOLALIA: This spell (which Thystram probably copied from an ancient codex) allows the caster, or a designated beneficiary of the enchantment, to comprehend or converse in unfamiliar tongues or dialects of any sort. Duration is one hour per level. To activate the spell, the caster touches the recipient's head with the right hand while reciting the incantation allegedly authored by Thystram.

MAGIC RESISTANCE: None.

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

- 1) The organism's basic type ("demon", "devil", "humanoid", "plant", "fungus", "reptile", "mammal", "hybrid", etc.).
- 2) The organism's basic nature ("predator", "parasite", "herbivore", "omnivore", etc.).
- 3) The organism's primary capability or most notable feature (favored form of attack or defense, means of locomotion, etc.).
- 4) One or more secondary capabilities associated with the designated organism (an attribute score, armor rating, or other relatively minor feature).

To activate the spell, the caster must be within arms' length of the organism which is to be analyzed while executing a series of motions with the hands and uttering Thystram's incantation. A matrix of lines and images is produced, which the caster may study and thereby deduce such information as the enchantment will yield. (Note: The Gamemaster rolls a d4 to determine which category of information is not revealed by the spell.) The analysis takes five minutes to complete.

MAGIC RESISTANCE: None, though inaccurate or unreadable information may be yielded if the organism moves out of range or is under an enchantment of some sort.

THYSTRAM'S SPELL OF STASIS: This spell is of exceedingly practical use to the aspiring naturalist, for it allows the caster to

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

MAGIC RESISTANCE: vs. DEXTERITY, to dodge the beam for no effect. Note that a miscast Spell of Stasis may yield any number of unfavorable consequences for the caster, his or her associates, or any lifeforms in the immediate area.

THE VEIL OF DECEPTION: This minor enchantment allows the caster to disguise an individual's features and costume to resemble those of another person, gender, member of another race, etc. The power of the enchantment is limited, making it impossible to effect drastic changes in height, build, bodily form, etc. by means of this spell. Vocal characteristics can be modified as desired, though the spell does not confer the ability to converse in a language unknown to the beneficiary of the enchantment. Duration is ten minutes per level. To activate the spell, the caster waves a hand over the beneficiary's face and recites a short cantrip.

MAGIC RESISTANCE: vs. PERCEPTION (as per a Spell of Illusion) to penetrate the disguise.

THE VEIL OF STEALTH: This minor enchantment enables the caster to move with great stealth; unheard and unseen, and effectively invisible to the naked eye. The veil emanates a faint aura of magic, but is otherwise undetectable. Duration is one minute per level. To activate the enchantment, the caster performs an arcane gesture while whispering the activating cantrip.

MAGIC RESISTANCE: None. Individuals or creatures capable of seeing invisible objects/entities or detecting presences (by magical or non-magical means) will be able to see through the veil. It should be noted that beneficiaries of this spell may betray their presence if they fail to maintain a reasonable degree of silence. If this occurs, they may be subject to attack (though at a penalty of -5 as long as the veil is in effect).

VIRIDIAN'S ELEMENTAL AURA: This spell allows the caster to envelop himself or herself in a shimmering aura of elemental energy which confers protection against non-magical forces of an elemental nature, including heat, cold, mists, gases, winds, plant or animal secretions/exhalations, etc. An Elemental Aura does not afford protection from physical attacks, mystic forces, or magical energy, nor is it proof from illusions. Duration is one minute per level. To activate the spell, the caster performs a secret gesture while speaking Viridian's incantation.

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

VIRIDIAN'S GREEN WORLD: This spell allows the caster to pass into the Elemental Plane, and to converse with the sub-elemental entities which dwell within all manner of plants, trees, bushes, etc. By traversing the "inner space" of this dimension, the caster may cover a correspondingly great distance on the material plane; according to



Viridian's computations, one mile on the Elemental Plane is equal to one hundred miles on the material plane. If desired, the caster may bring one additional individual along per every five levels (as per Korak's Spell of Transference). Duration is indefinite.

To activate the spell, the caster speaks Viridian's enabling incantation; a pattern of magical forces will appear, converging into an aperture leading into the Green World. An enchanted crystal is required to focus the spell energies.

MAGIC RESISTANCE: None. Individuals utilizing this spell should be aware that the Green World is populated by numerous sub-elementals, some few of which may exhibit hostile intention towards intruders who venture into their domains.

VRIDIAN'S PHYTOMANTIC PERMUTATION: This spell enables the caster to temporarily alter the shape or form of any type of plant life (including trees, vines, shrubs, grasses, etc.) as desired. Some of the more common permutations include plant barriers, bridges, cages, domiciles, shelters, topiary, obstructions, pathways, etc. The properties of the spell are essentially passive; i.e., while a permutation can be used to trap or confine, plants affected by this enchantment cannot be made to cause harm to other living things. Maximum area of effect is 10 x 10 x 10 feet per level, and duration is one hour per level. The spell's range is limited to ten feet per level. To activate the spell, the caster motions with the hands while reciting Viridian's effectuating incantation.

MAGIC RESISTANCE: None. Individuals or creatures trapped within a plant permutation can effect an escape by the use of edged tools or weapons (time required: 1-3 rounds per level of the spell, based on the type of plants used in the permutation), fire or solvents (requiring one round per level), magical fire (twice as effective as non-magical flame) or an appropriate counterspell.

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

MAGIC RESISTANCE: vs. PERCEPTION (as per a Spell of Illusion), to determine the true value of the enchanted items. The reverse of this spell, called Zanillo's Mundane Aura, causes affected items to appear to be of unexceptional-low quality, and is of some use in disguising the true worth of valuable items.

ZANILLO'S CLEVER EXCHANGE: This minor enchantment allows the caster to conjure a replica of any small, hand-held item and substitute it for the original item. To activate the enchantment, the caster must touch or brush up against the item which is to be pilfered, perform a secret hand gesture and mumble Zanillo's brief cantrip; the false item will be exchanged for the true article in the wink of an eye. The duration of the conjured item is ten minutes per level.

MAGIC RESISTANCE: vs. PERCEPTION, but only if the victim of the exchange is closely watching the caster. If distracted in any way, the victim does not get a chance to perceive the exchange. The conjured item radiates a faint magical aura, and can be identified as a fake if subject to magical/alchemical analysis.

ZANILLO'S EXTRAVAGANT FLOURISH: This minor enchantment allows the caster to create a variety of illusory effects intended to

enhance his or her personal appearance, presence, or seeming capabilities. Types of effects include:

- 1) Brilliance: The caster seems to radiate a charismatic glow.
- 2) Eloquence: The caster's manner of speech seems to suggest that he or she is a person of distinction; suave and sophisticated, compared to common folk.
- 3) Sortilege: The caster seems to emanate an aura of magic and mystery. Optionally, the first time the caster makes an entrance or appearance after casting this enchantment, his/her arrival may be accompanied by an illusory flash of "fire and brimstone."
- 4) Flamboyance: The caster's overall appearance is artificially enhanced, giving him/her the look of a dashing adventurer.

In game terms, the enchantment confers a bonus of +1 CHARISMA per every two levels, with regard to the specific effect only; i.e., a caster enhanced by the "sortilege" effect may be admired by those who regard magicians in a favorable light, held in awe by those who fear magicians, and despised by those who bear ill will towards magicians. Duration is one hour.

MAGIC RESISTANCE: vs. PERCEPTION (as per illusions), to discern the true qualities of the caster.

ZANILLO'S PHANTASMAL FELON: This useful cantrip allows the caster to command the services of a pseudo-demon of the most minor sort; a diminutive, shadowy entity which can be directed to unlock or undo locking mechanisms, fastenings, bolts, etc. The phantasmal felon will undo one such device per level, at the rate of one mechanism per minute. To activate the enchantment, the caster must approach within arm's length of the door, chest, etc. which is to be unlocked, execute a secret hand gesture, and utter Zanillo's activating cantrip.

MAGIC RESISTANCE: None, though certain spells or devices may be employed to foil the phantasmal felon.

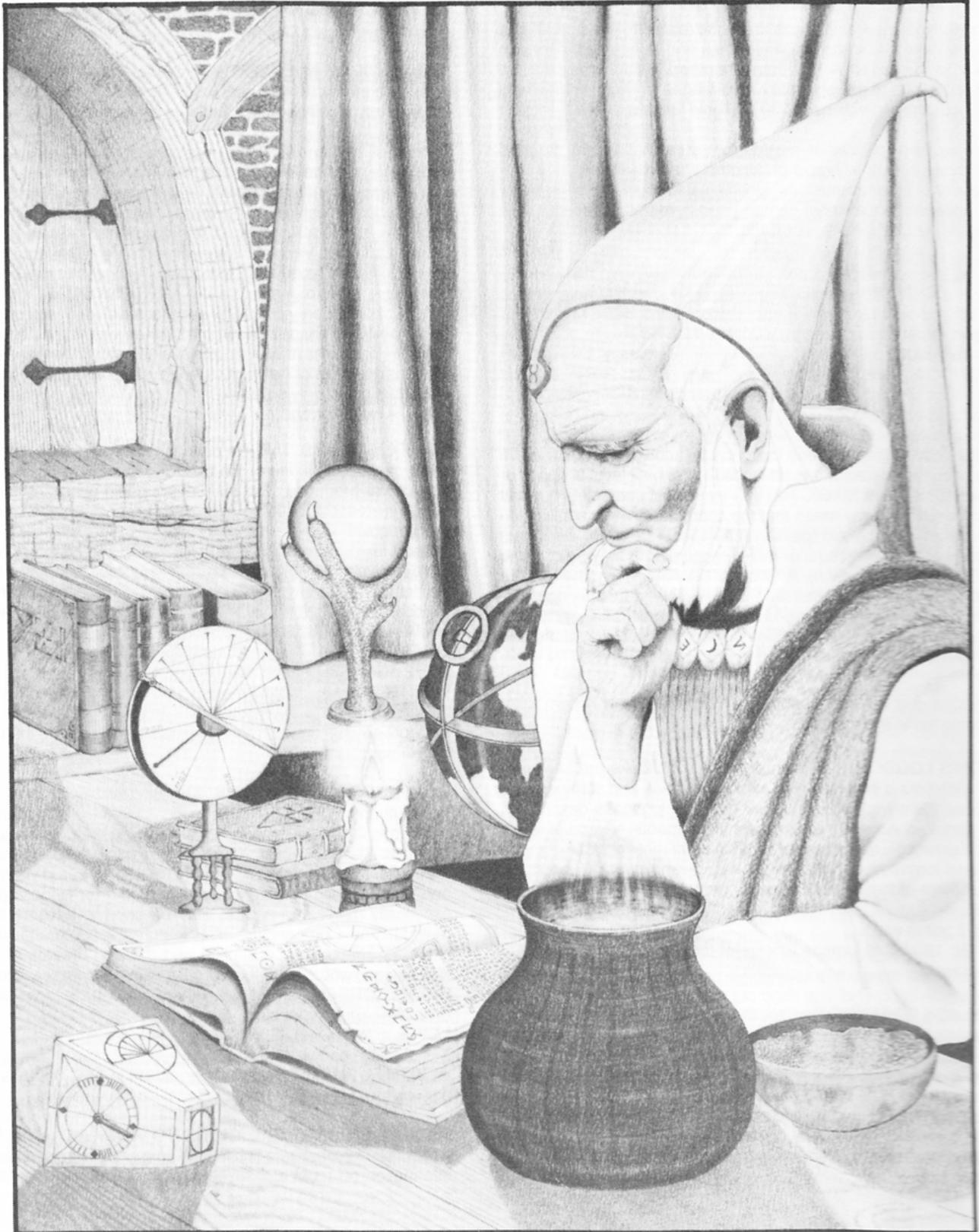
ZANILLO'S POCKET DIMENSION: This spell enables the caster to turn any pocket, purse, sack or other aperture (up to one foot in diameter) into a magical opening leading into an extra-dimensional space. The extra-dimensional space will be large enough to hold up to twenty pounds per level of any type of goods or items which can fit through its opening (Zanillo himself is reputed to have kept a Barbed Horror in his satchel in order to foil would-be pick-pockets). As the items stored within are actually in another dimension, the bearer of the pocket dimension is never encumbered by their weight or bulk. Duration of a pocket dimension is twenty-four hours, during which time items may be added or retrieved as desired. Articles left within the extra-dimensional space after the expiration of the spell will be lost.

To activate the enchantment, the caster places a hand within the designated opening and speaks Zanillo's cantrip.

MAGIC RESISTANCE: None. If miscast, this spell may yield unhappy consequences; Zanillo himself was once assaulted by an horrific entity which emerged from the pocket of his trousers following a slipshod application of this cantrip.



MAGICAL TOMES





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

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

For the aspiring spell caster, magical tomes can have many practical applications. The spell books of accomplished magicians may contain rare or unique incantations, alchemical formulae, or secret writings, while reference works can be used in magical research (see *MAGICAL/ALCHEMICAL RESEARCH*).

In game terms, magical tomes are rated according to their level of difficulty (LEVEL), experience point value (X.P.), and monetary value (WORTH). Characters with Primary, Secondary or Basic Magic skills can gain experience points by studying such books. To do so, the player rolls a d20 on the SKILL/ATTRIBUTE column of the **ACTION TABLE** (modify the die result by the player's MAGIC RATING minus the level of difficulty for the book in question). If successful, the character is able to comprehend the text, and gains the number of experience points specified under the book's description. If not, the character cannot comprehend the writings (another attempt may be made once the character has advanced to the next level of ability, or has raised his or her MAGIC RATING by at least one point). A result of "Success Plus" may mean that the character derives some additional insight from the text (gaining + 1 experience point), deciphers a coded or secret message, or makes a startling discovery of some sort (Gamemaster's option). A "Mishap" may mean that the attempt to comprehend the book causes the reader to go insane, accidentally invokes a spell (yielding unfavorable consequences, as the Gamemaster sees fit) or results in some other sort of unfortunate circumstance.

The following is a listing of some of the more widely-known texts pertaining to the magical sciences:

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

LEVEL: 8-14

X.P.: 1-2 points each

WORTH: 1600 gold lumens (copies of the originals are worth 300 gold lumens)

THE BLACK GRIMOIRE: Perhaps the definitive work on Black Magic, Mordante's Black Grimoire explains all concepts associated with the Dark Arts, including curses (casting and removing by means of counterspells), summoning rituals, and communing with entities from the lower planes. The Black Grimoire is a superior practical guide for the aspiring Black Magician, and as such is an inherently dangerous work to delve into in a casual fashion. Its value as a general reference is such that magicians of many sorts employ the book as a research tool.

LEVEL: 9

X.P.: 5 points

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

THE BOOK OF MYSTERIES: In this famous work Hotan first put forth his concepts of the meaning of life and the cosmos, explaining his theories on reincarnation and "the vital spirit".

A copy of this ancient tome inadvertently found its way into the hands of a primitive folk known as the Ariane. The Ariane divined the true nature of Hotan's writings, and learned the secrets of Transcendancy, an enlightened mystical doctrine. Ariane editions of the book are traditionally imbued within polished orbs of blue stone, known as Tamar. More standard versions of the text are available in several different languages. Individuals who master this book gain a bonus of + 1 with regard to the skill, **METAPHYSICAL DOCTRINES**.

LEVEL: 1-20 (twenty chapters, each increasing in level of difficulty)

X.P.: 1 point per chapter (minimum of one week to master each)

WORTH: Tamar have no monetary value among the Ariane, each of whom is given his or her own personal stone at birth. Written copies of the text commonly sell for 15,000+ gold lumens. Hotan's original text was lost ages ago.

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

LEVEL: 1-12 (each chapter increases in level by one)

X.P.: 2 points per chapter (see text)

WORTH: 100-1000 gold lumens, depending on which edition of the book is being appraised (there are ten known editions). Cascal's long-lost original copy, if found, would not sell for less than 100,000 gold lumens.

COMPENDIUM OF DREAMS: This unusual set of three volumes was authored by the Phantasian Astromancer, Laslovian, who is credited with the development of the substance known as Dream Essence. The text features an astrogationist's guide to the Dream Dimension, which Laslovian claimed could be entered via windship if one knew the correct space/time coordinates (windships, being essentially magical in nature, may be used to traverse the astral realms). The Compendium also features a comprehensive technique for cataloguing, collecting and distilling dreams of all sorts. Phantasians who master these books gain a + 1 increase in the skill, **CREATE DREAM ESSENCE**; others who study these texts may only gain experience points.

LEVEL: 5 (Vol. One), 7 (Vol. Two), 9 (Vol. Three)

X.P.: 2 points each

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

DALUNE'S PRACTICAL GUIDE TO ALCHEMY: The Sindaran alchemist, Dalune, wrote this four volume set, which features detailed information on most alchemical practices. Volume One is a basic



manual on Alchemical Training; Volume Two covers Elixirs and Potions; Volume Three covers Poisons and Powders; and Volume Four covers advanced Alchemical Operations and the creation of Homunculi. Individuals who master the texts in order gain a +1 increase in each skill area covered. As might be expected of anything produced by a Sindaran, the texts are both extremely accurate and incredibly complex.

LEVEL: 4 (Vol. One), 8 (Vol. Two), 12 (Vol. Three), 16 (Vol. Four)

X.P.: 3 points each

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

THE ENCHANTER'S OMNIBUS: This valuable compendium was authored by the eclectic magician, Malderon. It is considered the best practical reference work on the creation of enchanted items of all sorts. Individuals who master the text gain a +1 increase in the skill, ENCHANT ITEMS, and receive the same bonus when attempting to research new magical items (see MAGICAL RESEARCH AND EXPERIMENTATION).

LEVEL: 10

X.P.: 3 points

WORTH: 200-1600 gold lumens, depending upon the age of the edition; the Omnibus has seen many printings, and is a fairly common magical text.



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

LEVEL: 5

X.P.: 2 points per volume

WORTH: 250 gold lumens per volume; double this for First Edition copies.

THE FLORILEGIUM: Viridian's masterful compendium features a comprehensive listing of all known plant types, their properties and attributes, plus specific recommendations on the care, transplanting and cultivation of the most useful varieties of herbs, plants, shrubs and trees. In its original format, the Florilegium was a single, immense volume weighing close to one hundred pounds. Subsequent editions were produced in more manageable sets of four volumes. Volumes One, Two and Three are general reference works (+1 increase in the skill, HORTICULTURE, per each volume mastered); Volume Four contains formulae for the creation of hybrid plant species (+2 bonus for all attempts at hybridization, as per the HORTICULTURE skill). As Viridian was Korak's simulacrum, his works are similarly complex and difficult to master.

LEVEL: 13

X.P.: 3 points per volume

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

THE GREEN WORLD: This uncanny book, authored by the esteemed Viridian, offers truly rare insights into the sub-elemental world of plants. The text includes a listing of sub-elemental types, with information on the attributes and tendencies of the most common sorts. The most unusual feature of the book is a forty-page chapter filled with maps of various regions within The Green World, each a mind-boggling maze of lines, symbols and inscriptions. Individuals who successfully master the complex text and accompanying charts will be able to travel throughout The Green World without fear of becoming lost or disoriented.

LEVEL: 10

X.P.: 5 points

WORTH: 3-12 thousand gold lumens, depending upon age and condition.



HOTAN'S HISTORY OF THE WORLD: This is an incredible series of one hundred and forty-eight brass-bound volumes, each covering a different period of Talislantan history. The first hundred and twenty-one volumes have never been found, and are regarded as valuable collector's items. The known texts are considered useful by historians, savants and scholars, though Hotan's long-winded accounts of the renowned individuals of the day occasionally grate on the nerves. Individuals gain a +1 bonus regarding the skill, **TALISLANTAN HISTORY**, per each volume studied.

LEVEL: 5-9 (early, lost volumes believed most complex)

X.P.: 2 points per volume

WORTH: 100-400 gold lumens apiece (ten times this for lost volumes)

HOTAN'S THEOSOPHY: A comparative study of religions and cults across the span of time, this book is an invaluable general reference for mystics, savants, and theologians. Specific information on the beliefs and customs of numerous Talislantan cults and sects can be found within this heavy, silver-bound tome. Individuals who master this text gain a +1 bonus with respect to the skill, **ARCANE LORE**.

LEVEL: 7

X.P.: 5 points

WORTH: 25,000 gold lumens (first edition copies only; all others are valued at 200-800 gold lumens).

ILSE'S LOST FOLIOS: The folios of the enchantress Ilse, containing dozens of purloined spells and alchemical formulae, are avidly sought by collectors of magical paraphernalia. Though the originals are probably lost forever, copies of excerpts from Ilse's notebooks are known to exist. Each will generally contain a single cogent spell or formula, though some few may yield an additional surprise or two. Forgeries, typically quite worthless, are unfortunately more common than authentic copies.

LEVEL: 4-8

X.P.: 1-2 points each

WORTH: 200-1200 gold lumens.

KABROS' GUIDE TO THE LOWER PLANES: This thirty-volume set is considered the authoritative work on the subject of the lower planes. Each of the books in the series covers one of the Dark Regions, including specific information on the region's physical make-up, topography, indigenous entities and organisms, etc. The first eleven volumes are feared lost; the remaining nineteen are exceedingly rare. Certain of the Dark Regions described in Kabros' guide are unique, and are mentioned nowhere else in occult literature.

LEVEL: 10-16

X.P.: 5 points each

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



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

LEVEL: 17

X.P.: 5 points

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

KORAK'S THEORY OF MAGIC AND ANTI-MAGIC: Perhaps the most brilliant (and baffling) study ever written on the occult sciences, Korak's tome is considered the definitive authority on the nature and workings of magic. So incredibly complex is the text that fully 90% of all copies known to exist are incorrectly transcribed, rendering them next to useless (only by spending a minimum of one month studying a copy of the book can one determine if that particular text is flawed). Individuals who master this book gain a +1 increase in **MAGIC RATING**.

LEVEL: 20

X.P.: 10 points

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

THE MALEFICIUM: This tome radiates a tangible aura of magic, and is considered one of the most dangerous Black Magical texts in existence. Individuals who so much as touch a copy of this book must roll vs. **WILL** to resist the desire to open it and peer within. The dark secrets contained in *The Maleficium* are sufficient to twist the mind of the beholder (roll vs. **MAGIC RATING** as if attempting to cast a thirteenth level spell. Failure means that the victim is beset by terrifying hallucinations, which persist until counterspelled.) Black Magicians who are able to comprehend this blasphemous text may gain a considerable degree of occult knowledge, though perhaps at the expense of their mortal souls; the diabolical Drax wrote this book, which serves as the cult manifesto of those who revere him as a dark demi-god.

LEVEL: 13

X.P.: 20 points

WORTH: 15,000 gold lumens.

MANDALAN LORE: These books, outlawed in the Quan Empire, describe the secret mental disciplines entailed in the mastery of the unique Mandalan form of magic (see *THE MANDALANS*). Individuals who study each book in the series, in ascending order, gain a +1 increase in the skill, **MANDALAN MYSTICISM**.

LEVEL: 1-12 (each book increases in level by one)

X.P.: 5 points per book

WORTH: 1000 gold lumens per book; two or three times this figure inside the Quan Empire, where these texts are strictly forbidden.

THE NECROMANTIUM: This infamous series of volumes, authored by the Black Magician Mordante, describes in lurid detail the horrid practices of the Chana Witchmen, the cannibal witch doctors of Pana-Ku, and other primitive magicians and necromantic cultists. There are reputed to be nine volumes in the series, each of which



may present certain hazards to the incautious reader (three former librarians at the Lyceum Arcanum in Cymril are reported to have met untimely ends while perusing a copy of Volume Six of The Necromantium; the book has since been locked away in the institute's lower levels). Individuals who master any of these dark tomes gain an increase of +1 in the skill, PRIMITIVE MAGICAL TALENTS, per volume.

LEVEL: 13

X.P.: 3 points per book

WORTH: 10,000+ gold lumens each for Volumes 3-5, twice this for Volumes Six and Seven, which are now quite rare. Volumes One and Two are presumed lost.

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

LEVEL: 1-6

X.P.: One point per volume, for Orthodoxist Cultists only

WORTH: 100-2000+ gold lumens, depending upon age and condition (Aaman only).

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

LEVEL: ?

X.P.: ?

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





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

LEVEL: 10

X.P.: 2 points each

WORTH: 10,000 + gold lumens

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

LEVEL: 9

X.P.: 5 points

WORTH: 30,000 gold lumens for authentic copies of the First Edition; 10,000 gold lumens for later versions of this text.

SHALADIN'S COMPENDIUM: There are two versions of this useful manual, which includes schematics, mechanical diagrams, and detailed notes pertaining to hundreds of different traps, wards, and perils. The original version was written by Shaladin, and is a superior reference work for trapsmiths and engineers (+1 increase in related skills for individuals who master this version of the text). The second version is a somewhat less comprehensive manual for thieves, supposedly written by the vaunted rogue, Valtiere, Shaladin's life-long nemesis. The primary focus of this book is on a variety of methods used to de-activate or otherwise neutralize Shaladin's mechanisms. Individuals who master this version of the text gain a +1 increase in the skills, LOCK-PICKING and TRAPS. Both books are valuable references, particularly Shaladin's First Edition, a few copies of which contain transcriptions of one or more of his spells.

LEVEL: 6 (both versions)

X.P.: 5 points (both versions)

WORTH: 100-2000 gold lumens, depending on age and condition.

First Editions of Shaladin's unaltered text are exceedingly rare, and may sell for up to 80,000 gold lumens.

THE SILVER MATRIX: Korak's highly-regarded text explains the procedures for creating artificial life (simulacrums). The sections on vat techniques, matrix construction and "common errors to be avoided at all costs" are alone worth the price of the book. Individuals who successfully master the text earn a +1 bonus when utilizing the skill, CREATE HOMONCULOUS, to fashion a simulacrum.

LEVEL: 13

X.P.: 5 points

WORTH: 3000 + gold lumens

SOLIMAN'S WORKS: The esteemed Arch-mage of antiquity, Soliman, was known to have penned a number of illustrious volumes. Included were a series of twelve books of prophecies (+1 increase in the ASTROLOGY skill per each volume mastered), a three-volume bestiary (+1 increase in the skill, NATURALISM), and numerous books on such topics as faith healing, miracle working and the banishing of hostile spirits and summoned creatures (each yields an increase of +1 with regard to the skill associated with the book's topic).

LEVEL: 2-20

X.P.: 2-5 points per volume

WORTH: 1-20 thousand gold lumens, depending on subject, age and condition.

THE THAUMATURGE'S OPUS: This excellent reference work has been attributed to the fabled Astramir, greatest of Dracartan thaumaturges. The text expounds upon the basic principles behind the utilization and synthesis of essences, and the metaphysical nature of substance and matter; subjects which are incomprehensible to all but the most accomplished thaumaturges. Individuals trained in this field of study can gain a +1 increase in the skill, THAUMATURGICAL OPERATIONS, by mastering this text. Others will find the book utterly lacking in any practical utility.

LEVEL: 15

X.P.: 5 points

WORTH: 2-5 thousand gold lumens, depending upon age and condition. Generally speaking, only thaumaturges and scholars with an interest in this field will wish to acquire this book.

THEORETICAL SORCERY: These three volumes were reputedly authored by the Mad Wizard, Rodinn, whose ill-advised magical experiments probably caused the catastrophe now referred to as "The Great Disaster". Volume One contains formulae for the concoction of a variety of magical/chemical mixtures; some worthless, others less so. Volume Two contains Rodinn's spells, minor cantrips and enchantments, many of which are quite unique. Volume Three, supposedly written in ancient ciphers, has never been found. It is widely believed that this volume contains the perilously flawed formulae which Rodinn was attempting to perfect, and which subsequently led to the occurrence of The Great Disaster.

LEVEL: 8 (Volume One and Two; Volume Three is unknown)

X.P.: 2 points each for first two volumes (Vol. Three is unknown)

WORTH: Up to 12,000 gold lumens, primarily with regard to collectors of historical curiosia.



THYSTRAM'S COLLECTANEA: This massive tome is widely regarded as a practical guide for the aspiring naturalist. The book contains hundreds upon hundreds of entries on the flora and fauna of Talislanta; some, perhaps less accurate in all details than others (certain scholars claim that more than a few of Thystram's notations appear to be imaginary in nature, or else were written under the influence of strong intoxicants). Despite its drawbacks, the Collectanea is not without value. Individuals who master the text gain an increase of +1 in the skills, IDENTIFY FLORA AND FAUNA and/or NATURALISM and HORTICULTURE. An abridged edition, released in Zandu in 579, is a good deal more common (and hence, less costly) than the previous two editions.

LEVEL: 7

X.P.: 3 points

WORTH: 100-200 gold lumens for the recent, abridged version. First and Second Editions, when available, sell for ten to twenty times this figure.



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

LEVEL: 9

X.P.: 5 points

WORTH: 5000+ gold lumens. Copies stamped with Narishna's sigil are worth four times this amount.

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

LEVEL: ?

X.P.: ?

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

WORLDS BEYOND WORLDS: This twenty-volume set was authored by the prolific Kabros, esteemed sorcerer of ancient Phaedra. Each

of these weighty tomes describes one of the parallel worlds of the material plane, including information on the world's physical make-up, indigenous flora/fauna/organisms, topography, and— where known— its history and/or legends. The books are considered an invaluable aid to the aspiring inter-dimensional traveler, and as such are greatly coveted by magicians. Kabros' work was undoubtedly inspired by Cascal's Codex Magicus (q.v.), which contains a brief, and far less complete, listing of the known parallel worlds.

LEVEL: 10-16

X.P.: 3 points each

WORTH: 5-10 thousand gold lumens, depending upon the age and condition of the volumes.

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

LEVEL: 2-20 (varies according to the type of cipher used)

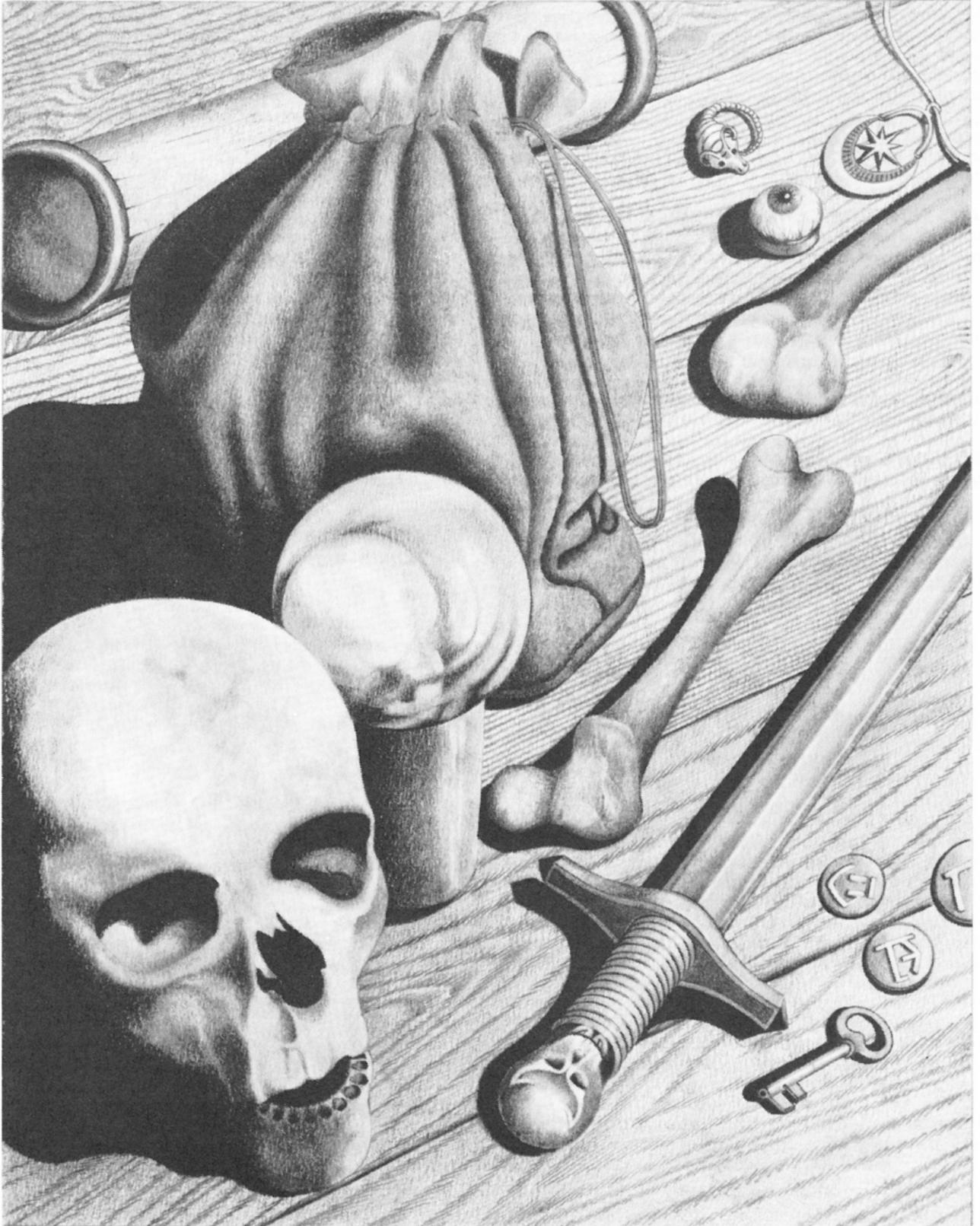
X.P.: 5 points per chapter

WORTH: 100-2,000 gold lumens, depending on the quality of the edition ("Legerdemain" has been produced in numerous formats, some of especially slipshod quality).





ENCHANTED ITEMS





The most common sorts of enchanted items are those which have been imbued with a single spell power. Many of these items are employed as spell casting devices; others (like the Cloak of Levitation) have self-contained magical properties. In all cases, the level of the enchanted item determines its capabilities, including duration of effect, range of effect, etc.

The following is a list of the types of enchanted items most commonly employed by Talislan magicians. All items listed may be used up to three times per day (the item's powers are replenished at midnight, each night). Note that one must know the spell from which an enchanted item derives its power in order to create that device.

COMMON MAGIC ITEMS

Item	Spell Power
Amulet of Protection (Charms)	Ward vs. Charms
Amulet of Protection (Hexes)	Ward vs. Hexes
Amulet of Protection (Metamorphosis)	Ward vs. Spells of Metamorphosis
Cloak of Concealment	Counterspell; Spell of Revealmnt
Cloak of Levitation	Spell of Levitation
Ring of Invisibility	Counterspell; Spell of Revealmnt
Ring of Levitation	Spell of Levitation
Ring of Protection (Earth)	Ward vs. Spells of Elemental Earth
Ring of Protection (Eldritch Power)	Ward vs. Spells of Eldritch Power
Ring of Protection (Fire)	Ward. vs. Spells of Elemental Fire
Ring of Protection (Ice)	Ward vs. Spells of Elemental Ice
Ring of Protection (Mystic Power)	Ward vs. Spells of Mystic Power
Ring of Protection (Wind)	Ward vs. Spells of Elemental Air
Ring of Summoning	Spell of Summoning (one creature-type only)
Staff of Eldritch Power	Spell of Eldritch Power
Staff of Elemental Air	Spell of Elemental Power
Staff of Elemental Earth	Spell of Elemental Power
Staff of Elemental Fire	Spell of Elemental Power
Staff of Elemental Ice	Spell of Elemental Power
Staff of Elemental Lightning	Spell of Elemental Power
Staff of Mystic Power	Spell of Mystic Power
Wand of Conjunction	Spell of Conjunction
Wand of Eldritch Power	Spell of Eldritch Power
Wand of Elemental Air	Spell of Elemental Power
Wand of Elemental Earth	Spell of Elemental Power
Wand of Elemental Fire	Spell of Elemental Power
Wand of Elemental Ice	Spell of Elemental Power
Wand of Elemental Lightning	Spell of Elemental Power
Wand of Illusion	Spell of Illusion
Wand of Levitation	Spell of Levitation
Wand of Metamorphosis	Spell of Metamorphosis
Wand of Mystic Power	Spell of Mystic Power
Wand of Radiance	Spell of Radiance

Note: When available, enchanted items of this sort generally sell for 10,000 to 20,000 gold lumens.



ARTIFACTS AND UNCOMMON ITEMS

The following is a list of items imbued with powers derived from rare spells attributed to the sorcerers of ancient times. Enchanted items of this sort are considerably less common than those which utilize basic magical properties, and are rarely if ever sold. Like the spells from which these devices have been derived, such items are zealously coveted by Talislantan Magicians. Most enchanted items of this type will be rated at level 10-20. Like more common enchanted items, these devices may be used up to three times per day.

Item

Arkon's Arrow
 Arkon's Ring
 Arkon's Wand
 Astramir's Wand of Analysis

Astramir's Wand of Transmutation
 Black Urn of Malnangar
 Cascal's Cloak of Reflection
 Cascal's Cloak of Shadows

Cascal's Transfixing Orb
 Cloak of Deception
 Dimension Chest
 Dimension Mirror

Hotan's Wand of Analysis
 Korak's Amulet of Warding
 Korak's Anti-Magic Talisman
 Korak's Omniscient Orb

Korak's Wand of Analysis
 Lamune's Magic Slippers
 Lamune's Winged Boots
 Malderon's Magic Mirrors

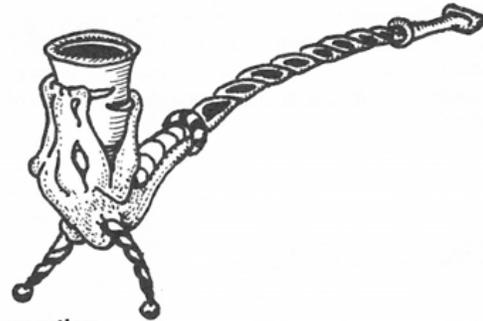
Malderon's Magic Pipe
 Malderon's Magic Vial
 Mantle of Stealth
 Mordante's Rings of Summoning

Orb of Surveillance
 Rodinn's Wand of Sustenance
 Rod of Unending Torment
 Sassan's Wand of Fire

Soliman's Seven Talismans of Power
 Thystram's Rod of Stasis
 Thystram's Talisman
 Thystram's Wand of Analysis

Viridian's Ring of Elemental Protection
 Viridian's Wand of Permutation

Note: When available, artifacts of this sort generally cost from 20,000 to 50,000 gold lumens.



Properties

Arkon's Seeker
 Arkon's Impermeable Web
 Arkon's Twister
 Astramir's Thaumaturgic Analysis

Astramir's Transmutation
 Black Mists of Malnangar
 Cascal's Reflective Aura
 Cascal's Shadow Dimension

Cascal's Transfixation (1" crystal sphere)
 Veil of Deception
 Dimension Warp (chest may be any size desired)
 Dimension Warp (mirror may be any size desired)

Hotan's Cryptomantic Analysis
 Korak's Interposing Shields
 Korak's Anti-Magic Aura
 Korak's Ultra-Sensorium (golden "eye" medallion)

Korak's Arcane Analysis
 Walk on water
 As per a Spell of Levitation
 Malderon's Magic Portal

Malderon's Rings (pipe produces magical smoke rings)
 Malderon's Mists
 Veil of Stealth
 Any of Mordante's summoning spells

Spell of Surveillance
 Rodinn's Sumptuous Repast
 Spell of Unending Torment
 Sassan's Fiery Motes

Seven Secret Symbols of Power (one per talisman)
 Thystram's Spell of Stasis
 Thystram's Glossolalia (typically, a medallion or earring)
 Thystram's Proximate Analysis

Viridian's Elemental Aura
 Viridian's Phytomantic Permutation



CHARMS AND FETISHES

The following is a list of some of the more common charms, fetishes, and other primitive magical paraphernalia which may be found in Talislanta. While magicians hailing from civilized backgrounds tend to regard such items as crude and unsophisticated, many primitive magical items are quite effective.

Item

Araq's heart charm
 Azoryl-hide cloak
 Bane's eye amulet
 Bat Manta eye amulet

Beastman fang necklace
 Cave bat's horn charm
 Crag spider claws
 Darkling eye amulet

Dragon claw pendant
 Exomorph-hide cloak
 Ferran claw necklace
 Frostwere-hide cloak

Gnomekin heart
 Gryph/stryx feather cape
 Kra horn pendant
 Mandragore root charm

Nighthawk eye amulet
 Nightstalker eye amulet
 Ogriphat tusk charm
 Rope of woven stranglevine

Sardonicus' skull stone
 Sauran-hide cloak
 Sawila plume necklace
 Serpent skin boots

Shaitan's hair charm
 Shrieker plume cape
 Smokk bone wand
 Snipe shell pendant

Weirdling tooth pendant
 Werebeast tusk charm
 Whisp hair charm
 Winged ape horn charm

Note: When available, charms and fetishes generally cost from 2,500 to 10,000 gold lumens.



Properties

mummified; increases endurance (+1 Constitution Rating)
 as per a Cloak of Levitation
 detect illusions (range: 10 feet)
 detect invisible/astral presences (range: 10 feet)

enhances perception (+1)
 improves hearing (+1 Perception Rating)
 worn as gloves; climb any rock/stone surface
 see in darkness (range: 100 feet)

any type; enhances strength (+1)
 blend into natural surroundings
 enhances dexterity (+1)
 cold resistance (1/2 damage from cold, ice)

mummified; enhances endurance (+2 Constitution Rating)
 as per a Cloak of Levitation
 scrimshaw; breathe underwater (up to one hour)
 converse with plants

superior vision
 resistance to illusions (+1)
 scrimshaw; enhances strength (+1)
 animate rope, obeys commands

enhances intelligence (+1)
 fire resistance (1/2 damage from heat, flame)
 enhances charisma (+1)
 stealth (as per Thieving Skill, at level of serpent used)

knotted; protection from demons (demons won't touch)
 as per a Cloak of Levitation
 used to locate treasure (range: 10 feet maximum)
 carved; confers resistance to magic (+1)

good luck (+1 on all ACTION TABLE die rolls)
 scrimshaw; enhances strength (+1)
 knotted; enhances speed (+1)
 scrimshaw; enhances strength (+1)



MISCELLANEOUS 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 may only be found in those regions from which they originate, or can only be obtained from traders or merchants who visit such areas (Gamemaster's ruling as to the availability of any of these enchanted items). Estimated minimum value of each item appears in parentheses.

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 warrior-priests, Archimages, and witch hunters of the Orthodoxist Cult can employ these amulets, which are available only through official Theocratic sources. (6,000 gold lumens)

Aamanian Holy Symbol: These pendants, which bear the Orthodoxist Cult's "all-seeing eye" emblem, are fashioned of black iron and painted with white lacquers. The devices confer protection (+1 magic resistance) from black magic, but only to followers of the Aamanians' patron deity, Aa the Omnipotent. Aamanian Holy Symbols are available throughout Aaman, and are also sold by pilgrims seeking converts to the Orthodoxist Cult. (1,000 gold lumens)

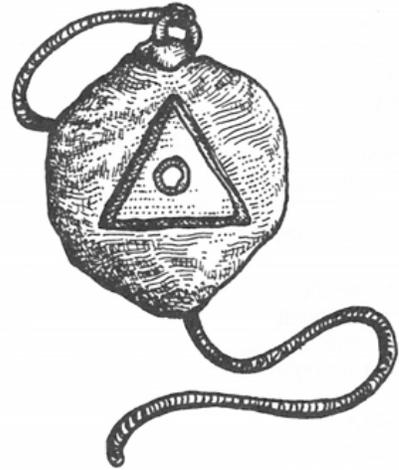
Animate Items: These include such curiosities as talking mirrors, animate skeletons/statues/suit of armor, books which turn to a desired page at the owner's command, doors which open or shut on command, chests which cry out when thieves are near, skulls which recite verse, and so forth. Such items are created by binding a spiritform to an inanimate object, an operation which—given the erratic nature of disembodied spirits—may sometimes yield unpredictable results. (2,000+ gold lumens)

Ariane Tamar: These enchanted orbs of polished blue stone are used by the Ariane to record their experience (see *THE ARIANE*). Tamar may be made to any size desired, and can also be employed as enchanted crystals. (2,000 gold lumens)

Arimate Luckstone: These small stones, carved from a pale variety of carnelian, turn blood-red when exposed to toxic substances. It is the custom for wealthy Animites to drop these talismans in food or drink prior to consumption, in order to guard against being poisoned by Revenant Cult assassins. (300 gold lumens)

Bodor Musical Charms: These devices resemble hollow silver spheres, 1-2 inches in diameter, with perforated surfaces. When held to the ear, the Bodor's charms can be heard to emit the most wondrous and subtle musics. The Bodor use these charms to convey musical messages to each other, and for their own amusement. Others value Bodor charms primarily as novelties and curios. (200 gold lumens)

Chana Graven Images: Graven images are crude, humanoid dolls, typically made of woven raffia or carved from various types of wood. These devices are used in the casting of curses and hexes, and operate on the principle of "sympathetic magic"; i.e., damage done to the image causes corresponding suffering in the intended victim. To use a graven image, one must have in his or her possession some article formerly owned by the intended victim. (100 gold lumens)





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 (maximum of three questions per day). (300 gold lumens)

Djaffir Fetish Masks: These devices, made of cured Aht-Ra hide, confer protection from magical influence and control. Djaffir fetish masks are effective only if custom-made for the wearer by a Djaffir Wizard. (100 gold lumens)

Drukh Enchanted Flute: These bone flutes are employed by Drukh Shamans to strike fear into the hearts of their foes (roll vs. Will Rating to resist, or suffer a penalty of -1 on all **ACTION TABLE** die rolls for as long as the music is played). (100 gold lumens)

Enchanted Crystals: These 2-6" diameter crystals are carved to exacting specifics and invested with magical energies, and are employed as material components in spells of an inter-dimensional or intra-dimensional nature (such as Korak's Spell of Transference; see *SPELLS OF THE ANCIENT SORCERERS*). Crystals from the subterranean city of Durne are considered to be the best materials for the creation of these devices. (2,000+ gold lumens)

Farad Slave Collar: These iron torcs are indited with magic sigils, and can be made to constrict about the neck of the wearer, on command. The Farad sell these grim devices to Za Slavers, Imrian Slavers, and others. (1,200 gold lumens)

Jaka Luck Talisman: These smooth stone pendants confer protection (+1 magic resistance) from curses and other forms of black magic, but only for their Jaka makers. (50 gold lumens, mainly as a curio)

Magic Chest: These devices usually resemble small, intricately-designed chests, or jewelry boxes, typically decorated with fine filigree and studded with small gemstones. Imprisoned within will be one of any number of malevolent entities: a demon, pseudo-demon, deranged spirit, vorl, etc. Opening the magic chest lets the creature out. In ancient times, these items were employed by wizards to foil would-be thieves. The devices continue to be utilized to much the same effect in the present age. (5,000 gold lumens)

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 (Gamemaster's option as to the type of information derived by this method). One must know how to read the runes in order to obtain meaning from the stones. (200 gold lumens)

Maruk Luck Medallion: These leaden lozenges, stamped with the symbol for the silver moon, Talisandre, purportedly bring luck to the wearer (+1 bonus on all die rolls). Many Talislandans consider the Maruk's medallions to be spurious, citing as evidence the downtrodden condition of the Maruk race.

The Maruk defend the efficacy of their devices, claiming that without the benefits conferred by their luck medallions, conditions would be even worse for their people. (600 gold lumens; much less if bought in Maruk)





Miniature Talismans: These diminutive, intricately-carved items are sold in Cymril, Zandu, and Thaecia, and are quite popular throughout the continent. Miniature talismans expand to full size, or return to small size, on command. There are many types, including miniature swords, shields, wooden boats, huts, iron towers, chests, ladders, and so forth. It is not possible to make a miniature "enchanted item" (such as a Wand of Illusion, Cloak of Levitation, etc.), though miniature automatons can be constructed, if desired. (5,000 gold lumens)

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 affect emotional responses in an audience (roll vs. Will Rating or feel saddened, contented, passive, or passionate, as per the intentions of the musician). Only skilled musicians can employ these devices in such a manner. Bodor value the Muse's instruments above all others, and will go to great lengths to acquire such items. (1,000 gold lumens)

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. It is the claim of the Nagra that these devices contain their soul-essence, and confer protection from hostile spiritforms of all sorts. (800 gold lumens)

Na-Ku Graven Idols: These frightful stone effigies are purported to be of use in summoning demons (+2 bonus on all die rolls required for such operations). The most powerful of these artifacts are those which contain the soul essence of a demon, and so are actually alive. The Na-Ku's idols range in height from about six inches to well over ten feet. (100-2,000+ gold lumens)

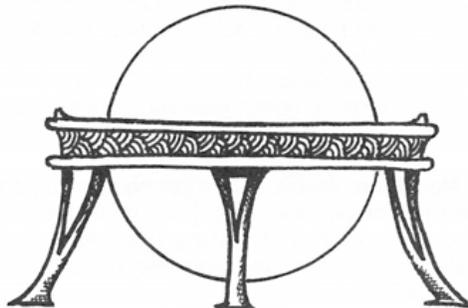
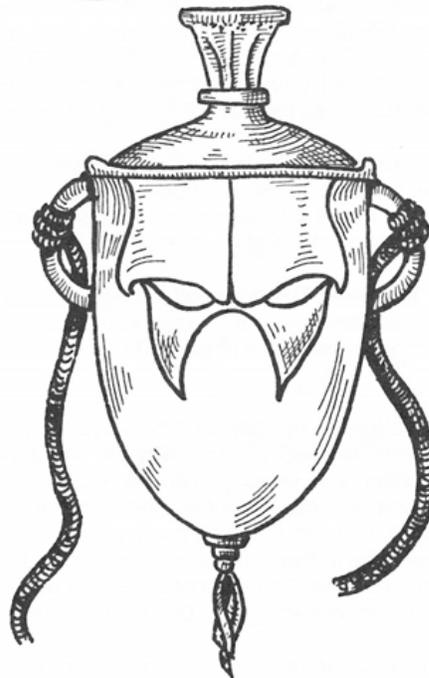
Nefaratan Obsidian Mirrors: These devices function as viewports and/or gateways into the lower planes, and are extremely rare outside of Nefaratus. For reasons of their own, Nefaratan Black Savants occasionally sell obsidian mirrors to outsiders, or trade them for captured demons, creatures for which the Black Savants have special uses. (20,000 gold lumens)

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. (500 gold lumens)

Phantasian Astromantic Globe: These two-foot diameter metal 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 knew how to make these items, which are in some demand in Cymril. (10,000 gold lumens)

Rahastran Zodar Deck: The twenty-card Zodar deck is employed by Rahastran Wizards to predict the future, and is also played as a game of chance (see **THE TALISLANTAN HANDBOOK** for more details on the Zodar Deck; 20 gold lumens).

Rajan Death Masks: These iron masks are employed by the necromancer-priests of the Black Mystic Cult, and are said to confer favor (+2 bonus on reaction rolls) with spirit entities originating from the lower planes. (15,000 gold lumens)





Sarista Crystal Ball: These six-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 (q.v.) which produce fanciful, illusory images. (2,000 gold lumens)

Sarista Love Locket: These heart-shaped, silver or gold lockets are supposedly of use in securing the affections of a lover (male or female, depending upon the owner's inclination). 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 subject is allowed to roll vs. Will Rating to resist the locket's enchantment). Like most Sarista goods, the efficacy of a love locket should by no means be taken for granted. (100 gold lumens)

Sarista Luck Charm: These coin-shaped silver medallions are purported to bring good fortune to the wearer (+ 1 bonus on all **ACTION TABLE** die rolls). Like most wares offered by the Sarista, many of these items are spurious in nature. (100+ gold lumens)

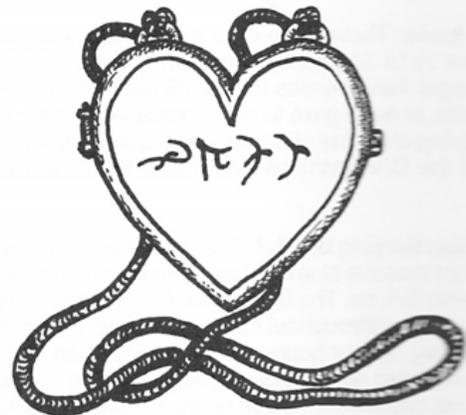
Sauran Dragon Icon: These large medallions, fashioned of red iron alloys and cast in the image of a dragon's head, are used by the Saurans to mesmerize dragons so that they can be trained for use as steeds, beasts of burden, etc. The icons are not totally foolproof (subject is allowed to roll vs. Will Rating at a penalty of -2 to resist), and so should be employed with caution. (4,000 gold lumens)

Sawila Wind Charms: These intricate devices, constructed of resonant rainbow kra's scales, resemble beautiful wind chimes. The Sawila arrange these charms in various sequences, hanging them from trees, huts and so forth. When blown by the wind, the Sawila's wind charms create magical effects similar to certain types of spells and incantations. Only the Sawila know how to make these enchanted items. (3,000 gold lumens)

Seeing Stones: These 6-12" orbs of polished crystal are used as communication devices by the Kasmir, Farad, Cymrilians, Quan, and others. Seeing Stones permit visual and audio contact from one orb to another, at ranges of up to 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, which activates 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. (10,000 gold lumens)

Stryx Obsidian Orb: These devices resemble crude versions of the standard Seeing Stone (q.v.), but generally have an effective range of under five miles. Stryx necromancers are reputed to utilize more potent versions of this item to converse with entities from the lower planes. (8,000 gold lumens)

Sunra Aquamantic Globe: These enchanted items are similar in effect to the Phantasians' Astromantic Globes (q.v.), but are used to indicate a vessel's position at sea. The Sunra's devices are considerably more reliable than their Phantasian counterparts. (15,000 gold lumens)





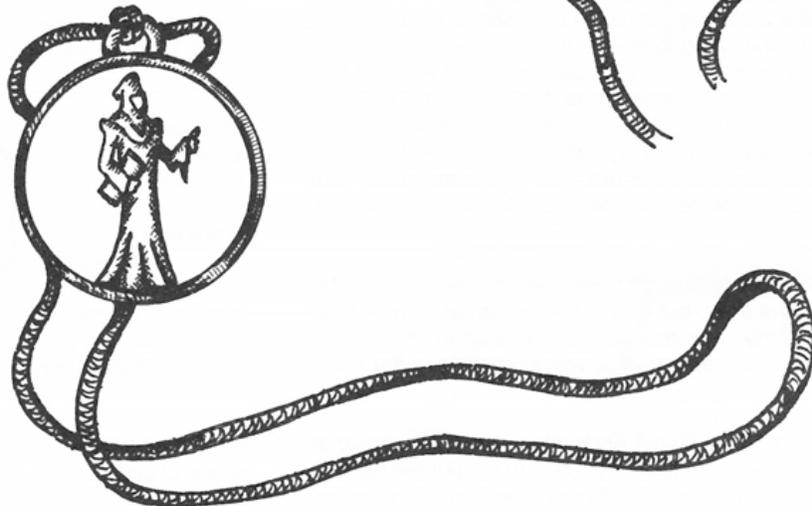
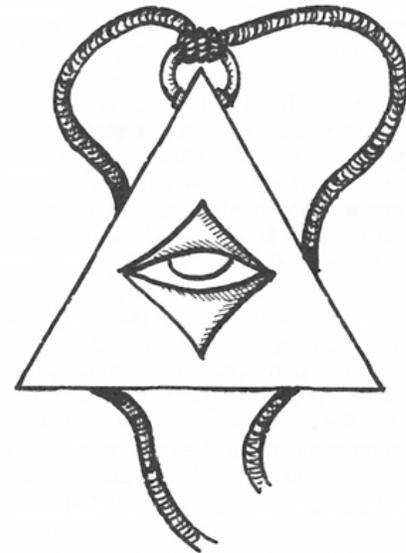
Thaecian Orb: Thaecian orbs are amberglass spheres which may be imbued with illusory scenes and images (which can be viewed by the holder), or invested with spell energies (which can be released by breaking the orb). Both types are quite popular amongst the Thaecians, who alone know the secret of creating these enchanted items. (100+ gold lumens per level)

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 (range: 20 feet; roll vs. Perception Rating to resist, or avert gaze to avoid possible effects). The icons are far from being uniformly efficacious, this due primarily to the dubious talents of the Ur's Shamans, who make these devices. (250 gold lumens)

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. (30,000+ gold lumens)

Yitek Talisman: These black iron pendants are fashioned in the form of small (one-inch high) pyramids, and engraved with wards vs. curses and hexes. The Yitek claim that their talismans confer protection from all curses which have been placed on tombs, crypts, and ancient ruins. (5,000 gold lumens)

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 demi-gods, saints and luminaries revered by the Zandir Paradoxists. In essence, these devices function as luck charms (+ 1 bonus on all **ACTION TABLE** die rolls; 100 gold lumens).

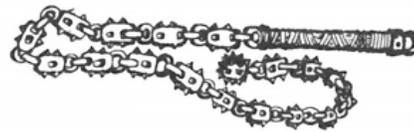




ENCHANTED WEAPONS AND ARMOR

The following is a list of the most common types of enchanted weapons and armor found in Talislanta. In the case of weapons, enchantment increases the item's damage potential (by +1, +2, etc., according to the weapon's rating, or by *doubling* the weapon's damage potential by imbuing it with an elemental power; not both). Conversely, enchantment increases the maximum damage which armor can absorb, or confers protection from a particular form of elemental attack (no damage taken from elemental attacks of the specified type). Note that, in the **TALISLANTA** system, enchantment does not increase a weapon's chances of hitting its intended target, nor does enchanted armor make the wearer more difficult to hit, per se.

An asterisk (*) indicates that the item can be employed as a missile weapon. Cost in time and materials accounts for the rarity of most enchanted weapons and armor.



Weapon

Ariane bow, +1 *
 Ariane bow, +2 *
 Ariane bow, +3 *
 Ariane bow, +4 *

Battle axe (Sauran) +1
 Bladestaff (Kasmir) +1
 Bladestaff (Kasmir) +2
 Bladestaff (Kasmir) +3

Bow, +1 *
 Bow, +2 *
 Bow, +3 *
 Bow, +4 *

Broadsword (Za) +1
 Broadsword (Za) +2
 Bwan, +1
 Crescent knife (Ardua), +1 *

Crescent knife (Ardua), +2 *
 Crescent knife (Ardua), +3 *
 Crossbow, heavy, +1 *
 Crossbow, heavy, +2 *

Crossbow, light, +1 *
 Crossbow, light, +2 *
 Cutlass, +1
 Cutlass, +2

Cutlass, +3
 Dagger, +1
 Dagger, +2
 Dagger, +3

Da-khar (Rajan), +1
 Da-khar (Rajan), +2
 Da-khar (Rajan), +3
 Dart-thrower (Ardua), +1 *

Damage/Notes

1-8 +1 (stun)
 1-8 +2 (stun)
 1-8 +3 (stun)
 1-8 +4 (stun)

1-12 +1 (Saurans cannot make +2 or greater weapons)
 1-8 +1
 1-8 +2
 1-8 +3 (very rare; Kasmir do not make +4 staves)

1-8 +1
 1-8 +2
 1-8 +3
 1-8 +4 (rare, due to excessive cost)

1-8 +1
 1-8 +2 (greater types are rare)
 1-10 +1 (rare due to limited abilities of Mud People shamans)
 1-4 +1

1-4 +2
 1-4 +3 (quite rare; +4 types are unknown)
 1-12 +1
 1-12 +2 (rare except in Tamaranth)

1-8 +1
 1-8 +2 (rare in most regions)
 1-10 +1
 1-10 +2

1-10 +3 (generally made only in Gao Din)
 1-6 +1
 1-6 +2
 1-6 +3 (rare; used mainly in rituals)

1-4 +1
 1-4 +2
 1-4 +3 (rare; Torquar chief assassins only)
 1-4 +1



Dart-thrower (Ardua), +2 *	1-4 +2 (Blue Ardua elite guards only)
Duar (Gryph), +1 *	1-10 +1
Duar (Gryph), +2 *	1-10 +2
Duar (Gryph), +3 *	1-10 +3 (very rare; Gryph clan chiefs only)
Dueling sword, +1	1-8 +1
Dueling sword, +2	1-8 +2
Dueling sword, +3	1-8 +3 (usually used only by Zandir Certaments)
Dueling sword, Fireblade	1-8 x 2 (1/2 total is fire damage)
Fire Dart-thrower (Ardua) *	1-4 x 2 (rare; Blue Ardua elite captains only)
Firebow *	1-8 x 2 (1/2 total is fire damage)
Flail, slavers', +1	1-10 +1
Flail, slavers', +2	1-10 +2 (rare; Farad-made for Imrian captains)
Flange-bow (Sea Nomad), +1 *	1-12 +1
Flange-bow (Sea Nomad), +2 *	1-12 +2 (rarely made due to prohibitive costs)
Garde, +1	1-6 +1 (acts as armor and weapon)
Garde, +2	1-6 +2 (as above)
Garde, +3	1-6 +3 (as above, but very rare; Thrall commanders only)
Garotte, +1	1-8 +1 (generally used only by Revenants)
Garotte, +2	1-8 +2 (as above)
Greatsword, +1	1-12 +1
Greatsword, +2	1-12 +2 (rare, due to cost of materials)
Greatsword, Fireblade	1-12 x 2 (a very rare item)
Greatsword, Iceblade	1-12 x 2 (made only by Kang, for Sauran wars)
Gwanga, +1 *	1-10 +1 (Farad-made, for trade with Ahazu)
Halberd (Danuvian), +1	1-12 +1
Halberd (Danuvian), +2	1-12 +2
Halberd (Danuvian), +3	1-12 +3 (rare; Danuvian commanders only)
Halberd (Danuvian), Fireblade	1-12 x 2 (very rare; ceremonial weapon)
Handaxe, +1 *	1-6 +1
Handaxe, +2 *	1-6 +2
Icebow *	1-8 x 2 (1/2 total is cold damage)
Iron Spear (Vajra), +1	1-12 (made of "blue iron" from shriekers' plumes)
Iron Spear (Vajra), +2	1-12 +2 (very rare; illegal in Quan)
Iron Spear (Vajra), +3	1-12 +3 (as above, but even more rare)
Jang (Harakin), +1 *	1-8 +1 (rare; Quan-made, to bribe Harakin chiefs)
Javelin, +1 *	1-8 +1
Javelin, +2 *	1-8 +2
Khu (Harakin), +1	1-8 +1 (rare; Quan-made, to bribe Harakin chiefs)
Krin (Harakin), +1	1-12 +1 (rare; as above)
Longsword, +1	1-10 +1 (fairly common in Zandu, though still costly)
Longsword, +2	1-10 +2
Longsword, +3	1-10 +3 (rare except among Danuvian commanders)
Longsword, +4	1-10 +4 (very rare; especially coveted by Kang Warlords)
Mace, +1	1-10 +1 (fairly common among Aamanian Warrior-Priests)
Mace, +2	1-10 +2 (occasionally carried by elite Aamanian Warrior-Priests)
Mace, +3	1-10 +3 (rare; used primarily by Aamanian Witch hunters)
Mace (Ariane), +1	1-10 +1 (stun)
Mace (Ariane), +2	1-10 +2 (stun)
Mace (Ariane), +3	1-10 +3 (stun)
Mace (Ariane), +4	1-10 +4 (stun)
Matsu (Ahazu), +1	1-12 +1 (rare; Farad-made for trade with Ahazu)
Polehook (Stryx), +1	1-8 +1



Scimitar, +1	1-8 +1
Scimitar, +2	1-8 +2
Scimitar, +3	1-8 +3
Sling, +1 *	1-4 +1 (primarily a Gnomekin weapon)
Sling, +2 *	1-4 +2 (rare; as above)
Spear, +1 *	1-8 +1
Spear, +2 *	1-8 +2
Spear, +3 *	1-8 +3
Spring-knife (Kasmir), +1 *	1-4 +1
Spring-knife (Kasmir), +2 *	1-4 +2
Staff, +1	1-8 +1 (fairly common among Rahastran Wizards)
Staff, +2	1-8 +2
Staff, +3	1-8 +3 (rare; sometimes carried by Ariane Druas)
Tarak (Harakin), +1	1-12 +1 (Quan-made, to bribe Harakin chiefs)
Throwing Knife, +1 *	1-4 +1 (popular among Arimite Knife-Fighters)
Throwing Knife, +2 *	1-4 +2
Throwing Knife, +3 *	1-4 +3 (very rare; coveted by Jaka, Arimites)
Warhammer, +1	1-12 +1
Warhammer, +2	1-12 +2
War Whip (Sauran), +1	1-10 +1 (Saurans cannot make +2 or greater weapons)

Note: All enchanted weapons weigh 1/2 as much as non-magical items, and cost approximately 2,500 gold lumens per +1 factor (5,000+ gold lumens for weapons with elemental properties).

ENCHANTED ARMOR

Type	Protection/Notes
Battle armor, +1	6
Battle armor, +2	7 (rare in most lands)
Battle armor, +3	8 (extremely rare due to cost)
Battle armor, warded vs. fire	5 (plus protection vs. fire)
Battle armor, warded vs. cold	5 (plus protection vs. cold)
Chain mesh, +1	4
Chain mesh, +2	5
Chain mesh, +3	6 (very rare)
Chain mesh, warded vs. fire	3 (plus protection vs. fire)
Chain mesh, warded vs. cold	3 (plus protection vs. cold)
Cloth, warded vs. fire	0 (protection vs. fire)
Cloth, warded vs. cold	0 (protection vs. cold)
Enchanted cloth, +1	1
Enchanted cloth, +2	2
Enchanted cloth, +3	3 (rare and costly)
Hide/fur, +1	2
Hide/fur, +2	3 (rare)
Hide/fur, warded vs. fire	1 (plus protection vs. fire)
Hide/fur, warded vs. cold	1 (plus protection vs. cold)
Plate mail, +1	5
Plate mail, +2	6
Plate mail, +3	7 (very rare)
Plate mail, warded vs. fire	4 (plus protection vs. fire)
Plate mail, warded vs. cold	4 (plus protection vs. cold)

Note: Enchanted armor costs ten times as much as ordinary armor, per +1 factor.



LISTS OF MAGICAL CORRESPONDENCES

The following is a general listing of the most common mineral, plant and animal ingredients, and the corresponding magical/alchemical properties attributed to such substances. The availability of ingredients in any locale is up to the Gamemaster to decide, based on the type of flora and fauna native to the region and the laws of supply and demand. Some notes for Gamemasters and players to keep in mind:

1) Animal ingredients which are not dried or preserved (in salt, magically held in stasis, kept on ice, etc.) will spoil within 1-4 hours in any relatively hot climate. Individuals who do not possess Hunting or Naturalism skills will generally have a difficult time with the often grisly

task of removing animal ingredients from the bodies of deceased creatures.

2) Plants and herbs cultivated or found in the wild will on average yield the following quantities of readily useable ingredients: small plant = 1-3 drams, medium-sized plant = 2-6 drams, large plant = 3-12 drams, very large plant/shrub = 6-24 drams.

3) Powdering any type of ingredient requires the use of a mortar and pestle. Performing any magical/alchemical operation without access to the proper equipment (primitive or not) adds to the level of difficulty of the procedure (penalty of -1-10, at the Gamemaster's discretion).

LISTING OF PLANT INGREDIENTS

Plant/Herb	Reputed Properties/Uses	Cost per Dram
Balmroot	Healing	10 G.L.
Black mushroom	Causes hallucinations, madness	50 G.L.
Deadman	Lethal contact poison	200+ G.L.
Devilroot	Virulent ingested poison	300+ G.L.
Euphorica	Mood enhancer, intoxicant	75+ G.L.
Fire lily	Resistance to heat	40 G.L.
Jabutu	Black magic, influence over spirits	25 G.L.
K'tallah	Narcotic, prophetic visions	100+ G.L.
Lotus, black	Narcotic, confers powers of e.s.p.	200 G.L.
Lotus, blue	Narcotic, confers prophetic dreams	25 G.L.
Lotus, green	Narcotic, confers ability to communicate with plants	20 G.L.
Lotus, rainbow	Mild narcotic, unpredictable properties (Gamemaster's option)	5 G.L.
Lotus, scarlet	Narcotic, weakens user's will (-2 Will Rating)	50 G.L.
Manicus	Induces delusions of grandeur	10 G.L.
Morphius	Soporific, induces sleep	25 G.L.
Narcolesian	Induces suspended animation	150 G.L.
Necromantia	Black magic, curses	100 G.L.
Provender plant	Edible plant	1 C.P.
Scarlet sporozoid	Spores stored in vials, unleashed vs. foes	200+ G.L.
Shrinking violet	Diminution	200 G.L.
Skullcap	Poison, causes irrational behavior in mild doses	50 G.L.
Snow lily	Resistance to cold	40 G.L.
Tanglewood	Limbs used in animate enchanted items	5 S.P.
Tantalus	Aphrodisiac	100 G.L.
Venomwood	Lethal systemic poison	10 G.L.
Whisp bane	Used in charm, keeps away woodwhisps	25 G.L.



LISTING OF ANIMAL INGREDIENTS

Ingredient	Properties/Uses	Cost
Amber wasp venom	Induces pain, favored by torturers	75 G.L.(dram)
Araq's blood	Used in rejuvenating potions (endurance)	25+ G.L.(dram)
Azoryl's hide	Used in cloak of gliding	20 G.L.(per sq. ft.)
Bane's eye	In crystal, used to see through illusions	200 G.L.
Bane's blood	Used to make glossolalia	10 G.L.(dram)
Bat manta's eye	In crystal, used to detect invisible/astral presences	500 G.L. ea.
Bat manta's horn	Used in making elemental lightning devices	400 G.L. ea.
Beastman's blood	Used in mixtures which improve perception (scent)	5 G.L.(dram)
Cave bat's horn	Used in mixtures which improve perception (hearing)	150 ea.
Darkling's eye	In crystal, used to see in darkness	20 G.L. ea.
Demon dust	Used in many black magical rituals	100+ G.L.(dram)
Demon's heart	Black diamond, powdered	200+ G.L.(dram)
Draconid's eye	In crystal, used to detect magical emanations	50 G.L. ea.
Dragon's blood	Used in concocting solvents	25 G.L.(dram)
Exomorph pigment	Dye used in magical pigments	20 G.L.(dram)
Flit's excretion	Potent anesthetic, used to resist pain	75 G.L.(dram)
Gryph plumes	Used in flying boots	1 G.L. each
Ikshada larvae	Used by torturers	75 G.L.(per sac)
Mandragore root	Influence over plants, Black Magic rituals	50 G.L. ea.
Monolith fragment	Elemental properties	100 G.L.(dram)
Na-ku bones	Powdered, used in black magic rituals	75 G.L.(dram)
Necrophage's hand	Mummified, used as a charm in black magic rituals	50 G.L. ea.
Necrophage's head	Magically animated, converses with spirits of departed	150 G.L. ea.
Neurovore's brain	Dried/powdered, used in mixtures which cause amnesia	200 G.L.(dram)
Nighthawk's eye	Used in mixtures which improve perception (sight)	75 G.L. ea.
Nightstalker's eye	In crystal, used to see into astral plane	300 G.L. ea.
Ogront's spike/horn	Powdered, enhances strength	20 G.L.(dram)
Raknid's venom	Paralytic venom, antidote for paralysis	50 G.L.(dram)
Sardonius' horn	Powdered, enhances intellect	200 G.L.(dram)
Sauran's horn	Scrimshaw charm, resistance to poison	50 G.L. ea.
Sauran's horn	Powdered, used in poison antidotes	1 G.L.(dram)
Sawila's plume	Good luck charm, quill pen	10 G.L. ea.
Shadow wight's essence	Ingredient used in seeing stones, "intelligent" enchanted items	400 G.L. ea.
Shaitan's/enim's claw	Charm, protection from demons	500 G.L. ea.
Shrieker's plumes	Used to make "blue iron"	250 G.L.(lb.)
Snipe's shell	Powdered, magic-resistant properties	200 G.L.(dram)
Stryx's horn	Scrimshaw charm, used in black magic rituals	25 G.L. ea.
Viper's venom	Various types; used as poison/poison antidote	10+ G.L.(dram)
Vorl's essence	Contained in amberglass vial, as a trap	500 G.L. ea.
Weirdling's fang	Potent good luck charm (+2)	1,000 G.L. ea.
Werebeast tusk	Powdered, enhances strength/aggressiveness	25 G.L.(dram)
Winged ape's horn	Powdered, enhances strength/virility	50 G.L.(dram)
Yaksha fang	Powdered, confers resistance to control spells	75 G.L.(dram)
Zaratan's shell	Powdered, enhances endurance	40 G.L.(dram)



LISTING OF GEMSTONES

Gemstone	Reputed properties	Cost per Carat
Amber	Magical/healing properties	2 G.L.
Amethyst	All matters concerning the emotions	10 G.L.
Black diamond	Black magical virtues, soulstones	100 G.L.
Black opal	Premonitions	1 G.L.
Carnelian	Protection from Black Magic	5 G.L.
Coral	Protection from drowning, properties of elemental water	1 S.P.
Diamond	White Magical virtues, light	50 G.L.
Emerald	Spiritual protection	25 G.L.
Firegem	Properties of elemental fire	40 G.L.
Jacinth	Magic resistance	5 G.L.
Jade	Longevity, health	5 G.L.
Malachite	Confers favor with elementals, sub-elementals	5 G.L.
Moonstone	Grey Magical virtues, mysteries	10 G.L.
Obsidian	Properties of elemental earth	1 G.L.
Onyx	Darkness, invisibility	10 G.L.
Pearl	Good fortune at sea	2 G.L.
Quaga (violet pearl)	Influence over aquatic creatures	20 G.L.
Quartz	Resistance to illusions	1 S.P.
Ruby	Passions	30 G.L.
Sapphire	Properties of elemental air	25 G.L.
Sard	Intelligence, wisdom	5 G.L.
Topaz	Resistance to magical influence	25 G.L.
Zircon	Protection from spirits	15 G.L.



MAGICAL/ALCHEMICAL RESEARCH

Practitioners of any of the Talislantan occult sciences may find it necessary and/or desirable to engage in research from time to time, either for purposes of searching out some rare or ancient spell, formulae or magical tome, or when attempting to devise an original spell, enchanted item, etc. The following set of guidelines can be used by Gamemasters at such time as a player character wishes to engage in any activity of this nature.

LOCATING RARE MAGICAL/ALCHEMICAL WRITINGS

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

Sifting through such materials can be a frustrating and time-consuming task, with no guarantee that the library or institute even *has* the information that the researcher is looking for (Gamemaster's ruling in all cases). A list of libraries which may be of some use in magical/alchemical research (and the level of difficulty entailed in utilizing their facilities) would include the following:

Institution	Level of Difficulty
Library at Cymril	8
Library at Dracarta	7
Library at Jacinth	6
Library of L'Haan	6
Lyceum Arcanum	5
Maze-City of Altan	3
Phantas' Cabal Magicus	8
Temple of the Seven Moons	3
Zanth's Institute of Paradoxo	9

DETERMINING RESULTS OF RESEARCH

To determine whether a researcher meets with failure or success, roll a d20 on the SKILL/ATTRIBUTE column of the **ACTION TABLE** once per each week of research. Use the researcher's Intelligence Rating and the institution's "level of difficulty" rating as modifiers (treat the "level of difficulty" rating as a *negative* modifier for this purpose). Results can be interpreted as follows:

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

Failure: The researcher has found nothing during this week.

Success: The researcher finds what may well be the data that he or she is looking for. Spend one more week analyzing and/or translat-

ing the text in question, then roll again. A result of "Success" or better indicates that the data has been found (optionally, the character may only discover *where* the desired information can be found).

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

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

MAGICAL/ALCHEMICAL RESEARCH

Any character who possesses the skill Primary Magic, Secondary Magic, Magical Training, or Alchemical Training may attempt to create new magical or alchemical formulae, devices, or substances through the process of research and experimentation. The requirements for such procedures are as follows:

1) The individual must have access to a well-equipped laboratory facility of some sort, and an abundant supply of materials and ingredients related to the type of experiment being attempted.

The Gamemaster will inform the character what materials will be required, based on a fair appraisal of the player's stated objective.

2) The individual must spend a minimum of two weeks' time performing preliminary research in order to determine if the proposed project is feasible. The results of the preliminary research will be supplied by the Gamemaster, based on his or her assessment of the project's feasibility; i.e., if the proposed new spell or formula is one which is so powerful that it would upset the balance of the game, the Gamemaster should inform the player that the new idea is not possible. If desired, the player may spend one additional week of game time revising his or her proposal, in the hope of obtaining more promising results. In all instances, the Gamemaster is required to be firm, but fair. If the proposed new idea is even remotely possible, the player should always be encouraged to try it.

3) If the project is at all feasible, the Gamemaster must assess the level of difficulty entailed in the creation of the new idea, and rate it on a scale of ten (simplest) to forty (most complex).

This figure is used later as a *negative modifier* when rolling on the RESEARCH AND EXPERIMENTATION TABLE (see #4). The player should be informed of the *approximate* level of difficulty for the proposed new idea, in order that he or she may decide whether to pursue the project any further.

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



RESEARCH AND EXPERIMENTATION TABLE

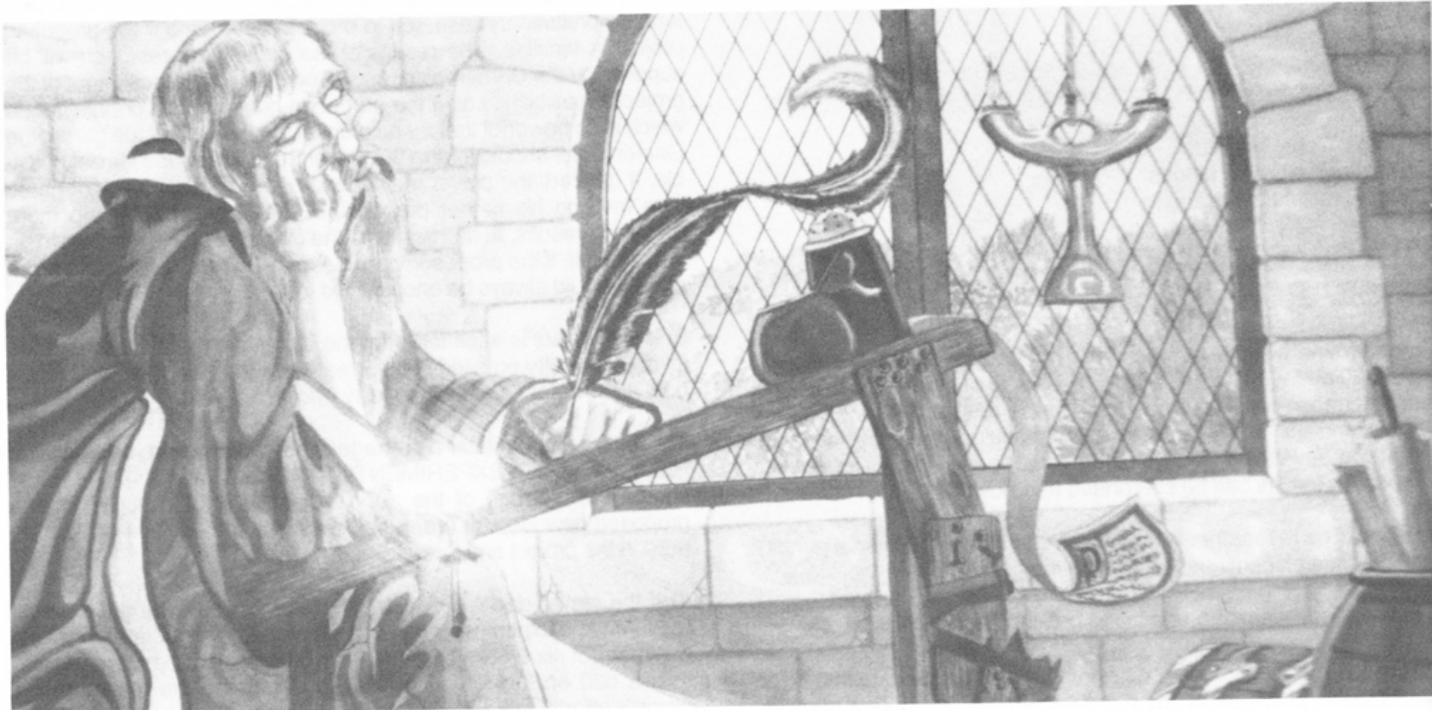
DIE ROLL RESULT

- 1 or less = Major Setback: An explosion has occurred in the work area, causing 100-1,000 gold lumens in damage. The project is ruined, and must be started from scratch (back to step #4). Also, the researcher(s) suffers injury (Gamemaster's ruling as to the nature and extent of the injury, based on the type of experimentation being done).
- 2-5 = Minor Setback: Complications have caused unforeseen delays. Roll again on this table after an additional two weeks of research and experimentation.
- 6-9 = Research Inconclusive: Roll again on this table next week.
- 10 = Accidental Discovery: While working on the proposed new project, the researcher stumbles onto some other discovery (Gamemaster's option as to what this is). Check on the proposed project again next week, if the work is to continue.
- 11-14 = Qualified Success: The researcher is definitely onto something, and the experiments show great promise. Roll again on this table on the following week, at a bonus of +10.
- 15-20 = Success: The new invention is a great success, and works as planned.
- 21+ = Unexpected Success: The new invention is a fabulous success, and works even better than anticipated (Gamemaster's ruling as to the nature and degree of the unexpected improvement, which need not necessarily be major in scope).

MODIFIERS

- add researcher's MAGIC RATING (or ALCHEMICAL TRAINING rating) to the die roll
- subtract the experiment's level of difficulty (see step #3)
- +1-3 per relevant *magical tome* or reference work which the researcher has access to
- -1-10 if the researcher is attempting to create a destructive (and therefore, more volatile) new spell, substance, etc. (Gamemaster's ruling as to the volatility of the new idea)
- +1 per each *qualified* assistant helping on the project (up to a maximum of +10)

Note: If two or more magicians/alchemists wish to combine their abilities and work together on a single project, average their MAGIC RATING and/or ALCHEMICAL TRAINING scores to arrive at a single modifier.





NEW ALCHEMICAL/MAGICAL SKILLS

ALCHEMICAL OPERATIONS: The following new mixtures and substances may be added to the list of *ALCHEMICAL OPERATIONS* which appears in **THE TALISLANTAN HANDBOOK**. Time required to complete each operation is two weeks. **MODIFIER:** INT.

AMBERGLOW: Seven ounces of powdered amber, fourteen ounces of clear water, and one carat of powdered black diamond. Amberglow is a magical liquid used in the making of non-metallic enchanted items of all sorts, replacing magical quicksilver in all such operations (as per the skill, ENCHANT ITEMS).

BLACK ADAMANT: Ten carats of powdered black diamond and one pound of silver. A forge and metal worker's tools are required to undertake the operation, which yields a one-pound ingot of +1 black adamant. To create +2 black adamant, twenty carats of powdered black diamond must be used instead of ten. +3 black adamant requires thirty carats, and +4 black adamant requires forty carats per pound of metal. Black adamant is extremely costly to produce, and so is quite rare. Only the Black Savants of Nefaratus know the secret of forging this magical metal.

SORCEROUS HYBRIDIZATION: This is the ability to create new lifeforms by magically combining the attributes of two different entities (one male, one female). Prerequisites for the acquisition of this skill include the following: PRIMARY or SECONDARY MAGIC,

ALCHEMICAL TRAINING, THAUMATURGIC OPERATIONS and the scholarly talent, NATURALISM. The procedure is as follows:

- 1) the two different lifeforms which are to be crossbred are secured to separate tables, then connected by means of a network of glass tubing to an essence accumulator,
- 2) the essence accumulator is activated,
- 3) after twenty-four hours, a liquid mixture comprised of the combined living essence of the two lifeforms is derived,
- 4) this liquid essence is placed in an amberglass-lined vat, and the vat sealed with paraffin.

In two weeks' time, the vat may be opened. To determine the results of the hybridization process, the following guidelines are employed:

- 1) Add up all attribute bonuses/penalties for each of the two lifeforms being used in the experiment. The lifeform with the highest attribute total is classified as the *primary* entity; the other is the *secondary* entity.
- 2) To determine the hybrid creature's attribute ratings, height, weight, level, attacks, special abilities, armor, gender and hit points, roll d20 for each on the SORCEROUS HYBRIDIZATION TABLE.

SORCEROUS HYBRIDIZATION TABLE

DIE ROLL	RESULT
1 =	unfavorably mutated attribute/characteristic (Gamemaster's determination as to specific effect)
2-4 =	attribute/characteristic is as per secondary entity
5-13 =	attribute/characteristic is as per average of primary and secondary entity (with regard to special abilities, there is a 50% chance that the hybrid will possess the ability in question; regarding gender, this result yields a sterile or hermaphroditic hybrid)
14-19 =	attribute/characteristic is as per primary entity
20 =	favorably mutated attribute/characteristic (Gamemaster's determination as to specific effect)

NOTE: Roll on the SKILL/ATTRIBUTE column of the **ACTION TABLE** to determine whether the hybridization process has yielded a living organism. Note that fertile hybrids may be utilized as subjects in second or third generation hybridization procedures, or bred with compatible creatures in order to produce new species of lifeforms.

The hybridization process is almost invariably fatal to the male and female subjects employed in the operation (roll vs. CONSTITUTION at a penalty of 4 to survive such a procedure). For this reason, and due to various ethical and moral concerns, sorcerous hybridization is illegal in most Talislantan countries. In any event, the intricacies of the procedure are such that few magicians or alchemists can afford to engage in such experimentation.





THE OMNIVERSE

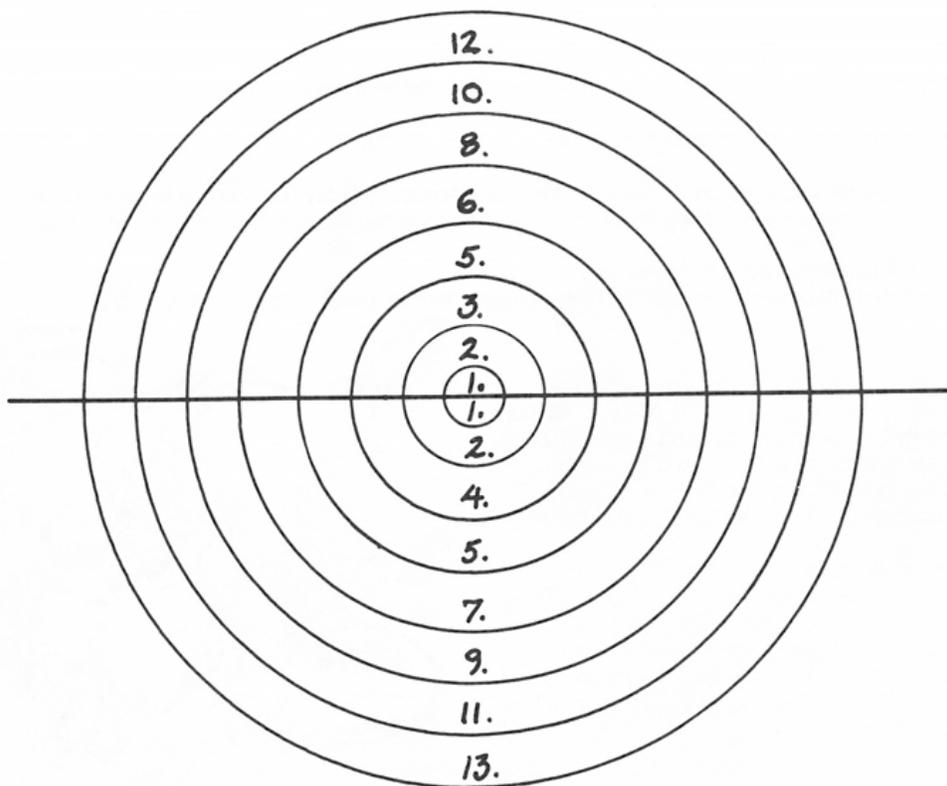
The following is a representation of the Omniverse; a term coined by the fabled mystic, Hotan, who is credited with having formulated the concepts associated with the metaphysical doctrines of Transcendancy (see *THE ARIANE*). According to Hotan, the Omniverse consists of an infinite number of universes existing simultaneously in thirteen different dimensions, or "realities".

The accompanying diagram depicts Hotan's concept of the location of the thirteen dimensions relative to Primus, the name used by Talislanta metaphysicists to represent the prime material plane. It was Hotan's contention that the Elemental Plane lay at the center of "physical reality", a theory adhered to by the Ariane of Tamaranth, the Mirin of L'Haan, and many of the renowned sorcerers of old (including the great Korak, his simulacrum Viridian, and the estimable Kabros of Badijan; see *SORCERERS OF ANCIENT TALISLANTA*).

The "elementocentric" theory of the Omniverse, while perhaps as valid as any other, is by no means accepted throughout the continent. The Aamanians insist that Primus is the center of the Omniverse, with Ten Heavens above and Ten Hells below. It is the Phantasians' claim that the Dream Dimension permeates all levels of the Omniverse. The Rajans, meanwhile, state that The Underworld is the center of the Omniverse, while the Nefaratans believe that the epicenter occurs in Oblivion. The Zandir Paradoxists, not surprisingly, profess that the Omniverse is "a mystery; impenetrable and enigmatic, and beyond all comprehension."

The Zandir view notwithstanding, the following is a listing of the thirteen dimensions which—according to Hotan and others— together comprise the Omniverse:

- 1) The Elemental Plane:** The Ariane describe this dimension as the "heart of the world" - that place from which originates the elemental substances of which the countless parallel worlds of Primus are fashioned. Called "The Green World" by Viridian, the Elemental Plane is often depicted as a massive, living organism: every blade of grass, grain of sand, breath of air and drop of water is alive, inhabited by sentient entities of varying power, known as sub-elementals, and the near-deific beings known as the True Elementals.
- 2) Primus:** The material planes of Primus are infinite in number, and extend across the space-time continuum. Talislanta exists on at least one such plane, and possibly as many as ten (or at least Hotan felt, in one of his more obscure postulations).
- 3) The Dream Dimension:** Situated adjacent to the material plane, the Dream Dimension, is accessible through the subconscious mind. It is a Dimension of infinite and ever-changing variety, with a misty, unreal semblance. The deific entity known as Dreamweaver presides over this dimension, served by the Sandmen and a host of lesser entities. Dreamweaver's Avatars are known as Visions.





4) The Nightmare Dimension: Bordering the Dream Dimension is the Nightmare Dimension, a frightful region inhabited by the race of Pseudo-Demons. Shadow Wights and Shadow Wizards from The Underworld may be found here as well. The ruler of this realm of hallucinations and apparitions is Noman, an entity who is omnipotent on this sphere. Elsewhere, Noman only has power over those who believe in him.

5) The Gray Sphere: Beyond the Gray Veil lies the lowest level of the Astral Plane, known as the Gray Sphere. It is a vast, gray region inhabited by disembodied spirits, nightstalkers, phasms and other lower entities. Here and there, the astral semblance of an ancient magical castle or palace may be seen, drifting through the gray nothingness. Demented ghosts and weird entities banished from other dimensions sometimes reside here, but otherwise the Gray Sphere is largely a desolate and deserted realm.

6) The Silver Sphere: The Silver Sphere of the Astral Plane is a region inhabited by the Paramanes—silver-gray spirit beings who seek to gain access to the higher planes by the performance of worthy deeds. Some sit and brood, bitter over being denied entry to the higher dimensions. Others work, alone or in cabals, to further the aspirations of worthy mortals on the material planes. Of these, many serve as guardians, or spirit guides. Iridescent light suffuses this realm, which resembles a vast, silver-hued landscape dotted with ancient ruins of white stone. Malign entities from the lower planes occasionally tunnel up from below, hoping to tempt less-patient Paramanes into breaking their vows of penance and joining them in the dark realms.

7) The Underworld: This is the land of the dead, which all souls must pass through on the way to their ultimate destination. It is a bleak place, dark and eerie, like a great subterranean cavern. The point of arrival is a dark shore, upon which stand countless souls waiting to be conveyed by barge along the black river which leads to the domain of the ruler of the Underworld, the entity known as Death. A faceless being called Fate poles the barge downriver to the temple where Death awaits, seated upon his throne. Nearby stands the spectral entity, Destiny. In one hand he holds a staff, in the other he holds a massive, iron-bound tome, the pages of which contain the lives of all living things in the Omniverse.

It is Destiny's duty to read the page of each soul who arrives in the Underworld. Death then takes the soul and directs it to its next destination, which may be any one of the thirteen planes of existence. Those lacking redeeming qualities are given over to the Malum; Arch-Spectres known as Shadow Wizards, who dwell in black towers situated throughout the Underworld. Many of these souls become Shadow Wights, servants of the Malum. The most awful are imprisoned in soulstones, the method of exchange favored by the Malum. Omnus, the realm of Occult Knowledge, is located somewhere in the Underworld, barred to outsiders by nine magical gates.

8) The Golden Sphere: The Golden Sphere of the Astral Plane is a realm permeated by warm, golden light. Here, in a great amber castle, live the Illuminus; golden spirit beings sometimes known as "The Watchers". The Illuminus are the keepers of the Eternal Records, an impossibly vast catalogue of volumes containing all the secrets of the Omniverse, and all known information. Seated at massive golden podiums, they observe all that transpires throughout the Omniverse, inscribing this data for their records. An individual who travels to the Golden Sphere may be able to locate the amber castle of the Illuminus, and may even be able to get past the giant Golden Paramanes

who serve as Guardians of the Eternal Records. Once inside, an individual could conceivably discover which of the Thousand Golden Halls leads to the Scriptorium, where the Illuminatus reside. Those fortunate enough to have come this far may ask a single question and receive an answer, for the fact that they continue to exist after violating the Illuminus' Sanctum is proof that they are indeed among the most worthy of individuals.

9) Oblivion: This dimension is the traditional place of banishment for all but the lowest entities, who tend to gravitate towards the Gray Sphere. Here, Diabolus and the various races of Talislantan Devils were consigned by the Archons to dwell forever in the City of Brass, which is located high atop a mountain extending a hundred miles into the noxious atmosphere of this dark realm. Far below, sinister entities also banished to this dimension (including Shadow Wizards, Pseudo-Demons, and countless other creatures) occupy the endless Planes of Oblivion; hiding in holes, crevices and ruined structures, soaring through the dark skies, or wandering across this barren expanse of fused, black stone. At least one Shaitan—the rebel, Zahur—resides somewhere upon the Plane. Bands of giant Enim scour the region, hunting down and capturing other exiled creatures, which are conveyed to the City of Brass for the sport of the Shaitan.

10) The Crystalline Sphere: The myriad worlds of the Crystalline Sphere of the Astral Plane are home to the reigning Deities, as well as those beings known as the Forgotten Gods—deific entities who have faded from the memories of men. Each world is a paradise of one sort or another, the specifics of which depend upon the expectations of each God's loyal followers.

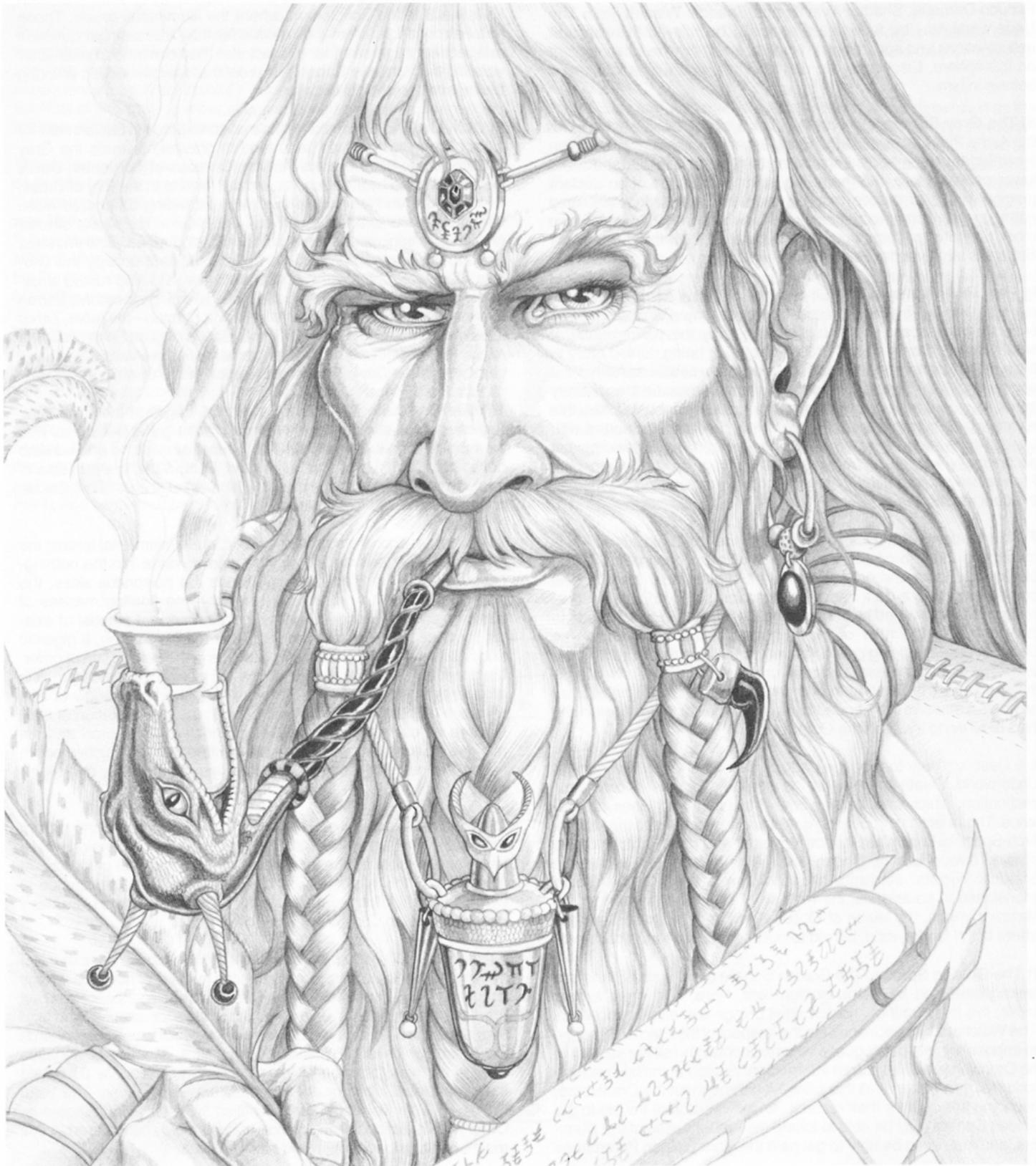
11) Cthonia: This is a region of chaotic, quasi-elemental forces; the dregs of the Omniverse, sifting slowly downwards into the nothingness of The Void. Black lightning rends the poisonous skies, the seas burn, and the ground breaks away into floating masses of heaving, dripping sludge. Here, in this tenuous last outpost of existence, dwell the races of Demons. Their ruler is Aberon, a gigantic and hideous monster whose sole purpose is the destruction of order: the annihilation of all lifeforms, all matter, all structure and form. It is argued by some Talislantan Scholars that Aberon, wittingly or not, serves a practical purpose by assisting in the disintegration of substances enroute to The Void. Others, noting that Aberon and his minions have never been content to confine their destructive activities to the realm of Cthonia, consider this theory false, and highly naive.

12) The Radiant Sphere: This brilliant realm is home to the radiant spirit beings known as the Archons, entities revered for their benevolence and wisdom by the inhabitants of many millions of worlds. At the center of this region is The Light, a shimmering Intelligence to which all higher forms are drawn. The Light is known by many names, including Creator.

13) The Void: This is a realm devoid of light or substance, a mass of swirling blackness terminating in a central nucleus of negative energy known as The Dark. Whether The Dark is an Intelligence, or is in fact the Anti-Intelligence, is unknown. Individuals or entities who find themselves in The Void will be drawn slowly but irresistibly towards The Dark, which engulfs all that contacts it. Masses of negative energy, thrown off by the whirling nucleus, occasionally penetrate the dimensional fabric or are propelled outwards across The Void. Known as Void Monsters, these entities are extremely dangerous. Other manifestations, living or not, may also be encountered in this realm, drifting slowly downward into The Dark.



TAMERLIN'S GUIDE TO EXTRA-DIMENSIONAL ENTITIES



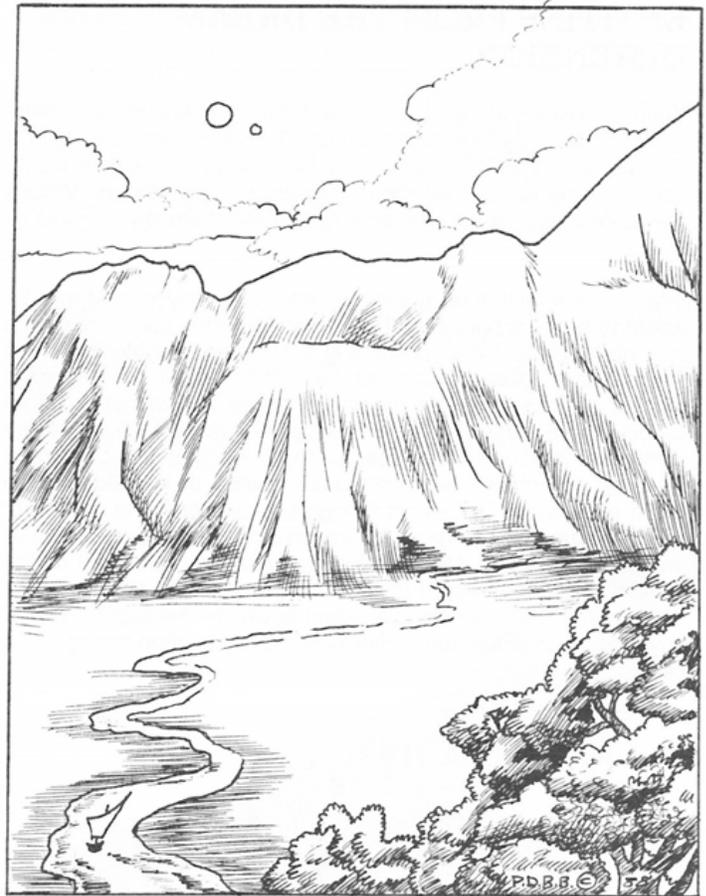


The following is a listing of the more common varieties of extra-dimensional entities, as compiled by the wizard Tamerlin. It is natural to suppose that, like the vast majority of the wizard's writings, this listing is neither complete, nor devoid of certain minor inaccuracies and embellishments. Entries marked with an asterisk (*) indicate creatures described in detail in the **NATURALIST'S GUIDE TO TALISLANTA**.

ENTITIES FROM THE ELEMENTAL PLANE

Sub-Elementals: Sub-elementals are entities possessed of limited elemental powers, considered by some to be avatars of the great True Elementals. There are several distinct types, including sand, mud, smoke, lightning, ice, crystal, wood, and plant sub-elementals. Normally amorphous, sub-elementals are capable of assuming any form desired, within the limitations of their size, total volume, and the nature of their substance. On the material plane, these creatures initially appear as 1-16 foot-tall humanoids comprised of sub-elemental essence, but retain the ability to alter their form at will.

Sub-elementals are among the most useful of summoned creatures, for they possess little volition of their own and generally follow instructions without complaint. Even if captured or constrained, a sub-elemental will faithfully serve its master. Regular mistreatment of a captive sub-elemental is inadvisable, for an abused sub-elemental may turn upon its master, or find some covert means of bringing about his or her demise.



True Elementals: The True Elementals are massive entities, each comprised of a single elemental substance (elemental earth, water, air, and fire). On their home plane, these powerful beings are practically indistinguishable from their surroundings: i.e., True Earth Elementals resemble great mountains (or, in some cases, entire mountain ranges); True Water Elementals fill the rivers and oceans; True Air Elementals appear as vast cloudbanks; and True Fire Elementals occupy the hearts of towering volcanoes, subterranean rivers of magma, and lakes of living fire. On the material plane, True Elementals typically appear as giant humanoids, over a hundred feet in height and comprised of animate elemental essence.

True Elementals possess abilities which very nearly approximate those exhibited by Deities (in fact, True Elementals are still revered as Gods by many Talislantans). Their power is such that these entities cannot be compelled to respond to the standard Spell of Summoning, or any common summoning device. The pagans of ancient Talislanta are believed to have known certain rituals which could be employed to this end, though these procedures must certainly have entailed considerable risk and effort (to say nothing of the logistics involved in summoning a hundred foot tall humanoid). No less an authority than the great Viridian considered such practices to be "fraught with a high degree of peril, for the single reason that a True Elemental increases in size as it absorbs compatible elemental substances from the material plane, and so may expand itself to indefinite proportions." According to Viridian, the Lost Sea may have been absorbed by a True Water Elemental which was accidentally summoned by a large gathering of Yrmanian or Ur Clan shamans.



ENTITIES FROM THE DREAM DIMENSION

Visions: Visions are avatars of the deific entity known as Dreamweaver, ruler of the Dream Dimension. On their home plane, Visions typically appear as thin, diaphanous humanoids—unreal and insubstantial to the touch. Elsewhere, they are invisible, though Visions may appear in dreams, and are able to make themselves visible as desired.

Visions know all that occurs in the Dream Dimension, and may be asked to reveal a portion of this knowledge when summoned from their home plane. When petitioning a vision for enlightenment, the summoner is advised to comport himself or herself in a respectful manner; Visions are temperamental in nature, and will simply return to their home plane if treated in a cavalier fashion. Provided the summoner observes the proper protocol, a Vision will consent to reveal any information which could conceivably be learned from the realm of dreams. The secret thoughts, aspirations and desires of other creatures or beings all fall into this category, as do prophetic dreams and images. Up to three questions may be asked by the summoner, each of which the Vision will answer to the best of its abilities. A Vision may also be asked to explain the significance of any dream which the summoner has had at any time during his or her life.



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Sandmen: Sandmen are shriveled, gnome-like creatures who originate from the Dream Dimension. On their home plane, Sandmen serve as messengers, bringing dreams to sleepers on the myriad material planes of existence. They are somewhat ill-tempered by nature, and always seem to be grumbling and complaining about something.

Sandmen are of little use to magicians, though they carry on their persons small sacks of the magical substance known as "dreamdust"—a silvery powder which is useful in repelling such noxious entities as pseudo-deamons, nightstalkers, fantasms, and other denizens of the Gray Sphere and the Nightmare Dimension (a single dram of dreamdust will suffice to drive off one entity of this sort; two drams will incapacitate such a creature, allowing it to be captured, if desired). Sandmen can often be convinced to part with a dram or two of dreamdust if bribed with moonstones, which they hoard much as misers do gold. A fine Moonstone of at least ten carats is considered the minimum price for a dram of dreamdust.



ENTITIES FROM THE NIGHTMARE DIMENSION

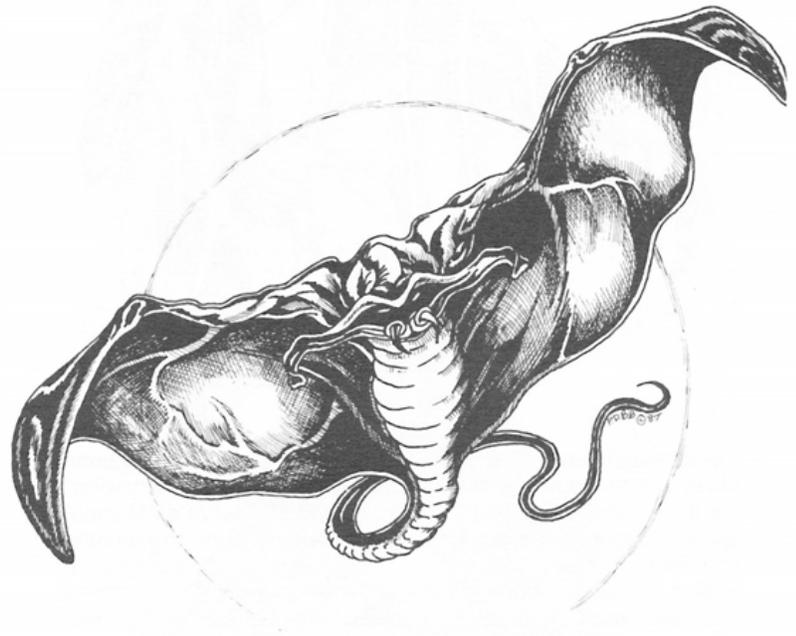
Barbed Horror: Barbed Horrors are a grotesque, imp-like variety of pseudo-demon measuring approximately two feet in height, with a misshapen head and torso covered with row upon row of barbs, spines, and spiked protrusions. Grown in vats like homonculi, Barbed Horrors are the very embodiment of fear, given tangible form through the use of Black Magic. It is not known what purpose these creatures serve on their home plane, if any.

Through the use of the spell, Mordante's Frightful Minion, a Barbed Horror may be made to serve as a hidden guardian of treasure, magical paraphernalia, or anything else. They are quite effective in this capacity, and seem to derive a certain sadistic pleasure from inflicting pain on other creatures. A taste of the Spell of Elemental Lightning is often sufficient to send these creatures scuttling for cover, though the Barbed Horror's methodology can make this remedy difficult to employ: the favored method of attack for these creatures is to leap from hiding, latch onto a victim's face, and bore into its head with a rasping tongue; simultaneously injecting the victim with a paralytic venom.



***Bat Manta:** Bat Manta are a variety of large pseudo-demons which resemble giant, black manta rays. On their home plane, these creatures may often be seen soaring high above the tortured terrain, looking for lesser creatures to feed upon. Able to see invisible, astral and ethereal presences, Bat Manta are skilled hunters of many different extra-dimensional entities, including fantasms, Barbed Horrors, and even nightstalkers. They capture their prey by stunning victims with a potent electrical discharge, which Bat Manta are capable of emanating from the twin, horn-like protruberances on their head.

Bat Manta are employed by the Malum (Shadow Wizards) and others as steeds, and are also favored for this purpose by some Talislantan Magicians. The spell, Mordante's Winged Servant, is of practical use in obtaining the services of a Bat Manta. Acquiring enough fantasms, Barbed Horrors and similar creatures to keep a Bat Manta well-fed (and therefore, reasonably content) can be quite another matter, however.



***Fantasm:** Fantasms are a variety of ethereal pseudo-demons native to the Nightmare Dimension, where they serve as dark counterparts to the Sandmen of the Dream Dimension, bringing frightful dreams and nightmares to sleepers throughout the many material planes of existence. On their home plane, Fantasms are weak, and are often preyed upon by Bat Manta, Barbed Horrors, and other entities. Dispatched by Noman (or summoned by magic) to the material plane, they are able to gain a semblance of reality, and can be quite dangerous.

The spell, Mordante's Nightmare Visions, is the most common method employed to summon Fantasms to the material plane. Establishing control over these malign pseudo-demons is seldom a difficult task, for Fantasms are all too eager to exhibit the abilities which they acquire upon manifesting on the material plane. A meaningful show of silver and/or magical weaponry can often serve to dissuade the weaker sorts of Fantasms from overt displays of the capabilities which they prize so highly.



Harbinger Imp: Harbinger Imps are ugly, bat-winged pseudo-demons which measure about a foot in height, and have long, forked tails which can be used for grasping, hanging from beams and rafters, etc. On their home plane, they are often employed as messengers by Noman (ruler of the Nightmare Dimension) and his associates.

The spell, Mordante's Dark Harbinger, is the most common and effective means of summoning a Harbinger Imp, an offering of a 2-12 carat black opal being sufficient to secure the imp's services in most cases. Once this has been accomplished, the Harbinger Imp may be commanded to deliver a verbal or written message—or any relatively small item—to any individual whom the summoner knows, or is at least familiar with. If offered a sizeable enough bribe, a Harbinger Imp may even consent to return to the summoner should a reply or some other form of exchange be desired. It is also possible to bribe or coerce these creatures into serving as familiars.



Fiend: Fiends are gaunt, horned pseudo-demons, roughly humanoid in size and form, with wrinkled visages and dark, leathery wings. On their home plane, these insidious creatures serve as Noman's spies and informers, slipping unseen from one dimension to another by means of inter-planar rifts and magical gates. Physically unimposing, Fiends rely upon stealth, and their uncanny ability to blend into darkness, to survive in the hostile environs of the lower planes.

It is possible to summon a Fiend to the material plane, either by means of the standard Spell of Summoning or by the more convenient expedient of the spell known as Mordante's Unseen Agency. In either case, it is advisable to perform such operations only in well-lit places. Though easily coerced into service when subjected to strong illumination, Fiends are not to be trusted in the dark. Provided a sufficient area of darkness or shadow to operate within, a Fiend would as soon rob or murder its summoner than be forced to perform a service for a mere mortal.

Assuming such difficulties can be avoided beforehand, a Fiend may be commanded to serve as a spy, informer, or sneak-thief. Fiends are adept at all three of these occupations. Their eyes are uncommonly keen, and cannot be tricked by illusions or hallucinations, while their sense of hearing is so acute that they can discern whispered conversations at distances of up to a hundred feet, or even through foot-thick stone walls. Fiends are also skilled at swiping coins and other small valuables, which they secrete in their abdominal pouch or amidst the folds of their wings.



Monitor Imp: Monitor Imps are tiny, extra-dimensional creatures considered by scholars of the occult sciences to be a form of minor devil. Averaging between one to four inches in height, they are generally inoffensive, except as pertains to certain of their habits; Monitor Imps are possessed of an insatiable curiosity, and derive great satisfaction from spying on other creatures. They are much-favored as familiars, and are often employed as look-outs, spies, snitches, and so forth. Like some varieties of pseudo-demon, Monitor Imps are adept at locating magical gates and inter-planar rifts, and so can be found in many of the lower planes.



Though it is considered a dangerous practice to summon one of the Malum, there have always been those willing to accept the risks entailed in such operations in order to gain a measure of occult knowledge. Among the secrets known to the Malum are many ancient spells, rituals, and arcane formulae (including the means of creating Barbed Horrors, artificial lifeforms, obsidian mirrors and other enchanted items).

The most reliable methods of obtaining the services of a Shadow Wizard are through coercion, or bribery. The former tactic is recommended only to those magicians who possess the most cogent spells, wards and artifacts, and have no reason to fear for their future safety or peace of mind (a Shadow Wizard that has been coerced into service will not rest until it has found some means of gaining its revenge, either directly or indirectly). A far safer approach is to simply pay a Shadow Wizard for its services, the standard rate of exchange being one soulstone per each question answered, payable in advance.

***Shadow Wights:** Shadow Wights are the spiritforms of deceased persons, which tend to congregate in the Nightmare Dimension and other regions. On their home plane, these spectral beings often serve as slaves or underlings to a Shadow Wizard (q.v.) or other, powerful extra-dimensional entity. Countless others are able to find their way into the material plane, where they return to haunt the places where their bodies have been interred.

Shadow Wights crave corporeality above all things, and will willingly serve any summoner who offers them an opportunity to drain the physical substance of another creature. Unscrupulous magicians often employ these malign entities to rid themselves of unwanted associates, rivals and enemies. While undeniably effective, such methods are not without risk. If thwarted in its attempt to steal another creature's substance, a Shadow Wight may return to attack its summoner. Less dangerous to employ are the entities known as Shadow Cats, which are favored by some magicians for use as familiars, and for purposes of pest control. Shadow-forms of these sorts are dismayed by strong light, and can be dispersed by magical radiance.

***Shadow Wizard:** These powerful spectral entities (known collectively as "The Malum") are common to the Nightmare Dimension, the lower plane of Oblivion, and other regions. They are skilled in the Black Arts, and are sometimes employed as thaumaturges, advisors, and subordinates by more potent beings (such as Noman, Diabolus, and certain, exceedingly competent Black Magicians). Conversely, Shadow Wizards occasionally employ lesser entities—such as Shadow Wights, Harbinger Imps, and Fantasms—as their servants.





ENTITIES FROM THE GRAY SPHERE

Disembodied Spirits: These ethereal entities are the spiritforms of deceased creatures and beings who, for one reason or another, have become lost or stranded enroute to their next incarnation. Countless numbers of these disembodied entities have been consigned to wander the Gray Sphere of the Astral Plane or, in some cases, the material planes. Some, having met a particularly violent or unjust end, simply refuse to move on to their next life. Others were the victims of miscast spells, abortive attempts at astral travel, or any of a variety of unfortunate circumstances.

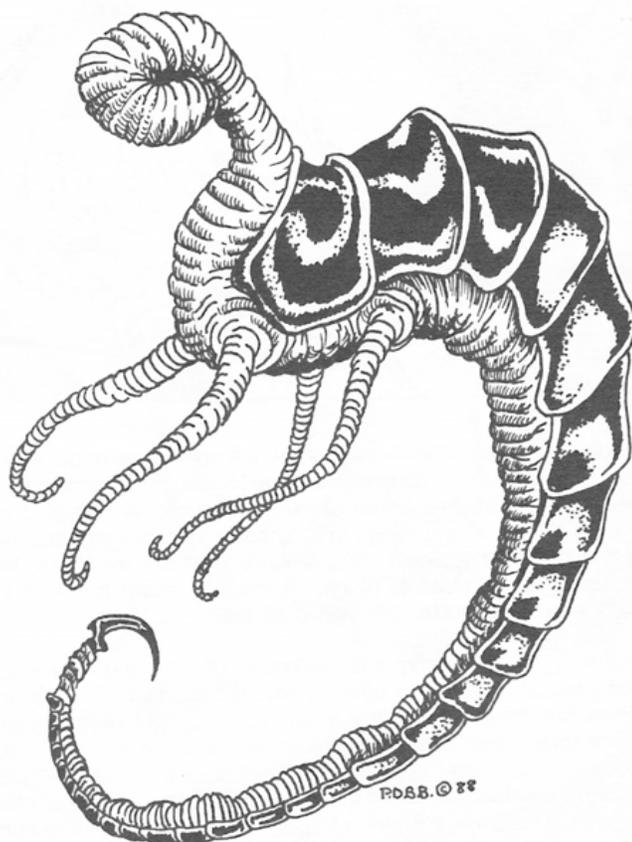
Entities of this sort are useful to magicians, for they may provide information of events which have transpired in the Astral or material planes, or may consent to be bound by a pact to serve as a magician's familiar spirit. In the latter case, a disembodied spirit may willingly elect to take up residence in an inanimate object (mirror, crystal ball, cauldron, etc.), and to serve as an advisor (answering up to three questions per day), spy, or sentinel. The disembodied spirits of ancient magicians are especially coveted for their knowledge of spells and arcane formulae, while other types of spirits are better suited for less intellectual tasks.

Content simply to experience again some form of corporeality, most disembodied spirits will eagerly agree to a pact of servitude. The Magician is advised to exercise discretion in such dealings, however, for a fair percentage of disembodied spirits are either deranged, vengeful, or otherwise possessed of malicious motives.



Erx: Erx are a variety of extra-dimensional parasite which feeds on magical energies of all sorts. They are a great nuisance to magicians, but are otherwise relatively benign. If threatened with harm, Erx roll up into a ball. Protected by its hard exoskeleton, an Erx is virtually impervious to harm once it has adopted such a posture. If further provoked, however, the creature may respond with a lightning-swift jab of its dangerous stinger, the point of which can penetrate even magical armor.

Erx are capable of levitation, and travel by hovering on the wind or dimensional currents. They are attracted to magical gates, spells of transference, enchanted pools, surges of magical energy, and enchanted items. As such, they may be encountered almost anywhere, much to the dismay of those who practice magic for a living.



***Nightstalker:** Nightstalkers are horrific, three-eyed entities which range between the Astral and material planes, hunting for astral forms upon which to feed. To this end, Nightstalkers often invade the dreams of sleeping creatures and beings, seeking to devour their astral energies.

The spell, Mordante's Nocturnal Menace, may be used to summon a Nightstalker from the Astral Plane. Provided they are reminded of their age-old pact with Mordante, these creatures can be compelled to perform any service which the summoner desires, but only after dark.

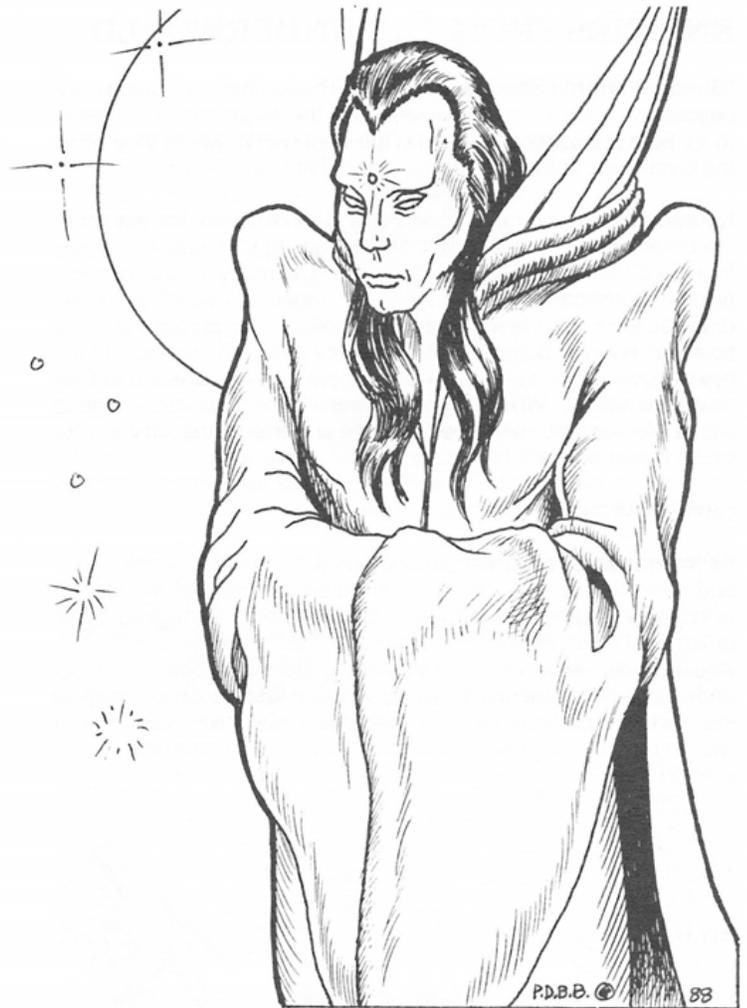


Phasm: Phasms are astral vampires; horrifying ethereal monsters that prey on spirit and astral entities of all sorts. They commonly feed upon disembodied spirits, but will attack astral travelers, nightstalkers and even demonic entities when maddened by hunger. On the Gray Sphere of the Astral Plane, there is no more fearsome creature than the astral vampire.

Few magicians would risk summoning a Phasm, for the creatures are unpredictable, and totally treacherous. Unless constrained and coerced by the most potent magics, a Phasm will turn upon a summoner at once. Even if bound to a pact, a Phasm cannot be completely trusted, and may seek to find some way to cause the magician's demise. In this regard, Phasms can be quite resourceful, displaying an inexhaustible repertoire of sinister intrigues and subterfuges.



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ENTITIES FROM THE SILVER SPHERE

Paramanes: Paramanes are benevolent spirit entities who inhabit the Silver Sphere of the Astral Plane, where they await acceptance into the higher planes—a reward which they seek to attain by the performance of worthy deeds. They resemble humanoids in appearance, but stand in excess of seven feet tall and have glistening, silver skin which radiates a soft incandescence. On many of the material planes these entities are revered as guardian angels, a function which a number of Paramanes willingly perform as part of their duties.

Paramanes are eager to lend assistance to mortal beings, provided such individuals are themselves interested in serving some higher purpose in life. Paramanes will never willingly consent to offer aid to practitioners of Black Magic, whom they regard as allies of those entities which inhabit the lower planes. They possess knowledge of spell casting, alchemy and the arts and sciences, and will teach summoners whom they deem worthy of their assistance. Summoners judged to be unworthy by a summoned Paramane can expect to receive a lecture detailing in full their faults and shortcomings, including advice on how best to remedy such insufficiencies. Only if this advice is taken to heart will a Paramane agree to reconsider a summoner's worthiness.



ENTITIES FROM THE UNDERWORLD

***Shadow Wights/Shadow Wizards:** These shadowy beings are described in the preceding section on the Nightmare Dimension (q.v.). Both are commonly found in the Underworld, where they serve the mysterious entities known as Death, Fate, and Destiny.

Necromanes: Necromanes are the avatars of Death, the master of the Underworld. They resemble Paramanes (q.v.) in size and bodily form, but radiate an aura of darkness. On many of the material planes, Necromanes are regarded as "Angels of Death"; an overly dramatic term, yet one which conveys the essential purpose of these soul-less entities. Basically, it is their duty to escort the souls of the newly-deceased to the Underworld, where they are directed to their next incarnations. When it is an individual's (or creature's) time to die, a Necromane will appear, ready to perform the function for which it was created. Necromanes also serve as guardians of the Underworld, patrolling the outlying regions for intruders, whom they capture and bring to their spectral masters.

As Necromanes recognize but one authority, it is mainly pointless—and rather dangerous—to summon these denizens of the Underworld to the material plane. Indeed; the last thing any magician in his or her right mind wishes to see is one of the "Harbingers of Death", who are justly renowned as bearers of the most unfavorable portents and omens. Necromancers, having a morbid fascination for things of this sort, are perhaps the only individuals who might conceivably wish to prematurely make the acquaintance of a Necromane.



ENTITIES FROM THE GOLDEN SPHERE

Illuminus: The Illuminus are the Guardians of the Eternal Records; omniscient spirit beings whose purpose it is to record all that transpires throughout the myriad planes of existence. In appearance, they are said to resemble great, golden-skinned and radiant humanoid. Few are so privileged as to have ever viewed an Illuminus, much less ever having spoken to one of these powerful and placid beings.

It is not possible to summon one of the Illuminus, nor is it considered especially desirable to do so. The Illuminus are capable of reading at a glance all an individual's faults, fears, and attributes, and are notably intolerant of those who are motivated by avarice, ego, or a desire to attain power; in effect, disqualifying most magicians from any possibility of incurring the favor of an Illuminus.

ENTITIES FROM THE PLANE OF OBLIVION

***Enim:** Enim are giant Talislantan devils, and the servants of the Shaitan. They stand up to twelve feet tall, and have skin the color and texture of polished brass. On their home plane, Enim are often employed as guards, executioners, or avatars of Diabolus, ruler of the race of Shaitan.

Enim may be summoned to serve a mortal magician, though in truth, they find such work demeaning. Unless coerced by meaningful displays of magical power, or bribed with great quantities of wine and/or gold, Enim will generally attempt to kill a summoner rather than agree to a pact. The alternative is to trick an Enim into service by besting it at some game of chance; preferably one which cannot easily be rigged, for Enim are not above cheating if given the opportunity. The magician is also advised to keep in mind that Enim are cannibalistic, and show a marked fondness for man-flesh.



***Sardonicus:** Sardonicus are a lesser species of Talislantan devil resembling imp-like, malformed fetuses, with wrinkled facial features and a large, bloated head. On their home plane, these creatures serve as advisors, underlings and lackeys to the Shaitan (q.v.). They may also be found on many of the material planes, which Sardonicus occasionally gain access to by slipping through inter-planar rifts and magical gates.

Sardonicus are among the most useful of summoned creatures, and are favored as familiars by the magicians of many different lands. They are physically weak, and can easily be induced to serve a magician in lieu of being transported to the demon-haunted wastes of Cthonia (q.v.), or some other unfriendly locale of the summoner's choice. Their malign intelligence and uncanny powers of prescience make them invaluable as occult advisors, but may also pose a hazard to their masters; like all Talislantan devils, Sardonicus are trusted only at one's peril.



***Shaitan:** The Shaitan are a race of powerful and diabolical beings cast out by the gods from the higher planes, and consigned to dwell in enchanted brass cities scattered throughout the dismal Plane of Oblivion. They are immense creatures, standing up to twenty feet in height, with gleaming white fangs and skin as dark as night. Rulers of the race of Talislantan devils, the Shaitan wield absolute control over Oblivion and its inhabitants.

Shaitan may be summoned to the material plane, but are extremely dangerous to deal with, such is their great power. If promised the summoner's loyalty, a Shaitan may consent to grant a favor or offer its advice. Otherwise, the summoner must possess some means of securing the Shaitan's cooperation by force, or coercion. Even if successful, such methods are far from being entirely safe, for Shaitan resent being made to serve lesser entities, and have long and bitter memories.





ENTITIES FROM THE CRYSTALLINE SPHERE

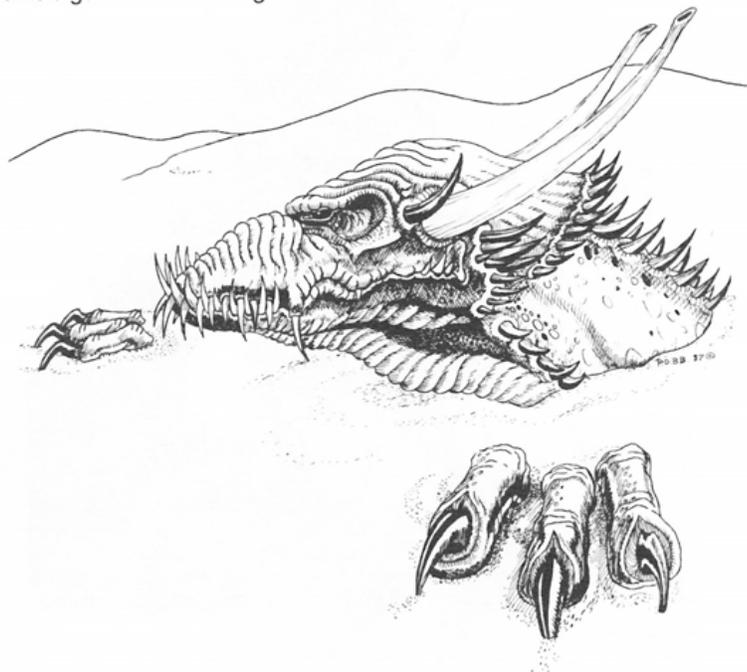
The Reigning Deities and Forgotten Gods: The Crystal Sphere is home to a vast pantheon of gods, demi-gods and luminaries, representing countless cultures from across the myriad planes of existence. Some of these entities are stern and just; others, eccentric and unpredictable. Perhaps the strangest of all are the Forgotten Gods, whose names have long since faded from the memories of other living beings.

The petitioning of deities is a task best suited to priests and acolytes, who profess to know the ins and outs of this sort of business. It is the author's opinion that magicians are better off dealing with disembodied spirits and the usual insipid demonic entities, which tend to be somewhat more predictable by comparison.

ENTITIES FROM THE PLANE OF CTHONIA

***Demons:** Demons are quasi-elemental entities of chaotic and deviant temperament, which hail from the Lower Plane of Cthonia. There are several types, including Earth Demons, Frost Demons, Night Demons, Pyro-Demons, Sand Demons, Sea Demons, Swamp Demons, and Wind Demons.

Demons may be summoned to serve a magician, though their services cannot be obtained except by force or coercion. The most common method of achieving this end is to place the demon at some discomfort, typically by subjecting it to antagonistic or diametrically opposing elemental forces (i.e., water vs. a Pyro-Demon, Heat vs. a Frost Demon, etc.). This same methodology can be employed to capture demons, or, for that matter, rid oneself of an unwanted demon. As demons are not generally known for exceptional intelligence, these simple tactics have continued to prove effective for untold generations of magicians and sorcerers.



ENTITIES FROM THE RADIANT SPHERE

***Archons:** The Archons are radiant spirit entities of immeasurable power, typically appearing as ten-foot tall humanoids whose bodies are comprised of pure, white light. Their power is such that they cannot be summoned or impelled to take any action against their will.

ENTITIES FROM THE VOID

***Void Monster:** Void Monsters are the only entities known to inhabit the negative energy dimension known as The Void. On their home plane, they generally lack shape or substance, though these entities are capable of congealing into masses of dark cloud-stuff, or tentacles, as desired.

Only a maniac would summon a Void Monster to the material plane, for the simple reason that contact between these negative-energy creatures and any form of positive matter can lead to the most dire consequences (including holes in the space-time continuum, the random release of anti-matter, and a host of related disasters). As sanity is unfortunately not a prerequisite for the acquisition of magical knowledge, the appearance of Void Monsters on the material planes is not totally unknown.





STATISTICS FOR EXTRA-DIMENSIONAL ENTITIES

BARBED IMP

SIZE: 1-2', 2-12 lbs.

EXCEPTIONAL ATTRIBUTES: PER +2, STR -3, DEX +2, SPD +2

LEVEL: 1-6

ATTACKS/DAMAGE: Claws/spikes: d4 (+ venom; see below)

SPECIAL ABILITIES: Paralyzing bite (duration: 1-10 minutes), appearance causes fear (roll vs WILL rating or victim is stricken with terror, unable to act decisively for 1-4 minutes), rasping tongue can penetrate even metal armor.

ARMOR: As per chain mail

DAMAGE POINTS: 4 points (+1 per level)

HABITAT: The Nightmare Dimension

COMMENTS: Barbed Imps (or "Barbed Horrors", as they are sometimes called), are a horrible variety of homonculus which feed on the adrenal fluids released by sentient creatures when exposed to frightful stimuli. They secrete a venom of such potency that it is capable of affecting even demons; in fact, Barbed Imps often prey on demons, and for this reason are considered somewhat useful by diabolists.

DISEMBODIED SPIRIT

SIZE: 5'-7'

EXCEPTIONAL ATTRIBUTES: As per former life (physical attributes do not apply, except as pertains to SPD and DEX, both of which are rated at +2)

LEVEL: 1-16

ATTACKS/DAMAGE: 1 point (energy damage, per level)

SPECIAL ABILITIES: Possess/inhabit inanimate objects, flight, pass through solid substances at will, harmed only by silver/magic (or other extra-dimensional entities)

ARMOR: Unarmored (non-corporeal)

DAMAGE POINTS: 6 points (+1 per level)

HABITAT: The Gray Sphere

COMMENTS: Disembodied Spirits are often mentally unstable, or even deranged. On the material planes, these entities can sometimes be found haunting the ruins of ancient cities, tombs, etc.

ERX

SIZE: 1-4 ft., 2-8 lbs.

EXCEPTIONAL ATTRIBUTES: PER +10, CON +10, SPD +10

LEVEL: 1-8

ATTACKS/DAMAGE: Normally, none (see COMMENTS). Sting: 1 point plus venom (roll vs CON rating or incapacitated by searing pain for 1-4 minutes)

SPECIAL ABILITIES: Detect magic by sight at almost unlimited ranges, levitate at will, absorb magical energies by touch (see COMMENTS), immune to magic.

ARMOR: Underside unarmored; shell is impervious to damage.

DAMAGE POINTS: 2 per level

HABITAT: Astral Planes, most of the outer/lower planes.

COMMENTS: Erx are extra-dimensional parasites that feed on magical energies, which they absorb through their sinuous, tentacle-like appendages (an erx can de-magic an enchanted item at the rate of one magical property or +1 rating per minute; the creatures can also absorb spell energies). If threatened, erx roll into an armored ball (in this mode, an erx cannot be harmed by any means). While protected in this manner, an erx may use its tail-sting, but only if harassed. No creature is immune to the erx's venom. Erx are a great nuisance to magicians of all races and origins, but are otherwise benign.

FIEND

SIZE: 6'-7'

EXCEPTIONAL ATTRIBUTES: INT +1, PER +6, STR -1, DEX -1

LEVEL: 2-8

ATTACKS/DAMAGE: Claws: d6

SPECIAL ABILITIES: Blend into darkness/shadow, flight, detect inter-planar rifts/gates, immune to illusions, able to see even in magical darkness

ARMOR: As per leather armor

DAMAGE POINTS: 6 points (+1 per level)

HABITAT: The Nightmare Dimension

COMMENTS: Fiends are sinister creatures, fond of stealing from and spying upon other entities. They are quite cowardly, and prefer to hide or flee from all but the most unimposing enemies.

HARBINGER IMP

SIZE: 1'

EXCEPTIONAL ATTRIBUTES: INT +3, PER +2, STR -4, DEX +4, SPD +6

LEVEL: 1

ATTACKS/DAMAGE: Claws: 1-2 points

SPECIAL ABILITIES: Flight, detect invisible or ethereal beings/objects, night vision, speak/write/decipher languages (roll vs. INT rating to determine if a given language is known by the imp), grasping tail

ARMOR: As per leather armor

DAMAGE POINTS: 4

HABITAT: The Nightmare Dimension

COMMENTS: Harbinger Imps are commonly employed as messengers, and make serviceable familiars.

ILLUMINUS

SIZE: 10' +

EXCEPTIONAL ATTRIBUTES: All at least +8

LEVEL: 16+

ATTACKS/DAMAGE: d20 (energy damage), or as per spell employed

SPECIAL ABILITIES: Aside from the ability to read thoughts and emotions, the full capabilities of the Illuminus are unknown

ARMOR: Unarmored

DAMAGE POINTS: 60+

HABITAT: The Golden Sphere

COMMENTS: The Illuminus are the Guardians of the Eternal Records, their purpose being to record all that transpires throughout the myriad planes of existence.

MONITOR IMP

SIZE: 1-4", 1-4 oz.

EXCEPTIONAL ATTRIBUTES: INT +2, PER +5, STR -5, DEX +5

LEVEL: 1-4

ATTACKS/DAMAGE: Bite: 1 point

SPECIAL ABILITIES: Detect invisible/astral/ethereal presences, extremely acute senses (vision, hearing, etc.), detect poison by scent (roll vs PER rating), ability to hide in small spaces. Can be trained to read and write.

ARMOR: Unarmored

DAMAGE POINTS: 1 (+1 per level)

HABITAT: The Nightmare Dimension, Oblivion, Cthonia, etc. (see COMMENTS)

COMMENTS: Monitor Imps are a variety of minor devil common to many of the lower planes, particularly the Nightmare Dimension and Oblivion. They possess an insatiable curiosity, and are especially fond of spying on other creatures. Due to their small size, Monitor Imps are often pressed into service by larger entities (including Talislantan magicians), who find that they are of some use as familiars, spies, lookouts, and so forth.



NECROMANES

SIZE: 7' +

EXCEPTIONAL ATTRIBUTES: All at least +6

LEVEL: 1-16

ATTACKS/DAMAGE: d10 (energy damage), or as per spell/weapon employed

SPECIAL ABILITIES: Flight, Primary Magic skill, Primary Combat skill, detect invisible/astral/ethereal presences, immunity to harm from non-magical weapons and attack forms, teleport/dimension travel at will, emanate darkness in a 10' radius area (at will)

ARMOR: Unarmored

DAMAGE POINTS: 20 points (+2 per level)

HABITAT: The Underworld

COMMENTS: Necromanes are the avatars of the dread entity known as Death. They are occasionally known to wield enchanted swords or scythes, and can sometimes be seen overlooking the scene of a great battle or other event of cataclysmic proportions.

PARAMANES

SIZE: 7' +

EXCEPTIONAL ATTRIBUTES: All at least +6

LEVEL: 1-16

ATTACKS/DAMAGE: d10 (energy damage), or as per spell/weapon employed

SPECIAL ABILITIES: Flight, Primary Magic skill, knowledge of arts and sciences, detect invisible/astral/ethereal entities, Primary Combat skill, immunity to non-magical weapons and attack forms, teleport/ dimension travel at will

ARMOR: Unarmored

DAMAGE POINTS: 20 points (+2 per level)

HABITAT: The Silver Sphere

COMMENTS: Paramanes are benevolent spirit entities who will eagerly offer their aid to worthy individuals in need.

PHASM

SIZE: 7'-10'

EXCEPTIONAL ATTRIBUTES: INT +2, PER +4, SPD +4

LEVEL: 4-12+

ATTACKS/DAMAGE: d12 (energy drain; 2x damage vs. spirit/astral/ ethereal entities)

SPECIAL ABILITIES: Flight, detect astral/ethereal/invisible entities, immunity to illusions, pass through solid substances at will, harmed only by silver/magic (or other extra-dimensional entities)

ARMOR: Unarmored (non-corporeal)

DAMAGE POINTS: 6 points (+2 per level)

HABITAT: The Gray Sphere

COMMENTS: Phasms (also known as Astral Vampires) are among the most feared of all extra-dimensional entities, and are insatiable predators.

SANDMAN

SIZE: 1'-2'

EXCEPTIONAL ATTRIBUTES: INT +2, PER +4, STR -4, DEX +4, SPD +4

LEVEL: 1

ATTACKS/DAMAGE: d4 (energy damage), dreamdust (drives off or stuns extra-dimensional entities, causes mortals to sleep; duration is up to eight hours)

SPECIAL ABILITIES: Levitation, Secondary Magic skill (minor enchantments only)

ARMOR: Unarmored

DAMAGE POINTS: 6

HABITAT: The Dream Dimension

COMMENTS: Sandmen are the servants and messengers of the Visions. They bring dreams to sleepers throughout the many material planes of existence.

VISION

SIZE: 10'

EXCEPTIONAL ATTRIBUTES: All at least +6

LEVEL: 16

ATTACKS/DAMAGE: d10 (energy damage), or as per spell employed

SPECIAL ABILITIES: Primary Magic skill, invisibility, teleport/ dimension travel at will

ARMOR: Unarmored (ethereal)

DAMAGE POINTS: 40+

HABITAT: The Dream Dimension

COMMENTS: Visions are the avatars of Dreamweaver, deific ruler of the Dream Dimension. They learn much of what occurs in other regions through the dreams of other lifeforms.

SUB-ELEMENTAL

SIZE: 1-16 ft. (according to level), weight varies

EXCEPTIONAL ATTRIBUTES: All attributes are average except INT (-4) and CHA (not applicable)

LEVEL: 1-16

ATTACKS/DAMAGE: d4 (+1 per level; energy damage, according to elemental type)

SPECIAL ABILITIES: Immune to non-magical attacks (except as pertains to opposing elemental forces), ability to alter bodily form and mass at will (providing suitable quantities of elemental substance are available to be absorbed)

ARMOR: Unarmored

DAMAGE POINTS:

HABITAT: The Elemental Plane

COMMENTS: The most common types of Sub-Elementals include plant, wood, mud, sand, smoke, lightning, ice, mist, and crystal.

These entities are much-favored by magicians, who find that they have numerous, practical uses.

TRUE ELEMENTAL

SIZE: Practically limitless

EXCEPTIONAL ATTRIBUTES: All attributes +10 or greater

LEVEL: 24+

ATTACKS/DAMAGE: d20 (energy damage, according to elemental type)

SPECIAL ABILITIES: Spell casting (Primary Magic skill), Primary Combat skill, immunity to non-magical attacks (susceptible to damage by opposing elemental forces), ability to alter bodily form and mass at will (by absorbing elemental forces)

ARMOR: Unarmored

DAMAGE POINTS: 80+

HABITAT: The Elemental Plane

COMMENTS: There are four types of True Elementals: Earth, Wind, Water, and Fire. Generally speaking, these powerful entities prefer not to speak or act in haste, responding instead according to their own expansive concepts of time.



THE ARIANE



P. S. H. '88



The Ariane are a mystical race of beings who dwell in the maze-city of Altan, an ancient settlement situated amidst the Amethyst Mountains. Although Talislantan scholars disagree on this point, the Ariane may well be the eldest of the continent's surviving humanoid peoples (the fabled Mystic, Hotan, claimed to have discovered Ariane records dating back to the Time Before Time).

TRANS-ASCENDANCY AND ARIANE MYSTICISM

To the Ariane, time is "the river upon which all living things flow enroute to their next incarnation." The "river's source" is the Elemental Plane; the center of the Omniverse, according to the teachings of Trans-Ascendant Mysticism. Masters of Trans-Ascendancy claim to be able to "read" an entity's past lives, while High Masters are reportedly able to maintain a consistent consciousness throughout any number of incarnations, and even to determine the nature of each successive reincarnation.

While the great majority of the Ariane do not possess such impressive talents, the practice of Trans-Ascendancy enables all members of the race to develop other useful abilities, as follows.

COMMUNING WITH NATURE

The Ariane possess a unique view of existence, attributing sentient virtues to all things in nature: plants, trees, earth, stone, wind, water, and so on. The ability to "commune with nature" enables the Ariane to communicate telepathically with the elemental spirits which reside in all such entities—creatures invisible on the material planes, but existing in tangible form on the Elemental Plane (the source of all life in the Omniverse, according to the Ariane doctrines of Trans-Ascendancy).

To use the "commune" ability, an Ariane must first achieve a meditative state. This requires the individual to sit quietly for a moment or two, and clear the mind of all thoughts and concerns. When the meditative state has been arrived at, the Ariane may attempt to establish telepathic contact with the desired type of elemental spirit.

The "commune" ability may be used once per day, per level of ability. One question per level of ability may be asked each time this skill is employed, the type of answer being received depending to a great extent on the nature of the sub-elemental spirit entity being questioned.

For example, earth and stone are often reluctant to answer questions in haste, preferring instead to ponder for a time before making their reply. Lakes, streams and other bodies of water possess knowledge of events transpiring within their depths but have a distorted view of occurrences reflected in their surfaces (due to the action of waves, ripples, etc).

Carried upon the winds are countless secrets, many from far-distant lands. Even the most modest breeze may know a thing or two, though elemental spirits of the air are unable to discern whether the words they bring are true or false. Plants and trees, having a marked lack of interest in the affairs of men, may also prove to be limited sources of information. Commune with beasts and animals may yield more productive results, providing the creature being addressed is not occupied with other concerns.

The "commune" ability, while limited in some respects, has numerous practical applications. Perhaps the most intriguing of these is the ability to perceive the faint traces left by the passage of time; a process requiring the individual to focus his or her full powers of perception on the surrounding environment without seeking to question a specific entity. By this process, it is sometimes possible to discern the subtle enations of past ages: sights, sounds, and visions from another time, telling of events which transpired long ago. In general, only the most vivid impressions—such as those pertaining to events of an exceptionally emotional, violent, or otherwise significant nature - can be perceived with any degree of clarity. Even so, the Ariane find this particular pastime to be most edifying, if not always enlightening.

THE TAMAR

The 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 commune their thoughts and feelings in ways which mere words cannot convey. Upon passing away, an individual's life experiences are transferred to the great obelisk which stands at the center of the maze-city of Altan. This structure is actually a giant tamar, which has served as a repository for the accumulated knowledge of the Ariane and their ancestors for countless centuries (Ariane Druas also transfer their experiences to the giant obelisk, as explained further on in the text).

A piece of violet stone from the Amethyst Mountains is required to create a tamar, which may be made to any size or shape desired. No tools are ever used in the procedure. Rather, only stones created through the natural process of erosion are ever employed for the smaller variety of tamar, with larger tamar (such as the obelisk) being fashioned solely through the use of Trans-Ascendant magics (as explained later).

The creation of a tamar takes seven days and nights, and requires the individual's complete and total concentration. At the end of this time, the tamar will be imbued with a minor enchantment allowing the stone to receive telepathic impressions from its maker. Thereafter, the maker of the tamar may store his or her thoughts and memories in the violet stone as they occur, or as desired. To "read" a tamar, an individual need only hold the orb in his or her hands and concentrate (roll vs. Perception Rating). If the individual's thoughts are attuned to the tamar, he or she will be able to perceive the information contained within the stone; typically, as a series of vivid sights, sounds and images.

Tamar may also be employed to focus magical energies, and are used as material components in certain Ariane spells and rituals, as described in the following section.

ARIANE MAGIC

The early ancestors of the Ariane were the first masters of elemental magic, who devised a number of spells and incantations suitable to



their unique needs and interests. The following is a list of the most common Trans-Ascendant magics, which all Ariane will have been taught during their seven-year apprenticeship. It should be noted that, with the exception of the fabled Mystic, Hotan, few outsiders have ever been privileged to learn these spells.

ASTRAL PROJECTION: A Spell of Astral Projection enables the caster's astral (spirit) form to pass through the grey veil into the Astral Plane, leaving the physical self behind. While in astral form, the caster may move about freely, skyring (flying in astral form) upwards, downwards or in any direction desired. The caster will be able to see clearly for great distances on the Astral Plane, and will also be able to perceive events transpiring on the material plane, though with somewhat less clarity.

As they are akin to spiritforms, astral entities cannot normally be seen by individuals on the material plane, nor can they interact with physical objects or beings except by psychic abilities or spells of mysticism. Conversely, objects and creatures encountered on the Astral Plane will appear to be substantial. Magical or non-magical combat between astral entities is therefore possible.

While traveling in astral form, the caster's physical body is incapable of movement or conscious thought. If the caster's astral form is slain on the Astral Plane, his or her physical self will also perish. On the other hand, an astral traveler may be stranded in noncorporeal form if his or her physical body is "slain" on the material plane. Enchanted items, having an astral form of sorts, may be brought along into the Astral Plane. All other material objects and possessions remain behind with the caster's physical self.

To activate the spell, the caster must be seated in a meditative position, and must spend at least a moment in concentration. Upon achieving a state of relaxation, the caster speaks the mantra associated with this spell, allowing the astral self to fly forth. Duration is a maximum of one hour per level.

MAGIC RESISTANCE: None.

ELEMENTAL TRANSFORMATION: A Spell of Elemental Transformation allows the caster to alter the shape or form of any elemental substance. Up to one cubic foot of matter may be affected per level of the spell.

The ancestors of the Ariane, working in concert, used this spell to fashion the maze-city of Altan from a single, immense mound of violet stone. The spell is also used to create tamar, and may be employed to divert the course of streams, create tunnels through earth and stone, alter the shape of living plants and trees, dissipate mists and gases, etc. Range is ten feet per level, and duration is indefinite.

To activate the spell, the caster faces in the direction of the substance which is to be affected, speaks an incantation and makes appropriate motions with the hands. The transformation will begin at once, in most cases being completed within a moment or two.

MAGIC RESISTANCE: None.

INTER-PLANAR TRAVEL: A Spell of Inter-Planar Travel allows the caster to transport his or her physical self to another plane of existence (such as the Astral Plane, Elemental Plane, etc.).

Duration is indefinite, and the caster may bring along one additional person or creature per level.

To activate the spell, the caster must have in his possession a tamar or other enchanted crystal (an adjunct necessary to focus and increase the considerable sum of magical energy required by this spell). Concentrating on the focusing device, the caster utters the mystic incantation, causing the desired transference to take place. Individuals who wish to accompany the caster may do so by joining hands with him or her.

A Spell of Inter-Planar Travel may also be used to banish individuals or objects to another plane of existence. Range in this case is limited to a ten foot radius area surrounding the caster. If employed in this manner, the spell may be used to transport one individual or object per every three levels of ability.

MAGIC RESISTANCE: None, provided the subject is willing and/or within range. Note that a flaw or crack in the crystal used to focus the spell energies may yield unpredictable results.

THE DRUAS

Ariane characters and N.P.C.s encountered outside of Altan will always be Druas; "Seekers", who have left the maze-city to gather experiences in the outside world. Every seven years, a Druas will return to Altan to add the experiences recorded within his or her tamar to those stored in the great obelisk by past generations of Ariane, a procedure which takes seven days to complete. During this time, the Druas, deep in thought, cannot be disturbed. Once this process has been completed, a Druas is free to again go out into the world, or to remain in Altan for as long as he or she desires.

Aside from the gathering of experiences, Druas characters generally have no set goals. They consider the acquisition of wealth to be a pointless exercise; Ariane forage for all the food they need, make their own garments and implements, and prefer to sleep seated in a meditative position, in natural surroundings. Though many Druas prefer to travel alone, it is not uncommon for these individuals to form close friendships with other creatures and beings, or even to accompany a group of trusted companions on adventure. In any case, a Druas will always act according to his or her own free will, and cannot be coerced or otherwise made to do anything which is against his or her principles.

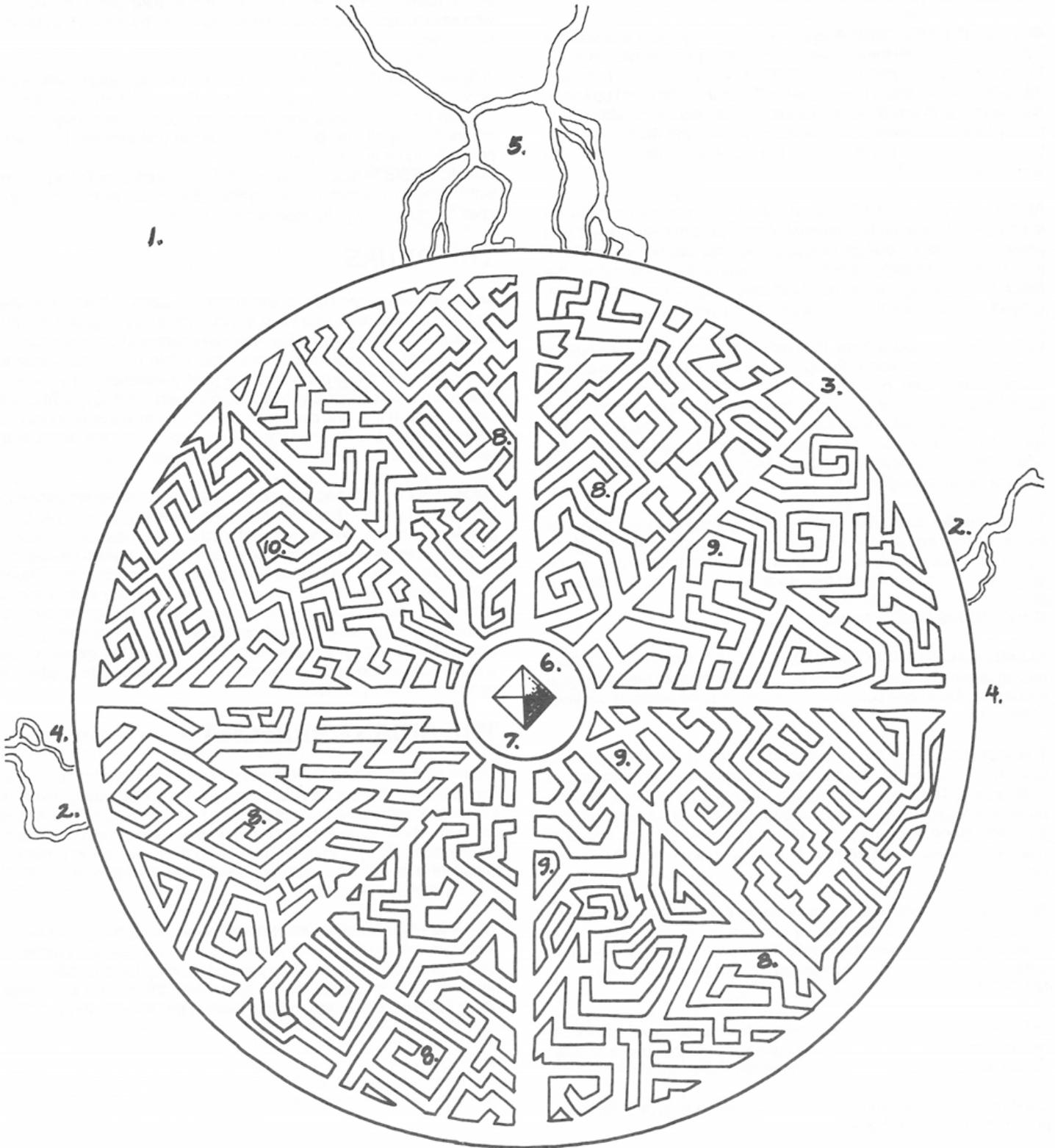
THE ARIANE PERSONA

Ariane characters and N.P.C.s must be played in a manner that is consistent with the overall Ariane philosophy; no easy thing, even for the most accomplished role players and Gamemasters. The Ariane are calm, showing no outward emotion even under the most stressful situations. They do not argue, nor do they ever act in a rash or impatient manner. Ariane do not lie. Rather than utter an untruth, they will simply say nothing.

The Ariane's respect for life extends to all living things, including predators, parasites, and other aggressive and hostile organisms. By the same token, Ariane feel justified in using force to defend the rights of living creatures, particularly when threatened by entities which fail to exhibit an appropriate respect for other life forms.



THE MAZE-CITY OF ALTAN





The maze-city of Altan is a remarkable settlement fashioned by the uncanny magics of the ancient Ariane Mystics from a single, gigantic mound of violet stone. The complex network of interconnected structures was constructed over centuries of time, and continues to undergo subtle modifications and additions even to the present day.

Altan is situated in a wooded valley surrounded on all sides by the Amethyst Mountains. There are only two trails leading through the mountains to the city: one to the west, and the other, to the east. Both are heavily guarded by Ariane cadres mounted on swift silvermanes. Avian Gryphs from the forests of Tamaranth provide aerial reconnaissance and airborne support, as needed.

Altan is a place of magical beauty, its timeworn structures overhung with all manner of fruiting and flowering vines. Along the winding walkways are gardens filled with exotic vegetation, quiet ponds, and bright meadows. At night, the luminous blossoms of hanging lantern plants emit a soft luminescence, bathing the maze-city in their purple glow.

The Ariane dwellings are enchanting creations comprised of smoothly polished arches, tunnels, domes, 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, and crime is virtually non-existent in Altan.

Visitors to the maze-city are few, this due as much to Altan's isolated location as to the reclusive nature of the Ariane themselves. Gryphs from the surrounding forests of Tamaranth sometimes come here to obtain medicinal mixtures, or to deliver news from other regions. The Ariane also provide the Gryph clans with bolts of fine spinifax, which the Gryphs use to barter for goods from other lands. Travelers in need of food or shelter are never turned away, though outsiders not accompanied by Druas may not remain in the maze city for longer than seven days.

The Ariane have no laws per se, but believe firmly in the right of all living things to exist in peace. Individuals or creatures who engage in violent or disruptive acts are dealt with decisively. Rapid expulsion from the region is the usual punishment for those guilty of "disturbing the peace", with persistent sorts often being handed over to the Gryphs. More serious transgressions may be punishable by imprisonment, typically in cages fashioned from living trees, though interment in solid stone is also an option. If faced with no other recourse, the Ariane will usher the offender to his or her next incarnation by the most direct means possible.

Some of the more notable areas of interest in Altan include:

1) TAMARANTH VALLEY: The wooded vales surrounding the maze-city teem with numerous species of local flora and fauna. Herds of wild silvermanes graze along the slopes of the valley, where provender plant grows in abundance. As the Avian Gryphs of neighboring Tamaranth forest refrain from hunting in these parts, the region is also populated by several predatory species, such as exomorphs and malathropes.

2) TRAILS: These winding paths lead through the Amethyst Mountains to Altan. Both are regularly patrolled by cadres of 10-20 Ariane, mounted on silvermanes and armed with Ariane bows and maces. Except as pertains to the trails, the mountains are considered to be impassable.

3) CITY WALLS: The walls of Altan measure over thirty feet in height, and are approximately twenty feet thick. Like the rest of the maze-city, the walls are comprised of violet stone.

4) GATES OF ALTAN: These two archways allow access to the city. Contingents of Ariane Mystics stand watch here at all times. If need be, the archways can be closed off by means of Trans-Ascendant magics; otherwise, the arches remain open.

5) STREAMS: A network of small streams, flowing down from the Amethyst Mountains, passes under the city walls into the settlement. Various minor tributaries of these streams flow through the maze-city, emptying into ponds or joining with natural springs.

6) THE GREAT OBELISK: This ancient stone pillar stands approximately one hundred and forty feet in height, and measures seventy feet across its base. The obelisk is actually an immense tamar, which serves as a repository for the collected knowledge of the Ariane people. By placing a hand upon the surface of the stone, an individual may partake of the experiences of untold past generations or Ariane.

7) THE MEADOW: Surrounding the great obelisk is a field of flowers and grasses, accessible by means of arched passageways fashioned in the outer ring of stone which circles the meadow itself. The Ariane elders meet here to meditate and to study the histories of past ages, as recorded in the great obelisk. Druas ("Seekers") who have recently returned from the outer world may also be found here, along with any Ariane who wish to record their experiences within the great obelisk.

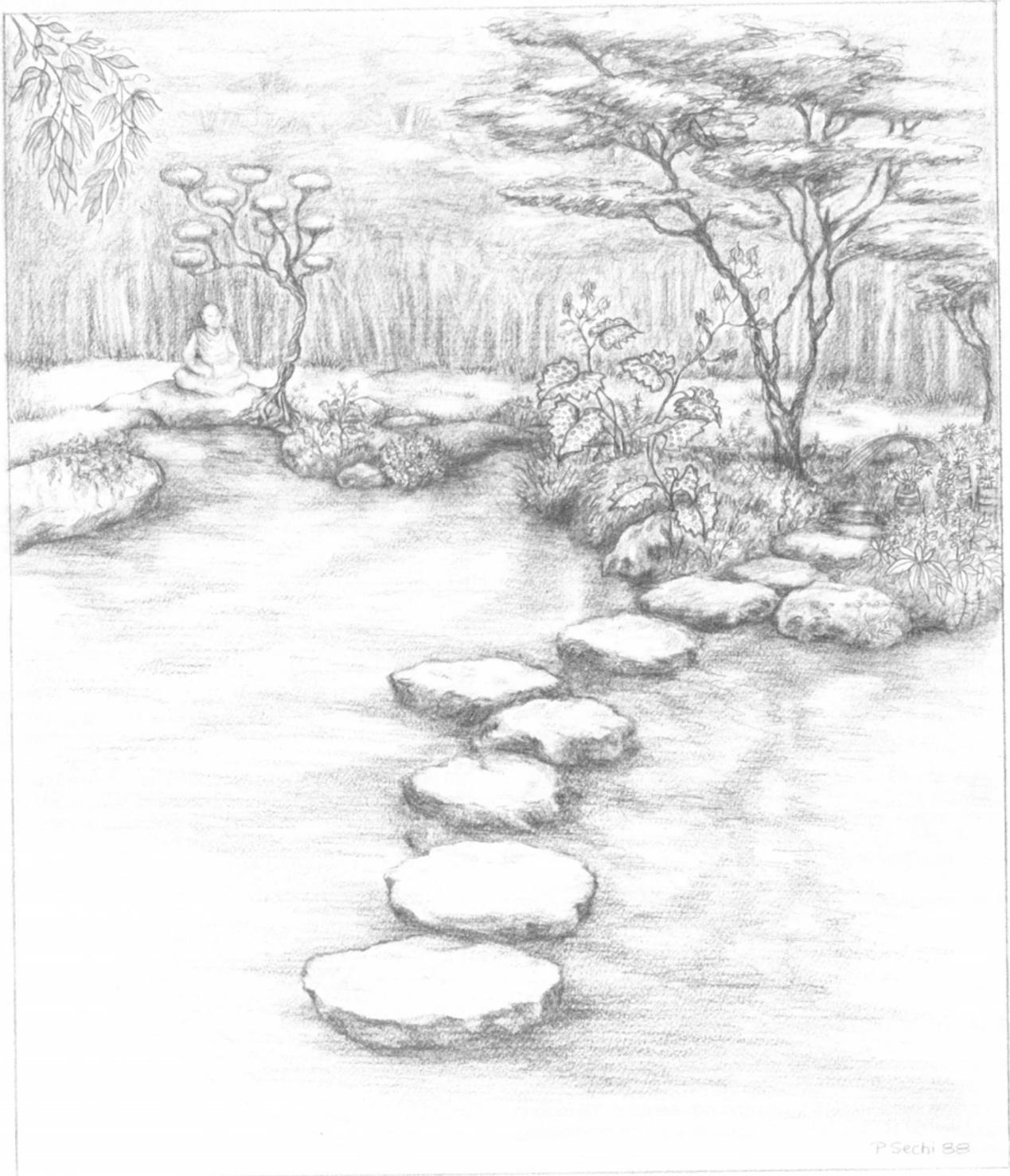
8) THE GROTTOS: These sylvan retreats serve as places of contemplation and reflection, and are utilized by much of the populace.

9) ENCHANTED POOLS: The waters of these pools are reputed to exhibit magical virtues. Some possess healing properties; others confer wisdom, restore lost attributes, or offer other beneficial effects.

10) IRONWOOD GROVE: Here, creatures and beings detained by the Ariane are incarcerated in prisons of living wood or placed in stasis within solid stone. Despite their crimes, prisoners of the Ariane are always accorded humane treatment.



THE MANDALANS





The Mandalans are a peaceful, golden-skinned people who were conquered some centuries ago by the forces of the Quan Empire. Among the majority of Talislandans, they are regarded as a weak and submissive race, seemingly unwilling to offer even the slightest resistance to the commands of their masters, the Quan. While there is considerable evidence to support such a view, this perception of the Mandalans is in many ways inaccurate.

THE HISTORY OF THE MANDALANS

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 Quan Empire. Within a few short generations, the Mandalans had successfully founded one of the most enlightened civilizations on the continent; a peaceful society devoted to the cultivation of the mystic arts and sciences.

The arrival of the fierce Chan nomads brought the threat of war to the region, and forced the Mandalans to make a crucial decision. After much discussion, they decided to submit to the advancing Chan hordes without a struggle, deeming this to be preferable to engaging in wanton violence. The incredulous Chan took full advantage of the Mandalans' compliance, and made them their slaves.

Over the next three hundred years the Chan extended their empire across vast stretches of territory, growing rich off the labors of their subjects. Throughout, the Mandalans remained silent and aloof, tolerating the most extreme excesses of their brutal oppressors without complaint.

After a time, the Chan grew complacent. Weakened by greed and corruption, the regime dissolved following a violent peasant revolt which occurred around the time of the Great Disaster. The Mandalans, who did not actively take part in the revolt, were once again a free people. They resettled along the eastern coast, and began construction of the fabulous city of Jacinth.

Not long after the fall of the Chan Empire, the barbaric Mazdak tribes invaded the eastern coastlands in force. Once again, the Mandalans chose to submit rather than engage in violence, and once more they were subjugated by an army of invaders.

The Mazdak rule lasted for several hundred years, during which time their empire continued to grow in wealth and power. At the height of their influence, the Mazdaks seemed invincible. However, the lust for power proved to be their undoing. The various tribal factions began to vie amongst each other for control of the wealthiest regions, and a bloody civil war ensued.

Consumed by hatred and jealousy, the Mazdaks eventually succeeded in exterminating each other around the beginning of the New Age. The barbaric Quan tribes occupied the outer reaches of the Mazdak's old territories, and the Mandalans were again free.

THE MANDALANS TODAY

The rise of the Quan Empire led once again to the subjugation of the Mandalan people, a condition which continues to persist after some five hundred years. As on the previous two occasions, the Mandalans have served their oppressors without complaint. Also as before, the invaders have prospered, and become fabulously wealthy.

Yet the familiar signs of trouble are evident throughout the Empire. The Quan oppressors have grown fat and complacent; greed and internal dissent divide the Quan nobility and their puppets, the Kang.

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 old Shan river; a group of Kang trackers disappears without a trace; the Empire's armies are repeatedly inconvenienced by washed-out roads, deteriorating bridges, and other logistical nightmares. Meanwhile, the barbaric Harakin clans gather along the northern borders of Quan, waiting and watching. And still the Mandalans remain, passive and aloof...

THE MANDALAN PERSPECTIVE

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 such as the Chan, the Mazdaks and the Quan—a philosophy which has become an integral part of the Mandalan culture, and one which is based upon the concept of the Mystic Warrior.

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 the Quan and their puppets without arousing suspicion in themselves. In the past, campaigns of this sort were employed to lull the Chan into a false sense of security, allowing an organized force of peasants to overthrow the government. Similarly, the Mandalans were able to influence the Mazdaks to turn upon each other by clever manipulation of their inherently violent tendencies. The avaricious Quan have already begun to show a susceptibility to the Mandalans' subtle tactics.

In rare instances, a Mandalan may actually adopt the 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 which surrounds these individuals that the Mandalans do not even admit that they exist.

MYSTIC WARRIOR ABILITIES

The Mystic Warrior class is open to all Mandalan characters, and is a variant of the Mandalan Savant class. These individuals are skilled in both Secondary Magic and Secondary Combat (Mandaquan), and are able to apply abilities learned in other areas of study to their special needs.



For example, from the practice of Mandaquan, Mystic Warriors acquire the skills, Stealth and Acrobatics. By studying engineering, artificing and other trades, these individuals learn how to pick locks, set or disarm traps and snares, and employ tools such as grapnel (laborer), throwing net (fisherman), glass or metal-cutting tools, and so on. While other individuals may rely on physical strength and combat skill to achieve their goals, the Mystic Warrior prefers to use speed, stealth and ingenuity, making full use of the element of surprise whenever possible.

The traditional costume of the Mystic Warrior consists of loose pants, blouse, and boots of black silkcloth. To this is added a jupon, gauntlets and headdress of the same material, reinforced with a fine mesh of blue iron (a type of metal made from the steely pinions of shriekers, notable for its exceptional lightness and strength). A length of redoubled silk cord is usually worn about the waist, where it can be quickly removed and used as a rope. The entire outfit weighs less than five pounds, and can be folded and stored in a small pouch, cloak pocket, etc.

Mystic Warriors never employ offensive weapons, preferring instead to use such "defensive" devices as throwing nets, t'sai (a type of light bolas), and so forth. If faced with the likelihood of physical combat, they will resort to the use of Mandaquan, a defensive form of martial arts which may be utilized in any of the following ways (roll on the COMBAT column of the ACTION TABLE to determine results):

- 1) **Dodge:** evade any single attack directed at the Mystic Warrior, including blows, missile weapons, claw/bite attacks, missile-type spells, etc. This can be a leap, roll, duck, or dodge-type maneuver.
- 2) **Escape:** slip from an attacker's grasp, extricate self from a net or entanglement (not from bonds, chains, etc.).
- 3) **Parry/Block:** with gloved hand, staff or other available weapon or article. This ability may be used to protect other individuals, as well. When not in costume, many Mystic Warriors carry a walking stick or staff for this very purpose.
- 4) **Throw/Trip:** can only be employed vs. an attacking opponent (not effective vs. giant-sized creatures). The victim of a successful throw will be stunned for one round (no actual damage).

Note: the use of any Mandaquan tactic counts as one "attack".

Mystic Warriors are also able to employ spells, though they will never use Hexes, Curses, or magics which are capable of causing injury or death. At the earliest opportunity, they will seek to learn such incantations as the Spell of Concealment, Metamorphosis, Levitation, Illusion, and Mystic Power, all of which have many practical applications for these characters.

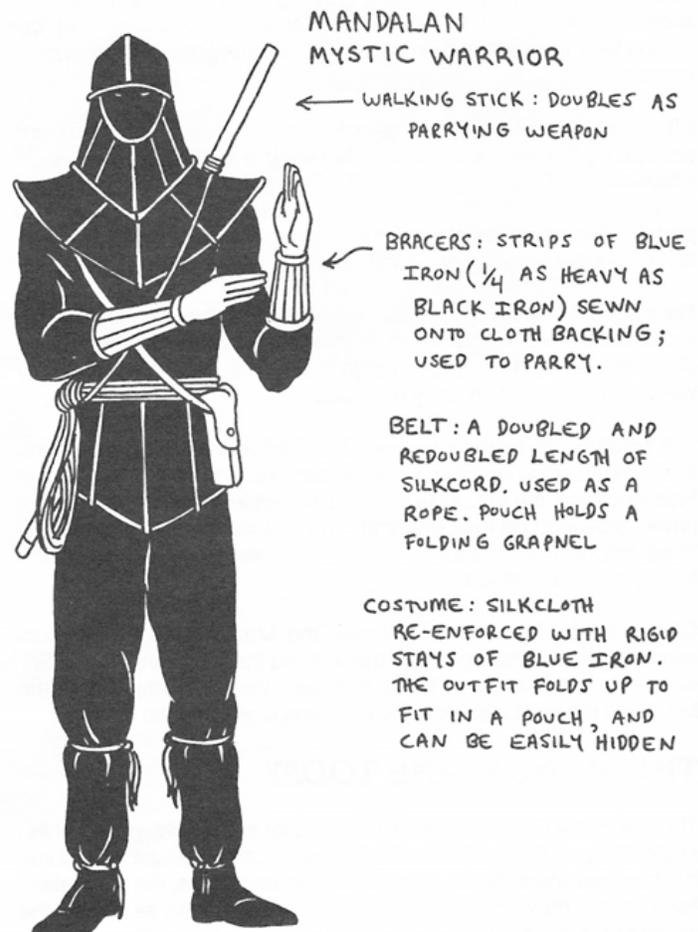
A Mystic Warrior will never intentionally kill or do harm to any living creature or being (this proscription does not apply to "unliving" creatures such as demons, devils, spiritforms, etc.). They may elect to capture, imprison, or magically banish foes deserving of such punishment, provided the form of incarceration employed would not be fatal to the individual(s) in question. The Mandalans believe that a Mystic Warrior who willfully commits murder has sealed his or her doom, and will meet a terrible end.

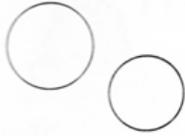
THE MYSTIC WARRIOR PERSONA

While the great majority of Mystic Warriors will be relegated to the Quan Empire, it is possible to encounter such characters in other regions. The Quan engage in an active slave trade with the sea-faring Imrians, who in turn sell to such diverse clients as Faradun, Zandu and Aaman. Thus, a Mandalan slave who is secretly a Mystic Warrior could end up just about anywhere on the continent.

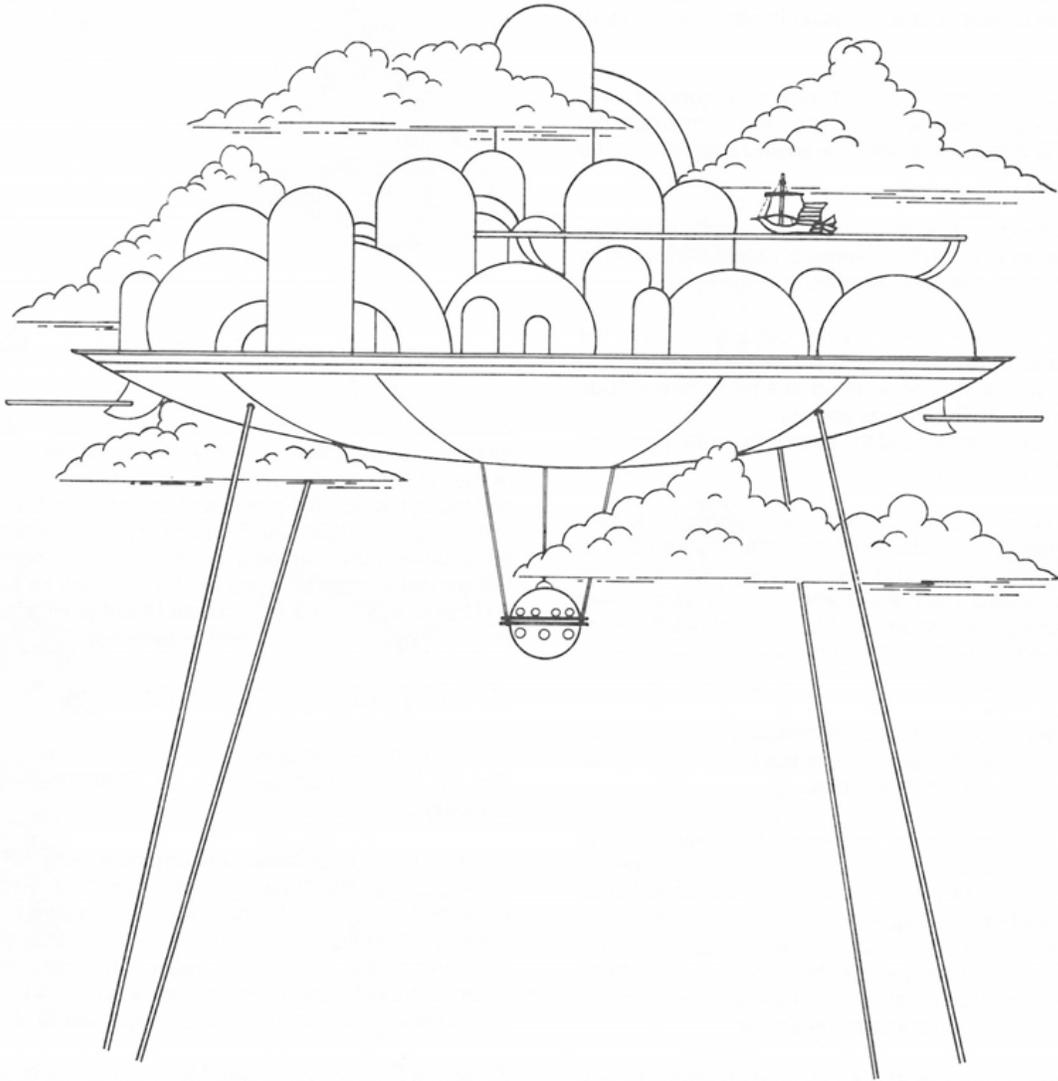
Escaped or freed slaves of this sort will probably not wish to return to the Quan Empire, where they can expect to lose their freedom again if discovered. Those who elect to do so despite the risks may join up with others of similar persuasion, forming resistance groups which operate out of the Jade Mountains or other regions bordering the Empire.

Mystic Warriors who do not return to Quan may direct their energies and talents against other repressive regimes or hostile entities, such as the Rajans, Aamanians, the Imrians, Za, Ur Clans, etc. In such cases, Mystic Warriors may join forces with groups of like-minded adventurers, adapting their philosophical beliefs to other purposes (see *NEW CHARACTER TYPES* for Mystic Warrior stats and additional comments).





THE PHANTASIANS



The Phantasians are a race believed to be descended from the folk of ancient Elande (known as the Elandar), who perished during the Great Disaster. Formerly renowned for their mastery of numerous esoteric magical practices, the Phantasians have forgotten much of the knowledge attributed to their ancestors. They have retained the ability to concoct Dream Essence, and still possess the magical technology required to build windships. While Phantasian civilization has been on the decline for several centuries, the inhabitants of Phantas continue to survive by selling dream essence, which they import by windship to such far-distant lands as Cymril, The City State of Hadj, Thaecia, Zandu, Faradun, and Quan. Also, Phantasian Astromancers (see *NEW CHARACTERS CLASSES*) continue to be in demand as windship pilots and navigators.

CABAL MAGICUS

Cabal Magicus is a fabulous castle which hovers high above the Isle of Phantas, tethered to the ground below by chains of adamant. Built by the early Phantasians, the castle was constructed along the same principles as the City of the Four Winds, which the ancient Elandar 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.

The following diagram illustrates some of the more notable features of Cabal Magicus:



1) Foundation: Cabal Magicus is built upon a disc-shaped platform measuring approximately one mile in diameter, and comprised of solidified cloud-stuff covered with a plating of magical quicksilver. The foundation's walls are over three feet thick, and are resistant to harm from projectiles, magical energy, and the elements. Inside the hollow interior are vast storage areas, facilities for recycling garbage and waste products, giant levitationals, and an immense gyroscopic mechanism which helps keep Cabal Magicus hovering at an even pitch.

2) Stabilizers: These fin-shaped apparati work in conjunction with Cabal Magicus' gyroscopic mechanisms, and help to maintain the structures's stability. The stabilizers can be adjusted according to the prevailing winds.

Gondola: This mechanism is used for purposes of low altitude observation and reconnaissance. It can be lowered or raised as desired by means of a system of wind-powered winches and chains.

4) Chains: Four long adamant chains anchor Cabal Magicus to the island below. A system of wind-powered winches can be used to raise or lower Cabal Magicus as desired, up to a maximum altitude of about two thousand feet. The chains are practically impervious to wear or damage, and serve to ground the entire structure, providing protection from electrical storms.

5) Wind Funnels: These large mechanisms are employed to harness the natural power of the winds, which the Phantasians capture and fashion into storm crystals. The crystals are then utilized to power various mechanisms (see #'s 3 and 4), and as a power source for Cabal Magicus' gyroscopic and levitational mechanisms (see #1). Water vapor derived from this process is condensed and stored in several large reservoirs.

6) Gardens: These semi-spherical glass enclosures house all manner of fruiting plants, herbs and vegetables, which together comprise the majority of the average Phantasian's diet.

7) Windship Dock: This fan-shaped deck extends half-way around Cabal Magicus in a wide arc, providing docking space for several hundred windships. In ancient times, the windship docks of Cabal Magicus were often filled to capacity, with vessels arriving or departing every few moments. Now, it is doubtful if the Phantasians have more than a hundred such craft in good working order. Among these are perhaps two dozen warships, plated with magical quicksilver and armed with catapults, incendiary spheres, and rams.

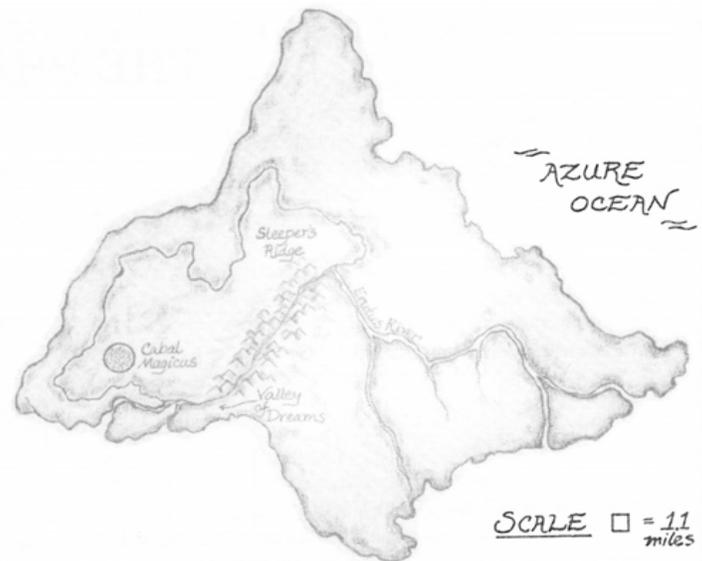
8) Observation Tower: From the top of this soaring structure one can see for hundreds of miles in all directions.

9) Defensive Towers: These towers, mounted with catapults and fire-throwers, are used in defense of Cabal Magicus.

THE ISLE OF PHANTAS

Phantas is a small island, measuring approximately twenty-five miles across at its widest point and surrounded on all sides by sheer stone cliffs. The interior is cloaked in dense jungle, gradually thinning along the upper altitudes of Sleeper's Ridge.

A single river, the slow-moving Erutu, winds its way through the Valley of Dreams and into the Azure Ocean.



Phantas is home to an incredible variety of lifeforms: plants, animals, fungi, and organisms which defy simple classification. The ancestors of the modern-day Phantasians created most of the island's flora and fauna through the process of sorcerous hybridization (see *NEW MAGICAL/ALCHEMICAL SKILLS*), a practice which has caused the isle to be virtually infested with strange and/or malignant entities (the Gamemaster is encouraged to use the rules for the *SORCEROUS HYBRIDIZATION* skill to populate Phantas with his or her own collection of hybrid creatures and organisms).

ADVENTURE SCENARIOS

The following is a sampling of ideas which can be used to incorporate the Isle of Phantas and/or the Phantasians into a Talislantan campaign.

- 1) Introduce a Phantasian Astromancer (see *NEW CHARACTER CLASSES*) or Phantasian Dream Merchant N.P.C. into the campaign by having such an individual offer to give the party of adventurers a ride in his/her windship. A favor of some sort may be asked in return, or the Phantasian might simply desire the company of other humanoids (windships are an ideal method of enabling characters to cover great distances in a comparatively short time).
- 2) Have a Phantasian Dream Merchant or Astromancer offer to hire the party of adventurers for a salvage operation: recovering the cargo of a windship downed over the Azure Ocean, the coasts of Mog, Imria, the Thaecian Isles, the jungles of Phantas, or just about anywhere else.
- 3) Have a Green Ardua Horticulturist hire the party to bring back live samples of Phantasian flora for his or her collection.
- 4) Travel to Phantas to capture a rare creature, which the party may attempt to convey to Thaecia (as an entry in the Festival of the Bizarre), the Lyceum Arcanum in Cymril (for study), or the personal menagerie of an eccentric collector.
- 5) Travel to Cabal Magicus to learn the secret of constructing windships.



NEW CHARACTER TYPES



CALLIDIAN
CRYPTOMANCER



DRUKH
SHAMAN



GNOMEKIN
CRYSTALMANCER



KASMIR
WIZARD



MANDALAN
MYSTIC
WARRIOR



NAGRA
SHAMAN



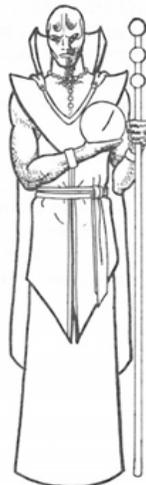
PHANTASIAN
ASTROMANCER



PHARESIAN
PEDDLER



ROGUE
MAGICIAN



SUNRA
AQUAMANCER



TURQUAR
WIZARD



ZANDIR
SWORDMAGE



CALLIDIAN CRYPTOMANCER

SIZE: 6'6"-7', 140-180 lbs.

PHYSICAL CHARACTERISTICS: Orange skin, large cranium, narrow build.

ATTRIBUTES: INT +3, PER +2, DEX -2, CON +1

HIT POINTS: 14

SPECIAL ABILITIES: Speak in tongues (see COMMENTS)

SKILLS: Secondary magic, arcane lore, cryptography, inscribe spells, cartography, linguistics, magical operations.

EQUIPMENT/POSSESSIONS: Starched headdress and robes of yellow linen, leather-bound spell book, magnifying crystal (for examining scripts and symbols), 2-8 scrolls/reference books (on ancient scripts, cryptography, symbology, etc.), pack or shoulder satchel, pouch with quill pens and inks.

WEALTH: d10 x 10 gold lumens (in various currencies)

COMMENTS: The Callidians are a race of intelligent beings displaced by the Great Disaster. They possess the unique ability to "speak in tongues"; i.e., to comprehend and converse in any spoken language. Their natural abilities, combined with an intense interest in the study of cryptography and linguistics, has caused them to be much in demand as scribes, translators, and cartographers (Callidians are experts at analyzing and deciphering almost any type of charts, maps, scrolls, etc.). The race is said to be drying out, and only a few hundred Callidians remain in existence on the continent.

DRUKH SHAMAN

SIZE: 5'2"-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Skin and hair dyed purple, bright grey eyes, wiry build

ATTRIBUTES: DEX +2, CON +3, INT +1, PER +1

HIT POINTS: 14

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, musicianship (see COMMENTS), cult rituals, primitive magical talents, inscribe spells, combat training, mounted combat (eques), mountain climbing

EQUIPMENT/POSSESSIONS: Headdress, vest, breeches and boots of tundra beast's or yaksha hide; stone war club, bone dagger, pouch, scroll of spells (inscribed upon flayed hide or skin), Greymane steed (also dyed purple), 1-4 wooden vials (magical pigments and/or medicinal mixtures), bone flute

WEALTH: d10 x 5 gold lumens in ivory, hide and/or gold dust

COMMENTS: Drukh Shamans revere Noman, dark ruler of the Nightmare Dimension. In battle, they wield bone flutes, playing the ancient Drukh "Song of Death", which is purported to strike fear into the hearts of their enemies (roll vs. WILL or victims fight at a -1 penalty).

GNOMEKIN CRYSTALOMANCER

SIZE: 2'10"-3'6", 60-100 lbs.

PHYSICAL CHARACTERISTICS: Nut-brown skin, soft black mane, large green eyes, childlike features

ATTRIBUTES: INT +2, DEX +4, CON +8

HIT POINTS: 16

SPECIAL ABILITIES: Natural climbing ability, extreme durability, night vision

SKILLS: Secondary Magic, agriculturist (crystal grower), artificer, appraise treasure (crystals and gemstones; see COMMENTS), enchant items

EQUIPMENT/POSSESSIONS: Cloak, loincloth, pouch with 2-20 crystals, amber cusps (to protect eyes above ground)

WEALTH: d10 x 20 gold lumens in amber crystals

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

KASMIR WIZARD

SIZE: 4'6"-5', 70-110 lbs.

PHYSICAL CHARACTERISTICS: Mahogany brown skin, shriveled features, hunched posture

ATTRIBUTES: INT +3, WILL +1, DEX +3

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, administrator, artificer (locks and trap mechanisms), lock-picking, traps, engineer, combat training

EQUIPMENT/POSSESSIONS: Hooded robe, cloak, curl-toed boots, coin purses (concealed), heavy brass key chain (affixed to belt via chain), Kasmir spring-knife (with pouch of six blades) or Kasmir blade-staff, locksmith's tools, locking iron-bound book of spells (see COMMENTS)

WEALTH: d20 x 100 gold lumens (locked away in various strongboxes, vaults, etc.)

COMMENTS: Kasmir Wizards are renowned as the most skilled trapsmiths on the continent. All know at least two of Shaladin's famous spells (see SPELLS). Like all Kasmir, they are highly suspicious, shrewd and miserly.

MYSTIC WARRIOR

SIZE: 5'8"-6'2"

PHYSICAL CHARACTERISTICS: Golden skin, almond-shaped eyes, placid features, shaven head (males) or long golden top-knot (females)

ATTRIBUTES: INT +2, PER +2, CHA +1

HIT POINTS: 10

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat (Mandaquan, capture/restrain weapons only), stealth, acrobatics, traps, lock-picking, snares, evasion, elude

EQUIPMENT/POSSESSIONS: Robe of Mandalan silkcloth, sandals, Mystic Warrior costume concealed in pouch or pocket, any two capture weapons, lock picks, 25' of strong silkcord

WEALTH: None (Mandalans are slaves of the Quan)

COMMENTS: Mystic Warriors often lead double lives, serving the Quan by day and engaging in covert activities by night. Those who operate in this fashion must keep their true identity a secret. Occasionally, Mystic Warriors will retreat to the hills or countryside, establishing small pockets of resistance within the Empire.

NAGRA SHAMAN

SIZE: 5'2"-6', 80-160 lbs.

PHYSICAL CHARACTERISTICS: Mottled grey-green skin, ebony eyes, peaked skull, black fangs

ATTRIBUTES: INT +1, PER +3, DEX +1, CON +2

HIT POINTS: 14

SPECIAL ABILITIES: Spirit tracking (as per Nagra Hunters)

SKILLS: Secondary Magic, combat training, tracking, hunting, stalking, inscribe spells, primitive magical talents, concoct poisons, herb lore, healer

EQUIPMENT/POSSESSIONS: Loincloth and cape of winged ape's hide, pouches (shoulder and belt), scroll of spells (exomorph's hide), 1-4 vials (magical pigments, mixtures, etc.), ankle and wrist bands of woven fibers, spirit jar (see list of ENCHANTED ITEMS), exomorph or tarkus-fang earrings, blowgun with pouch of twenty poison darts, bone long knife, enchanted spirit jar.

WEALTH: d20 x 6 gold lumens in small black diamonds and semi-precious stones

COMMENTS: Nagra Wizards are the spiritual advisors of their race. All know the Spell of Summoning which they use to commune with spiritforms and pseudo-demons of various sorts. Like all Nagra, they shun mounts and conveyances, and are tireless runners.



PHANTASIAN ASTROMANCER

SIZE: 6'8"-7'2", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Pale skin, amber colored hair, narrow build

ATTRIBUTES: INT +3, PER +4

HIT POINTS: 12

SPECIAL ABILITIES: Detect magic by sight (requires full concentration)

SKILLS: Primary Magic, alchemical training, artificer or engineer (windships, levitationals), inscribe spells, magical operations (Phantasian Distillate, Magical Pigments), Astrology, navigator/pilot (windship)

EQUIPMENT/POSSESSIONS: Long robe, conical cap (decorated with star-signs), necklace of colored crystals, spell book, sky chart (scroll, with ivory case), pouch (magical pigments, ink sticks, etc.)

WEALTH: d20 x 10 gold lumens in mixed coins

COMMENTS: Phantasian Astromancers serve as advisors and administrators, assigning Phantasian Dream Merchants to various locales, checking up on windship maintenance, inventories, gross receipts, etc. They use their expertise in Astrology to determine the most favorable flight schedules and routes for the Phantasians' ancient fleet of windships.

PHARESIA PEDDLER

SIZE: 6'-6'4", 120-160 lbs.

PHYSICAL CHARACTERISTICS: Skin and hair dyed with bright iridescent colors, slender build

ATTRIBUTES: INT +2, PER +2, DEX +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, merchant/trader, appraise treasure, concoct elixirs, enchant items, concoct medicinal mixtures, concoct powders

EQUIPMENT/POSSESSIONS: Patchwork cloak and robes of bright colors, wand or staff, satchel (filled with salves, medicants, charms, curiosities, etc.)

WEALTH: d20 x 5 gold lumens in coins, medicants, mixtures, etc.

COMMENTS: Pharesian Peddlers are eccentric individuals who travel throughout the Seven Kingdoms and beyond, hawking various medicinal mixtures, curios, and minor magical adjuncts. They are a most persistent lot, and are regarded as public nuisances in many places.

ROGUE MAGICIAN

SIZE: Varies according to parentage (see COMMENTS)

PHYSICAL CHARACTERISTICS: Varies according to parentage

ATTRIBUTES: Varies; average is INT +1, PER +2, DEX +2, CHA -2

HIT POINTS: Average is 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat, inscribe spells, any three thieving talents. Languages vary according to background (see COMMENTS).

EQUIPMENT/POSSESSIONS: Costume (style is as per country of origin), choice of two weapons, pouch, shoulder bag, steed (common; type determined by country of origin or background), spell book.

WEALTH: d10 x 10 gold lumens in coins

COMMENTS: Rogue Magicians are spell casters who have turned to a life of crime, become adventurers, or dropped out of society. Most are of mixed-blood (choose any two: Rahastran, Zandir, Sarista, Farad, Djaffir, Cymrilian, Kasmir, Mandalan, Batrean, Sawila, Phantasian, Gao-Dinian, Danuvian).

SUNRA AQUAMANCER

SIZE: 5'10"-6'4", 120-180 lbs.

PHYSICAL CHARACTERISTICS: Skin covered with fine silvery scales, smooth features, deep blue eyes

ATTRIBUTES: INT +3, WILL +1, PER +2, SPD +4 (underwater; otherwise average)

HIT POINTS: 10

SPECIAL ABILITIES: Semi-aquatic (can breathe underwater for up to twenty-four hours)

SKILLS: Primary Magic, magical operations, concoct potions, cartography, healer, navigator/pilot (navigation only, in most cases)

EQUIPMENT/POSSESSIONS: Cloak and loincloth of Mandalan silkcloth, boots of rainbow kra's hide, silk headband, astrolabe, quill pen and crystal vial of sepia ink

WEALTH: None (the Sunra are slaves of the Quan Empire)

COMMENTS: Sunra Aquamancers are commonly found aboard the Sunra's magnificent Dragon Barques, where they serve as navigators, healers, and readers of omens and signs.

TORQUAR WIZARD

SIZE: 6'-6'6", 130-230 + lbs.

PHYSICAL CHARACTERISTICS: Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead

ATTRIBUTES: INT +1, WILL +1, DEX +3, SPD +1

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat, inscribe spells, concoct poisons, concoct powders, enchant items, torture, interrogate, administrator

EQUIPMENT/POSSESSIONS: Cloak, headdress, garments, gloves and mask of black strider's or kaliya's hide; iron-bound spell book, da-khar, two daggers, pouch (with 2-8 vials of poison, powders, etc.), various devices used for torture.

WEALTH: d20 x 25 gold lumens (Torquar Wizards are paid by the Black Mystic Cult)

COMMENTS: Torquar Wizards serve as underlings of the Rajan Necromancers, and as administrators of the Black Mystic Cult's hosts of Torquar Assassins. They are experts in the arts of torture and interrogation, and are sadistic even by Rajan standards. Like all Rajans, they are fanatic members of the Black Mystic Cult.

ZANDIR SWORDSMAGE

SIZE: 5'6"-6'2", 100-200 lbs.

PHYSICAL CHARACTERISTICS: Topaz skin (enhanced with colored pigments), black hair, steel-gray eyes

ATTRIBUTES: INT +1, DEX +2, SPD +2

HIT POINTS: 12

SPECIAL ABILITIES: None

SKILLS: Secondary Magic, Secondary Combat

EQUIPMENT/POSSESSIONS: Velveteen cloak, leather shirt and breeches, high-top boots, sash, gloves, dueling sword, dagger

WEALTH: d20 x 10 gold lumens

COMMENTS: Zandir Swordsmages are members of a class of professional duelists, known in Zandu as the Certaments. They earn a living by dueling for wagers, or by hiring out as bodyguards for wealthy Zandir nobles. The Sultan of Zandu has a personal retinue of some forty expert Swordsmages at his beck and call.



THE WIZARD HUNTER



The following is a tale set in the world of Talislanta...



Among the grey-skinned mongers and procurers of Faradun, the wizard Zorastin was regarded as an individual of uncommon capabilities. He dabbled in ancient lore, and was an accomplished practitioner of black magic. By methods both subtle and overt, he had amassed a sizeable fortune. His interests in Faradun's lucrative slave and contraband trades flourished, oblivious to fluctuations in the market. Conversely, the fortunes of his competitors waned. Those who sought to enter into direct competition with the wizard's cartels found their darkest secrets revealed, their weaknesses exposed. Zorastin's rivals in the occult sciences, unable to cipher the source of the wizard's uncanny prescience, grudgingly acknowledged him as their superior. Thus had Zorastin's position in the hierarchy of Faradun been established.

Among this inner circle were certain persons who might give credence to the story that, some years ago, Zorastin had obtained the contents of an accursed crypt from a band of Yitek tomb-robbers. Some might go so far as to speculate that a potent necromantic fetish had been found in the crypt, and that this was the source of Zorastin's power. Individuals willing to admit to such knowledge were markedly few, it being considered unhealthy to do so.

The wizard's place of residence was Miraltis, a castle of four jade towers, connected one to the other by elevated causeways. Each of the towers afforded a different view. To the east stood the port city of Tarun, capitol of Faradun. Far to the west, the faint outlines of the Dark Coast could be discerned. South lay sweltering junglelands, and beyond, the open sea; north, the vast desert known as the Ghostlands stretched onwards into the distance.

A sixty foot wall of stone encircled the complex, affording a measure of security reinforced by the presence of a contingent of fierce

Za mercenaries. Traps and pitfalls protected the towers and accessways, and guard beasts patrolled the grounds. Within, dire magics warded the wizard's private chambers, galleries, and observatories.

Furtive and secretive by nature, Zorastin rarely ventured forth beyond the confines of his sanctuary. Associates in Tarun handled his business transactions, receiving instructions through the use of magical seeing-stones. On occasion, Zorastin consulted in person with his representatives. Those who served him had cause to dread such visitations, which were seldom social in nature, and often led to grim consequences.

On this day, Zorastin, in a pensive mood, chose to stroll among the hanging gardens of his atrium. He walked a path lined with a profusion of strange and exotic hybrids. Here, clusters of purple narcissus admired their reflections in a mirror; there, a spiny-stemmed repente skewered insects for its evening meal, wary of the attentions of a giant mantrap secured to an iron planter by a length of silver chain. A black mandragore suspended nearby in a glass cage mumbled curses and eyed Zorastin with evil intent.

A goodly distance from the mantrap, the wizard stooped to inspect a row of shallow copper vats, each containing a dozen plants afloat in a nutrient broth of viscous red fluid. The plants' fibrous pods displayed a sickly green hue; the roots, pale masses of convolute dendrites, bore an unsettling resemblance to brain tissue.

Zorastin studied the plants with grim fascination. This was k'tallah—a potent narcotic, indescribably pleasurable and invariably addictive. Users of the drug would go to extreme measures to maintain a steady supply of k'tallah, for deprivation invariably led to death; a grisly process, during which the parasitic k'tallah spores laying dormant within the addict's body begin to grow, finally emerging from the eyes, ears and mouth of the unfortunate host. The risks entailed in the use of this substance, though seemingly



profound, proved little deterrent. If anything, the element of danger associated with the practice seemed in a perverse way to lure as many to the drug as its euphoric properties.

To dealers such as Zorastin, supply, rather than demand, presented the only difficulty. Normally, k'tallah grew only in such inhospitable regions as Mog, the Dark Coast, and the jungles of Faradun. The cost of harvesting the plant was prohibitive; winged apes and exomorphs wreaked havoc on the crews of slave laborers, creating delays in shipping and processing. While slaves were in plentiful supply, the profitability of dealing in k'tallah remained limited.

To resolve this difficulty, Zorastin had endeavored to contrive a means of cultivating the plants from seedlings. The concept in and of itself was hardly unique; countless others had tried before to affectuate such a process, but without success. Zorastin, having access to secret sources of information, had conceived a means of accomplishing this goal by the implementation of certain obscure necromantic formulae. The procedure, while highly unpleasant, had proved efficacious and cost effective. A number of slaves was still required to concoct the nutrient broth which the plants craved, but not nearly so many as would have been lost in a typical month of harvesting the junglelands. Of primary importance to Zorastin was the fact that delays were eliminated by the new process, and profitability increased ten-fold.

The first crop of hydroponically-grown k'tallah was now ready for harvest. All that remained was a test, preferably involving a connoisseur of hallucinogenic substances. Considerations of secrecy had made it imperative that Zorastin perform this undertaking. An addict himself, the wizard was only too eager to test the new strain of k'tallah.

Producing a small mallet and gong from an adjacent cabinet, the wizard struck three tones. A pair of three-foot tall humanoids with deep

green eyes and skin the color and texture of moss answered the summons. The green men bowed as one, awaiting instructions.

Zorastin addressed the slaves. "Examine the new crop, and pick a half dozen of the choicest leaves. Have these delivered to the solarium without delay." As an afterthought, Zorastin added: "Find something to feed the mantrap: preferably the black mandragore, which has become irksome of late."

With this, the wizard took his leave of the atrium. Deep in thought, he passed down a long corridor illuminated by the radiant eggs of water raknids contained within spheres of amberglass. The hall led to a nexus of four passageways; Zorastin proceeded to the east tower, ascending a sweeping stairway supported from below by a series of stone arches.

De-activating a hidden trap mechanism, he entered a six-sided room, the walls of which were constructed of mirrored panels. Ornate furnishings of varying utility were positioned about the solarium, which served as a study or nympharium, according to the wizard's moods. Above was a glass dome, with a walkway allowing the upper level to be used as an observation deck.

Zorastin cast a minor enchantment, causing a brazier of coals to come alight. Seating himself upon a couch he gazed into the fire, and waited.

A moment passed, then the soft tread of slippers on stone roused the wizard's attention. Into the solarium stepped a female albinoid, slender and comely of form, with pale eyes and translucent skin: a Sawila courtesan from the Crescent Isles, its crest of bright saffron and orange plumes swaying in accordance to the movements of its little body. In the creature's delicate hands was a silver tray, upon which had been arranged six k'tallah leaves, a crystal pipe, and a set of intricate thaumaturgical instruments.

Zorastin rose from his chair. Without acknowledging the slave's presence, he took the



tray and its contents and set to work. The Sawila, uncertain of its master's intentions, withdrew to a far corner of the room, where it reclined upon a cushioned divan and began preening its feathers.

Zorastin cut and weighed a quantity of the k'tallah. By the utilization of heat, he extracted from the leaves a dark resin, which he drained off into a small vial. Zorastin took a measure of this substance and placed it in the bowl of the pipe. Then, with a set of tongs, he took a glowing ember from the brazier and applied it to the contents of the bowl.

A thin column of scarlet smoke spiraled upwards through the crystal pipe stem. Zorastin inhaled deeply, closed his eyes, and waited for the drug to take effect.

Like a wave moving in slow motion, a feeling of euphoria washed over him. His mind swam with myriad panoramas of color, muted raptures, inexpressible emotions. Zorastin noted each subtle permutation with increasing satisfaction: thus far, the k'tallah exhibited admirable qualities.

The Farad opened his eyes. In the mirrored walls of the solarium he saw reflected an image of himself enhanced to match his own perceptions: a man tall and lean, an imposing figure dressed in rich robes and headdress of exquisite cut and form. His slate-grey features were chiseled to aesthetic proportions; his dark eyes radiated an inner power. Zorastin smiled. The k'tallah's properties were indeed seductive. Little wonder the fervor with which addicts sought this substance, which provided such delusions as the user desired.

The wizard closed his eyes once more, and looked outwards across endless vistas, unknown dimensions, whorls of space and time. In his mind's eye he saw visions of past, present and future events, all occurring simultaneously throughout the omniverse. Zorastin felt his consciousness expand beyond the static boundaries of his normal perceptions. Then a presentiment—a spectral form, a nameless presence of some sort—

flew past.

Governed by a sudden urging, Zorastin peered again into the mirror. There was his reflection, as before, only now he was not alone; behind him stood a figure dressed in tight-fitting vest, breeches and boots of scaly black hide. A night-dark cloak hung from his shoulders, and he wore gauntlets of silver mesh. The man's features were cold and hard, his long hair black as ebony, his skin deathly white. In the man's piercing green eyes the wizard saw an ancient, unspeakable malice...

Zorastin whirled about, in the same motion casting a spell of elemental fire. A searing bolt of flame leapt from his outstretched hand, exploding in a burst of smoke and blue fire against the far wall of the solarium. An icy fear gripped the wizard's soul: the mysterious figure was gone, vanished as though it had never existed. On a couch thirty feet distant, the charred remains of the Sawila courtesan toppled to the floor and crumbled to soft ashes.

Zorastin surveyed the scene, perplexed. Had he seen the figure only in his imagination? He looked once more into the mirror: his reflection, the solarium, the pile of grey ash; nothing more.

The wizard went to a nearby cabinet and poured a goblet of wine. He drank, considering again the pale figure. With a conscious effort he dismissed the subject from his mind. Far more important was the evaluation of the new strain of k'tallah. There could be little doubt regarding the plant's potency, which surpassed that of k'tallah grown in the wild. The effects of long-term useage, the relative toxicity of the strain, possible side-effects or contraindications as yet remained unknown. Zorastin scoffed; few k'tallah addicts bothered to trouble themselves over such concerns. The wizard made a note to give orders to his subordinates to begin cultivation of the new strain without further delay, then departed the solarium for his bedchambers. There, a ghostly



figure in black raiment would haunt his dreams throughout the rest of the night.

Zorastin awoke late the next day, his manner brooding and saturnine. After contacting various associates in Tarum, he put business matters aside and repaired to the south tower of his manse, the vision of the previous evening still etched into his thoughts.

Zorastin passed through the lower chamber, which included a vast repository for books, scrolls and parchments. Entering through a hidden door, he made his way to the upper level by means of a network of secret passageways. He emerged from behind a sliding panel into the adytum, which housed his most treasured possessions: his magical tomes, chests of precious stones, and an assortment of necromantic artifacts and fetishes acquired through the wizard's dealings with Yitek tomb-robbers. Of the latter, the most macabre was an ancient sardonius; a vile, purple imp imprisoned in an amberglass orb, which served as the wizard's occult advisor.

Zorastin brought forth the strange creature from an iron vault sealed with mystic symbols. Setting the sphere on a pedestal, he addressed the sardonius. "Quaz! Rouse yourself!"

The imp rubbed its eyes with clawed hands, turning a shriveled countenance to peer at the wizard through the amberglass. Curled up inside the twelve-inch orb, the creature resembled an evil, malformed fetus.

"I hear and obey," replied Quaz. "Three questions may be asked, and no more."

"Then attent, and discern: Last evening I perceived a vision in the atrium; the figure of a man, pale as death, with raven hair. He was attired all in black, with gauntlets and fastenings of silver metal. Explain to me the nature of this dream, or whatever it may be."

"You command, and so I must obey. You have received a presentiment of an event which will occur in the next future. This is the answer to the first question."

Zorastin looked with annoyance upon the sardonius, which stared back at him with black, beady eyes.

"Vague replies such as these serve only to further extend the duration of your interment within the orb. Serve faithfully, and one day you may go free; continue this obdurate attitude, and I will have the Za mercenaries throw you to the Sea Demons, who enjoy ample sport with those of your kind."

The sardonius squirmed within the close confines of its glass prison. "Have I not served you well? Through my aid and counsel you have attained magical power, wealth, and preeminence over all your rivals. Your enemies speak the name of Zorastin in hushed tones, fearful lest some sort of dire mishap befall them."

"True enough," replied Zorastin. "Still, there is more to be done before I will consent to release you from servitude. Answer well each of my questions, and you may earn my favor."

The sardonius bowed its bloated head in an attitude of humility, though whether actual or feigned Zorastin could not determine. "Ask as you will. I answer, as is my duty."

The wizard fingered the twin forks of his braided beard. "Who or what is this man, and what are his intentions?"

"The figure is that of a Xambrian, a hunter of warlocks and wizards by trade. He bears an ages-old vendetta against the descendants of certain ancient sorcerers, who long ago persecuted the ancestors of his people. He intends to exact a measure of vengeance at Miraltis."

Zorastin clenched his fists in anger and indignation. "A preposterous plan. And where is this Xambrian now?"

"At the far northern edge of the Ghostlands. That is the third question."

Zorastin let pass the latter remark. "A journey of three days on foot. He shall never reach this place alive." The wizard took the sardonius in hand and returned it to the vault. "Direct your



powers of cognizance upon the Xambrian. I will require a full report at this time tomorrow.”

“As you command,” said Quaz.

When the vault had again been properly sealed, Zorastin turned to one of the numerous seeing-stones which he had situated throughout his place of residence. The crystal came alight at a word from the wizard, revealing the image of a gaunt Farad male. He was seated at a desk piled high with ledgers, and dressed in the grey robes and headdress of a high-ranking procurer. The Farad, evidently taken by surprise, sat erect in his chair, his attention focused upon a corresponding crystal located somewhere opposite his desk.

“Yagriz: attend my commands,” spoke Zorastin. “Send for the Nagra spirit-trackers, and have them travel tonight to the edge of the Ghostlands. Instruct them to hunt down and kill any Xambrian found in the area. I doubt that they will find more than one foolish enough to travel on foot through the desert. Have the Xambrian’s head delivered to Miraltis by noon tomorrow and I will increase your salary by half.”

Yagriz stood and bowed at the waist, relieved that the nature of Zorastin’s call did not concern some lack or malfeasance on his part.

“It shall be as you order. Will there be anything else?”

Zorastin gazed absently around the adytum. “Arrange for a palanquin to arrive at Miraltis within the hour. I require a diversion from these tedious surroundings, and so shall spend the evening in Tarun.”

Yagriz, taken aback by his master’s request, merely nodded in the affirmative. Zorastin waved a hand and the crystal once more became dark and inert.

In his bedchambers high above in the north tower of his manse, the wizard prepared for his sojourn to the port city of Tarun. Valets had already laid out his wardrobe and personal effects according to his instructions: a peaked

cap, cloak and robes of sky-blue satin embroidered with gold filaments; high boots of violet strider’s hide, a purple sash, an amethyst brooch, twin silver daggers, and a pouch containing several small vials of black lotus powder, tantalus, and various enhancements. To this ensemble Zorastin added certain useful magical adjuncts: an amulet conferring protection from poison, a ring imbued with perilous magics, a talisman to detect the presence of enemies, a portable version of the seeing-stone employed earlier in the day.

As he adjusted his raiment, Zorastin looked out across the deserted wastes of the Ghostlands. Somewhere, far beyond his range of vision, the Nagra would already be on the trail of the Xambrian, whoever he was. Nothing that lived could elude the uncanny talents of the savage spirit-trackers, who bore a well-deserved reputation for cold and merciless efficiency. By this time tomorrow he would have the Xambrian’s head mounted on a plaque, to be displayed outside the gates of his mansion for all his rivals to see.

In Tarun, Zorastin indulged himself to the fullest measure, partaking of the city’s most costly and exotic delicacies, exultants and invigorants. At the Cafe Maximus, he reclined upon silken cushions and ate quaga, a rare species of violet-hued mollusk imported from the Swamplands of Mog. At Shanibar he drank thousand-year old lotus wine from the catacombs of Hadj, watched Zandir magicians duel for wagers, and engaged in romantic conflux with a pair of Farad sybarites; the act, though enhanced by magics and illusory effects, seemed nonetheless empty and self-gratifying.

The twin suns had risen across the peaks of the Jade Mountains before Zorastin at last returned to Miraltis. Spurning sleep, the wizard went directly to the south tower, entering the adytum through the dark maze of passageways. He opened the vault and brought forth the sardonicus. The creature appraised the wizard from the corners of its eyes. Zorastin placed the



orb and imp on the pedestal.

"Quaz: I require knowledge regarding certain recent events."

"Allow me my freedom and you shall know all you desire. From within this accursed sphere, I am compelled only to answer three questions."

"I have no time for your games," said Zorastin in acidic tones. "What is the status of the Xambrian?"

The sardonicus sneered, a hateful grimace contorting its horrid countenance. "He lives: dead are the four Nagra who sought to slay him; by tomorrow night, he will have arrived at Miraltis."

Zorastin flew into a tirade, hurling epithets and vile oaths down upon Yagriz, the Nagra, the Xambrian, Quaz, and others. He paced the room for a tense moment before turning towards the sardonicus, his face livid with rage.

"Who is this demon, and what does he want?"

The sardonicus regarded its master with an inscrutable gaze. "He is Javan. He seeks vengeance for the death of his ancestors. Thus, have the three questions been answered; no more can I say this day."

"Your insubordinate attitude will not soon be forgotten," spat Zorastin, returning the sardonicus to the vault. "When the Xambrian has been disposed of, I will deal finally with you."

Slamming shut the door of the iron vault, the wizard activated his seeing-stone. As on the previous day the image of Yagriz appeared in the crystal.

"Yagriz! Answer my summons."

The procurer, his senses finely attuned through long years of association with Zorastin, cringed at the tone of his master's voice: at best, the aforementioned salary increase was forfeit. At worst, the same might well apply to his job, or even his life. Yagriz sprang to his feet head bowed in submission.

"My liege, I am at your service."

"Make the appropriate contacts in Tarun: have a crew of Kasmir trapsmiths report to me by the noon hour. Also, hire sufficient Za mercenaries to double the guard at all roadways leading to Miraltis."

Yagriz affected a pained expression. "With all due respects, my liege, the prospects of obtaining the services of Kasmir on such short notice are less than promising. As for the mercenaries..."

"Do as I command," interrupted Zorastin, "or I will illustrate to you nine novel methods by which a man may be made to suffer the most excruciating and protracted agony, utilizing black magic to unnaturally forestall the onset of death. I have had enough of failure and incompetence."

Yagriz swallowed hard, his eyes downcast. "Naturally, it shall be as you command."

Zorastin performed an arcane gesture, uttered a cryptic phrase. The picture of Yagriz vanished, to be replaced by that of a tall, wretched-looking individual attired in tattered ritual vestments of black, scarlet and gold velvet. An iron devil's mask obscured all but the man's eyes, which were blood-red and devoid of pupils. Heavy shackles bound the figure to a dank dungeon wall.

"Malniere, you have cause to fear my ire," stated Zorastin.

"You have captured me, and cast out my eyes. My soul's essence resides within a black diamond, which you wear as a pendant around your neck. Yes, I fear you," replied the man.

"If you would ever again hope to be reunited with your pitiful soul, then listen to my words. A Xambrian by the name of Javan seeks to invade the sanctity of Miraltis. Tell me: why is this so?"

"I know nothing of this Javan, however you name him. Of Xambrians I am somewhat more knowledgeable. Only a handful still reside on the continent. The sorcerers of ancient Quaran



sought to exterminate their kind ages ago, and nearly succeeded. Six million died in the Quaranian fire-pits, and a million more were dispatched to oblivion for the pleasure of Diabolus, ruler of Talislantan devils. The few Xambrians who survived vowed to avenge the slaughter of their people; to this day, their descendants hunt down individuals whom they believe to be the latent reincarnations of Quaranian diabolists.”

Zorastin’s eyes widened, his mind awl with the implications of this new concept. The idea that he, in some forgotten past life, was once one of the legendary sorcerers of ancient Quaran, was not beyond his conjecture. How better to explain his swift rise to power than predestination?

“Malniere, there is implicit in your words a certain, rare insight,” said Zorastin thoughtfully. “Now I must go; there are preparations to be made.”

Malniere groaned. “What of my soul’s essence?”

A cruel smirk crossed Zorastin’s features. “Consider yourself fortunate, Malniere. The current location of that which you value so highly is surely preferable to the place which shall inevitably be its final destination.”

Without further comment, the wizard caused the image of Malniere to fade from the surface of the seeing-stone. A plan had formed in his mind, and he set to work upon it at once. From a hidden recess he brought forth a massive codex of spells, incantations, and enchantments, bound in the fiery red hide of a pyro-demon. Setting the tome on a workbench, he thumbed through page after yellowed page until he located the spell known as “Mordante’s Nocturnal Menace”.

Zorastin examined the strangely crabbed characters and weird hieroglyphs which covered the page, taking note of each intricate variation of gesture, inflection and mentation required to cast the spell. When he had achieved a suitable degree of familiarity with the writings, the wizard

raised both arms above his shoulders. Eyes fixed on the page, he recited the incantation: fearful-sounding verses spoken in an archaic tongue, accompanied by subtle motions of the hands and fingers tracing corresponding patterns through the air.

In the midst of a circle engraved upon the chamber floor appeared the shadowy outline of an horrific creature. Vaguely anthromorphic in form and standing over seven feet in height, the nightstalker had ropey strands of matted hide that hung from its lank appendages, and blue curls of smoke trailed from its nostrils. The creature’s mouth was little more than a narrow gash lined with rows of sharp fangs; its bony fingers terminated in hooked talons over four inches long. If the monster had eyes, they were not visible within the confines of its dark, malevolent form.

Zorastin overcame an instinctive desire to flee from the terrible apparition and confronted the beast, hands upraised in a gesture of arcane power.

“By the power of Mordante, who created the dire spell through which you have been summoned from your home plane, hear my voice and obey: it is within the capabilities of those of your kind to pass into the realm of sleep and dreams. Do so at once, and locate the astral presence of the Xambrian known as Javan. Follow him, and when he closes his eyes to rest, enter into his dreams and destroy him.”

“By the power of Mordante, I am bound to obey this command,” said the nightstalker. So saying, the creature passed through an interplanar rift and was gone, leaving behind a faint, acrid odor reminiscent of charred sulfur. Zorastin struck a haughty pose, arms folded across his chest. The scion of Quaranian sorcerer-kings would not be intimidated by a lone Xambrian blackguard. The death of Javan was imminent.

At the noon hour, a crew of six Kasmir trapsmiths arrived at Miraltis. Zorastin met with



them in his council room, an airy, glassed-in chamber situated atop the west tower, rarely used except in matters of the most urgent business. The wizard discussed the current system of traps and deadfalls which served to deny intruders access to his domicile, and suggested a list of improvements and modifications. The wrinkle-skinned Kasmir, appearing shrunken in their voluminous robes and hooded cowls, expressed cautious reservations. Cited as impediments to the wizard's plans were an insufficiency of time, a lack of available man-power, the scarcity of specific materials and components, and prior contractual commitments. Zorastin, displaying a cynical efficiency born of long experience, resolved all difficulties by the implementation of large sums of gold. A contract was signed forthwith, and construction scheduled to begin at once on a new series of trap mechanisms to be installed in the east tower maze and other strategic locations, said work to be completed by mid-afternoon of the following day.

The diversions of the previous evening in Tarun, combined with the day's events, at last took their toll on Zorastin. After personally overseeing the initial phase of construction in the maze, the wizard retired to his bedchamber in the north tower. He drank a soporific elixir and was almost instantly transported into a deep sleep. On the following day he would experience a vague recollection of a dream, in which a dark, fiendish creature sought in vain to defeat an image of a man pale as death, wearing gauntlets of silver mesh. From somewhere deep within his subconscious he would remember that the man uttered his name, and recall that thereafter his sleep had been troubled and fitful.

It was late in the afternoon before Zorastin emerged, bleary-eyed, from his bedchamber. Troublesome thoughts impinged upon his brain and he dressed in haste, proceeding without delay to the east tower.

The wizard arrived just as the Kasmir

trapsmiths were inspecting the last of the construction completed on the maze. After submitting a bill for his services, the chief trapsmith showed Zorastin a detailed schematic of the new features, constructed as per the wizard's specifications. There was a hidden trigger mechanism which unleashed four scything blades designed to strike an intruder at ankle, knee, groin and mid-section; a series of pressure plates which, when stepped upon, caused quantities of red menace to rain down from a system of conduits built into the ceiling; hinged sections of floor designed to collapse inward, dropping unlucky trespassers into vats of yellow peril; pits lined with rows of foot-long glass needles, or—in one case—a nightmarish apparatus consisting of rotating spikes, drills, barbs and rasps.

Zorastin nodded in approval. Affixing his seal to a voucher, he dismissed the Kasmir and made his way into the maze, careful not to activate any of the devious mechanisms recently installed within. He reached the upper level without incident and entered the adytum, convinced that no single man could safely traverse the maze without the benefit of a map or schematic.

Hands trembling with a mixture of excitement and trepidation, the wizard opened the iron vault which held the sardonicus, and placed the imp and sphere in its customary position. Zorastin stared at the diminutive purple imp with unconcealed loathing, convinced that behind its maniacal visage the sardonicus mocked him, or worse, sought to aid the Xambrian in the hope of somehow winning its freedom. Zorastin vowed to destroy the vile creature, no matter what its usefulness, as soon as Javan had been eliminated.

Turning to the matter at hand, the wizard addressed the prisoner of the amberglass sphere.

"Quaz, attend my words. I require thorough and exacting answers; any less, and the sea demons dine on purple flesh this very night."

"It shall be as you command," replied the sardonicus, "only state the three allotted



questions clearly, that I may avoid any unpleasant consequences arising from accidental misinterpretation of indistinct phraseology, colloquialisms, or improper syntax.”

Zorastin favored the imp with a look of contempt. “I require specific information concerning the Xambrian known as Javan. Relate to me all that has transpired since yesterday afternoon.”

“Following his defeat of the Nagra, Javan continued southward on foot, passing through the outer perimeter of the Ghostlands by nightfall. He paused to rest by a glade of deadwood trees, consuming a sparse meal of provender plant and skank lizard, the latter roasted on a spit of branches cut from a barberry bush. Following this...”

“You may omit trivial notations regarding the Xambrian’s diet, bodily functions and other matters not germane to the central issue,” interrupted Zorastin testily.

“As you wish. To continue—Following this, Javan laid down to sleep. A creature, summoned by yourself from the astral plane, disturbed his slumber.” The sardonicus paused briefly, one eye upon its master, then resumed. “Javan, in his astral form, used potent magics to repel the nightstalker’s attack, then returned to sleep for another few hours. Upon awakening...”

“Enough!” shouted Zorastin. Beads of sweat were visible upon his brow. He wiped his mouth with the back of his hand. “Where is the Xambrian now?” he asked.

The sardonicus stared at the sliding panel which opened into the adytum. “Javan has entered Miraltis, and has safely traversed the maze. He stands outside this very room.”

Zorastin reeled as if stricken a mortal blow. “What of the guards on the roads, the sentinels within the walls, the maze with its hazards and pitfalls?”

Quaz sneered. “By stealth and cunning, Javan evaded the road patrols. He entered this

residence without great difficulty, passing unseen through a culvert leading into the sewers of the lower levels. Once inside, he again eluded the mercenary Za guards, and only narrowly missed running into you in the corridors accessing the east tower.”

Zorastin clutched instinctively at his throat, the veins in his forehead and neck standing out like pulsing, grey cords. With a contemptuous leer, Quaz continued his narrative.

“At the gates of the east tower, Javan chanced upon a contingent of ten Za sentinels. He slew three of their number, then escaped through the library and into the maze. Those who gave pursuit fell victim to the Kasmir’s traps. The Xambrian, following the faint traces left by your passage, navigated the maze without mishap. Even now he works a counterspell against the wards which protect the door to this chamber.”

The wizard tore at his garments in anguish. “All is lost! What is there left for me, but death?”

“You have magic!” retorted the sardonicus, its face transfigured in a paroxysm of pure hatred. “Use your spells! If you prefer to cower in abject terror, then release me from this abysmal prison, that I may escape!”

Zorastin, now completely distraught, neither heard nor apprehended the nature of the sardonicus’ words. Fear etched in every feature, he drew back against the far wall of the adytum and stood, awaiting the inevitable...

Tense seconds passed, then the sliding panel burst asunder, destroyed by powerful counter-magics. In the doorway stood Zorastin’s nightmare vision: the wizard hunter, Javan of Xambria. From within the amberglass sphere, the sardonicus hissed, baring small black fangs.

Zorastin cowered in mute acceptance of his fate. A voice, cold as an icy wind, assailed his ears.

“The hunt is ended. Servant of Quaran, advisor to the black wizard, Narishna: by your command five hundred thousand innocents were



sent to their death in the fire-pits at Malnangar. Prepare to meet the judgement which for so long you have sought to escape."

Zorastin searched for words to say, but could find none. The sardonicus laughed, its lips twisted in an evil grin.

"I would as soon serve Narishna again, were he alive," said Quaz defiantly. "His talents were gratifying for one such as myself to behold. In point of fact, I considered him an inspiration, unlike others I have had the misfortune to serve in ages since. Surely, hell will long enjoy his company."

Javan raised a silver-clad hand. "And yours."

A bolt of magical energy arced from the Xambrian's open hand, shattering the amberglass sphere and its contents into a thousand smoking fragments. The sardonicus was no more.

Javan adjusted his cloak and made to depart the adytum. Zorastin, shaken and confused, raised himself to his feet.

"What of me?" he asked. "It was I who beheld the vision."

Javan stopped and appraised the wizard with cold, dark eyes. "Prophecy is subjective. The future, unlike the past, is uncertain. I leave you to ponder when next our paths shall cross."

With that, the wizard hunter turned, and was gone.

A cloud enveloped Zorastin's senses, and the wizard collapsed to the floor. For a time, a bright light seemed to flicker in front of his eyes. Then it moved away, and all went dark.

At Shanibar, in the port city of Tarun, Yagriz drank thousand-year old lotus wine and indulged in the finest cuisine. Seated around him, in a plush-curtained private booth, were a number of his highest-ranking associates, many of whom had once served under the wizard, Zorastin. The occasion, though not one normally associated with celebration, was marked by a goodly amount of festive drinking, and more.

"A toast," said Mendar, monopolist of Sard Island. "A toast to Zorastin, to his manse, his gold, and his mercantile concerns. May they thrive in perpetuity!" All present drained their cups, and more wine was poured for each.

"A toast to Yagriz," said Nageeth the slave monger. "May he emulate Zorastin in the success of his endeavors, if not his questionable virtues."

This remark provoked a fair amount of laughter all around, until Yagriz motioned for quiet with a wave of his hand. "Truly, it is unfortunate that our former master should have come to such an end. An insidious drug, k'tallah... it affects the mind in strange ways. I am sure that, at the end, Zorastin was quite insane."

"A pity the sardonicus was lost," said Jadeen, Yagriz's procurer of magical adjuncts and artifacts. "Bottle-imps of such advanced age are worth a small fortune."

"True, true," said Izrian the usurer. "Pass the pipe, if you will, Nageeth. The new k'tallah may have proved unsavory, but there is nothing amiss with the old."

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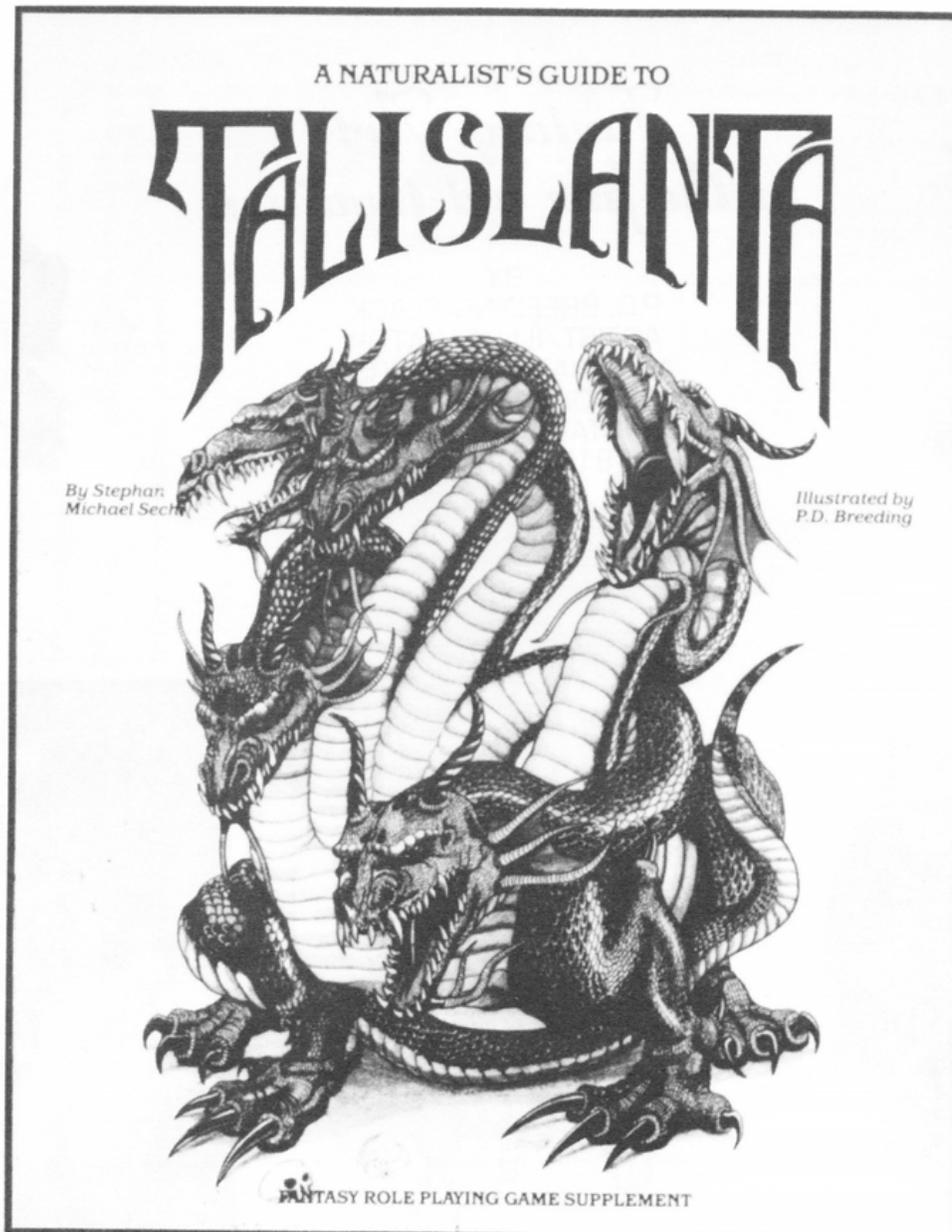
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