

[[[Here's my part of the credits and stuff, change them how you wish, but these are the names of the people involved]]]

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About the Authors

Fraser Cain is 21 years old, and lives in Vancouver in beautiful British Columbia (affectionately known by the European media as the Brazil of the north). He's still in a state of shock at the realization that he gets paid to do what he would normally do for fun. Fraser's previous writing credits include GURPS Supporting Cast and a couple of articles for Pyramid Magazine. In the normal GURPS tradition, his one cat, Timex, must be mentioned.

JeffRanger also lives in Vancouver B.C., and intends to do so for the foreseeable future (he's seen the condition of United States and understands the Dream is dead). He's GMed GURPS extensively (no one else would take a turn). His tastes in entertainment run along the lines of movies where bikers take over a small town, and music that only improves as more guitars are added. As of this printing he is 24 years of age, and has no cat to show for it.

[[[Dedications]]]

Thanks to En, for quietly and patiently putting up with the madness, and to Nick for making the madness all possible. To Michelle, for being just like me (except a girl, or course), and to Josh, for blowing up a car.

[[[Here's a list of all the stuff I want reprinted from the Talislanta Guidebook. It's mostly tables, except for the chapter 1 stuff.]]]

1. Background

All of chapter 1

Travel tables, page 216

Reprint Talislantan Calendar, page 222-225

Reprint Cults, Secret Societies, and Magical Orders, page 225-227

3. Archetypes

Table 3.1 on page 59

Master List of Archetypes on page 62-63, but add the following

Bane Hunter demon-like hunter Western Lands

Ice Giant Warrior magical construct of ice Northlands
Raknid Hive Warrior insect-like, hive mind Wilderlands
Satada Warrior reptilian, subterranean Wilderlands
Werebeast Warrior savage warrior, hunter Western Lands
Whisp Nymph diminutive sprite Seven Kingdoms

4. Spells

Zodar Deck Table, page 139

5. Equipment

Tables

Conveyances, page 203

Magical Mechanisms, page 203

Enchanted Items, page 204, but remove all footnotes

Alchemical Creations, page 204

Thaumaturgic Creations, page 204

Animal Ingredients, page 204

Alchemical Equipment, page 205

Herbs and Plants, page 205

Tack and Harness, page 205

Musical Instruments, page 205

Amusements, page 205

All tables on page 206

All tables on page 207

Beasts, page 208

All other tables on page 208

Glossary, page 317

[[[ART suggestions for Jesper]]]

-- I've added a bunch of new archetypes. Specifically, the Bane, Ice Giant, Raknid, Satada, Werebeast, and Whisp. You might want to have whoever draws them do it in the same style as PD Breeding Black (or even get her to draw them).

-- In regular Talislanta, the magic section is pretty sparse. Perhaps some new drawings showing some of the crazy spells in action.

-- I heard someone mention (maybe it was you) that you might do a group drawing of the various archetypes. It would really save space. Maybe you could do them in color (naaa, that would cost way too much money).

-- In the characters chapter, there should also be some drawings showing examples of the various advantages and disadvantage. So, if I'm talking about the Cutting Teeth advantage, you could have a drawing of some large-jawed creature grinning.

-- I know you need photos of me and Jeff, and we're getting some done and we'll mail them to you soon.

[[[Here are a bunch of quotes and color. Put them anywhere you want. In fact, if you want more, let me know. I can crank these babies out.]]]

RAHASTRAN

"One has to wonder, if the Zodar actually reveals all to its wielder, then why are most Rahastran wizards paupers and homeless?"

'A skeptical Kasmir moneylender speculating on the actual power of the Zodar deck.'

NARANDU

"So the Ice Giants only expand their territory half a foot a year -Over a 1,000 mile border! Imagine if the Ice King concentrated his forces on a smaller are. Which of us would be the first to see his kingdom iced over?"

'A Gryph statesman petitioning for military action before the council of kings in Cymril.'

QUANIAN EMPIRE THE CITY OF KU-CHANG

"It is well known that the Quan need the minerals from this area to keep the Kang placated. Without this source of income the Kang might very well destroy the empire from within. Perhaps saving us the trouble."

'An excerpt from a briefing of Rajan warriors infiltrating southern Quan.'

TAMARANTH

Black Moon: ZAR

Cloud Striding Hunters,
Clad In Billowing Mist,
Stalk The Moons.

Unaware That,
Black-Robed ZAR,
Had Yet To Rise.

'A Gryph poem.'

THE SINKING LAND

"... and then the crown prince refused the Zaran emissary, and wouldn't return to the banquet until he and his company had departed!"

'A sample of the gossip payment for Snipe guiding services.'

DJAFFIR

"Each Djaffir Fetish mask is highly individualized, to reflect the identity of the owner. To the educated, certain artistic and glyph trends can be distinguished in the masks of certain groups. One group in particular are almost revered by their fellow Djaffir.

These individuals are recognized officially by the Caliph as men (or in extreme cases of honor; Women) who have succeeded in the face of great adversity, often single-handedly. The Caliph, in an intricate ceremony, will commission his craftsmen to carve a subtle glyph amongst the features of the honored Djaffan's mask.

Hence forward the Djaffan is known to his people as 'One Who Wears The Face Of Destiny'. A very great honor indeed."

'Djacartan Mask Art.'

THE PLAINS OF GOLARIN

"The vanished kingdom of Shalihan is supposed to have existed in this land, but soon after the Great Disaster, it inexplicably vanished. Many question whether this was actually the case, as Shalihan was infamously known as the land of the masters of illusions."

'From Beyond The Dead River author unknown.'

BATRE

"Batre has the unusual status of being the only area on Talislanta to actually welcome slavers, yet at the same time to be a safe haven from them. At least if you are male!"

'An Aamon sermon upon the merits of slavery.'

XANADAS

"The Temple Of The Seven Moons is home to the Xanadasian Savants, who are awaiting the return of their master from the afterlife. Few really credit this legend as more than a fanciful tale, save for the fanatical Necromancer-Priests of Rajanistan, who claim kinship to the Savants.

This presumed relationship is even harder to swallow, given the vast social, and physical differences between the two races. However it should be noted that the architectural styles of Rajan and the ancient buildings of the Savants are disturbingly similar."

'Vashath the wanderer.'

L'HAAN

The Mirin ruler is renown for her great beauty and elegance, yet for every fable, and story praising the Snow Queen, there also circulates a disturbing rumor; Paramour Island was once home to all the many suitors of L'Haan's ruler, eventually it was abandoned as the Queens petitioners began to fight amongst themselves, now it is home

to clans of Frost Demons. Some, however, maintain that the island still serves its original purpose.

'A tale recited to Zaran children.'

RAJANISTAN

The Torquar of Rajanistan firmly believe that killing non-believers will create converts to the Black Mystic Cult. Many of these Death-Mages practice their religion alone, and in hiding deep within other lands. One ritual in particular reflects this belief quite poignantly. -The ritual of well tainting -Perhaps the most effective and easily overlooked methods of Rajan conversion!"

'From Black Cult by Nevash Flintas.'

CARANTHEUM DRACARTA

"Memorial park, in the heart of Dracarta, contains many statues commemorating the heroes of Carantheum, many of whom were renowned Thaumaturges. So lifelike are these sandstone memorials, that rumor has it that one of the statues is actually the petrified corpse of one of Dracarta's ancient founders, but no-one still living can remember which one!"

'Vashath the wanderer.'

THE SEVEN KINGDOMS CYMRIL

"Cymril is reputed to have an elite fighting force of Warrior-Mages, who's prowess far exceeds that of their average Mage-Soldier. Rumors has it that an insurrection at the Court of the Seven Kingdoms was mysteriously quelled thirty years ago. None of the dissidents walked out of the courts alive to share the details of the incident, but spectators reported a dark windship dropping black-clad figures onto the court building. Without the aid of ropes or harness."

'Vashath the wanderer.'

QUAN EMPIRE HARAKIN

"For many years the Vajra thought the Northern Mountains were uninhabited, save by demons. How else could they explain the way search parties found their exploration and ambassadorial caravans, -cart loads of gems and trade goods surrounded by the skinned and gutted remains of their crew and diplomats?

In hindsight this assumption was not completely unfounded, after all none of the Vajra knew they had just encountered a race which valued food more than wealth. In the absence of tradable food stuffs the Harakin clansmen accepted the Vajra explorers as food!"

'Vashath the Wanderer.'

THE SEVEN KINGDOMS KASMIR

'Money is Power, and a really good accountant can be more effective than a hundred man army. -If used correctly!'

'Part of a lesson overheard between a Kasmir Trap- master and his apprentice.'

MUSES

'A day without magik, is like a day without the wind.'

'An unidentified Muse.'

KINGDOM OF VARDUNE Aeriad

'Aeriad government has one feature distinct to their race; Because their society allows males and females, equal representation on clan councils, and also because no Aeriad male can resist the sexual pheromones exuded by the females during their reproduction cycle, their government as a whole has been forced to adjust to this immutable fact of biology.

Hence the origin of the council sponsored pageant twice a year, coinciding with the race's egg laying period, during which no government activity is allowed -Or possible!'

"From Aeriad Democrats: The Ins and Outs of Clan Politics. by Nevash Flintas.'

AAMAN

"One might argue that the differences between Aamanian Missionaries, Inquisitors and Witch Hunters are mere exercises in semantics."

'Paradoxist Cult slogan.'

ZANDIR

"Trust only your sword arm, and your family. And of course your sense of style."

'A Zandir Duelist commenting upon the flamboyant dress of Zandir.'

DANUVIA

"Why should I choose between a good man and a good steed? If I want either, I will take them!'

'A Danuvian Swordswoman comparing the value of men and mounts.'

"A good man is hard to find. That is why we have the challenge!"

'A Danuvian Virago commenting upon the Queen's challenge.'

"A good man is difficult to find, but a difficult man is a real treat to domesticate!"

'A common Danuvian saying.'

"Next time you blow me a kiss and roll your eyes suggestively towards your room, I'll roll your head along with them!"

'A typical Virago response to civilized courting.'

"A Danuvian Swordswoman, a Batrean Courtesan and a Narandu Ice Giant, walk into a bar... "

'The beginning of a common joke, very dangerous if told in Danuvia.'

PREFACE [A-HEAD]

Background or system --- system or background.

In some circles, the discussion has been long and fierce. What is it that sells a new game: a smooth, elegant --- and, most important of all, appropriate --- game system; or a complex, internally consistent, exciting and emotionally evocative background? I've always come down squarely on the "background" side of the question. I've always believed that many people will buy a game because they like the adventuring "world" in which it's set. Like mixing elves and magic with your cyberpunk? You know where to go, chummer. Or do you prefer roleplaying immortal bloodsuckers? There are some people in Georgia who've got a game of personal horror just for you.

The systems? Largely incidental. After all, there are literally dozens of role-playing systems out there. If you don't like the one that comes with the world which currently fascinates you, just rip it out and replace it with something you prefer. That's the unofficial way things have been done for years.

The interesting thing about GURPS Talislanta is that this unofficial practice has suddenly gained a whole lot of legitimacy. (I could argue that The Primal Order, and the other capsystems from Wizards of the Coast have presaged this development.)

This book puts the lie to those people who say (for example) that, "Talislanta is a blending of system and background, indivisible." Well, no. What makes Talislanta Talislanta is the background --- the history, the races, the interactions, and the "ambiance" or "atmosphere". While a system can certainly enhance the atmosphere of a game, this book proves that the actual mechanics are a lot less integral to the overall "feel" than some people are comfortable admitting.

So read on and enjoy. What you hold in your hands might be the harbinger of some interesting new directions in the role-playing game industry. (After all, those guys

and gals from Georgia I mentioned earlier are doing much the same thing with one of their popular gaming "worlds"...) It should be an interesting next couple of years.

--- Nigel D. Findley
June 18, 1993

TABLE OF CONTENTS [A-Head]

Preface [A-Head]

7

Table of Contents [A-Head]

8

Introduction [A-Head]

9

Chapter 2 --- Characters [A-Head]

10

Character Creation [C-Head]

10

Campaigns [B-Head]

11

Advantages [B-Head]

12

New Advantages [B-Head]

14

New Racial Advantages [B-Head]

14

Disadvantages [b-Head]

20

New Racial Disadvantages [B-Head]

23

Skills [B-Head]

25

New Skills [B-Head]

26

Artistic Skills [C-Head]

26	Combat/Weapon Skills [C-Head]
26	Language Skills [C-Head]
27	Professional Skills [C-Head]
30	Scientific Skills [C-Head]
30	Social Skills [C-Head]
31	Job Table [B-Head]
31	Chapter 3 --- Talislantan Archetypes [A-Head]
34	Definition of terms [C-Head]
34	The Seven Kingdoms [B-Head]
35	The Wilderlands of Zaran [B-Head]
45	The Western Lands [B-Head]
55	The Eastern Lands [B-Head]
64	The Desert Kingdoms [B-Head]
76	The Northlands [B-Head]
84	The Central Regions [B-Head]
89	The Wild Coasts [B-Head]

96	
The Far Isles [B-Head]	
104	
Chapter 4 --- Magic [A-Head]	
113	
Magical Fields of Study [B-Head]	
113	
Common Types of Spells [B-Head]	
116	
Lyceum Archives [B-Head]	
118	
Aeromancy [C-Head]	
118	
Alchemy [C-Head]	
120	
Aquamancy [C-Head]	
122	
Astromancy [C-Head]	
124	
Botanomancy [C-Head]	
126	
Cartomancy [C-Head]	
129	
Cryptomancy [C-Head]	
131	
Crystalomancy [C-Head]	
133	
Enchantment [C-Head]	
137	
Geomancy [C-Head]	
139	
Invocation [C-Head]	

.....
140
Mysticism [C-Head]

.....
143
Natural Magic [C-Head]

.....
145
Necromancy [C-Head]

.....
147
Primitive Enchantment [C-Head]

.....
150
Pyromancy [C-Head]

.....
152
Shamanism [C-Head]

.....
153
Spellweaving [C-Head]

.....
155
Talismancy [C-Head]

.....
157
Technomancy [C-Head]

.....
159
Thaumaturgy [C-Head]

.....
160
Witchcraft [C-Head]

.....
163
Wizardry [C-Head]

.....
165
Chapter 5 --- Equipment [A-Head]

.....
169
Melee Weapons [C-Head]

.....
169
Missile Weapons [C-Head]

.....
173
Armor [C-Head]

175	Weapons [C-Head]
176	Armor [C-Head]
182	Transportation [C-Head]
183	Thaumaturgic Equipment [C-Head]
185	Alchemical Equipment [C-Head]
186	Magical Items [C-Head]
186	Magical Creations [B-Head]
190	Alchemical Creations [C-Head]
191	Thaumaturgic Creations [C-Head]
198	Gemstones [C-Head]
200	Trade Goods [C-Head]
200	Miscellaneous Goods [C-Head]
202	Chapter 6 --- Bestiary [A-Head]
203	Steeds and Trained Beasts [B-Head]
204	Talislantan Insects [B-Head]
211	Talislantan Flora [B-Head]

213	Talislantan Fauna [B-Head]
222	Extra-Dimensional Entities [B-Head]
235	Diseases [B-Head]
239	Appendix A --- Conversion Methods (Or how we did what we did) [A-Head]
241	Appendix B --- Basic Racial Costs [A-Head]
249	

INTRODUCTION[A-HEAD]

Talislanta isn't your normal fantasy roleplaying world. Oh, at first glance, it may seem to contain all of the elements that are so common in all of those other fantasy roleplaying games, but these are surface similarities only. Delve a little into the game, take a look at the richness of the world and the creatures that inhabit it, and it'll soon become apparent just how different it really is.

Magic is a common element in all fantasy RPGs, and Talislanta has its share --- more than its share, most would agree. Over 700 years before the game takes place, the magicians of the world nearly destroyed it. With an apocalyptic flourish, their magical powers extended beyond their control and it began to wreak havoc on the world. City centers disappeared in giant multi-colored explosions, killing the inhabitants instantly. Fragile sky-cities, tethered to the ground by adamant chains, and kept aloft only by the willforce of the inhabitants, plummeted to the ground miles below, and shattered into millions of pieces. Entire regions of the planet were instantly and irrevocably changed, as the terrible and devastating magic resculpted the land and its people.

For those who survived the terrible cataclysm, which was later termed the Great Disaster, it was a long and fierce struggle back to what could be called civilization. Slowly, as the survivors learned to live with changes their forefathers had wreaked upon them, the secrets of the past were uncovered. Never again would the people of Talislanta reach the levels of power achieved before the Great Disaster, but at least with their ever-growing centers of population, and cautious use of magic, progress was begun made.

This time of rebuilding was without cooperation. Although they lost nearly every material possession they had, and any knowledge of how to use them; and although entire races were wiped clean from the planet, while others were changed so drastically as to be unrecognizable as their former selves, an intense, racial hatred survived the times of darkness. The continent of Talislanta is fragmented, with each race attempting to prove its superiority over the others. No quarter is asked, and none is given.

Up to this point, this racial fragmentation wasn't a problem for the more civilized races, as the primitive races --- called the Sub-Men --- would often spend more time

fighting with each other than they did threatening the civilized societies. However, a new danger has arisen. The legendary Tirshata, whose return has been foretold for centuries, walks the earth. And wherever he walks, the savage Sub-Men, ready to reap destruction at his whim, fall in step behind him.

An army walks the face of Talislanta. An army of such magnitude and savagery, that no civilized nation can hope to escape its terrible onslaught. Only by banding together, to fight this great threat, do they stand any chance of survival.

Matched with this rich and exciting background, Talislanta offers an amazing variety of races to play. Where does your preference lie? You can be sure that Talislanta has one to fit your need. From the totally alien Green Men, a pacifistic race of symbiotic plant creatures, to the massive Kharakhan, a doomed race of giants whose numbers are slowly dwindling as they are unable to stay abreast with the constant and rapid changes happening in Talislanta. From the hideous, amphibious Imrians, a race whose economy is entirely based on the exploitation and subjugation of those races weaker than themselves, to the noble and impatient Aeriad, patrolling the skies above the Seven Kingdoms for any signal that the savage Sub-Men have begun their terrible onslaught.

Talislanta is a dangerous place to live. Only those skilled in the art of combat stand any chance of survival. Add to that the deceptive and mysterious political infighting between the hundreds of different factions, each vying for control of their nation, and each willing to use the characters as pawns or players in whatever way best suits their interests. All of this danger isn't without its rewards, however. Nearly all of the secrets lost to the Great Disaster wait patiently for the new generation to stumble upon them, and make use of their power. Artifacts and relics containing unimaginable power can be owned by brave adventurers willing take risks.

GURPS Talislanta is a bridge, a joining of fantasy world and game system. This book is more than just another fantasy genre for experienced GURPS players, it's a jumping offpoint. Once you've started playing GURPS Talislanta, and gotten a feel for the differences between this world and all other standard fantasy worlds, you can delve deeper. Wizards of the Coast supports the Talislanta line aggressively, and at the time of this writing, there are already over 15 supplements in print, with more coming out every month. This book alone probably contains enough information to keep you playing for years (with the help of a little imagination, of course), but by using the conversion information contained in the back, and a minimum amount of work, you can convert any future and existing Talislanta supplement into GURPS terms.

Ideally, the game system and background should be independent entities from one another, and with GURPS Talislanta they are. Whether you're a Talislanta player, looking for a more realistic character creation and combat system, or a GURPS player, looking for a luxurious and exciting background, GURPS Talislanta is for you.

CHAPTER2 --- CHARACTERS [A-HEAD]

In Talislanta, characters are created in a somewhat different way than the normal GURPS rules. This is because in Talislanta, the players generate their characters based on archetypes. In most games, the archetype system would be somewhat constricting, but not in Talislanta --- there are over 120 archetypes to choose from. And each of these archetypes are infinitely mutable. Depending on how the players round off their

characters, two characters based on the same archetype could be as different as night and day.

Any time you see the reference B XX, that means to turn to that page number in the GURPS Basic Set.

CHARACTER CREATION [C-HEAD]

Talislanda is a terrifying and dangerous world, where only the strong survive. A recommended starting point level is 150 points; at 200 points, the characters are just starting to get a name for themselves; and at 250 points, the characters are truly heroes. While you're going through the character creation rules, make sure to keep a careful total of your accumulated points, and make sure that they're equal to or under the point level your GM has decided to let you start with.

Campaign

When creating a character, the first thing you want to do is set down with your GM exactly what sort of campaign you're playing. If it's in Cymril, you'll probably want to choose one of the archetypes who're commonly found in the Seven Kingdoms. If you choose to play a character that doesn't come from where the campaign is based, you might need to take an Unusual Background advantage to explain why your character is in this particular part of Talislanda. In general, Talislandans are extremely territorial, and don't like to mix racially.

Archetype

Now that you know exactly where you're playing, go through the archetypes (Chapter 3), and choose one that you want to play. The archetypes aren't fully fleshed characters; instead, they're the framework over top of which you can base the rest of your character.

If you don't want to choose an archetype, and prefer to make your character up from scratch, look in Appendix B for an entire list of the racial costs and their racial advantages and disadvantages. You can replace choosing an archetype by taking the basic racial cost, you'll just have more work in the later steps.

Advantages and Disadvantages

The advantages and disadvantages that come with the archetype only begin to define the character as a whole. Think of it as a starting point to help you create your character. From here on out, however, you should go through the list of advantages and disadvantages in the GURPS Basic Set, and add any that the GM will approve of. Also, you can choose to add any mental or physical disadvantages you see listed in this book. The racial advantages and disadvantage are offlimits, however. You may raise or lower any advantage, and increase or decrease any current advantage that has multiple levels (such as Strong Will).

You can, if you want, give a normally non-magical archetype the ability to cast magic (see the Magical Aptitude advantage rules on page XX); however it's sure to be extremely costly. If you're making your character from scratch, throwing the archetype system to the side, there's also a listing beside each race that tells you what magical fields are often taught in that race's society. If you want to add magical aptitude to the character, it's usually a good idea to pay for one of the magical fields of study that make sense for the character to have. Otherwise, you'll have to take an Unusual Background

advantage (see page XX), and explain the reason why your character is skilled in a type of magic which may not be taught, and might even be heresy to use.

At this time, you probably also want to make up 5 points in Quirks for your character. Go ahead, be creative; they're in effect free points.

Skills

As with the advantages and disadvantages, the skills listed for the archetype are a starting point only. They're the skills that all examples of that archetype would probably have. In brackets beside each skill is the attribute that the skill is based on (for example Spear (DX)), and this there to make your life easier when raising that skill. The archetype has already paid for that skill at the DX or IQ level, so now all you need to do is raise or lower those skills as far as you want. You can also take as many new skills as you want, provided, of course, you have enough points to pay for them.

Magicians are treated a little differently when it comes to their spells. Only the character's magical fields of study are given; thus, the spells must chosen entirely. Just like the normal GURPS magic rules, each spell has a prerequisite. In order to take that spell, you also have to take every spell that is a prerequisite to it, and so on. If you have chosen to take additional magical fields of study, you should also buy spells for them also.

Equipment

Each archetype comes with starting equipment; the sort of stuff that would commonly be found on examples of that archetype. In chapter 5, there are all sorts of wonderful things that your character can buy (provided of course, the character has the lumens to pay for it), and you may spend some or all of the gold lumens listed in the archetype's equipment section. Before buying anything strange or extravagant, you might want to check with your GM to make sure that the merchant in question actually stocks what you're looking for. The likelihood of finding your items depends entirely on the size and diversity of the city, and the cruelty of the GM.

You're Finished

All you have to do now is go through your character and make sure that the total amount of points matches up with the amount the GM allowed you in the beginning. Have fun in Talislanta.

CAMPAIGNS [B-HEAD]

For those who heed the call...

Information collected by scouts and spies, politicians and merchants, all lead to the same conclusion --- the time of the Sub-Men uprising is nearly at hand. From this point on, no civilized nation is safe from the primitive brutes who would destroy what so many civilizations have worked so hard to create.

Across the PCs' homeland, the call goes out for skilled mercenaries and warriors; those willing and able to lay down their lives for country or coin. In this period of political strife, the PCs --- no matter how shoddy they actually are in the art of warfare --- will be able to and high paying careers in the armed forces of countries desperate to stop the Sub-Men from destroying their civilization.

As the PCs will be commanding a mercenary unit, this campaign would be extremely battle intensive, requiring them to push their strategy and tactics to the limit.

Of course, there's more to running an army than mere warfare, and the PCs will have to learn some new administration skills.

A Land of Wonder

Before the Great Disaster, the nations of Talislanta had pushed the mystical and technological arts to the very extremes of imagination. Anything could be --- and probably was --- done, created, destroyed and changed.

The Great Disaster ended this glorious period with an apocalyptic flourish, one that Talislanta is still recovering from. Many wondrous artifacts have been found, which have served only to spur the imagination further onto the possible remnants that could still be hidden.

Nearly every civilized nation is hiring adventurers and explorers to seek out relics of the forgotten age, and they're willing to pay handsomely. Of course, there's a significant amount of danger waiting for those who would explore some of Talislanta's less charted areas...

Name Your Price

Because of the diverse resources and skills found on Talislanta, enterprising merchants can make themselves extremely wealthy. In the Eastern Lands, black iron is so common, it litters the landscape, but in the Seven Kingdoms, it's quite valuable. Adamant, one of the rarest and most difficult metal to refine on Talislanta can be found in the frigid northern regions, and be sold for a high price to any nation that possesses an army.

The PCs are going to realize pretty quickly that there's more to running a merchant caravan than meets the eye: bandits are always waiting to prey upon "helpless" travelers, every nation they travel through will have its own set of laws, and no matter how skilled they become, there's always a smarter merchant, ready to swindle the PCs out of their hard earned lumens.

ADVANTAGES [B-HEAD]

These advantages can be found in the GURPS Basic Set; however, there are a few extra specializations and things you should keep in mind when playing in the world of Talislanta.

Charisma

The force of personality, which makes an individual or a race charismatic, is considered to be universal. Charisma always works, no matter how different one race using it on another race is.

Literacy

In Talislanta, there are several kinds of spellcasters who aren't literate; it helps, but it's not necessary. The following spell colleges don't require literacy: Cartomancy, Crystalomancy, Natural Magic, Primitive Enchantment, Shamanism, Talismancy and Witchcraft.

Magical Aptitude

Most spellcasters only receive one spell field, thus the cost of Magical Aptitude 3 has been lowered to 22 points . If they receive two or more spell colleges, they must pay

the full cost. Magical Aptitude 2 costs 16 points for only one spell field, and Magical Aptitude 1 costs 10 points.

If a character with only one spell field wishes to gain the spells from more fields, he or she must pay the full difference between the restricted Magery and the full cost (i.e. Magical Aptitude 1: 5 points, Magical Aptitude 2: 9 points, Magical Aptitude 3: 13 points). After paying for the cost of Magical Aptitude, the character must pay for the cost of joining the spell college --- otherwise he or she suffers the regular -5 penalty to casting spells from an unknown college --- and for the cost of any spells. Any character who wishes to take spell lists that aren't included with the archetype, must be able to justify where they got their training. In some cases, this may qualify as an Unusual Background.

Unusual Background

Extra Spell Lists: 5 points

Because stores of magical knowledge are so carefully guarded, it's quite difficult for one race to learn the spells of another. If a character wishes to have access to a spell list which doesn't normally come with the archetype, or can't be learned by the race (see Appendix B for a list of college restrictions), then that character must take the Unusual Background advantage. A Sunra could enroll in the Lyceum Arcanum to learn Geomancy, but there's no a whole lot of them that do. But, a Sunra with the ability to cast earth as well as water magics would have a serious advantage over his or her specialized brethren. A character who wishes to purchase extra spell lists not normally available to the archetype must pay an extra 5 points for the Unusual Background.

Wealth

Unlike GURPS, the monetary system in Talislanta is based on the gold lumen, and the various levels of wealth have been changed accordingly.

Dead Broke: 1 gl/week

Struggling: 3 gl/week

Average: 10 gl/week

Comfortable: 30 gl/week

Wealthy: 100 gl/week

Very Wealthy: 1,000 gl/week

Filthy Rich: 3,000 gl/week

NEW ADVANTAGES [B-HEAD]

The following advantages are entirely new, and are unique to Talislanta.

Magical Field of Study

5 points

Before the Archaen Codex was found, magicians were a haphazard mishmash of hedge wizards, mystics, and shamans. However, the Codex laid out the theories and truths about magic in such a clean and understandable way, that magic took a great leap in power and respectability.

The areas of study found in the Archaen Codex were: Aeromancy, Alchemy, Aquamancy, Astromancy, Botanomancy, Cryptomancy, Enchantment, Geomancy, Invocation, Mysticism, Natural Magic, Necromancy, Pyromancy, Thaumaturgy and Wizardry.

Not in the Codex, but used by magicians of Talislanta are: Cartomancy, Crystalomancy, Primitive Enchantment, Shamanism, Spellweaving, Talismancy, Technomancy, and Witchcraft.

When a wizard joins a field of study, it means that he's taken the time necessary to understand all the underlying reasons why the specific type of magic works the way it does. If the wizard comes across a new spell that isn't in his or her fields of study, it can be learned, but all casting rolls are made at a -5 until the time and training is taken to fully understand all the intricacies of the field.

NEW RACIAL ADVANTAGES [B-HEAD]

Unlike normal advantages, racial advantages can only be gained by being a member of the race which can receive the advantage. They're advantages you're born with, and you can't gain them through adventuring.

Amphibious

20 points

This advantage --- available only to the Imrians and the water Raknids --- allows them to live both on land and in the water. Because of their aquatic heritage, all Imrians and Raknids automatically gain the Swimming skill at their normal move rate.

Beast Lore

10 points

The Jaka are extremely in tune with all creatures of the wild, and gain the following abilities:

Communicate With Animals: The Jaka may learn to communicate with one species of animal for every point of IQ he or she possesses.

Call Animals: The ability to telepathically call an animal of a certain species. The Jaka must make a quick contest of IQ with the animal to convince it to come. Note that the Jaka must be able to communicate with the animal to be able to call it.

Command: This ability allows the Jaka to give an animal an instruction which it must carry out to the best of its ability. The Jaka must make a quick contest of IQ with the creature --- modified by any Weak or Strong Will --- to convince it to listen to him or her.

Beguile

30 points

Batrean females exude a chemical scent which causes any males within a three hex radius to make a Will roll or be unable to resist their suggestions. Imrians and Batrean males are immune to this power.

Bodorian Sound Sight

15 points

The Bodor can see sound as colors of varying hue and intensity. Their language is based on this ability, and allows them to detect lies --- which are darker in shade than truthful statements. They can also discern the most subtle emotions in a speaker's tone of voice, and identify sounds of all sorts with uncanny accuracy.

To detect if someone is telling a lie, the Bodor must look at the person and make a vision roll. If successful, the GM must tell the Bodor whether or not the target is lying.

Catfall

30 points

When falling from a large height, all Jaka may subtract 5 yards from the length of the fall to determine damage taken. If the Jaka makes a successful DX roll, she takes half damage.

Chameleon

10 points/level

This is the Sauran ability to blend into their surroundings. They gain a +2 per level which is added to their Stealth skill when standing perfectly still; a +1 when moving.

Unfortunately, not all members of the Sauran race share this ability. Thus, if you want your character to be one of the 10% of the Saurans who're Chameleons, you must pay 10 points per level above the cost of the Archetype.

Claws

15 points

A race possessing this advantage may do an extra +2 crushing damage in any hand-to-hand attack (this includes karate and Kanquan).

Commune with Nature

10 points

The mystical Ariane possess this ability, which allows them to converse with all things in nature, including creatures, plants, and even stones, within a 3 hex radius. Things they speak to will generally talk about things important to them; creatures will explain how hungry they are; plants will talk about sunlight, and their favorite nutrients; stones aren't terribly interesting to talk to at all.

Cutting Teeth

5 points

Races with this advantage may inflict a bite, which does cutting damage as described on B140.

Detect Magic

5 points

Because of their heritage, Phantasians are able to detect magic by sight at a range of 2 hexes. To successfully detect if there is magic present, they must make an IQ check, applying any Alertness advantage or disadvantage.

Doesn't Sleep

10 points

As Sindarans possess two brains, they can rest one while the other is awake. Thus, they can operate at nearly full efficiency with only periodic breaks.

Damage Resistance (DR)

5 points/level

This functions exactly like the Toughness advantage (see p. B23), but can be purchased in as many levels as required for the race. Generally this advantage is received because of a tough skin or a natural armor. This added DR will protect against all physical attacks, but won't aid the owner against magical attacks.

Emanate Cold

10 points

The northern Ice Giants emanate a powerful cold field which slows the reflexes of those within a 2 hex radius around them. Anyone within this field of effect suffers a 1 to DX and all DX related skills. One can only suffer this penalty once, overlapping Ice Giant fields don't reduce DX by more than 1.

Efficient Metabolism

10 points

The cold-blooded Araq are so efficient, that they can survive for up to six weeks without food or water. If they do go that long, however, they must feast and rest for an entire week before they can fast again.

Enhanced Move

10 points/level

Each level of this advantage doubles the race's move score, but only when traveling across straight, flat terrain. Thus, with level 1, a race that would normally move 4, could move 8; level 2 would let them move 12. This advantage must be specialized in a certain type of movement, such as flying, running, or swimming. If a race wishes to take Enhanced Move in two different areas, it must pay for the advantage twice.

Entrancing Kiss

15 points

Dhuna witchwomen can capture a man's heart with a single kiss; victims must make a Will roll or fall under her charms. Once charmed, the victim may make another Will roll at a cumulative -1 penalty once per day to escape. If the victim succeeds in breaking the spell, he gets a +3 to resist all future attempts by the Dhuna to recapture him.

Extra Arms

20 points

The Ahazu possess four arms, which can be used in concert when doing anything, including combat (see Full Coordination).

Full Coordination

50 points

This is Ahazu's ability to make double the normal number of attacks in a turn, using two different weapons. The "default" for GURPS is only one attack per turn, no matter how many limbs they possess, so this is a substantial advantage.

When an Ahazu makes an all-out attack, he may take one type of bonus for each weapon used, but all the bonuses must be the same.

Gliding

20 points

When the Aeriad aren't wearing their levitation bracers, their small wings only allow them to glide. When gliding, they can't gain altitude, only descend at 1 hex per turn.

Hive Mind

45 points

Each Raknid hive contains one queen, who completely controls all of her workers, drones and hive masters, through a telepathic link, which extends 100 miles in all directions. To protect her from harm, the queen is well protected at the center of the hive; if she dies, all Raknids in her hive die also.

The drones (which is what PCs and NPCs will be) can only take the most rudimentary actions when not in direct link with the queen --- eating, drinking, seeking shelter, etc. Furthermore, a group of Raknids separated from the Queen will act together to protect their existence. Other than self-preservation, however, the drones won't initiate any independent actions.

Immune to Cold

10 points

The Mirin are completely unaffected by cold, and may operate for extended periods in sub-zero temperatures.

Immunity to Illusions**10 points**

The Banes' magical eyes root them firmly in the world of the mundane. They possess a keen magical vision which allows them to see right through illusions of any sort.

Immune to Poison**25 points**

Races with this advantage are immune to the effect of any toxin. This doesn't confer immunity to a corrosive substance such as acid --- just to chemical or biological poisons.

Immunity to Mind Control**10 points**

This advantage makes the race completely immune to any spell which controls the mind. In any quick contests of spell level versus IQ, races with this advantage win automatically.

Imperturbable**10 points**

Thralls are veritable rocks; calm and collected in the face of danger, sometimes to the point of foolishness, and they gain a +5 bonus to all fright checks.

Increased Move**5 points/level**

Each level of Increased Move raises the race's Move score by one; Combat Speed and Dodge are unaffected.

Influence Plants**10 points**

Green Men symbionts share much in common with plants, and are able to influence their growth somewhat. They can make a two hex radius of plants move, entwine, entangle, form barriers, or grow into specified configurations.

Manual Dexterity**10 points/level**

Each level of this advantage gives the race a +1 to DX, but only on tasks requiring fine motor skills. This advantage would aid a Yassan to repair a windship, but not dodge thrown rocks.

Mimicry**15 points**

Banes can duplicate any familiar sound. A new sound becomes familiar if the individual spends five minutes listening to it, and makes a successful roll versus a skill of 12 or IQ, whichever is greater.

This ability can also be used to imitate voices. To memorize someone's voice, the individual must spend at least one hour listening to that person talk, either live or through a magical means, and make a successful roll versus IQ. Of course, it's necessary to know the language in question; otherwise, the Bane would merely be speaking gibberish if it tried to speak anything but a memorized speech.

Natural Climber**5 points**

Races with this advantage get a +3 on any climbing skill. For some races, this is due to their long claws, while for other races, it's due to their small size and weight.

Prehensile Tail**5 points**

A race with this tail can use it to grasp and manipulate objects; however, the tail can only pick up something in the rear or side hexes. As the tail lacks an opposable thumb, it can't be used for fine manipulation.

Semi-Aquatic

15 points

This advantage is the same as the Amphibious advantage (see page XX), except that the Sunra must submerge themselves in water at least once a day. For every day that they don't submerge, they take one point of damage due to drying out.

Shapechange

40 points

Through the use of the jubatu plant, Manra are able to assume the form of any creature they've ever seen. They can memorize up to IQ number of forms that they can change into, and a memorized form can be overwritten.

Mass doesn't change, although the Manra can still take the appearance of a much larger or smaller creature by increasing or decreasing his body density.

The Manra gains the physical appearance of the target (including the voice), but not the knowledge, skills or memories, retaining his own skills and attributes. It takes 3 full turns to shapechange into the new shape, and the same amount of time to shift back. Normal clothing can be mimicked, but can't be removed, as it's part of the Manra's body.

When impersonating someone, there's a chance that the shapeshifter will be discovered by his associates, friends or family. Every time the Manra encounters someone who's familiar with the person being imitated, that person gets an IQ roll to spot the difference, modified as follows.

Casual acquaintance: -4

Daily acquaintance: -2

Friend: +2

Close friend: +4

Close family: +6

Empathy advantage: +3

If the Manra has Acting skill at 12+, viewers roll at IQ-2. If she has Fast Talk at 12+, viewers roll at -1.

Silence

5 points

Jaka can move around noiselessly. Individuals get an additional +2 to their Stealth skill if perfectly still, or +1 if moving (even in armor). This advantage helps only in the dark, or against listening devices, blind creatures, etc.

Speak in Tongues

10 points

Through an natural magical ability, Callidians can speak, understand, and write any language that exists once they've been given an example of it --- even write an entire book in it if they wished.

Speak with Reptiles

5 points

The Araq share much in common with the other reptilian creatures on Talislanta, and are able to speak with them.

Spirit Guidance

20 points

This advantage, which allows Xambrians to receive wisdom and guidance from their long-dead ancestors, allows them to unerringly track the reincarnated spirit of a

Quaranian. Furthermore, the spirit provides the Xambrian with strength when near death; +1 to HT rolls to avoid falling unconscious or dying until the Quaranian has been slain.

Spirit Tracking

12 points

All creatures leave a faint trail of spirit essence behind them wherever they go, and the Nagra spirit trackers are able to sense this trail. Nagra may add +5 to their tracking roll when following someone, as long as they've seen an example (like an animal tracking a scent) of the essence, such as a piece of clothing. There's a cumulative -1 penalty for each day that the trail has aged.

Stench

5 points

Ferrans possess a small gland at the base of their tail, which they can use to emit a terrible stinking cloud 3 times per day. The cloud has a 2 hex radius, and anyone inside it must make a HT-3 roll or become violently nauseous.

Production of the cloud is an exhausting ordeal for the Ferrans, and they suffer 4 fatigue points every time they use the ability.

Striking Tail

5 points

These are large tails, which can be used to strike an aimed blow, but which can't manipulate. The tail does thrust/crushing damage, and can only be swung into the rear or side hexes.

Tunneling

40 points

The Vajra can dig through the ground like a worm at a speed equal to half their Move. Digging through rock slows their movement by half again.

The GM may wish to assess a chance that the tunnel collapses behind the tunneler. The Vajra must roll each minute vs. IQ to dig a stable tunnel. This can be modified upward for hard rock, and downward for soft rock or dirt. Each halving of tunneling speed gives the individual a +1 on this roll.

Winged Flight

30 points

This race has functional wings which allow individuals to fly at a base speed of twice normal Move.

In order to take off, the race must have an area equal to its wingspan in all directions. If a winged flyer loses a wing, it can't fly, and immediately plummets to the ground, taking appropriate falling damage upon impact.

See B. 139 for rules on flying.

Unaging

15 points

Individuals of this race never grow old, don't need to make aging rolls, and can't take the Age disadvantage. Age is fixed at maturity and will never change. They can't die of old age; however, they can still die of natural means.

Venom

20 points

The Raknids possess a powerful paralytic venom in the stinger of their tails. This venom does no actual damage above the damage caused by the tail, however, a human sized victim will be paralyzed for 6 hours if a roll against HT-3 is failed. This paralysis

is complete, except for breathing, heartbeat, etc. The victim can't move or communicate in any way, though he's conscious.

A critical failure on the HT roll results in the victim falling into a coma --- total unconsciousness for 7-12 hours. After that, check versus health. If that check fails, the coma continues for another 1-6 hours, and so on. If the coma lasts more than 24 hours, the victim, upon awakening, will be -2 on all rolls for the length of time of the coma.

If the original HT-3 roll is successful, the victim is paralyzed for only 3d minutes. The GM should make all rolls in secret, so the player doesn't know how long the paralysis lasts.

DISADVANTAGES [B-HEAD]

These disadvantages are described in full in the GURPS Basic Set; however, there are a few other interesting notes and exceptions that you should know about.

Addiction

Talislanta has a whole new set of drugs that characters can become addicted to, like: kesh (-10 points), skullcap (-20 points), jubatu (-5 points) and dream essence (-30 points). The various drugs, and their effects are described in chapter 5.

Age

Because there are so many races on Talislanta, each with their own life span, there's no set age when a character must take this disadvantage. Instead, refer to the table on page XX to determine the different life spans of the races.

[[[here's the table, put it where you want]]]

Lifespan Chart: Talislantan Races Race Youth Adult Middle-Aged First Age

Roll Further Age Rolls

Aeriad	1-11	12-3334-6061	Yearly
Ahazu	1-9	10-3031-4041	5 Months
Araq	1-3	4-19 20-2425	3 Months
Ariane	1-13	14-4950-7980	8 Months
Bane	1-20	21-3940-6465	Yearly
Beastmen	1-11	12-2526-3940	5 Months
Bodor	1-19	20-5051-7576	8 Months
Callidian	1-20	21-5556-7576	8 Months
Chana	1-12	13-3536-4546	6 Months
Danelek	1-19	20-4041-6061	Yearly
Darkling	1-6	7-22 23-3031	4 Months
Drukh	1-13	14-2930-4950	6 Months
Ferran	1-4	5-14 15-2526	3 Months
Gnomekin	1-4	5-50 55-100	101 9 Months
Gnorl	1-10	11-2526-99101	9 Months
Green Men	1-3	4-6 7-9 10	2 Months
Gryph	1-10	11-3536-4546	6 Months
Harakin	1-5	6-25 26-3435	5 Months
Ice Giants	1-10	11-3031-5051	6 Months
Imrian	1-8	9-24 25-4041	6 Months
Ispasians	1-20	21-3940-6465	Yearly

Jaka 1-11 12-3536-6061 Yearly
 Jhangaran 1-19 20-3031-5051 6 Months
 Kang 1-13 14-4546-5455 6 Months
 Kharakhan 1-9 10-2425-3436 5 Months
 Manra 1-12 13-3031-4041 6 Months
 Men* 1-17 18-4041-6566 Yearly
 Mirin 1-13 14-4041-7576 8 Months
 Mogroth 1-29 30-7980-119 120 2 Years
 Monad 1-3 4-25 26-3031 4 Months
 Mondre Khan 1-14 15-2930-4041 5 Months
 Mud People 1-17 18-2829-3940 5 Months
 Muse 1-49 50-7576-9596 9 Months
 Nagra 1-15 16-4950-6970 8 Months
 Na-Ku 1-10 11-2526-3536 5 Months
 Orgovian 1-12 13-3637-5556 6 Months
 Phantasian 1-17 18-4041-7576 8 Months
 Rajan 1-12 13-3536-5556 6 Months
 Raknid 1-4 5-26 27-3132 4 Months
 Rasmirin 1-13 14-4041-7576 8 Months
 Satada 1-5 6-26 27-4243 6 Months
 Sauran 1-5 6-24 25-3940 6 Months
 Sawila 1-20 21-4546-7576 8 Months
 Shadinn 1-14 15-3536-4546 6 Months
 Sindaran 1-19 20-3940-5960 Yearly
 Stryx 1-9 10-1920-3940 6 Months
 Sunra 1-24 25-3536-4950 6 Months
 Thrall 1-7 8-28 29-4950 6 Months
 Ur 1-19 20-3940-5051 6 Months
 Vajra 1-39 40-7071-99100 10 Months
 Vird 1-13 14-3637-5657 6 Months
 Werebeast 1-9 10-1920-3940 6 Months
 Whisp 1-3 4-10 11-2021 3 Months
 Xambrian 1-14 15-4950-8990 9 Months
 Yassan 1-10 11-4041-7576 8 Months
 Yrmanian 1-15 16-2526-3536 5 Months
 Yitek 1-15 16-3839-6364 Yearly
 Za 1-12 13-3031-4546 6 Months

* In Talislantan terms, the races of men are considered to include the Aamanians, Batreans, Cymrilians, Danuvians, Dhuna, Djaffir, Dracartans, Farad, Hadjin, Kasmirans, Mandalans, Mangars, Marukans, Oceanians, Pharesians, Quan, Rahastrans, Sarista, Tanasians, Thaecians, Thiasians, Xanadasians, and the Zandir.

This chart is used to determine the average lifespans for the various races on Talislanta.

If a character's age is in the Youth column, he must take the disadvantage of Youth, as described on page 29 of the GURPS Basic Set.

Characters whose ages are in the Adult and Middle-aged category suffer no advantage or disadvantage.

A character must make their first aging roll (as described on page 83 of the GURPS Basic Set) when they reach the age listed in the First Age Roll column, and then must make another roll when the amount of time passed equals the Further Aging Roll amount. (Keep in mind that the Talislanta year is nine months long).

[[[could you reprint the rest of the Lifespan Chart on page 106 here please]]]

Code of Honor

Gao sea rogue Code of Honor: -5 points

Never steal from another Gao; never harm innocent victims if you can avoid it, only steal from those who can afford it; your friend's foe is your own; always avenge an insult.

Dwarfism

The races in Talislanta are many different sizes, Dwarfism means that you're abnormally small for your race; thus, a Kharakhan dwarf could still be over six feet tall.

Fanaticism

The most common Fanaticism disadvantages to take, are to: the Khadun, the Tirshata, the Hierophant, and Death.

Gigantism

As with Dwarfism, if you have this disadvantage, you're gigantic for your race; thus, a Gnomekin giant could be over five feet tall.

Youth

As with Age, refer to the table on page XX, to determine what age and below a race is considered young.

NEW RACIAL DISADVANTAGES [B-HEAD]

As with racial advantages, racial disadvantages can only be taken by members of specific races. You're born with them, and you can't gain them at a later date.

Cold-Blooded

-5 points

Cold blooded races need about 1/3 the food that warm blooded races do. While they're less subject to actual damage from high and low body temperatures (+2 on rolls to avoid hypothermia or dehydration), they tend to stiffen up in cold weather. After half an hour spent in cold conditions, Speed and DX drop by one for each 10 degrees below 50. At temperatures below 32 degrees, they must roll versus HT or suffer one wound of damage.

Curiosity

-5 points

Races with this advantage must make a Will roll to avoid examining an object that they're presented with, even if it may be dangerous. For the Cymrilians, this means that they're naturally fascinated by all forms of magical books and items. The Callidians are unable to resist looking into a new tome or scroll, no matter who the owner is.

Decreased Move**-5 point/level**

A race with this disadvantage moves slower than a creature of its size and health should. For each level, decrease 1 from their Move score; however, Basic Speed and Dodge are unaffected.

Fragile**-20 points**

The race has an extremely brittle and fragile physical structure, and takes double damage from crushing attacks. Flying creatures suffer from this disadvantage because of their hollow bones which are necessary for flight.

Inattentive**-5 points/level**

This disadvantage is the opposite of Alertness, and decreases the chance that a character will notice something important. Although the character may be quite intelligent, they're always preoccupied, or perhaps just too aloof to care. Each level subtracts a -1 from the chance to succeed when the character makes an Alertness roll.

Inconvenient Size**-10 points**

The Kharakhan are much larger than all other Talislantan races, and thus unable to use most tools and implements required for day-to-day life when away from their own society. For Whisps, however, the complete opposite is true --- they're far too small to use any other race's tools or weapons.

Insanity**-30 points**

Nearly all Yrmanians are addicted to skullcap, a drug which severely affects their mental state. Whenever a Yrmanian attempts to make a decision, he must roll against his IQ. If he fails, he must make a totally irrational decision, of the GM's choice.

Marukan Unluck**-25 points**

The Marukan curse isn't a mere delusion, they actually suffer serious bad luck, which is alleviated to some degree by their luck talismans.

When they're wearing their luck talismans, Marukans suffer the same effects as the Unluckiness disadvantage (see B. 37). When they aren't wearing their talismans, they suffer the full effects of the "curse". Five times during the game session, the GM may maliciously sway luck away from the Marukan. A crafty merchant will successfully cheat her; arrows that should have missed, will hit her; nasty opponents will show up at exactly the wrong time.

No Sense of Humor**-10 points**

Characters with this disadvantage never get jokes, and think that everybody is serious at all times. Likewise, they never joke, and are always earnestly serious. Others react at a -2 to them when this disadvantage becomes obvious.

Odious Racial Habit**Various**

This disadvantage applies to races who perform disgusting and repulsive acts --- in the eyes of more civilized races. When other races meet a race with this disadvantage, they receive a -4 on all reaction rolls. Examples of this are: Na-Ku cannibalism (-15 points), Ferran stench (-10 points).

Slave Mentality**-40 points**

Monad possess no initiative of their own, and become confused and ineffectual without a "master" to give them orders.

A Monad must make a roll vs. IQ-8 before taking any action that's not either obeying a direct order, or part of an established daily routine. As a rule, a Monad will always fail Will rolls, but in a case where a GM thinks that a success might be possible, the roll should be made at -6.

All Raknids suffer the same disadvantage as the Monads, but they'll only follow orders given to them by their queen.

Vulnerability to Fire

20 points

Because of their ice composition, northern Ice Giants take an extra 2 dice of damage from any fire attack.

Vulnerability to Cold

20 points

The Satada are a cold-blooded race of lizards --- more so than the Saurans and the Araq --- and thus suffer an extra 2 dice of damage from any cold attack.

SKILLS [B-HEAD]

When taking these skills for your character, read the list below to determine whether there are a few additions to the normal GURPS rules.

Alchemy

Alchemy is a magical skill that can only be taken by those with the Alchemy field of study. For more information on Alchemy, see page XX.

Blacksmith

A blacksmith in Talislanta can specialize in forging: red iron, black iron, blue iron, and adamant. Adamant is the most difficult metal to deal with, and all skill rolls are made at -4 when attempting to pound it into something useful.

Diagnosis

Many of Talislanta's races are quite different, and it's difficult for a physician to diagnose a race that's radically different from her own. When diagnosis is taken, it must also have a specialty (the race the physician is familiar with). Here are the modifications for diagnosing races other than the physician's own:

Similar (Cymrilians and Zandir): -1

Somewhat Similar (Cymrilians and Gnomekin): -2

Different (Cymrilians and Mud People): -3

Vastly Different (Green Men and Mud People): -4

Engineer

A character with this skill must specialize in one of the following: fortifications, roadways, bridges, cities, settlements, siege engines, mines, or excavations. Each of them default to the others at -2.

History

Specialties include: the Forgotten Age (includes the First through Forth Millennia), the Age of Confusion, and the New Age, and specific racial histories.

Naturalist

This skill also allows you to identify very dangerous plants (such as stranglevine or mantrap), and avoid them safely.

Poisons

This ability to make poisons is now just one of the facets of the skill Alchemy.

Physician

A character attempting to use this skill on another race suffers from the same modifications as Diagnosis (above).

Research

In Talislanta, information is scattered all over the continent. Only in a few centers, can one actually find the information they're looking for. If the character is in one of these centers (such as the Lyceum Arcanum or the Xanandasian library), the skill roll is made with no modifiers. Otherwise, there's a -3 modifier to the skill when researching because of the information shortage.

Writing

Many Talislantan languages don't have a written form. Make sure your language isn't one of these before you take the skill.

NEW SKILLS [B-HEAD]

These skills are entirely new, and should only be allowed to characters playing in GURPS Talislanta.

ARTISTIC SKILLS [C-HEAD]

Sideshow Talents (Physical/Hard)

No default

The ability to perform such unusual feats as sword swallowing, fire-eating, contortion, escape, and so on. Each ability is separate specialization. The advantage of double-jointedness provides a +3 to all escape and contortion rolls.

COMBAT/WEAPON SKILLS [C-HEAD]

Garrote (Physical/Easy)

Defaults to DX-5

This is the skill used to strangle a victim with rope or wire. It can only be used on an unaware or helpless victim. The first attack is made from behind (a number of Stealth rolls may be required to reach the intended victim), at -5 (if the victim is unaware, the attacker gets a +4 net bonus to skill, reducing the penalty to -1). The victim (if he isn't stunned) may attempt to parry at -3. On a success, he manages to put his hand (or any ready, one handed weapon) between his throat and the garrote. The hand takes no damage unless a wire garrote is being used. On the turn of the attack, and every turn there after, the attacker does thrust damage to the throat (this damage is multiplied by 1.5 if it is crushing, or by 2 if it is cutting). A rope garrote does crushing damage; a thin wire one does cutting damage; with either, the target starts to suffocate (see sidebar page B 122). The victim can try to break free by winning a quick contest (ST-5 or Mandaquan -3 against the attacker's garrote skill). If an improvised garrote is used

(almost any piece of rope will do), the skill is at -2. A wire garrote must have wooden or metal handles on both ends or the attacker will take thrust cutting damage to both hands!

Kanquan (Physical/Hard)

No default

Proficiency in the vicious Kang style of weaponless combat. All Kang warriors, warrior-priests, and trackers are taught this skill from the first days of sentence. This skill is treated exactly like Karate (see B.51).

Mandaquan (Physical/Hard)

No default

Proficiency in the Mandalan art of weaponless defensive combat. This skill is treated exactly like Judo (see B.51).

Springweapon (Physical/Easy)

Defaults to DX-3

This is the skill required to fire and aim Kasmiran blade weapons, or any similar device that discharges a missile by pressing a button (such as the Sindaran Rod of Alchemy).

Tazian Combat (Physical/Hard)

No default

Tazian Combat is the fighting style used by the Thrall warriors while wearing garde armor. This style allows them to not only use the armor for defense, but to actively parry weapon hits, and even deliver blows with the armor's sharp spikes.

Here are the maneuvers available to someone with this skill:

Garde Parry --- Instead of making a normal block roll, the character may use his armor to actively stop a blow. The chance to succeed is worked out just like a normal block roll, but substitute the shield skill with Tazian Combat. This allows the Thrall to use a two-handed weapon, and still be able to block blows as if he was using a shield.

Garde Smash --- Instead of making a regular attack in a turn, the Thrall may attempt to strike the opponent with the armor, causing Th-2 impaling damage.

Body Slam --- A Thrall wearing garde may attempt to slam an opponent. The procedure for doing this is described on B. 112, but when they collide, the victim takes Th-2 additional impaling damage because of the spikes.

LANGUAGE SKILLS [C-HEAD]

Most Talislantan races don't believe in teaching their languages to anyone else. The general opinion for this, is if you teach someone your language, they begin to understand you, and perhaps gain some sort of power over you. As a result of all this xenophobia, it's extremely rare for someone to possess the ability to speak a language other than those gained from living in the culture. If a character wishes to start with languages other than those from the homeland, the character must take an Unusual Background to explain how they learned them. Only in large centers like the city of Cymril, can one find those willing to teach other languages.

Of course, one doesn't need to take an Unusual Background if the new languages are learned in the course of adventuring.

Ahazu (Mental/Easy)

No default

The language of the Ahazu is the language of the jungle. Over the years, they've adapted the sounds of the various creatures that live in the Wild Coasts into a form of language. The Ahazu can prepare an ambush, and discuss who and where to attack, without the victims even realizing that their ambushers are all around them.

Archaen (Mental/Hard)**Defaults to Xambrian-4**

Before the Great Disaster, nearly the entire continent of Talislanta was ruled by the Archaens, and they taught their tongue to everybody. After the Great Disaster, the language devolved and became Common Talislan. Since most magical tomes and scrolls were found written in it, it's become the language of wizards.

Bodorian (Mental/Average)**Defaults to Singing-3**

The Bodor possess a unique ability which allows them to see sound and music as colorful auras around the speakers. The language is a beauty to listen to, and can be learned by non-Bodorians; although, they can never see the hidden undertones and double-meanings.

Chanan (Mental/Easy)**No default**

This is the language spoken by the people that inhabit the eastern forested lands. To outsiders, it sounds quite primitive, but no language can express the beauty and glory of Talislanta's forests with such emphatic strength. There's a written form of the language, but it's quite primitive, and nearly useless for recording information.

Common Talislan (Mental/Average)**High Talislan-3**

It's speculated by most sages, that nearly all current languages originated from the ancient Archaens, who spoke it before the great disaster. Common Talislan isn't exactly a specific language, rather a group of similar languages all related to Archaen. When two different races speak Common Talislan, both will consider the other to be speaking with a thick accent.

Elder Tongue (Mental/Hard)**No default**

The Elder Tongue is the language spoken by the Ariane and the Mirin. Like those who speak it, it's nearly impossible to understand as it's filled with double meanings, mysteries and secrets. Nothing can be quickly or easily conveyed by the Elder Tongue, so many races who use it have also adapted to using Common Talislan.

High Talislan (Mental Average)**Common Talislan -3**

High Talislan --- like Common Talislan --- evolved from Archaen. Unlike Common Talislan, however, it's strictly taught and spoken the same across the continent. It's the language of aristocrats and scholars, and considered snobbish by most races who don't speak it, as they can barely understand it.

Mud People (Mental/Average)**No default**

The primitive language of the Moorg-Wan sounds like a bucket of mud being sloshed around. It's quite difficult for other races to talk to the Moorg-Wan because of the bizarre vocal cords required to speak their language.

Nomadic (Mental/Easy)**No default**

This tongue is spoken the many races that live in the harsh Talislantan desert. Out of necessity, the language is simple and to the point, as it was primarily designed for merchants and warriors.

Northron (Mental/Easy)**No default**

This is the language spoken by the Ur clansmen and their allies --- the Stryx and the Darklings.

Phaedran (Mental/Hard) Defaults to Archaen-5, Common or High Talislan-5

This language died with the Great Disaster, but since so many of the Phaedran's magical texts were written in it, it's become necessary for scholars to understand it. As such, there's no spoken form of this ancient language.

Plant Language (Mental/Easy)

No default

This is the secret language of plants, that only the Green Men can speak. Often, plants don't have much interesting to say, but sometimes they're able to remember people who've passed by them, or recognize weather conditions.

Quan (Mental/Average)

Defaults to Rajanin-4

Quan is a language derived from the language spoken by the ancient Mazdaks. All the races who live in the Quan Empire possess their own dialects, but have been forced by their rulers to adopt this tongue. Since the Kang uprising, Kang is being taught in educational institutions, but it will be a few generations before their language is the only one spoken.

Rajanin (Mental/Average)

Defaults to Quan-4

To one who doesn't know about the Rajan philosophies, it'll become apparent quite quickly to those who speak with one, that they're preoccupied with death, and the language reflects this. Their speech is often filled with phrases like, "When I die, should I be so lucky, ..." and "... may you die soon."

Raknid (Mental/Average)

No default

The Rakhids communicate with each other by telepathy; however, they also have a rudimentary language of clicks and chirps when they're out of range of the hive.

Sarisa (Mental/Very Hard)

No default

This is the language of the wandering Sarista gypsy tribes, and it reflects their outlook on life. It's a colorful and cheerful language, which can often raise the speaker's spirits just by speaking it. The language also has a second --- and well-kept --- secret dialect, which uses subtle hand gestures and intonation designed to give the listener other information about the conversation at hand. Examples are "This man speaks in lies" and "We must speak privately."

Sea Nomad (Mental/Average)

No default

This is the language employed by ocean-going people of the Far Seas, and has no written form.

Sign Language (Mental/Easy)

Defaults to IQ-4 or other specialty-2

Sign is a catch-all language for the more primitive races of Talislanta. Punctuated by grunts, yelps, growls, it can only be used to convey simple information, such as the location of good hunting spots, and size of enemy encampments.

Although many races have this language ability, each race's type of signing is totally different. To learn each race's signing, a character must specialize in it separately.

For example, a character could have Sign (Monad) and Sign (Yrmanian), and they would be different languages.

Thaecian (Mental/Average)

Defaults to Archaen-3 or High Talislan-3

Many races --- especially the Thaecians themselves --- consider this language to be an even more advanced form of High Talislan; more strictly adherent to true Archaen. It's used in the casting of Thaecian enchantment, or in the writing of their complex books.

Xambrian (Mental/Average)

Defaults to Archaen-4

This language is only spoken by the Xambrian wizard hunters, and will probably die out soon, due to the violent nature of the speakers. Like most other languages on Talislanta, it's derived from Archaen, but was adapted by the Xambrian nation before their destruction.

PROFESSIONAL SKILLS [C-HEAD]

Artificer (specialty) (Mental/Average)

Defaults to IQ-5

Skill in fashioning useful and decorative wares and items from one of the following materials: crystal, black iron, red iron, blue iron, adamant, black adamant, stone, brick, wood, bone, clay, silver, gold, copper, brass, gemstones, fine fabrics, glass and ceramics.

A successful skill roll means that you've created an average piece of work, that will probably sell for twice the cost of materials and time. A critical success means that you've truly created a work of art that will be in demand the world over --- name your own price. Skill in Artificer also allows the character to identify another rivals' handiwork on a successful IQ roll.

Brewer/Vintner (Mental/Average)

Defaults to IQ-5

The skill in brewing, distilling or concocting all sorts of alcoholic and non-alcoholic beverages. Creating beer and wine is a straight skill roll, spirits are at -1, and fine liqueurs is at -2.

SCIENTIFIC SKILLS [C-HEAD]

Cartography (Mental/Hard)

Defaults to IQ-6 or Area Knowledge -2

Cartographers are able to read and make maps of almost any type of terrain. A failed skill roll when making a map means that it just didn't turn out how the mapmaker wanted it to, and another will need to be made. A critical failure means that the mapmaker made a large mistake, and doesn't even realize it. When following a map, any kind of failure will send you off course.

Cryptography (Mental/Hard)

Defaults to IQ-5 or Mathematics-3

This skill allows one to invent and break codes. When providing codes for the players to determine their meaning, the GM has two options. Either the characters attempting to decipher the code can make a Cryptography roll (or substitute a Default IQ or Mathematics roll if they don't have the skill), or the GM can actually hand the players a copy of the coded information, and let them try and work it out for themselves.

When creating a code or cipher, the GM should take careful note of how well the character succeeded in his or her roll. This number is the penalty that enemy

cryptographers must suffer when they try to decrypt the code. Unless the people receiving the code on the other end actually know the method the cryptographer will be using, they will have to also decode the message for themselves.

Modifiers for decoding rolls include the following.

Cryptographer has a sample of the code: +5

Message is shorter than 25 words: -5

Anyone with the Mathematical Ability advantage may apply it to Cryptography rolls.

SOCIAL SKILLS [C-HEAD]

Intimidation (Mental/Average)

Defaults to ST-5 or Acting-3

Intimidation is the social "influence" skill, used for persuasion. The essence of coercion is to convince the subject that you're able and willing --- and perhaps eager --- to hurt him.

Intimidation may be substituted for a Reaction roll in any situation, though it's at a -3 penalty when used in a request for aid. A successful Intimidation roll gives a Good (though not friendly) reaction. A failed roll gives a Bad reaction. Most people will remember a Intimidation attempt for a long time; it can permanently affect an NPC's attitude.

Modifiers: Up to +2 for displays of strength or bloodthirstiness, and a +1 for each 6" of height that you have over the subject, -1 if you're shorter, +2 for hideous appearance.

Fashion (Mental/Easy)

Defaults to IQ-4 or Savoir Faire-1

Indicates familiarity with a type of fashion, including the ability to dress stylishly, use makeup correctly, and keep up with the latest trends and styles.

JOB TABLE [B-HEAD]

This table completely replaces the Job Table in the GURPS Basic set, and it gives the standard of living for characters living in Talislanta. To use this table, find the appropriate job in the first column. In brackets after the job type is the prerequisites (PR), or the minimum requirements for getting this job (although successful workers will have much higher values). The monthly income can either be a flat rate, or a multiplier of a certain skill or attribute.

To determine if a character has successfully made a month's income, roll against the character's prerequisite. If anything but a Critical Success or Failure is rolled, the month's income can be collected. On a Critical Success, the character had a really great month and should get a raise. On a Critical Failure, the character will suffer the effects of the Critical Failure column. The second entry separated by a "/" should be used if the character rolled a natural 18.

Job (Prerequisites), Monthly Income Success Roll Critical Failure

Poor Jobs

Laborer (Farm)	(ST 9+)	20 gl	12	LJ/LJ
Servant (No attribute below 7)		25 gl	IQ	LJ/Whipped 2d LJ

Beggar* (None)	12 gl	IQ	-1i/Beaten 2d		
Vendor* (None)	15 gl	IQ-1	-2i/Robbed -2i, 2d		
Thief* (4 thief skills at 13+)	Best 2 Thief skills in gl	Best PR	3dA/6d		

Jailed

Struggling Jobs

Apprentice (Craft skill 10+)	40 gl	PR	2d/4d or LJ		
Apprentice Mage (Magery 1+)	40 gl	PR	LJ/4D		
Cook (Cooking 12+)	45 gl	PR-2	LJ/Beaten 2d		
Gambler* (Streetwise, gambling or fast talk)	Gambling X 4 gl	Best			
PR LJ/Lose Hand					
Jongleur* (Bard or Musical skill at 14+)	Best skill X 4 gl	PR	-		
2LJ/Pelted 2d					
Laborer (ST 10+)	45 gl	PR	LJ/2d LJ		
Noble's Servant (Savoir Faire 13+, Status -1 or higher)	50 gl	PR	1d		
LJ/2d LJ					
Porter* (ST 12+)	50 gl	PR +1	1d LJ/2d LJ		
Sailor (Seamanship 10+)	60 gl	PR	2d/3d		
Shepherd (Animal Handling 12+)	40 gl	PR -1	1d		
LJ/3d LJ					
Store Clerk (Merchant 10+)	45 gl	PR	-1i, LJ/-3i, LJ		
Tenant Farmer* (Agronomy 12+)	45 gl	PR	-1i/-2i LJ		
Traveling Artisan (Artificer 12+)	Artificer X 4 gl	PR	-1i/-2i		

Average Jobs

Artisan (Craft Skill 14+)	Skill X 10 gl	PR	LJ/-1i LJ		
Castle Guardsman (Weapon skills totaling 40+, Savoir Faire 12+)	130 gl	Best			
Wpn. d/4d LJ					
Large Animal Trainer (Animal Handling 14+, Vet 12+)	120 gl	Best PR			
2d, -1i/4d C					
Mercenary (Weapon skills totaling 40+, Survival 12+)	Best Wpn. skill x 12				
Best Wpn 3d, -2i/5d, -4i LJ					

Scribe (Literacy, Administration 12+) 150 gl PR -1i/LJ

Shopkeeper* (Merchant 12+) Merchant skill X 12 gl PR -2i/ 6i

Slaver* (Merchant 10+, Diplomacy 10+) Merchant X 12 gl PR -2i/3d,
-4i; if in Seven Kingdoms, Carantheum, Tamaranth, L'Haan, jailed and slaves released

Smuggler* (Merchant 10+, Streetwise 12+, Seamanship 11+) Merchant X 12
gl Best PR -2 3d/5d X

Soldier (Weapon skills totaling 40+, Survival 12+) 120 gl Best Wpn. 3d/5d
LJ

Traveling Merchant* (Merchant 12+, Diplomacy 12+) Merchant X 12
PR -2 2d, 2i/6i, 3d X

Comfortable Jobs

Alchemist* (Alchemy 14+) Alchemy X 20 gl PR -2 2d, 2i/3d, -3i

Healer* (Physician 14+) Physician X 20 gl PR -2i/-2i LJ

Master Artisan (Craft skill 20+) Craft skill X 20 gl PR -4 LJ/-2i LJ

Master Merchant* (Merchant 16+) Merchant X 20 gl PR -3i/ 8;

Mercenary Officer (Weapon skills totaling 60+, Savoir Faire 12+) Best Wpn.
skill x 20 Best PR -2i, 3d/-3i, 5d LJ

Military Officer (Weapon skills totaling 60+, Savoir Faire 12+, Rank 3-5) 400 gl
PR 3d/5d LJ

Priest (Theology 12+, Invocation spells) 450 gl PR -1i/LJ

Wealthy Jobs

Administrator (Administration 14+) 1,200 gl PR -2i/-6i LJ

High Church Official (IQ 12+, Theology 14+, Diplomacy 10+, Invocation spells)
1,200 gl Best PR -1i/-2i LJ

Member of Noble Family (None) 2,000 gl IQ +2 -2i/D

Ruling Noble (Diplomacy 14+, Status 3+) 3,000 gl PR -3 -2i/-
4i D

* Indicates a freelance job

PR: prerequisite

Critical Failure Notes:

A: Jailed but released in 1d weeks

d: take that many dice of damage

i: lose that many month's income

X: Run out of town

C: One limb (chosen randomly) crippled if HT -2 roll missed
D: Lose nobility title

CHAPTER3 --- TALISLANTANARCHETYPES[A-HEAD]

Talislanta is a continent of segregation. The races rarely mix, and whatever your father did for a living is extremely likely to end up as your career selection also. For the primitive races, the choices are very limited. One can either become a hunter for the tribe (and become a warrior in times of conflict), or stay back at the village and wait for the hunters to come home. Only in the civilized cultures such as Cymril, does one truly have the vast myriad of choice laid before them.

The archetypes that follow are examples of the most common types of career paths that the various races will choose. They're by no means designed to be absolutely rigid, and depending on how you create your character, two examples of the same archetype could be absolutely different.

DEFINITION OF TERMS [C-HEAD]

Point Costs: The base cost to play the specific archetype. As with other GURPS Fantasy and GURPS Space races, the cost includes the price of starting advantages, disadvantages, and skills.

Description: A brief description of how the specific archetype fits into Talislanta, including some customs, religions, and background material.

Appearance: The recommended height and weight of the archetype, including a few basic racial features. Players are free to embellish this description as desired.

Advantages: The racial, physical, and psychological advantages of the archetype. These are used as a basis, over which the rest of the character is created (see Chapter 2 for more details.)

Disadvantages: The racial, physical, and psychological disadvantages of the archetype.

Skills: The base skills of the archetype. The actual skill level depends on the final IQ or DX of the character. (Example: An Aeriad with DX 14 would have Crossbow at 14.) When an archetype's skill listing tells you to take a certain skill at the X point level, that means that when taking that archetype, you get to spend X points on that skill.

Language: The starting languages of the character, taken at IQ.

Equipment: Starting equipment, see Chapter 5 for descriptions of armor, weapons, and miscellaneous equipment.

Roleplaying: Certain ways that the specific archetype acts, thinks, and behaves. These can be changed in any way the character wishes, and should only be used as a guideline.

Adventure Seed: Suggested adventure hooks which the GM can use to bring the various races and archetypes into the campaign. In this case, the archetypes should be used as NPCs.

THE SEVEN KINGDOMS [B-HEAD]

Aeriad (Blue) Scout

+19 points

Blue Aeriads were once renowned as the finest scouts the land of Talislanta had ever seen. Because of their wings, they could spy on the movements of armies with little chance of detection. Sadly, they and their Green brethren have lost much of their flying ability through a slow process of devolution. Still, through the use of Levitation Bracers, they're able to achieve some level of flight, and still remain adept scouts.

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

Attributes: DX+2, HT-1, ST-1.

Advantages: Alertness +1, Increased Move +1, Gliding, +1 to skill with Dart Thrower, Tri-Bow and Crescent Knife.

Disadvantages: Fragile.

Skills: Armory (IQ), Crossbow (DX), Flight (DX), Knife (DX), Stealth (DX).

Language: Common Talislan (IQ).

Equipment: Viridian cloak and tunic, Bracers of Levitation, sandals, two crescent knives, dart-thrower with a quiver of ten darts or a tri-bow with five clips, stoppered gourd flask with vinesap, pouch and 2d6 x 10 gold lumens.

Roleplaying: The Blue Aeriad are a proud race, who prefer to rely on their own abilities than on the help of others. They're quick to take offense at those who want to make them more technologically advanced, as this may speed up the process of their devolution. Because of their vestigial beak, Aeriad have a difficult time speaking Talislan, and prefer their own language made up of screeches and chirps.

Adventure Seed: The Aeriad have researched the problem over and over, and the frightening fact remains: they'll completely lose their aerial ability within two centuries. Their only hope to slow the steady progression is through the use of magical augmentation. For this, however, they require a skilled mage, the kind that can only be found in the city of Cymril. The PCs are being held for hunting an aerial creature. The usual punishment is death, but the elders will forego this punishment if the PCs will perform a small service for them.

Aeriad (Green) Botanomancer

+55 points

Green Aeriads spend their lives deep within the Vardune, using their nature magics to preserve the beautiful forests. Highly respected for their power to aid nature, the Green Aeriad are attempting to restore the Talislantan forests to their pre-Disaster levels --- a seemingly impossible chore.

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

Attributes: DX+1, IQ+2, HT-1, ST-2.

Advantages: Gliding, Literacy, Magery 3, Strong Will +1.

Disadvantages: Fragile, Sense of Duty to Nature .

Skills: Agronomy (IQ), Naturalist (IQ), Fields of Study (Botanomancy and Alchemy).

Language: Common Talislan (IQ).

Equipment: Vidrian linen cloak and tunic, staff, d4 books on herbs and plants, pouches, gourd with vinesap and 4d6 x 10 gold lumens.

Roleplaying: Unlike their Blue relatives, the Green Aeriad aren't as fearful of devolution. They accept the loss of their wings as a fact of nature, recognizing that all things must change. They're extremely in tune with nature, and consider anyone who would jeopardize it to be a barbarian.

Adventure Seed: A nasty disease has been sweeping across the PCs' home forest. Local sages and alchemists have no idea what's causing it. The only people who may be able to help stop the blight are the Aeriad Botanomancers. Can the PCs convince the isolational Aeriad to help them? And what will they require in return?

Cymrilian Magician

+42 points

Hailing from the capital city-state of the Seven Kingdoms, Cymrilian magicians must undergo extremely rigorous magical training before they're considered to be good enough to practice on their own. The process is so difficult that very few actually make it through without becoming burned out. Because of this training, however, they may become proficient in any field of study except for primitive enchantment, shamanism and spell weaving.

Appearance: 6'-6'4", 120-160 lbs. Light green skin, slender build.

Attributes: IQ+2, DX-1, ST-1.

Advantages: Literacy, Magery 3.

Disadvantages: Curiosity (Magic).

Skills: Occultism (IQ), Fields of Study (Any two).

Language: Archaen (IQ), High Talislan (IQ). Equipment:

High-collared cloak and robes of spinifax of various colors, leather and silver-bound spell book, d6 potions in Amberglass vials, staff, 4d6 gold pentacles (Seven Kingdoms currency; worth five gold lumens apiece).

Roleplaying: To complete the Lyceum Arcanum's rigorous program requires extreme dedication and desire to grasp magical power. Thus if anything can be said about Cymrilians, it's that they have an insatiable love for all things magical. The quest for knowledge is a never-ending one, and most Cymrilians consider any magical tomes, mystic items and complex formulae to be worth their weight in gold.

Adventure Seed: The PCs have a problem. Maybe it's a malignant curse cast on them by a sorcerer, or perhaps they need a commonly-backfiring magical item fixed. The PCs can probably find a Cymrilian mage in the Lyceum Arcanum who can help them, but will they be able to pay his price?

Cymrilian Rogue Magician

+42 points

Not all mages who enter the Lyceum Arcanum's hollowed halls use the magic they've learned as it was intended. The temptation to use the tremendous power for personal gain is a strong one indeed. Some wish merely to wander Talislanta taking in its many wonders, while others use their magic for thievery. Many have yet to actually complete their studies, and their lack of control poses a threat to themselves and those around them.

Appearance: 6'-6'4", 120-160 lbs. Light green skin, slender build.

Attributes: DX+1, IQ+1, ST-1.

Advantages: Alertness +1, Magery 2.

Disadvantages: Charisma -1, Curiosity (Magic).

Skills: Three Thief/Spy skills and two weapons skills, each at the four point level, Field of Study (Any one).

Language: Archaen (IQ), High Talislan (IQ). Equipment:

Cloak, breeches, tunic, choice of two weapons, pouch, shoulder bag, equus steed, spell book and 2d6 x 10 gold lumens.

Roleplaying: Rogue Magicians despise being cooped up inside Cymril's walls. They long for the experiences and adventure that only Talislanta's great outdoors can offer. They, too, possess great love for all things magical, and will go to any expense to acquire anything they can get their hands on.

Adventure Seed: Cymrilian mages are rarely content with the magic they possess, and since there's a shortage in the city, they often steal them from one another. The PCs are hired to enter a mage's chambers and steal an artifact. The only way they can bypass the magical protections is to hire a rogue magician. Of course, how can they know their employee won't just take the trinket for himself?

Cymrilian Warrior Mage

+51 points

Most Warrior Mages have chosen their career because --- for whatever reason --- they weren't able to complete their studies at the Lyceum. They can partially redeem themselves by studying the art of combat to compliment their meager magical skills. They're usually used as guards for the true mages, or pilots for the beautiful Cymrilian windships.

Appearance: 6'-6'5", 130-200 lbs. Light green skin, slender but muscular build.

Attributes: IQ+1, ST+1.

Advantages: Increased Move +1, Magery 2, Strong Will +1.

Disadvantages: Curiosity (Magic), Social Stigma (dilettantes).

Skills: Broadsword (DX), Knife (DX), Occultism (IQ), Pilot (Windship) (DX), Field of Study (Wizardry).

Language: High Talislan (IQ), Talislan (IQ).

Equipment: Cloak and garments of spanglor (metallic cloth), Arcane Longsword, dagger, leather and silver bound spell book, pouch, 2d6 gold pentacles.

Roleplaying: In Cymrilian society, the Warrior Mages are seen as second class citizens. Often this creates friction between them and other true Mages. The love of magic still flows through their veins, however, and they're constantly looking for any device or spell that can help to augment their abilities in combat.

Adventure Seed: The PCs hire passage aboard a Cymrilian windship. While traveling over a deep jungle, the ship experiences mysterious mechanical difficulties and is forced to put down for repairs. It seems that someone on board sabotaged the ship, because when they land, there's a welcoming party waiting, intent on acquiring the ship. The captain's not going down without a fight; where do the PCs' morals lie?

Gnomekin Crystalomancer

+117 points

Many of Talislanta's most precious gems come from the Gnomekin city of Durne. There the crystalomancers use their magic to grow, cut, polish and appraise all types of crystals and gemstones. These crystals play an integral part in their society, making crystalomancers an extremely important part of their underground city.

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

Attributes: DX+2, IQ+1, HT+3.

Advantages: Charisma +1, Natural Climber, Night Vision, Magery 2.

Disadvantages: None required.

Skills: Artificer, Geology (Crystal Growing) (IQ), Jeweler (IQ+2), Merchant (gems and crystals), Field of Study (Crystalomancy).

Language: Common Talislan (IQ).

Equipment: Cloak, loincloth for males, knee length smock for females, pouch, Amber opticals to protect their eyes from the light when above ground, 2d6 x 10 gold lumens.

Roleplaying: Gnomekin are extremely friendly and are always glad to receive visitors. They possess a deep reverence for the earth and all of her treasures. They're constantly amazed --- and sometimes horrified --- at the value most other races place on the gemstones they create.

Adventure Seed: A written appraisal of a gem by a Gnomekin Crystalomancer is considered to be an absolutely accurate judgment. The PCs somehow came into the possession of a gem that they can't seem to sell for a price they want. The obvious solution is to take the gem to a Gnomekin crystalomancer, but when they do, she professes that she's never seen anything like it. That's unheard of. Where did the gem come from? And what could it be used for?

Gnomekin Warriors

+103 points

Although it saddens them to do so, from time to time the Gnomekin must take up arms to protect their homelands. Not interested in conquest, a Gnomekin's concern with combat is limited to protection only. Still, some become enchanted by the idea of adventure and attempt to ply their skill as mercenaries --- with limited success.

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

Attributes: DX+2, HT+3, ST+1.

Advantages: Charisma +1, Natural Climber, Night Vision, Combat Reflexes.

Disadvantages: None required.

Skills: Armory (IQ), Shortsword (DX), Sling (DX).

Language: Common Talislan (IQ).

Equipment: Scale armor over rough linen tunic, crystal blade, sling with pouch of 20 stones, d6 vials with stenchroot or orange fungus, Amber opticals to protect their eyes from the light above the surface, 2d6 x 10 gold lumens in crystals or coins.

Roleplaying: Gnomekin don't make the best mercenaries. Their small size, and often amateur abilities in combat, prove that they're far more interested in adventure and travel than actual combat. Still, many commanders like to have them in an army, as their friendly demeanor helps to relieve tension among the troops.

Adventure Seed: The PCs are serving in the same mercenary group as a Gnomekin warrior. In exchange for a few trinkets he brought from home, he asks the PCs to help him train to become a better warrior. He's not all that good, and even with hours of training, he's not going to get much better. Are the PCs willing to endure his ineptitude to gain a few --- possibly valuable --- gems?

Kasmiran Moneylender

+37 points

The walled city of Kasmir contains more money than nearly any other city on Talislanta. The Kasmirans mostly hoard their money for its own sake, but some feel the desire to invest their earnings in lucrative projects. A group of adventurers, provided they can promise a great rate of return, can usually find financial backing from a Kasmiran moneylender. Pity the group, however, if they decide not to fulfill their part of the bargain.

Appearance: 4'6"-5', 70-110 lbs. Mahogany brown skin, shriveled features, hunched posture.

Attributes: DX+1, IQ+1, ST-1.

Advantages: Strong Will +1, Wealth (Wealthy).

Disadvantage: Greed, Miserly.

Skills: Administration (IQ), Economics (IQ), Knife (DX), Lockpicking (IQ), Holdout (IQ+3), Mechanic (Locks) (IQ), Merchant (IQ), Traps (IQ), Spear (DX), Springweapon (DX), Staff (DX).

Language: Common Talislan (IQ).

Equipment: Hooded robe, cloak, curl toed boots, hidden coin purses, heavy brass key ring, Kasmiran spring knife with six spare blades, Kasmiran blade staff, 4d6 x 200 gold lumens.

Roleplaying: Kasmirans place monetary wealth above all other facets of their life. They believe that the more money one attains in life, the more respected one will be in the afterlife. Thus they dedicate their entire lives to acquiring and hoarding wealth. The moneylenders are extremely suspicious of potential investments, but can be convinced if they feel they can gain an edge on their competitors.

Adventure Seed: A Kasmiran nearly died while haggling violently over a price. She was magically healed, but in her coma she had a near-death experience. She saw a glimpse into the afterlife and gained a frightening realization: money isn't the only thing that's important. Now she's started up another group opposed to the way Kasmirans have always operated. Several other Kasmirans want this heretic silenced, and are willing to pay the PCs to do it. Of course, enlightened doesn't necessarily mean defenseless.

Kasmiran Weaponsmith

+49 points

Some of the most innovative weapons and devices Talislanta has to offer have come from the Kasmirans. Almost every device conceivable has been modified or created to become a weapon. Such sophisticated devices as spring knives, bladestaves and blade bracers can be found --- for a price...

Appearance: 4'6"-5', 70-110 lbs. Mahogany brown skin, shriveled features, hunched posture.

Attributes: DX+1, IQ+1, ST-1.

Advantages: Magery 2, Strong Will +1, Wealth (Wealthy).

Disadvantages: Greed, Miserly.

Skills: Armory (IQ), Knife (DX), Mechanic (Locks) (IQ), Merchant (IQ), Staff (DX), Traps (IQ), Spear (DX), Springweapon (DX), Field of Study (Enchantment).

Language: Common Talislan (IQ).

Equipment: Hooded robe, cloak, curl toed boots, hidden coin purses, heavy brass key ring, Kasmiran spring knife with six spare blades, Kasmiran blade staff, locksmiths tools, 4d6 x 200 gold lumens.

Roleplaying: The weaponsmiths aren't only skilled craftsmen; they're also wicked merchants. It's not unheard of for a Kasmiran to haggle an entire day over a price. Just because he curses loudly and threatens to call the guards doesn't mean that he isn't still interested in doing business with a potential customer.

Adventure Seed: The PCs have gained enough wealth to purchase a set of Kasmiran weapons. With these in their belts, they figure they'll be nearly unstoppable. Perhaps the Kasmiran merchant who sold the weapons to the PCs should have mentioned

that the spring weapons may only be used 30 times before the springs must be replaced. But then, that would be bad for business...

Kasmiran Trampage

+64 points

Magical ability is rare in Kasmir --- rare, but not unheard of. There's a select group of mages who design extremely sophisticated traps and security devices. They claim that any keep can be made virtually impenetrable, as long as their exorbitant price is paid. So far, their claim has yet to be challenged... successfully.

Appearance: 4'6"-5', 70-110 lbs. Mahogany brown skin, shriveled features, hunched posture.

Attributes: IQ+2, DX +2, ST-1.

Advantages: Magery 2, Strong Will +1, Wealth (Wealthy).

Disadvantages: Greed, Miserly.

Skills: Lockpicking (IQ), Mechanic (Locks) (IQ), Merchant (IQ), Spear (DX), Springweapon (DX), Staff (DX), Traps (IQ+2), Field of Study (Wizardry).

Language: Common Talislan (IQ).

Equipment: Hooded robe, cloak, curl toed boots, hidden coin purses, heavy brass key ring, Kasmiran spring knife with six spare blades, Kasmiran blade staff, locksmiths tools, 4d6 x 200 gold lumens.

Roleplaying: As with the rest of their brethren, the trampages consider their ability with magic to be used for money-making ventures. They're only interested in magic as long as they feel they can somehow gain an income from it. They're constantly on the lookout for any magical devices that can give them an edge on the competition.

Adventure Seed: Kasmirans don't take sides, and they seem to lack morals when it comes to dealing with money. A trampage who designed and installed the protection for a building found a customer who was willing to pay a higher price. Since it would be much cheaper to just steal the devices back than craft a whole new set, he hires the PCs to re-acquire his creations. The only problem is that he can't quite remember exactly how to disarm all of the devices.

Muse Telempath

+56 points

Among the races on Talislanta, the Muses of Astar are the most enigmatic. Because of their telepathy, other races find communication with them difficult at best and downright infuriating at worst. Their large gossamer butterfly wings allow them limited flight which they use very rarely, as it requires energy which could be better used basking around in the sun.

Appearance: 5'6"-6', 80-140 lbs. Skin and hair colored either turquoise, violet, rose, or aquamarine, butterfly like wings.

Attributes: IQ+2, DX+2, ST-2.

Advantages: Alertness +2, Charisma +2, Empathy, Musical Ability +2, Magery 2, Winged Flight.

Disadvantages: Decreased Move -2 (ground only), Laziness, Weak Will -2, Poverty (Dead Broke), Fragile.

Skills: Artist (IQ), Craft Skill (Musical Instrument) (IQ), Flight (DX), Musical Instrument (IQ), Naturalist (IQ), Weaving (IQ), Field of Study (Natural Magic).

Language: Common Talislan (IQ), Sylvan (IQ).

Equipment: Gossamer robe, one or more musical instruments, loom (for weaving gossamer), pouch.

Roleplaying: Muses seem to be one of the oldest races on Talislanta, and seem to have changed the least. They prefer to spend their days contemplating their surroundings and enjoying nature. They disdain toil, preferring more artistic pursuits, but only when they feel like it. They're averse to communication with other races, but if a need arises they speak through whisps --- small intelligent nymph like creatures. They believe themselves too superior to speak to other races directly.

Adventure Seed: Each year, a city near Astar holds the Grand Hunt. A particularly nasty creature is released into the jungle, and the first group to capture the beast alive is given a valuable prize. A friend mentions to the PCs that the Muses would know the forest best and would be invaluable in the hunt. But how can the PCs convince one to help them? And what could they possibly have to offer that a Muse would actually want, or could even use?

Pharesian Peddler

+56 points

The magical city of Cymril produces much in the way of magical items. Most of these are hoarded by their creators, or used by established magical institutions within the city. There's a class of Cymrilians called Pharesian peddlers, however, who feel individuals from the rest of Talislanta should be allowed to share in the magical discoveries... provided their money's good.

Appearance: 6'-6'4", 120-160 lbs. Skin and hair dyed with bright iridescent colors, slender build.

Attributes: IQ+1, DX+1.

Advantages: Alertness +1, Magery 2.

Disadvantages: Greed, Curiosity (Magical).

Skills: Merchant (IQ+2), Fields of Study (Wizardry and Alchemy).

Language: Archaen (IQ), Common Talislan (IQ).

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

Roleplaying: Most of the Cymril mages despise the Pharesian peddlers, but they perform a necessary role in Cymrilian society. Through their trade, they ensure that there's a fresh influx of new and interesting items so that Cymrilian magic doesn't stagnate. Still, they're seen as a lesser part of society and considered nuisances mostly. They possess the same fervent love of magic as their colleagues.

Adventure Seed: Pharesian peddlers are persistent. One in particular seems completely intent on selling the PCs a vast range of "useful yet inexpensive" items. For some reason, however, she seems to know more about the PCs than she should. One of the items is cursed, specifically for one of the PCs. Who sent the peddler, and why does this mysterious party want to harm them?

Sindaran Collector

See below

Sindarans are a bizarre race that aren't related to any other race on the planet. Current speculation claims that they came from another dimension or even another world. The suspicion of their otherworldliness came from the fact that they possess two brains; no other race can match their raw intelligence. They can use their two brains to carry on two separate tasks at once. They bypass the need for sleep by resting one brain at a time.

Appearance: 7'-7'4", 180-220 lbs. Rough, sandy-hued skin, ridge of six horn-like protrusions running along the crest of the skull, bony chin spur, emaciated appearance.

Attributes: IQ+4, ST-1.

Advantages: Ambidextrous, Literacy, Doesn't Sleep, Comfortable.

Disadvantages: None required.

Skills: Merchant (specializing in collecting things) (IQ), Springweapon (DX),
plus choose a profession:

Alchemist: Magery 1 and Field of Study (Alchemy) (+93 points).

Scholar: 8 scientific skills, each at the two point level (+94 points).

Investigator: Interrogation (IQ), Pilot (Windskiff) (IQ), Tracking (IQ) (+84 points).

Language: High Talislan (IQ).

Equipment: Silk loincloth of kaftan, arm and leg bracers, cape, pouch bandoleer (with 2d6 vials of various powders), Rod of Alchemy (Alchemists only), silver earrings and necklace, Trivarian game, collection, flask of Skoryx, library of informational tomes (Scholar only), 4d6 x 100 gold lumens.

Roleplaying: Sindarans love to converse. They have a disturbing habit (to non Sindarans), of carrying on two conversations at the same time --- a boggling feat. Nearly all Sindarans share the love of collecting. Money is no object to obtain a rare object or device. It's not unknown for one to dedicate his life to creating a large obscure collection, such as one of each nation's coin type... even if some of the nations were destroyed 100 years ago. A Sindaran's social stature is gauged by the size of his collections and his ability to play their complicated game called Trivarian.

Adventure Seed: A strange magical portal has been discovered --- or created --- in the Sindaran mesa plains. A whole host of new and bizarre creatures have started to wander out of the portal. A group of Sindarans hire the PCs to travel through the portal and bring back whatever artifacts and devices they might find. Perhaps the portal even contains a clue to the Sindarans' own shrouded past.

Tanasian Wizard

+61 points

In the year 603 N.A., a group of rogue magicians attempted to overthrow the current government. They wanted to possess the Lyceum Arcanum and use its knowledge for their own purposes. For their crimes, they were expelled from the Seven Kingdoms and forced to relocate. Rumors say that the leaders are planning another takeover attempt soon. Respected wizards will often turn a blind eye to the common assassinations of suspected Tanasian rebels. Speculation and mistrust runs rampant, and many innocent magicians have been killed because of suspected Tanasian ties.

Appearance: 6'-6'4", 140-160 lbs. Light green hair and skin, plain features, narrow build.

Attributes: IQ+1.

Advantages: Literacy, Magery 3, Strong Will +1.

Disadvantages: Enemy (Cymril, 6 or less).

Skills: Occultism (IQ), Fields of Study (Wizardry and one other of the player's choice).

Language: Common Talislan (IQ).

Equipment: High-collared cloak and robes green fustian, leather bound spell book, gauntlets, staff and 4d6 x 10 gold lumens.

Roleplaying: There are far fewer Tanasian wizards than the authorities suspect. Those that do exist possess an almost fanatical desire to gain magical power. They

consider themselves to be more powerful than other mages on the planet, and scheme towards the day they can reclaim the Lyceum Arcanum. They're constantly fearful of capture, and devote much of their day to strengthening their magical and mechanical protections.

Adventure Seed: When the Cymrilian council threw out the Tanasian Order, they missed some. It's rumored that many people in important positions of power are Tanasian supporters. A Cymrilian wizard hires the PCs for a strange mission. When the PCs are fairly near to completing it, they realize that they're helping an insidious plot to overthrow the government. And if that's the case, just where do their employer's morals lie?

Thrall Warrior

+99 points

The Thrall were created as a race of slaves for a long forgotten magical society. Legends say that they fought for their freedom so viciously that they destroyed their masters entirely. Now they live deep in the jungles of Taz, creating a worthwhile society. Except for sex, Thralls are indistinguishable. Thus, they decorate their bodies with distinct and elaborate tattoos. Thralls are highly valued as mercenaries since many will work for little money, considering the battle and glory their pay.

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

Attributes: DX+1, HT+2, ST+2, IQ-2 (but only on skills and instances that don't pertain to combat).

Advantages: Imperturbable, Increased Move +1, Combat Reflexes, Strong Will +2.

Disadvantages: None required.

Skills: Greatsword (DX), Knife (DX), Riding (DX), Tactics (IQ+4), and Tazian Combat (DX).

Language: Common Talislan (IQ).

Equipment: Loincloth for males, tunic for females, large knife, greatsword with a shoulder sheath and garde (parrying armor), Mangonel lizard or a Greymane steed, 4d6 x 5 gold lumens.

Roleplaying: Thralls live for combat. They treat the art of destruction with almost religious reverence, and devote much of their lives to becoming more skilled in battle. Thralls possess little interest in skills which have no application in battle. This attitude is beginning to change, however, as the Thrall elders are realizing that those useless skills are required if the Thralls are to become a more technologically advanced society.

Adventure Seed: When the PCs were looking to hire mercenaries, they couldn't believe their luck when a Thrall warrior applied to join their party. A few days into their journey, it becomes apparent that the Thrall was running away from someone... or something, and it's caught up with him again.

Whisp Nymph

+48 points

Whisps are a diminutive species of minor elementals who dwell in forests, swamps, and other wilderness areas. Generally, they prefer to have little to do with mortals, but on occasion, they'll share some of their secrets of the forests with Muses. There are three types of Whisps: Woodwhisps, forest dwellers and the keepers of the secrets

of the forest; Waterwhisps, lake and stream dwellers; and Nightwhisps, obnoxious little creatures who come out at night to play their pranks.

Appearance: 6", 1-6 oz. Small, nymph-like, translucent wings.

Attributes: IQ+1, DX+4, ST-5.

Advantages: Alertness +2, Enhanced Move (Flight x 2), Winged Flight, Magery

2.

Disadvantages: Weak Will -1, Inconvenient Size, Fragile.

Skills: Flight (DX), Swimming (Water Whisp only) (DX), Naturalist (IQ), Field of Study (Natural Magic).

Language: Common Talislan (IQ).

Equipment: Garland of small flowers, small waterskin filled with flower nectar.

Roleplaying: Comparatively, Whisps make Muses look like responsible workaholics. Although they're mischief-makers, and find joy in tormenting other creatures and beings, they're easily bribed with a small amount of sweet cake or blossom nectar. They fear very little, preferring to taunt and tease that which they don't understand.

Adventure Seed: The PCs are traveling through a forest, and have set up camp for the evening. Strange noises are emanating from the trees and plants all around them, and they can see dim lights flitting around in the darkness. It'll take them some time before the PCs realize that it's just some Nightwhisps having a little fun --- after, of course, they've spent a few minutes letting their paranoia get the better of them.

THE WILDERLANDS OF ZARAN [B-HEAD]

Araq Warrior

+66 points

The Kharakhan wastelands are home to the Araq, a race of reptilian warriors. The Araq are extremely hardy, living their whole lives in an inhospitable environment that would kill most other races within days. They worship a god whose only doctrine is the complete eradication of all the other races on the planet. Because of their relentless hunting of the land dragon, used in making their weapons and equipment, the massive creature is near to extinction.

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

Attributes: DX+1, HT+4, ST+1.

Advantages: DR 1, Claws, Efficient Metabolism, Combat Reflexes, Speak with Reptiles.

Disadvantages: Bad Temper, Bloodlust, Cold-Blooded, Poverty (Dead Broke), Intolerant (to all non-Araq).

Skills: Axe/Mace (DX), Knife (DX), Riding (Duadir) (DX), Spear (DX), Stealth (DX), Tracking (IQ).

Language: Common Talislan (IQ), Sauran (IQ).

Equipment: Arm wrappings, boots, breechcloth, shield of land dragon hide, saw-edged dagger, spear and mace made of dragon bone, shoulder pouch, backpack, duadir steed with baggage.

Roleplaying: To call an Araq xenophobic is an understatement. They're extremely aggressive, passionately religious, and prefer to eat their neighbors rather than

talk to them. Their religion has decreed that any device or weapon not created by an Araq is tainted, and must be destroyed immediately.

Adventure Seed: To save time, many caravans choose to travel through the Kharakhan wasteland rather than skirt around it. Often the Araq catch up with the caravans and slaughter the travelers. A desperate merchant needs to get a cargo to her destination soon, and wants to hire the PCs to protect the caravan through the dangerous wastelands.

Bodor Musician

+62 points

When it comes to musical ability, no race in Talislanta matches up to the Bodor. A strange magical organ allows them to see sounds as other races see colors. Obviously, they make natural musicians, and are renowned for their beautiful lilting melodies. A tavern blessed with a Bodor musician doesn't need to worry about a lack of patrons.

Appearance: 5'-5'5", 180-240 lbs. Amber skin, round- faced, portly build.

Attributes: DX+2, IQ+1, ST-1.

Advantages: Alertness +2, Bodorian Sound Sight, Charisma +1, Musical Ability +4.

Disadvantages: Decreased Move -1.

Skills: Any three musical instruments (IQ), Diplomacy(IQ), Merchant (selling musical services)(IQ).

Language: Bodorian (IQ), Common Talislan (IQ).

Equipment: Three musical instruments of choice, Bodor smock, blousy pantaloons, chain-loop earrings and bracelets of lacquered metal, traveler's satchel, 2d6 x 5 gold lumens.

Roleplaying: Most Bodor seem to have two very distinct personalities: excited and animated on-stage, quiet and reclusive when not. They love music in all forms, and appreciate the diversity that Talislanta has to offer. Still, they're quite arrogant about their own abilities, and make sure that other races don't forget it.

Adventure Seed: A Bodor musician has heard tales of a magical instrument. With this, she could be the greatest musician Talislanta has ever known. She asks the PCs to retrieve the device for her, and will pay almost any price that the PCs ask. The only problem lies with the current owner of the instrument, who won't gladly give it up.

Callidian Cryptomancer

+65 points

The Callidians are a race of scholars whose homeland was destroyed by the Great Disaster. The survivors sought refuge in nearby cities that weren't decimated. There they set up magical libraries to study all varieties of knowledge. They possess a magical gift that allows them to understand and converse in any language --- even if they've never heard it before. Their natural abilities with maps and as scribes have ensured that a Callidian will never lack for employment. The Callidian are dying out; perhaps as few as several hundred remain on the planet.

Appearance: 6'-6'7", 140-180 lbs. Orange skin, large cranium, narrow build.

Attributes: HT+1, IQ+2, DX-1.

Advantages: Alertness +1, Literacy, Magery 2, Speak in Tongues, Strong Will +1.

Disadvantages: Curiosity (Books), Decreased Move -1.

Skills: Linguistics (IQ), Occultism (IQ), Field of Study (Cryptomancy).

Language: Any.

Equipment: Starched headdress and robes of yellow linen, leather-bound spell book, magnifying crystal, 2d6 scrolls or reference works (on ancient scripts, cryptology, symbology, etc.), pack or shoulder satchel, pouch with quill pens and inks, 2d6 x 10 gold lumens.

Roleplaying: Callidians are acutely aware of their mortality. In two hundred years, the entire race will probably disappear. Callidians feel that they must fill their entire lives with knowledge. Time spent acting frivolously is to be avoided --- there just isn't enough time. Many of Talislanta's discoveries were made by the Callidians, and they appreciate the need other races have for them. In most civilized realms, a Callidian will never go hungry, or need to purchase lodging.

Adventure Seed: The PCs find a strange tome in a mystical, long-forgotten language. They take the tome to a Callidian cryptomancer for translation. She requires that the PCs leave her alone to study. When they return, the Callidian has disappeared. Obviously, she found something so interesting inside the tome's dusty covers that she was willing to risk the party's wrath for stealing it.

Danelek Hunter

+55 points

The Danelek are a tribal race of primitives that live in the blasted wasteland known as the Barrens. Each tribe is led by a family leader known as the Naz. They're regarded as primitives by most civilized cultures --- some even consider them Sub-Men --- but because of their ample salt mines, it's necessary to trade with them.

Appearance: 5'8-6'2", 100-200 lbs. Skin blackened by exposure to the suns, hair bleached white and worn in dreadlocks.

Attributes: HT+2, ST+1, IQ-1.

Advantages: Alertness +1, Charisma +1.

Disadvantages: Weak Will -1, Poverty (Struggling).

Skills: Bow (DX), Flail (DX), Knife (DX), Riding (Land lizard)(DX), Stealth (DX), Survival (Wilderness)(IQ), Tracking (IQ).

Language: Common Talislant (IQ), Sign Language (IQ).

Equipment: War flail, short bow and quiver with 20 arrows, dagger, breechclout, brief halter for females, leg and arm wrappings of land lizards hide, land lizard steed with side bags, 2d6 x 3 gold lumens in salt crystals.

Roleplaying: The Danelek are truly a race of savages. They live in conditions that most other races would consider deplorable. For their meager needs, however, their poverty means little to them. They distrust strangers, and won't think twice about killing travelers in their territory. Danelek care little for artistic pursuits, or those of a scholarly nature. To survive and propagate, that's all that matters.

Adventure Seed: Caravans traveling through Danelek territory are considered fair game. The PCs are guarding a caravan, and when they stop at an oasis, they see the aftermath of a battle that occurred not two hours ago. The slaughtered bodies of both the Danelek and a caravan team are found scattered around the oasis. When a Danelek hunting party arrives to meet the earlier group, they assume the PCs are responsible. Can the PCs find their way out of this sticky situation without losing their heads?

Danuvian Swordswoman

+71 points

In the city state of Danuvia, women hold all positions of power. Furthermore, every single citizen is required to serve a tour of duty in the military. While most races

would consider this a problem, the Danuvians love battle, and eagerly await their chance to serve their Queen. After a tour, many find employment in various mercenary armies.

Appearance: 6'2"-6'6", 160-200 lbs. Bronze skinned, black hair, strong features, face decorated with pigments.

Attributes: DX+2, HT+1, ST+2.

Advantages: Charisma +1, Combat Reflexes.

Disadvantages: Bad Temper.

Skills: Armory or Animal Handling at (IQ), Broadsword (DX), Knife (DX), Leadership (IQ), Polearm (DX), Riding (Eqs)(DX).

Language: Common Talislan (IQ).

Equipment: Black iron corselet and wrist bracers, padded bodysuit, hip-high leather boots, shoulder pouch, halberd, long sword, dagger, earrings, torc, equs steed, 4d6 x 10 gold lumens.

Roleplaying: The Danuvians are considered second only to Thralls in battle prowess --- although pity the Thrall who makes that claim. They're extremely aggressive, and are easily insulted. They especially despise insults towards women. Many men have had their lack of respect pointed out to them with the sharp end of a sword. Although they can't actually procreate with other races, they like variety, and enjoy showing men some of their more exotic abilities.

Adventure Seed: The Danuvian army is always hiring new mercenaries to help defend the city-state of Danuvia. Before the new recruits get their first paycheck, they have to pass a few "tests" to prove their worth. The PCs think they're pretty tough. This attitude should change pretty quickly as they wither under the grueling training exercises.

Ferran Thief

+24 points

The Ferrans inhabit the Wilderlands of Zaran in small cave dens. Their small size and deft thieving abilities sometimes earn them jobs as spies, thieves and adventurers. They emit a particularly foul odor which hangs around them like a shroud at all times, which makes dealing with other races somewhat difficult. Pity those traveling with a Ferran when it starts to rain.

Appearance: 3'6"-4'4", 50-75 lbs. Coarse brown fur, rodent-like features, hairless tail.

Attributes: DX+4, HT+1, IQ+1, ST-2.

Advantages: Acute Smell/Taste +4, Stench.

Disadvantages: Charisma -2, Odious Racial Habit (Bad smell), Vow (buy nothing that you can steal), Weak Will -2, Poverty (Struggling).

Skills: Knife (DX), Merchant (IQ), Pick Pockets (DX), Tracking (IQ).

Language: Common Talislan (IQ).

Equipment: Loincloth for males, tattered tunic for females, pouch, scavenged bits of clothing and gear, dagger, 2d6 x 3 gold lumens.

Roleplaying: For Ferrans, the tendency to steal is instinctive. They're unable to buy something they could just steal. Their society --- if it could be called that --- places high regard on cunning and thieving abilities. They depend so highly on their sense of smell that their other senses have degenerated somewhat. Ferrans are fairly low on the social ladder, and the common stereotype --- that they're stupid, dirty little animals --- can work to their advantage in certain situations.

Adventure Seed: While working out the plans to an upcoming mission, the PCs notice a peculiar odor. A search of the house turns up a hiding Ferran. After some interrogation, he admits that he was hired by an enemy to spy on them. Will the PCs just kill the spy, or will they attempt to use him against their enemy?

Hadjin Aristocrat

+32 points

Hadjistan is home to perhaps the richest race on Talislanta. The source of their wealth is a set of ancient tombs under the city that contain numerous artifacts and treasures. The Hadjin's days are numbered, as the tombs are starting to run dry. All useful skills have been long forgotten, delegated to the hundreds of servants that inhabit the city. When the money --- which they need to pay their mercenaries --- runs out, there's no shortage of militant nations willing to inhabit the beautiful city.

Appearance: 6'-6'6", 140-180 lbs. Light green skin and hair, plain features, narrow build.

Attributes: All normal

Advantages: Literacy, Status 2, Wealth (Very Wealthy).

Disadvantages: Greed, Laziness.

Skills: Administration (IQ), Merchant (IQ), Occultism (IQ), Savoir Faire (IQ).

Language: High Talislan (IQ).

Equipment: Layered robes, distinctive headwear, long gloves, scented fan, money purse, silvermane-drawn carriage, small estate, d6 x 1000 gold lumens.

Roleplaying: The Hadjin are extremely arrogant. Because of their life of luxury, they feel superior to every other race on the planet. They have absolutely no problem selling off the artifacts of their forefathers to support their luxurious lifestyle. They throw money around with reckless abandon, the only redeeming feature other races can find for them.

Adventure Seed: A Hadjin traditionalist has become fed up trying to explain the truth about the shortage of artifacts to her countrymen. She's realized that time for talk is over; stronger measures need to be taken. She hires the PCs to kidnap a Hadjin aristocrat and give him a taste of poverty.

Kharakhan Warrior

+60 points

The Kharakhan are a dying race of giants. They're nomadic, stopping at an oasis only long enough to water their giant ogriphants and hunt. Ancient legends say that they're a magically created species, designed to do battle with the enemies of the Archaens. Unlike their masters, and the Drakken they had fought so fiercely, the Kharakhan survived the Great Disaster. Without a steady influx of magic from the Archaens, their numbers have dwindled to only a few thousand.

Appearance: 10'-15', 1,000-1,200 lbs. Massive physique, dusky gray-black skin, savage countenance.

Attributes: HT+4, ST+4, DX-2, IQ-2.

Advantages: Acute Smell/Taste +2, Charisma +2, Combat Reflexes, DR 1.

Disadvantages: Decreased Move -2, Inconvenient Size, Poverty (Struggling).

Skills: Armory (IQ), Axe/Mace (DX), Riding (Ogriphant, behemoth or war wagon) (DX).

Language: Common Talislan (IQ).

Equipment: Leather harness, pack, d6 pouches, loincloth, black iron shield, choice of two giant sized weapons, ogriphant steed, 2d6 gold lumens.

Roleplaying: Kharakhan are extremely primitive. Like the Thrall, they were designed only for battle, not to create a civilization. They're quite gruff to strangers, but warm up to those who can provide much-needed goods and weapons. Although they're not very good at it, Kharakhan love music, and appreciate the abilities of the Bodor and other musically adept races.

Adventure Seed: While traveling through the desert, the PCs come across a group of ogriphant calves. These would be worth a fortune if they could just get them to a city. Unfortunately for the PCs, they belong to a tribe of Kharakhan, who were just about to retrieve the beasts themselves.

Marukan Talismancer

-8 points

The Marukans are a race to be pitied. Many years ago their city suffered a horrible curse --- a curse of terrible misfortune. Since that day, nothing has ever gone right for them, and they're considered harbingers of sorrow wherever they travel. They adorn themselves with magical talismans they think lessen the blow of the curse.

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

Attributes: All normal

Advantages: Literacy, Magery 2.

Disadvantages: Reputation (Harbingers of misfortune) 1, Marukan Unluck, Poverty (Poor).

Skills: Fast Talk (IQ), Jeweler (IQ), Field of Study (Talismancy).

Language: Common Talislan (IQ).

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

Roleplaying: Generations of bad luck and rough treatment by other races has created a truly depressing people. They suffer constant mood swings making them difficult to spend time with. Still, they possess an amazing perseverance no matter what the situation, and appreciate the few small good things that do happen to them. They're completely dependent on their luck talismans, without which they feel defenseless.

Adventure Seed: The PCs must travel to the city of Maruk for some mission. To navigate the city, they're going to need a guide, and who they find is the most depressing, sad individual they've ever seen. Still, he knows the city pretty well. But how long will the PCs put up with his gloomy doom sayings?

Monad Servitor

-47 points

Centuries ago, creating magical hybrid races was all the rage among the civilized races of Talislanta. A particularly well received success came with the creation of the Monads. They're huge sexless workers, designed to be the slaves for the citizens of Phandril. Monads are immensely strong, capable of working an entire day of grueling labor without complaint. They reproduce by budding, and can do so almost on command. The use of Monads is considered amoral by most civilized races on Talislanta, but they're still held in high demand.

Appearance: 7'-7'6", 500-700 lbs. Striated black and white skin, tiny cranium, immense torso and limbs.

Attributes: HT+4, ST+4, DX-2.
Advantages: None required
Disadvantages: Decreased Move -2, Mute, Pacifism (Self defense only), Slave Mentality, Weak Will -3, Poverty (Struggling).
Skills: None.
Language: Sign Language (IQ).
Equipment: Loincloth and sandals, 2d6 gold lumens (unless a slave).
Roleplaying: Monads are completely subservient. They'll tirelessly follow any command to the best of their meager abilities. They're quite gentle, and will only resort to violence for self protection. They possess no free will, and can't grasp the concept of freedom.
Adventure Seed: For their services, the PCs are given a strange gift --- a Monad servitor --- by an extravagant employer. Depending on where the PCs' morals lie, this could be a boon, or an incredible inconvenience.

Orgovian Trader

+41 points

The Orgovians are a race of nomads who roam the Wilderlands of Zaran. The Wilderlands is an inhospitable environment, and they often need to trade with other races to replenish their supplies. Because, many years ago, their lead coins were devalued almost overnight, they consider coins to be worthless, and will only consider deals done in barter. They're always able to find someone willing to deal, as the Orgovians produce many innovative devices that can't be found anywhere in Talislanta.

Appearance: 5'4"-6', 90-160 lbs. Dusky orange skin, narrow, protruding chin, squinty eyes, lean build.
Attributes: DX+1, HT+1, IQ+1.
Advantages: Alertness +1.
Disadvantages: Vow (accept no coin for wares, only barter).
Skills: Animal Handling (IQ), Broadsword (DX), Crossbow (DX), Merchant (IQ), Riding (Loper) (DX).
Language: Common Talislan (IQ), Sign Language (IQ).
Equipment: Loper steed, leather vest and boots, loincloth, brown felt headdress, 10-20 iron armbands, prod hook and star-thrower with a dozen "shooting stars", pouches, bundles, sacks, 2d6 x 50 gold lumens in barter goods and money.
Roleplaying: Orgovians consider honesty an extremely important character trait, and won't trade with someone they feel isn't giving them a fair bargain. They're resourceful, and can produce many useful items with the meager resources they have at hand. They despise thieves and have only one punishment for those that try to steal from them --- death. The Orgovians prefer their own people, staying with other races only long enough to trade for supplies.
Adventure Seed: The PCs didn't budget their supplies too well when they began their journey across the Wilderlands, and are running short. They encounter a tribe of Orgovians who seem too friendly when they invite the PCs to travel with them. Why do they want the PCs to join their tribe? Just what problems are the Orgovians planning to run into in the future?

Rahastran Cartomancer

+75 points

The Rahastran are considered valuable fortune tellers by some, superstitious fools by others. They use the Zodar --- a mystical card game --- to determine the outcome of

most important decisions. They can usually find people at large fairs and bazaars willing to have their future told --- for a price. Most people, however, just don't take them seriously, and consider them to be swindlers.

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

Attributes: IQ+2.

Advantages: Alertness +2, Magery 3, Reputation (to believers: valuable fortune-tellers of the future) +2.

Disadvantages: Reputation (the non-believers: they're mystical flake) -2, Weak Will -1.

Skills: Naturalist (IQ), Fields of Study (Cartomancy and Alchemy).

Language: Archaen (IQ), Common Talislani (IQ).

Equipment: Long coat, breeches, cloak and cap of blue fustian, belt and bandolier pouches, 2d6 amber crystal vials (elixirs), Zodar deck with ivory case inlaid with serpentine, amethyst pendant, traveler's satchel, graymane steed, 2d6 x 4 gold lumens.

Roleplaying: The Rahastrans base their entire lives on the outcome of the Zodar. They quickly take offense at those who don't believe the power of the mystical card game, and call such people Zodarans --- which means "those that walk blindly through the world". They appreciate good company, and love to gamble. For them, life is a big game of chance. They just have a way to cheat that game --- the Zodar.

Adventure Seed: In an attempt to improve business, a Rahastran told the PCs' fortunes for free. Strangely, however, everything he said has come true. Does the Rahastran actually have some mystical ability to predict the future, or is he pulling a complex scheme to swindle money out of the PCs?

Raknid Hive Warrior

+57 points (+77 points)

Raknids are horrible insect creatures thought to be a sorcerous hybrid of demon and scorpion who live in vast underground caves beneath the Wilderlands of Zaran. The entire hive-colony is controlled by a single bloated queen, who sends commands to her warriors via a telepathic link.

Appearance: 6'-6'8", 200-300 lbs. Insect-like, stingered tail, chitinous armor.

Attributes: ST+2, DX+1, HT+3, IQ-3.

Advantages: DR 2, Claws, Striking Tail, Venom, Hive Mind, Immunity to Mind Control, Amphibious (Water Raknids only).

Disadvantages: Slave Mentality.

Skills: Brawling (DX), Survival (Desert) (IQ).

Language: Raknid (IQ).

Equipment: None.

Roleplaying: Raknid warriors are the elite defenders of the hive-colony, and possess an intelligence far above the rest of the drones. In a combat situation, they're able to think and react like a highly-trained warrior unit. They'll viciously attack any other living creature that comes within eyesight of the Raknid nest, instinctively protecting their species. If a Raknid's unfortunate enough to leave the mental area of the hive-queen, they become quite stupid --- only exerting themselves enough to obtain that which is necessary for survival.

Adventure Seed: The PCs come across a lone Raknid warrior wandering aimlessly around in the desert. For some reason, it seems he's left the area of the hive-queen's

influence. There's no doubt a live Raknid would demand a high price in the city of Cymril, the question is just how to get it there without being attacked by the creature. It will only defend itself from attack, of course, it's definition of attack is pretty broad.

Satada Warrior

+86 points

The Satada are a race of reptilian predators found in the hot and arid regions from Kasmir to the Graylands of the Quan Empire. It's believed that the Satada have created an underground labyrinth of tunnels --- much like the Gnomekins --- and often travel the length and breadth of Talislanta.

Appearance: 7'-7'6", 300+ lbs. Reptilian, snake-like tail, forked tongue.

Attributes: IQ+1, ST+2, DX+1.

Advantages: Increased Move +1, Alertness +1, Claws, Cutting Teeth, Striking Tail, Combat Reflexes, DR 1.

Disadvantages: Cold Blooded, Odious Racial Habit (Eats other races).

Skills: Crossbow (DX), Knife (DX), Broadsword (DX), Survival (Desert) (IQ).

Languages: Common Talislan (IQ), Sauran (IQ).

Equipment: Loincloth made of animal skin, Satada capture-bow, pounded red iron broadsword and knife, backpack filled with dried meat, rope and other useful items, 4d6 x 5 gold lumens.

Roleplaying: The Satada are a horrible race of saurans who bear an ancient hatred for all other intelligent lifeforms. They're quite fond of the taste of humanoid flesh, and will actually will actually hunt down intelligent creatures selectively. Like the Saurans, the revere the great land dragons --- the only creature that they won't attack out of malice.

Adventure Seed: The Cymrilians have become worried that the Satada are getting too powerful --- and with their underground network of tunnels, too close. Thus, they've hired the PCs to explore the local areas of the tunnels to determine what parts should be closed off to stop future attacks from the Satada.

Xambrian Wizard Hunter

+83 points

Centuries ago, the Quaran necromancers waged genocidal war against the peaceful Xambrian nation. Few survived the savage attack, those who did banded together and relocated to begin anew. Fortunately for them, the Great Disaster killed off their enemy entirely. Now the Xambrians have dedicated their entire existence to completely wiping the Quarans off the face of the planet. Because of the brutality of their deaths, the Xambrian ancestors remained as ghosts to instruct the future generations. Whenever a Quaran reincarnates, a Xambrian receives "the calling". A spirit from the past informs the blessed warrior with the location of the Quaran, and he proceeds to hunt the creature down mercilessly.

Appearance: 5'6"-6'2", 100-180 lbs. Deathly white skin, raven hair, dark violet eyes, hard features.

Attributes: IQ+1, ST+1.

Advantages: Alertness +1, Literacy, Magery 2, Spirit Guidance, Strong Will +1.

Disadvantages: Charisma -2.

Skills: Broadsword (DX), Knife (DX), Interrogate (IQ), Shadowing (IQ), Stealth (DX), Tracking (IQ), Traps (IQ), Field of Study (Mysticism).

Language: Archaen (IQ), Common Talislan (IQ), Xambrian (IQ).

Equipment: Vest, tight breeches and boots of black strider hide, gauntlets of fine silver chain mesh, cloak, graymane or ontra steed, large shoulder pouch, twin daggers,

broadsword, large scrolls or spells written on animal hide (this serves as a spell book) and bone case, 2d6 x 20 gold lumens.

Roleplaying: The Xambrian are a people with a purpose --- the utter annihilation of the Quarans. They spend their entire lives in eager anticipation of the time when they can receive "the calling" from their spiritual ancestors. Once the location of their "hated brother" is revealed, there can only be one outcome --- death, for one or the other. Before they receive "the calling" they practice the skills they'll need by hiring as mercenaries or rogue wizard hunters.

Adventure Seed: Someone is following the PCs. It seems that a Xambrian has mistaken one of the PCs' companions for a reincarnated Quaran necromancer. Can they convince him otherwise, or does he actually have reason to suspect the NPC?

Za Raider

+15 points

The Za are a race of nomadic bandits, preying on the caravans and land-arks that travel the Wilderlands of Zaran. Previously, they were small independent tribes, but a particularly savage and militant leader named the Tirshata has begun uniting the tribes. They've become more than a nuisance, and many leaders are beginning to fear the power of a united Za.

Appearance: 5'6"-6', 90-190 lbs. Wrinkled yellow-green skin, deep-set eyes, shaved skulls; males wear mustaches in long braids.

Attributes: HT+1, ST+1, IQ-1.

Advantages: None required

Disadvantages: Sense of Duty (Tirshata), Weak Will -1.

Skills: Bow (DX), Broadsword (DX), Camouflage (IQ), Knife (DX), Merchant (IQ), Riding (Graymane) (DX), Stealth (DX), Tracking (IQ), Whip (DX).

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Loincloth, tight hide chest binder for females, harness or studded land lizard hide, blade bracers, whipsash, Za broadsword, necklace of hammered black iron disks, horn short bow with quiver of twenty barbed arrows, graymane steed, 2d6 x 5 gold lumens in plunder.

Roleplaying: The Za are a truly savage race. Their custom is to drink the blood of their enemies from their severed skull caps. They feel that this bestows the combat abilities of their enemy upon them. They're fervently religious, and claim that the Tirshata has been sent by the gods to deliver the Za to glory in battle. In their eyes, the only outcome of the coming "holy war" is the complete eradication of all civilized races on Talislanta.

Adventure Seed: In a scuffle with a Za raiding party, one of the PCs took a wound from their wicked broadswords. After the battle it becomes evident that the sword was poisoned, and the PC becomes deathly sick. He'll die if his fellows don't find some kind of antidote soon. The problem is, the Za are the only ones who would know how to counteract the poison, and they'll have no desire to do so.

THE WESTERN LANDS [B-HEAD]

Aamanian Inquisitor

+23 points

In the fervently religious lands of the Aaman, the Orthodox Cult controls its people with a firm hand. The punishing of heretics, the enforcing of the Cult's doctrines, and the recruitment of new members fall to the capable hands of the inquisitors. They

wear white robes to signify their purity, and carry a variety of painful torture equipment to aid the ritual cleansings.

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

Attributes: DX+1, ST+1.

Advantages: Alertness +1, Literacy, Magery 2, Strong Will +1.

Disadvantages: Charisma -2, Fanaticism (Hierophant), Intolerance (Religious), Vow (Asceticism).

Skills: Knife (DX), Intelligence Analysis (IQ), Interrogation (IQ), Field of Study (Invocation).

Language: Common Talislan (IQ).

Equipment: Cult mask and headdress, three concealed weapons, cloak, robes, gloves, boots, pouch containing all varieties of torture devices, manacles, spell book.

Roleplaying: The inquisitors are perhaps the most important members of the Cult. Without them anarchy would reign, society would crumble and infidels would overrun the beautiful city of Aamahd... or so the inquisitors think. They're passionately religious, and truly believe in the Cult's strict doctrines. Sadism isn't a career requirement, but many seem to enjoy their employment too much.

Adventure Seed: The PCs are traveling through the lands of the Aaman. Their strange ways have labeled them as infidels... in the Cult's eyes, at least. They'd better watch their steps very carefully, lest they get into hot water with the inquisitors.

Aamanian Warrior-Priest/Warrior-Priestess

+22 points

When the insidious and delicate work of the inquisitors isn't enough, the warrior-priests and warrior-priestesses of Aaman are brought in. They're used to protect the temples of Aa from His many enemies, and enforce the will of the Cult.

Appearance: 5'6"-6', 100-180 lbs. Topaz skin, green eyes, lean physique, all body and facial hair removed.

Attributes: ST+1.

Advantages: Literacy, Magery 2, Strong Will +2.

Disadvantages: Fanaticism (Hierophant), Intolerance (Religious), Vow (Asceticism).

Skills: Axe/Mace (DX), Crossbow (DX), Riding (Graymane) (DX), Theology (Orthodoxy) (IQ), Field of Study (Invocation).

Language: Common Talislan (IQ).

Equipment: Black plate armor, helm and shield, mace, crossbow, cloak, graymane steed, leather-bound spell book, iron holy symbol of Aa.

Roleplaying: The warrior-priests and priestesses are as fervently religious as the inquisitors; they just prefer to enforce the Cult's will through different means. They're trained in all varieties of weapons, and can use spells to augment their combat abilities. They're extremely suspicious of strangers, and consider all non-Cult followers to be infidels.

Adventure Seed: The PCs are hired to infiltrate the Cult of Aa and spy on its military actions. To do so, they must learn and memorize all of the Cult's doctrines to pass as warrior-priests. They're going to have to be very convincing, as the Cult tests its members often.

Aamanian Witch Hunter

+20 points

None are better skilled at pursuing and capturing enemies of the Cult than the Aamanian witch hunters. They use their powerful magic to locate their target and will pursue it relentlessly. To help them with their missions, the Hierophant of Aa has endowed them with the right to judge and execute their victims on the spot, if the need arises (which it often does...).

Appearance: 5'6"-6', 100-180 lbs. Topaz skin, green eyes, lean physique, all body and facial hair removed.

Attributes: IQ+1.

Advantages: Literacy, Magery 2, Strong Will +2, Wealth (Comfortable).

Disadvantages: Fanaticism (Hierophant), Intolerance (Religious), Vow (Asceticism).

Skills: Bard (IQ), Theology (Orthodoxy) (IQ), Tracking (IQ), Field of Study (Invocation).

Language: Common Talislan (IQ).

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

Roleplaying: Like many mages, the witch hunters are fond of magic. For them, however, dedication to the Orthodox Cult comes first. They're perhaps the most devoted of all the Cult members and they're willing to go to any length to execute the enemies of Aa. To show their devotion, many scar and tattoo themselves with Aa's magical sigils.

Adventure Seed: The PCs have somehow attracted the attention of an Aamanian witch hunter. Already he's followed them for several hundred miles with no sign of letting up. Do the PCs confront him, or hope to lose him in the wilds ahead?

Arimite Knife-Fighter

+31 points

The Arimite knife-fighters live in the steppe regions of Arim and guard the Citadel of Akbar. Their unique knife fighting style make them extremely dangerous opponents, and highly valued as mercenaries. The Arimite culture is completely based on revenge. A family will put its entire life into revenging a past offense, and the knife-fighters often provide a method to exact this toll.

Appearance: 5'2"-6'2", 90-170 lbs. Swarthy complexion, black hair, dark eyes, hatchet like features.

Attributes: DX+2, HT+1, ST+1.

Advantages: Increased Move +1.

Disadvantages: Charisma -2, Struggling, Vow (always avenge an insult).

Skills: Climbing (DX), Fast Draw (Knife) (DX), Knife (DX), Knife Throwing (DX), Riding (DX), Stealth (DX), Survival (Mountains) (IQ).

Language: Common Talislan (IQ).

Equipment: Fur vest, hide boots, sackcloth breeches, armbands and earrings of black iron, four throwing knives, pouch, iron flask of chakos, choice of two weapons, 4d6 gold lumens.

Roleplaying: The Arimite aren't seen as a joyful people. They prefer to plan revenge for some past transgression than waste their time on singing, dancing and general merrymaking. A challenge to an Arimite is a challenge to the death. When they drink, it's to forget, and their drink of choice is chakos --- a bitter and metallic tasting liquor.

Family honor is paramount, and the Arimites view violation of one member as shared by the whole family. Needless to say, Arimites have little need for jails.

Adventure Seeds: One of the PCs' families insulted an Arimite family over fifty years ago. Since then, the insulted family has been plotting their revenge, and the plan is coming to fruition. If successful, not only will the PC die, but his family will be dishonored forever. Will the victim figure out what's going on in time to be able to stop it?

Arimite Revenant

+40 points

Since the Arimites take their revenge so seriously, it's not surprising that they've made a business out of it. The Revenants' services are purchased by those wishing vengeance, but lack the honor to carry it out themselves. They'll perform any act, from an insult to a murder. They'll accept any price for their work, but they have an interesting catch. The contract can be bought back by the target at twice the original price. Thus, if a customer wants the job done right, he'll have to pay more than the victim can afford.

Appearance: 5'2"-6'2", 90-170 lbs. Swarthy complexion, black hair, dark eyes, hatchet like features.

Attributes: DX+1, HT+1, IQ+1.

Advantages: Alertness +1, Increased Move +1.

Disadvantages: Charisma -2, Vow (stays bought unless the victim can double the price).

Skills: Knife (DX), Knife Throwing (DX), Lockpicking (IQ), Poisons (IQ), Shadowing (DX), Stealth (DX).

Language: Common Talislan (IQ).

Equipment: Night-gray cloak, veil, gloves, and garments, pouch with d6 vials of poison, coin purse, choice of two weapons, 4d6 x 10 gold lumens.

Roleplaying: A Revenant joins the secret society because his chance to exact a personal vengeance was stolen from him. Perhaps their victim died of an accident, or someone got to him first. Other Arimites consider the Revenants quite frightening. Someone who's willing to accept the dishonor of another and exact vengeance for them lacks honor of their own. Thus, most Revenants are hired by non-Arimites.

Adventure Seed: A strangely-garbed man comes to the PCs' home town, and starts looking for one of their friends. Will the PCs be suspicious as to the stranger's origin, or will they give him the information he's looking for? When someone else mentions that the stranger looked like a Revenant, the PCs might be in for a little chase as they try and stop the assassin from doing his grisly duty.

Bane Hunter

+109 points

Banes are sinister creatures that are a bizarre hybrid of Darklings, night demons and babbling howlers. Sleek and muscular, their eyes glow with an unholy light that's more than a little disconcerting to look at. Those traveling through Werewood should always be on the lookout for the Banes that inhabit this area.

Appearance: 5'10"-6'6", 130-220 lbs. Sleek and muscular, black skin, glowing eyes.

Attributes: IQ+2, ST+1, DX+1.

Advantages: Alertness +3, Increased Move +1, Claws, Cutting Teeth, Combat Reflexes, Mimicry, Night Vision, Immunity to Illusions.

Disadvantages: Weak Will -2, Odious Racial Habit (Bloodsuckers).

Skills: Stealth (DX).

Language: Common Talislan (IQ).

Equipment: Loincloth, stolen jewelry, black iron knife, 4d6 x 5 gold lumens.

Roleplaying: Banes seek the blood of other humanoids above all other things.

They're exceptionally intelligent and possess the uncanny ability to mimic sounds of all sorts. Their magical eyes allow them to see in total darkness --- even magical darkness and illusions of all sorts. They're solitary by nature, only coming out at night to prowl for food.

Adventure Seed: Although Banes are considered horrible, blood-sucking vampires by most, they're intelligent, and some wish to learn what the outside world has to offer. When a Bane comes to the PCs, looking to join their group, will they be able to overcome their natural prejudices and allow him to join them? If they do, will they be able to stomach his disgusting eating habits?

Dhuna Witchwoman/Warlock Females: +103 points; Males: +78 points

The Dhuna live deep within the gnarled and twisted forests of Werewood. There they practice a nearly unknown form of witchcraft. Their magic is considered black magic by the Aaman; thus they've been labeled enemies of the Hierophant. They're constantly on guard against unprovoked attacks by the Aaman in their ritual cleansing missions. Their magic is one of the few forms that actually predate the Forgotten Age.

Appearance: 5'-5'10", 90-130 lbs. Olive skin, black hair, entrancing features and form (female), dark and melodramatic appearance (male).

Attributes: IQ+1.

Advantages: Charisma (males) +1, (females) +3, Entrancing Kiss (females only), Increased Move +1, Magery 2.

Disadvantages: None required.

Skills: Naturalist (IQ), Physician (IQ), Sex Appeal (HT), Staff (DX), Tracking (IQ), Traps (IQ), Fields of Study (Witchcraft and Alchemy).

Language: Common Talislan (IQ), Elder (IQ).

Equipment: Long cloak, frock or shirt and breeches of spun linen, animal hide boots, pouch (d6 elixirs), staff or wand, graymane steed.

Roleplaying: The Dhuna are considered strange by outsiders. To the inhabitants of Werewood, however, they're seen as valuable allies to help protect against the Aamanians' constant persecution. The Dhuna are powerful magic-users, and believe that all magic springs from nature: the more in tune you are with your surroundings, the more powerful you'll become.

Adventure Seed: Lately, strange creatures have been seen around the area of Werewood. Aamanian Orthodoxists suspect the Dhuna have something to do with it, and dispatch a group to kill a known coven. The PCs can either play mercenaries hired to enforce the Hierophant's will, or friends of the Dhuna. Whatever the case, the strange creatures weren't created by the Dhuna but by another party altogether...

Drukhl Hillman/Hillwoman +26 points

The Drukhl live in the rolling mountains that surround Arim. There they harass and ransack caravans that travel through Arim territory. Sometimes they even work up the confidence to attack an Arim city. The Arimites have tried for centuries to eradicate

the Drukh, but because of the hill-dwellers' complex caves in the foothills, they're unable to locate all the tribes.

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

Attributes: DX+2, HT+2, ST+1.

Advantages: None required.

Disadvantages: Berserk, Sadist, Enemy (Arimites).

Skills: Axe/Mace (DX), Climbing (DX), First Aid (IQ), Knife (DX), Riding (Eqs) (DX), Stealth (DX), Survival (Mountains) (IQ), Tracking (IQ), Traps (IQ).

Language: Common Talislan (IQ), Sign Language (IQ).

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

Roleplaying: The Drukh are a cruel and harsh race of Sub-Men. They're generally quite cowardly by themselves, but can be extremely viscous in large numbers. Once they do enter battle, they go completely berserk, often attacking each other when they've slain the enemy. They find enjoyment in torturing captured Arimite traders they find in their territory. The Arimites have adopted the Drukh as a racial vendetta. No Arimite --- from the smallest child to the oldest man --- will ever have to go without a personal vengeance to fulfill, as long as the Drukh walk the lands of Talislanta.

Adventure Seed: The PCs are hired by an Arimite to aid in an attack on a known Drukh tribe. When they get there, they find out that the tables have been turned and that they're caught in an ambush. If captured, they'd better escape, as the Drukh have never been known to release their prisoners.

Drukh Shaman

+72 points

The Drukh worship a dark god known as Noman --- the ruler of the Nightmare Dimension. The Shamans accompany the warriors in battle, and play Noman's wretched songs on their long flutes. The sounds of these are known to drive the Drukh into a horrible battle frenzy which seldom ends with the death of their enemies.

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

Attributes: DX+2, HT+2, IQ+1.

Advantages: Alertness +1, Magery 2.

Disadvantages: Sadist.

Skills: Axe/Mace (DX), Climbing (DX), Knife (DX), Musical Instrument (Flute) (IQ), Riding (Eqs) (DX), Field of Study (Shamanism).

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Fur and bone headdress, vest, breeches and boots made of yaksha (werebeast) hide, stone war club, bone dagger, pouch, graymane steed (also dyed purple), d6 wooden vials, bone flute.

Roleplaying: The shaman is the leader of a tribe of Drukh. He (as they're always males) decides what caravans and villages to strike, and gets to keep whatever share of the booty he wants. When a shaman starts making bad decisions, he's quickly thrown out by the Drukh, and new a replacement is chosen --- one who actually "channels the true power of Noman".

Adventure Seed: For some reason, the Drukh shaman's flute has a frightening effect in battle. Perhaps it's magic, or maybe it's just psychological; but whatever the reason,

an army commander wishes to obtain one to see if it can work for him in an upcoming battle. He commands the PCs to obtain one of the bizarre devices for him.

Gnorl Rhabdomancer

+69 points

Gnorls are a short humanoid race that seem to be related to the Gnomekin. They live in the Werewood forests in underground caves. Like the Gnomekin, they prefer to travel underground, but they don't possess the same weakness to sunlight as their cousins. Gnorls practice an unknown art of magic known as Rhabdomancy, the "art of divining secrets". No tidbit of information can hide from a Gnorl who has set himself to discovering it. The information they retrieve can demand a high price by those in search of an edge over their peers.

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

Attributes: DX+1, IQ+1, ST-1,

Advantages: Alertness +1, Night Vision, Literacy, Magery 2, Strong Will +1.

Disadvantages: Bad Temper, Vow (never give away information for free).

Skills: Naturalist (IQ), Occultism (IQ), Physician (IQ), Fields of Study (Witchcraft and Divination).

Language: Archaen (IQ), Common Talislan (IQ), Elder (IQ).

Equipment: Eclectic mixture of clothing (turbans, beads, bangles, scarves, etc.), walking stick or staff, leather-bound spell book, pouch or satchel with d6 vials and bottles of various mixtures, 2d6 x 6 gold lumens.

Roleplaying: Gnorls consider the free giving and taking of information to be obscene. They're highly secretive, and make few friends (as being a friend means you share secrets). They're constantly searching for any shred of knowledge that they can hoard and sell at a later date. Because of their miserliness, they're crabby, short-tempered and have difficulty dealing with strangers.

Adventure Seed: A wizened old Gnorl approaches the PCs, claiming to have information to sell them. Strangely, she seems to know everything about them already. Are the secrets she has worth the high price? Do the PCs even want to know, as it'll surely be trouble?

Sarista Gypsy

+69 points

The Sarista are a race of nomadic gypsies that come from the Silvanus forests. They travel all over Talislanta singing, dancing, fortune-telling, entertaining and sometimes stealing. Their abilities are highly prized by both inn-keepers and guild-masters alike --- although not usually for the same reasons. Those who aren't traveling with a gypsy caravan can often find employment with adventuring groups.

Appearance: 5'-6', 80-180 lbs. Olive complexion, green eyes, black hair, males wear neatly trimmed mustaches and beards.

Attributes: DX+2, IQ+1.

Advantages: Charisma +1, Literacy, Magery 1.

Disadvantages: Reputation (to everyone: thieves and charlatans) -2.

Skills: Fencing (DX), Knife (DX), Musical Instrument (IQ), Pick Pockets (DX), Sing (DX), Sleight of Hand (DX), Stealth (DX), Streetwise (IQ), Field of Study (Wizardry).

Language: Common Talislan (IQ), Sarisa (IQ).

Equipment: Colorful cloak, sash, beret, flamboyant garments, high boots of soft leather, pouch containing thieves' tools, dueling sword, dagger, graymane steed, spell book.

Roleplaying: The Sarista are flamboyant, and revel in song, dance and merrymaking at any opportunity. They feel that life should be lived to its fullest, an attitude that's quite attractive to those around them --- even the most dour Arimite finds it difficult not to laugh around an Sarista. The Sarista revere the free spirit Fortuna, who they feel guides them through the mysteries of life and provides them with luck in times of need. They're mistrusted by others, as they have a long-standing reputation as thieves and charlatans.

Adventure Seed: A Sarista has been placing a little too much faith in Fortuna recently, and it's gotten her in trouble. Now she's running from the people from whom she tried to liberate money. When she bumps into the PCs, she asks if she can join their party. They shouldn't have much problem with that, as the Sarista are renowned for their good luck. They may wish to reevaluate their decision when the gypsy's enemies come looking for her.

Werebeast Warrior

+61 points

Werebeasts are a mutated form of lycanthromorphs, a species of vampiric predators believed extinct for several centuries. They generally inhabit Werewood, although a variation of the species, called the Yaksha, dwells in the mountainous regions of Talislanta.

Appearance: 6'6"-7', 290-400 lbs. Huge, ugly, yellow tusks, coarse, gray-black fur.

Attributes: ST+4, HT+2, IQ-3.

Advantages: Alertness +2, Cutting Teeth, Claws, Acute Hearing +5, Night Vision, DR 1, Odious Racial Habit (eats other races).

Disadvantages: Decreased Move -1, Sadism. Skills: Tracking (IQ), Stealth (DX), Survival (Forest) (IQ).

Language: Sign Language (IQ).

Equipment: Large wooden club, loincloth of dried leather.

Roleplaying: Werebeasts are considered Sub-Men in the loosest sense of the term --- even the Tirshata isn't willing to add these vicious carnivores to his army. They're not terribly bright, and will attack nearly anything that moves, whether or not it can be eaten. They're also horribly cruel, and have been known to torture their victims for several hours before eating them --- just for the fun of it.

Adventure Seed: A group of Werebeasts have been attacking a Dhuna colony, and although it saddens their hearts to do so, they hire the PCs to remove the threat. If the PCs do any investigating, however, they'll realize that the Aamanians have been using magic to unnaturally anger the Werebeasts.

Zandir Charlatan

+45 points

The Zandir are members of the same race as the Aaman. Because of religious persecution, the followers of the Paradoxist Cult left the Aaman homelands and started their own city called Zandu. The Zandir highly admire their seers, a feeling not shared by other races, who consider them con artists and frauds.

Appearance: 5'6"-6', 100-180 lbs. Topaz skin, black hair, green eyes.

Attributes: DX+1, IQ+1.

Advantages: Increased Move +1, Literacy, Reputation (to Zandir: skilled merry-makers) +2, Magery 2.

Disadvantages: Lecherousness, Reputation (to non-Zandir: thieving con-men) -2, Weak Will -2.

Skills: Fencing (DX), Sleight of Hand (DX), Stealth (DX), One other thief/spy skill at the 2 point level, Field of Study (Wizardry).

Language: Common Talislan (IQ).

Equipment: Cape of silken brocade, velvet blousy shirt and trousers, curl-toed boots, hair confined in silver bands, leather-bound spell book, pouch containing d6 elixirs, dueling sword, 4d6 x 5 gold lumens in Zandir crescents.

Roleplaying: To distance themselves from the Aaman, the Zandir have become extremely hot-blooded and emotional. The charlatans are friendly fellows, eager to lend a hand to people in times of need --- mostly the charlatan's need. Their wry wit and thieving abilities so highly valued by the Zandir aren't seen in the same light by other races.

Adventure Seed: The PCs are set upon by a flamboyantly-dressed man who claims to have amazing items which they should never have to live without. This is a good chance to role-play a humorous encounter, as the charlatan attempts to sell the PCs all manner of stuff --- some of which might actually be useful.

Zandir Swordsmage

+73 points

The Zandir swordsmages hire out their services to rich nobles and adventurers looking for experienced warrior-mages. Their skill with weapons is matched only by their ability to channel magical power. The price to hire such a mercenary is often steep, but the results are impressive.

Appearance: 5'6"-6'2", 100-200 lbs. Topaz skin, black hair, green eyes.

Attributes: DX+1, IQ+1, ST+1.

Advantages: Increased Move +2, Literacy, Magery 2.

Disadvantages: Lecherousness.

Skills: Fencing (DX), Knife (DX), Riding (Equus) (DX), Field of Study (Wizardry).

Language: Archaen (IQ), Common Talislan (IQ).

Equipment: Velveteen cloak, leather shirt and breeches, high-top boots, sash, gloves, dueling sword, dagger, spell book, 4d6 gold lumens.

Roleplaying: The Zandir swordsmages appreciate magic in all of its forms, but choose not to rely on it entirely. They prefer to use magic to augment their finesse with the dueling sword --- thus a magical dueling sword is a particularly prized possession. Many swordsmages also fancy themselves as philosophers, and jump at any chance to travel Talislanta and see what the world has to offer.

Adventure Seed: Challenges are thrown back and forth in Zandu. Both opponents will often hire skilled Zandir swordsmages to "duel in their place". Because of its time limit, the duel is rarely to the death; the swordsmages' skills are usually so well matched that they run out of time before one gets hurt. One of the PCs has been challenged. Does the player know that they have the option of hiring a Swordsmage?

Zandir Swordsman/Swordwoman

+26 points

The swordsmen and swordswomen are the rank and file troops of the Zandir army. Compared to other Zandir, they're below average fighters, skilled mainly in the dueling sword. They're highly prized by other races as mercenaries, however, as their meager skill in the sword is still far superior to most other races' fighting ability.

Appearance: 5'6"-6'2", 100-200 lbs. Topaz skin, black hair, green eyes.

Attributes: DX+1, ST+1.

Advantages: Increased Move +1.

Disadvantages: Lecherousness, Weak Will -1.

Skills: Fencing (DX), Knife (DX), Riding (Greymane) (DX).

Language: Archaen (IQ), Common Talislan (IQ).

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

Roleplaying: Like the rest of their society, swordsmen and swordswomen search out good times and exciting adventures. They'll join a group of adventurers for a small wage just to get a chance to see the world. Despite their frivolity, they're grim when it comes to dealing with the Aaman, and won't hesitate to heed the call for battle against their ancient enemies.

Adventure Seed: The PCs have been hired by the Sultan of Zandu to help guard a border against the Aaman. It seems that there's a leak in the defenses, and terrorists are destroying property. What will the PCs do when they realize that their commander just may be an Orthodox supporter?

THE EASTERN LANDS [B-HEAD]

Chana Warrior

-14 points

The Chana are a race of primitives that live on the eastern side of the steamy Chana jungle. They practice ritual scarring and tattooing to make themselves seem more frightening to their many enemies. Most races give the Chana a wide berth, as they've been known to practice cannibalism.

Appearance: 5'10"-6'4", 110-170 lbs. Gray-green skin, cadaverous, teeth filed to points, lacquered hair, covered in scars and tattoos.

Attributes: DX+1, ST+1.

Advantages: Cutting Teeth.

Disadvantages: Charisma -2, Odious Racial Habit (Cannibalism), Phobia (open water), Poverty (Poor).

Skills: Blowgun (DX), Camouflage (IQ), Knife (DX), Stealth (DX), Tracking (IQ).

Language: Chanan (IQ).

Equipment: Loincloth, spear or blowgun with ten venomwood darts in pouch on belt, bone dagger, shoulder pouch, trained wrist viper.

Roleplaying: The Chana are quite superstitious and believe that their self-mutilation helps to stave off evil spirits. They practice cannibalism, as they believe --- like the Za, which it's suspected they're related to --- it endows the eater with the victim's abilities. They fear and hate outsiders, and are constantly at war with their neighbors, the Manra and the Nagra.

Adventure Seed: The Chana jungles used to be home to a race known as the Black Seers. Rumors say that they created several large cities whose whereabouts are unknown. This is quite a lure for the PCs, as the cities are said to contain many artifacts. Little do they realize that a Chana tribe has set up in one of the cities, and will defend it from outsiders.

Chana Witchman/Witchwoman

-11 points

The Chana hold their witchmen and witchwomen in high regard. Under kesh-induced hallucinations, they've been known to utter twisted prophesies which the Chana consider to be the true words of the spiritforms that fill the jungle. Their lives are often short, as repeated use of kesh has a disabling effect on the body. Rumors say that their witchcraft was taught to them by a long-forgotten group known only as the Black Seers.

Appearance: 5'10"-6'4", 110-170 lbs. Gray-green skin, cadaverous, teeth filed to points, lacquered hair, covered in scars and tattoos.

Attributes: IQ+1, HT-2.

Advantages: Cutting Teeth, Magery 2, Strong Will +1.

Disadvantages: Addiction (Kesh), Charisma -2, Odious Racial Habit (Cannibalism), Poverty (Poor).

Skills: Blowgun (DX), Camouflage (IQ), Physician (IQ), Spear (DX), Stealth (DX), Field of Study (Shamanism).

Language: Chanan (IQ).

Equipment: Loincloth, shrunken head fetish, d6 wooden vials of kesh, d6 stone vials (poisons or magical pigments), spear or blowgun with ten venomwood darts in pouch, ritual drum, trained wrist viper.

Roleplaying: With the help of kesh, Chana witchmen and witchwomen can see the spirits that are so prevalent in the forest. The drug is addicting, and induces spasms and vomiting if it isn't taken every day. They ignore the deterioration of their flesh, as kesh allows them to escape such mortal concerns.

Adventure Seed: The use of kesh has become quite the rage among Hadjin nobles, creating a large demand for the drug. A Hadjin alchemist is quite interested in the effects of the drug, and hires the PCs to retrieve a sample for study. The Chana are furious that outsiders are "talking to their gods", and will viciously attack anyone who trespasses into their jungle.

Harakin Warrior

+73 points

The Harakin are a savage race of warriors, considered Sub-Men by most --- although they have yet to officially submit to the leadership of the Tirshata. There is a hunter-gatherer society, but only the young, old or frail do the gathering. The rest hunt Harak's savage beasts on their flying dractyl mounts. They're nomadic, stopping at the infrequent wells and shelters only long enough to acquire enough supplies to move on.

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

Attributes: DX+1, HT+3, ST+2.

Advantages: Combat Reflexes, Strong Will +2.

Disadvantages: No Sense of Humor, Poor.

Skills: Boomerang (DX), Climbing (DX), Crossbow (DX), Knife (DX), Riding (Dractyl) (DX), Staff (DX), Survival (Tundra) (IQ), Tracking (IQ).

Language: Common Talislan (IQ), Sign Language (IQ).

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

Roleplaying: The Harakin society has little use for the weak. Their surroundings are so harsh, so brutal, that only their amazing fortitude allows them to survive. They're extremely resourceful, and will eat anything they can find. They have no use for leaders, or a religion --- just more ways to uselessly waste their time.

Adventure Seed: Time and time again, pious races have tried to bring religion to the Harakin. Generally this has been met with disgust and usually violence. This time, however, it's a Harakin who's attempting to build up a religious following. A leader in the Seven Kingdoms fears that it's an attempt by the Za to gain the fierce Harakin as allies, and hires the PCs to determine the truth.

Ispasian Mercantilist

+67 points

The Ispasians lead perhaps the softest lives of all the Kang subjects. They're responsible for all the trade transacted between the Quan Empire and its neighbors. The Ispasians are so necessary to the empire that it would probably crumble without their guidance.

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

Attributes: IQ+2, ST-1.

Advantages: Alertness +1, Strong Will +1, Wealth (Very Wealthy).

Disadvantages: None required.

Skills: Diplomacy (IQ), Law (IQ), Linguistics (IQ), Merchant (IQ).

Language: High Talislan (IQ), Quan (IQ).

Equipment: Gold or silver tiara, 2d6 sets of fine silkcloth robes, small villa or estate in Ispasia (inherited from ancestors), 2d6 slaves, 4d6 x 1000 gold lumens.

Roleplaying: Like the Kasmirans, the Ispasians live to acquire wealth. They're skilled merchants, and have quietly made their Quan masters completely dependent on them. They prefer not to show emotions when dealing with customers, as this shows weakness that could hamper their chance of getting a good deal. They have no enemies, and consider all races potential trading partners. They have no problem with the slave trade --- as long as it provides them with an income.

Adventure Seed: The Ispasians are always looking for another way to make money. This has been known to get them in trouble, as their excitement at the possibility of gaining massive wealth from a potential investment often clouds their judgment. A military leader is counting on this weakness, and hires the PCs to see if they can't attract the attention of a rich investor. If the leader never repays the Ispasian, the PCs may bear the brunt of her rage as she tries to reclaim lost wealth.

Kang Tracker

+76 points

Not all Kang have the stamina or the discipline to join the Kang army or become a warrior-priest. The only avenue left that has a shred of social acceptance, is to become a tracker --- a glorified mercenary. They perform the dirty work for the Quan Empire from chasing escaped slaves, to patrolling the jungle borders.

Appearance: 6'-6'8", 120-220 lbs. Crimson, leathery skin, brutal features, white pupilless eyes, long black hair.

Attributes: DX+2, HT+2, ST+2.

Advantages: Alertness +1, Animal Empathy.

Disadvantages: Bad Temper.

Skills: Animal Handling (IQ), Crossbow (DX), Kanquan (DX), Knife (DX), Riding (DX), Stealth (DX), Tracking (IQ).

Language: Quan (IQ).

Equipment: Strider hide armor (treat as leather) over thickly-quilted Mandalan silk clothing, gauntlets and high boots, cloak, light crossbow with quiver and twelve quarrels, dagger, pouch, trained drac, 4d6 x 10 gold lumens.

Roleplaying: The Kang are a fierce, warlike race who wrested control of the Quan Empire from the overweight, weak masters who'd kept them in servitude for so long. They're aggressive, barely able to keep their emotions under control at the best of times. Their reverence for Zoriah --- the Red God of War --- helps to mold this anger and aggression into a useful pastime... conquest.

Adventure Seed: A prisoner the PCs were supposed to be guarding has escaped into the Chana jungle. They had better retrieve her, or else suffer the wrath of their employer. The best way would be to hire a Kang tracker, but it's difficult to find one willing to travel into the dark jungles of the Chana.

Kang Warrior

+56 points

The Quan Empire demands the subjugation of all races in its domain. Thus, a massive and well-disciplined Kang army is required for this task. It's perhaps one of the best trained and -supplied armies in Talislanta, and the soldiers must undergo a grueling training regime to become members. (Not that there's any lack of Kangs willing to work hard to go to war, of course.)

Appearance: 6'-6'8", 120-220 lbs. Crimson, leathery skin, brutal features, white pupilless eyes, long black hair.

Attributes: DX+1, HT+1, ST+2.

Advantages: Combat Reflexes.

Disadvantages: Bad Temper.

Skills: Broadsword (DX), Kanquan (DX), Knife (DX), Leadership (IQ), Riding (DX).

Language: Quan (IQ).

Equipment: Battle armor over silk clothing, gauntlets and helm, cloak, twin dragon-pommel long daggers, broadsword, choice of a third weapon, graymane steed.

Roleplaying: The Kang warriors are those who've passed the grueling torture known as basic training. This training tends to hone and sharpen an already fanatical desire to cause destruction. They consider death in battle to be the highest honor a warrior can receive; thus they're completely fearless in combat. They too revere the battle God Zoriah, and consider every slain foe a gift to His glory.

Adventure Seed: The PCs are officers in an army that guards a border with the Kang. Lately, the Quan forces have been shifting around and they seem to be building up a force in one area of the border. Can the PCs realize in time that the Kang are preparing for a massive strike, and can they do anything to prevent it?

Kang Warrior-Priest

+71 points

The warrior-priests advise the Kang in times of need. In other words, they whip the fanatical warriors into a battle rage and hurl them against the enemy. The warrior priests aren't far behind them, as they too thrive on battle. Only males who've shown their prowess in battle and a deep understanding of the scriptures of Zoriah can become warrior-priests.

Appearance: 6'-6'8", 120-220 lbs. Crimson, leathery skin, brutal features, white pupilless eyes, long black hair.

Attributes: DX+1, HT+1, ST+2.

Advantages: Literacy, Magery 1, Strong Will +1.

Disadvantages: Bad Temper.

Skills: Broadsword (DX), Kanquan (DX), Knife (DX), Leadership (IQ), Riding (DX), Field of Study (Invocation).

Language: Quan (IQ).

Equipment: Red iron battle armor over well padded silk clothing, gauntlets, helm, holy symbol, cloak, twin dragon pommel long daggers, broadsword, graymane steed, spell book.

Roleplaying: The warrior-priests are the most skilled of all fighters in the Kang army, and won't hesitate to prove this fact to anyone who challenges them. Their fanatical devotion to Zoriah helps to give the troops inspiration when battle approaches. They despise any other religion on Talislanta, and consider the followers and the gods weak compared to Zoriah.

Adventure Seed: A Kang warrior-priest has begun to question his existence. In the last battle he participated in, he felt true fear and didn't want to die. Unfortunately, it's not that easy for such a respected member of the military and church to leave everything behind without retribution. He provides the PCs with all the necessary papers, and hires them to smuggle him out of the country.

Mandalan Mystic Warrior

+59 points

Within the Quan Empire, there's no stranger race than the Mandalans. When the Quan attacked, they gave up without a fight. Now they perform services for their masters in quiet obedience. The Mandalans believe in passive resistance, they're attempting to beat the system from within. Like the Ispasians, they're forcing the Quan to become dependent on them for most things. There's a secret society helping to ensure the Mandalans won't be slaves for much longer. They're called the Mystic Warriors, and they perform secret missions against the Quan and the Kang that's beginning to de-stabilize their economy.

Appearance: 5'6"-6', 90-170 lbs. Golden skin, almond shaped eyes, placid features, shaven head; females may wear a top-knot.

Attributes: DX+1, IQ+1.

Advantages: Alertness +1, Charisma +1, Increased Move +1, Literacy, Magery 2, Strong Will +2.

Disadvantages: Pacifism (Can't Kill), Poor.

Skills: Acrobatics (DX), Lockpicking (IQ), Mandaquan (DX), Stealth (DX), Traps (IQ), Field of Study (Mysticism).

Language: Common Talislan (IQ), Quan (IQ).

Equipment: Robe of Mandalan silkcloth, sandals, lockpicks, 25 feet of strong silkcord worn as a belt, spell book.

Roleplaying: The Mandalans' strength of spirit will ensure that they'll never be broken by their overlords. They believe in passive resistance, and are convinced that their freedom will eventually come through quiet and constant changes. They abhor killing, but are well-trained in the arts of non-lethal combat. The Mystic Warriors have resolved themselves to the task at hand and will stop at nothing to ensure their freedom.

Adventure Seed: While traveling through Kang territory, the PCs stumble across a Mystic Warrior enclave. The Mandalans will try and convince the PCs not to give their location away --- keeping them hostage if necessary. Depending on their loyalties, the PCs may gain compassion for the Mandalans, and join their raiding parties.

Mandalan Savant

+47 points

The Mandalans have always been interested in the pursuit of knowledge. Fortunately for them, the Quan occupation only hampered their supply slightly, as they own one of the largest libraries on Talislanta. The majority of Mandalans are philosophers and sages, helping to build up the Quan's dependence upon them.

Appearance: 5'6"-6', 90-170 lbs. Golden skin, almond shaped eyes, placid features, shaven head; females may wear a top-knot.

Attributes: IQ+1.

Advantages: Alertness +2, Charisma +1, Literacy, Magery 2, Strong Will +2.

Disadvantages: Pacifism (Can't Kill), Poor.

Skills: Agronomy (IQ), Mandaquan (DX-3), Naturalist (IQ), plus any 3 scholarly pursuits, trades or crafts at the 2 point level, Field of Study (Mysticism).

Language: Archaen (IQ), High Talislan (IQ), Quan (IQ).

Equipment: Silkcloth robe, sandals, 2d6 scrolls, shoulder pouch, spell book.

Roleplaying: The Mandalans' philosophy of quiet resistance from within has helped them to withstand the tormenting subjugation from their Quan masters. The savants avoid violence at all cost, preferring to bury their heads in the ample tomes and scrolls found within the empire's libraries. The fact that they're seen as weaklings by the Kang warlords --- and thus are frequently subject to cruel beatings --- has done little to weaken their spirit.

Adventure Seed: The second largest library on Talislanta belongs to the Kang. They care so little about it that they don't even realize that a group of savants are smuggling out books to the Lyceum Arcanum. The PCs are one of those groups that slip through the Kang security with the valuable books. This day, however, the Kang are suspiciously watching activities around the library.

Manra Shapechanger

+83 points

The Manra are a race of shapechangers that live deep in the Chana jungles. They can assume the shape of any creature they've seen, as long as it's the same size. They're under constant harassment by the Kang, who fear them because of their shapechanging abilities. How they achieved their abilities is under constant speculation, but many believe it comes from a magical mixture of herbs and plants found in the jungle.

Appearance: 5'-6', 90-170 lbs. Golden skin, almond- shaped eyes, brown hair, slender build.

Attributes: DX+1, HT+3.

Advantages: Alertness +1, Shapechange.

Disadvantages: Addiction (Kesh).

Skills: Axe/Mace (DX), Bola (DX), either Tracking (IQ) and Traps (IQ) or Naturalist (IQ) and Physician (IQ-1).

Language: Chanan (IQ).

Equipment: Garments of coarse cloth, pouch, threestrand whipsash and stone club, 2d6 x 10 gold lumens in rare herbs, semi-precious stones and bits of gold.

Roleplaying: The Manra are a peaceful folk who just want to be left alone by their neighbors. The only time they travel abroad is to learn the shape of other species on the planet to imitate. Sadly, all shapechangers are strongly addicted to the drug kesh, which they use in the magical mixture that allows them to shapechange. They're in tune with nature, and worship several nature gods that they believe watch over them and guide them in times of turmoil.

Adventure Seed: The drug kesh invariably causes insanity in its users. Those afflicted are sent out of the jungle by the Manra to die on their own. The process often takes several months, and the insane addict can often get into mischief before the drug overwhelms him. The PCs are traveling near the Chana jungles. Something is murdering pack animals and travelers one by one. Can they realize that they're dealing with a shapechanger before it's too late?

Mondre Khan Warrior

+57 points

Current speculation claims that the Mondre Khan are a sorcerous hybrid race created by a Quan wizard. Left to fend for themselves, they've done surprisingly well and have created what could be called a society in the Eastern Quan mountains. They're the only race living within the Quan Empire's borders that has yet to be subjugated. This is because any attack is met by vicious guerrilla fighters who attack the Kang unseen with avalanches and traps.

Appearance: 6'-6'6", 160-250 lbs. Mane of course black hair, bestial features, shaggy forearms and forelegs, claws, leathery brown skin.

Attributes: DX+2, HT+1, ST+2, IQ-1.

Advantages: Claws, Increased Move +1, Natural Climber.

Disadvantages: Charisma -1, Poverty (Poor).

Skills: Blade Star (DX), Camouflage (DX), Shortsword (DX), Stealth (DX).

Language: Chanan (IQ), Sign Language (IQ).

Equipment: Leather and plate armor, rasp, caltrops, 2d4 blade stars, hide breechcloth (both males and females), pouch, rope and small grapnel, tinderbox.

Roleplaying: Without magic, the Mondre Khan are slowly devolving back to a savage, feral existence. Their manlike qualities are their most prized possessions, and the entire society reflects this. They despise the Quan and the Kang, slowly torturing any prisoners they catch. They're fearful of outsiders, but warm up quickly to those civilized people that they meet, especially those who can help to slow the devolution.

Adventure Seed: Despite the lack of magic in their society, the Mondre Khan are slowly developing a society of some worth. They've begun to send people to various large cities to learn at their academies. The PCs befriend a Mondre Khan in the Lyceum Arcanum who tells them of her people's dilemma. Can they offer any assistance to help the Mondre Khan throw off the Kang oppressors?

Nagra Shaman

+135 points

The Nagra live in two completely different worlds at the same time. Unlike other races on Talislanta, they're not forced to only live in the world of the flesh. They possess

a unique ability to peer into the spirit world, and use these visions to help them in mundane affairs. The Shamans use kesh to achieve a trance and enter the spirit world. There, they can commune with their ancestors, or talk to the many spirits that inhabit the Chana jungle.

Appearance: 5'2"-6', 100-160 lbs. Mottled gray-green skin, ebony eyes, peaked skull, black fangs.

Attributes: DX+1, HT+3, IQ+1.

Advantages: Alertness +2, Increased Move +1, Magery 2, Spirit Tracking, +3 to Running skill.

Disadvantages: Charisma -1, Addiction (Kesh).

Skills: Blowgun (DX), Knife (DX), Naturalist (IQ), Physician (IQ), Running (HT), Stealth (DX), Survival (Jungle) (IQ), Tracking (IQ), Fields of Study (Shamanism and Primitive Enchantment).

Language: Chanan (IQ), Sign Language (IQ).

Equipment: Fur clothing, pouches containing various pigments and mixtures, ankle and wristbands of woven fibers, spirit jar, exomorph or tarkus-fang earrings, blowgun with pouch of twenty venomwood darts, bone dagger, 4d6 x 6 gold lumens in semi-precious stones.

Roleplaying: For most people, the world is a strange and dangerous place. For the Nagra, this is doubly so. Through the use of kesh, they can see the many spirits that inhabit the Chana jungle. This ability makes their point of view like no other on Talislanta, and other races find it difficult to converse with them. (Imagine trying to talk to the seemingly-mad Nagra who seems intent on bringing the points of view of his ancestors into the conversation.)

Adventure Seed: A Kang commander has realized that a Nagra shaman would make the perfect spy. With his powers, a shaman could command the spirits to inform him of someone's activities. So the Kang hires the PCs to bring back a Nagra shaman using whatever means are necessary. Little do they realize the complications the denizens of the spirit world can cause.

Nagra Spirit Tracker

+96 points

The Nagra have few possessions, and very little need for anything. Still, every now and then they must interact with the outer world. Many who do so hire out their skills as trackers. Everyone leaves a faint spirit trail that the spirit tracker can follow. Furthermore, if need be, the tracker can consult the spirits that the prey passed by. This way, not only do they know the prey's direction, but its condition, equipment and anything else the tracker should be aware of.

Appearance: 5'2"-6', 100-160 lbs. Mottled gray-green skin, ebony eyes, peaked skull, black fangs.

Attributes: DX+1, HT+3, ST+2.

Advantages: Alertness +2, Increased Move +1, Spirit Tracking.

Disadvantages: Addiction (Kesh), Charisma -1.

Skills: Blowgun (DX), Camouflage (IQ), Climbing (DX), Knife (DX), Poisons (IQ), Tracking (IQ), Traps (IQ), Stealth or Physician at the four point level.

Language: Chanan (IQ), Sign Language (IQ).

Equipment: Fur clothing, pouch, exomorph earrings, ankle and wrist bands of woven plant fibers, spirit jar, blowgun with packet of twenty venomwood darts, bone dagger, 2d6 x 6 gold lumens in semi-precious gems.

Roleplaying: The spirit trackers believe that there's a grave amount of danger involved when dealing with spirits. Thus, they wear spirit jars around their necks to distract any spirits that may want to control their bodies. They're difficult to deal with, and many races find them uncivilized and barbaric. Still, outsiders are often willing to overlook this fact to gain the spirit tracker's abilities.

Adventure Seed: The PCs need someone followed, and the only person who could do the job is a Nagra spirit tracker. First they must delve deep into the Chana jungle to find one. The PCs may not exactly know who they're following, as she's incredibly powerful and has left several spirits on her trail to confuse and possibly even harm her pursuers. The spirit trackers are quite able to see and talk with the spirits, but not all are well-versed in defending against them.

Quan Noble

-32 points

The Quan Empire is named after the obese masters that once ruled it. Sadly, they slowly squandered their power away to the races under their control. Finally, the Kang ruthlessly staged a coup and wrested power of the entire empire away from the Quan. Now the Kang allow the Quan to think they're still important. In actuality, they merely perform the administrative tasks necessary in running an empire.

Appearance: 5'-6', 180-300 lbs. Pale skin, bloated and corpulent physique, unhealthy appearance.

Attributes: IQ+1, DX-2, HT-2, ST-2.

Advantages: Literacy, Wealth (Filthy Rich).

Disadvantages: Charisma -1, Decreased Move -2, Fat, Laziness, Weak Will -1.

Skills: Administration (IQ).

Language: High Talislan (IQ), Quan (IQ).

Equipment: Rich apparel, costly jewelry of all sorts, an estate with many servants, slaves and lovers, makeup case (both males and females), 4d6 x 5000 gold lumens in valuables.

Roleplaying: The Quan are a deluded race. They still think that they have power, when they're only puppets of the Kang. A Quan's first priority is to accumulate wealth and live in the lap of luxury for the rest of his short unhealthy life. They're immensely overweight, and consider it a sign of nobility and success. They lack morals entirely; murder and slavery are just ways to achieve a higher level of comfort and wealth.

Adventure Seed: With so much time on their hands, it's not surprising that the Quan find such joy in political infighting and subterfuge. The PCs will become involved with a Quan trying to destroy a rival. After running a few missions for her, it'll become apparent that the Quan is actually in league with her rival, and together they're attempting to use the PCs as scapegoats to cover up for their many crimes.

Sunra Aquamancer

+88 points

The Sunra aquamancers understand the vast power of the Quan oceans. Their aquamantic skills are vital to their underwater society. Because of their importance, most aquamancers are placed in highly responsible positions as elders. Often an aquamancer is called upon to lead the dragon barques on their missions of exploration.

Appearance: 5'10"-6'4", 120-180 lbs. Skin covered with fine silvery scales, deep blue eyes, webbed feet.

Attributes: IQ+2.

Advantages: Alertness +1, Enhanced Move (Swimming x 2), Literacy, Magery 3, Semi-Aquatic, Strong Will +1.

Disadvantages: Poverty (Poor).

Skills: Cartography (IQ), Navigation (IQ), Physician (IQ), Field of Study (Aquamancy).

Language: Quan (IQ), Sunran (IQ).

Equipment: Cloak, loincloth of Mandalan silkcloth for males, Mandalan silk robes for females, boots of rainbow kra hide, silk headband, astrolabe, spell book, quill pen, and crystal vial of sepia ink.

Roleplaying: Because of over five centuries of subjugation, many tendencies common to other races aren't prevalent among the Sunra. They've no concept of greed, and feel that the available goods should be shared among those who need them. The aquamancers consider it their duty to help the Sunra live in as much comfort as can be obtained under the Quan rule. They're the teachers and the thinkers of the race and held in very high regard.

Adventure Seed: Under the command of an aquamancer, the crew of a dragon barque mutinied against its Kang master. Now the ship travels up and down the coast attacking Kang ships and freeing the Sunra crews. The Kang have begun taking their anger out on the Sunra, killing hundreds for the crimes of the renegade ship. The Sunra council has made a decision, and hires the PCs to stop the ship in its rampage.

Sunra Mariner

+59 points

The entire Quan fleet is crewed by the Sunra; this is the primary reason the Quan conquered the Sunra in the first place. They're highly skilled sailors, reasonable soldiers and completely fearless of the water. Because of their aquatic upbringing, they've developed several innovative tactics for sea combat, such as gutting enemy ships from below and the harnessing of underwater creatures for their use in battle.

Appearance: 5'10"-6'4", 120-180 lbs. Skin covered with fine silvery scales, deep blue eyes, webbed feet.

Attributes: DX+1, IQ+1, ST+1.

Advantages: Alertness +2, Enhanced Move (Swimming x 2), Semi-Aquatic.

Disadvantages: Poverty (Poor).

Skills: Cartography (IQ), Knife (DX), Piloting (Dragon Barque) (DX), Spear (DX).

Language: Quan (IQ), Sunran (IQ).

Equipment: cloak and tunic of Mandalan silkcloth, boots of rainbow kra hide, spear, dagger, astrolabe, sea chart (scroll with scrimshaw case), quill pen, and crystal vial of sepia ink.

Roleplaying: There's never a shortage of Sunra volunteers to become sailors in the Quan fleet. Because of its reputation, the fleet rarely sees combat, which is okay by the Sunra who would rather sail the sea than fight. They revere the moonfish as an avatar of their great sea gods, and consider the killing of one an act punishable by death.

Adventure Seed: The PCs are in a ship trying to cross seas controlled by the Quan Empire. Off on the horizon they see a Sunra ship bearing toward them. If the PCs play their cards right, they can probably get away without resorting to combat. The

Sunra would much rather patrol with their ships than actually enforce the will of the Quan Empire. Of course, the Kang leader on the ship may have other ideas...

Sunra Dragon Hunter

+85 points

When the Quan originally attacked the Sunra, a small group escaped to a secret island beyond the far seas. There they set up and created a society completely separate from their subjugated brothers. Their chief source of income comes from the sale of sea dragon hides and ivory, which they trade with surrounding empires.

Appearance: 6'-6'4", 120-180 lbs. Skin covered with fine silvery scales, deep blue eyes, webbed feet.

Attributes: DX+1, IQ+1, ST+1.

Advantages: Alertness +2, Enhanced Move (Swimming x 2), Combat Reflexes.

Disadvantages: None required.

Skills: Knife (DX), Piloting (Dragon Barque) (DX), Spear (DX).

Language: Quan (IQ), Sign Language (IQ), Sunran (IQ).

Equipment: Armor of sea dragon scales over padding and Mandalan silk clothing, boots of rainbow kra hide, spear, dagger, astrolabe, sea chart (scroll with kra scrimshaw case), quill pen, and crystal vial of sepia ink, 2d6 x 10 gold lumens in pearls, scavenged treasure and mixed coins.

Roleplaying: Although they're technically the same race, the Sunra who escaped are completely different. They possess the same desire to accumulate wealth as other races, yet they're using it for a specific purpose. Eventually, they intend to free their Sunra brothers from the Kang, and they'll need a tremendous store of wealth to pay for such an operation. They value their freedom, and would rather die than live under the oppression their brothers are forced to endure.

Adventure Seed: A Sunra dragon hunter has devised an interesting plan. She intends to capture sea dragons through the use of magic, and use them against the Quan fleet when they attack. Unfortunately, the only magic strong enough can be found in Cymril's Lyceum Arcanum, out of reach of the amphibious Sunra. She hires the PCs to seek out a renowned mage skilled in the art of dragon control for aid.

Vajra Engineer

+76 points

The Vajra are a race of reptilian humanoids who live in burrowed subterranean chambers beneath many Quan cities. They're responsible for the beautiful and finely-crafted buildings that are so common in the Empire. They have an inherent magical ability that allows them to burrow into the ground with surprising speed.

Appearance: 4'8"-5'4", 140-200 lbs. Body covered with overlapping orange-brown scales, squat, heavy-limbed.

Attributes: DX+1, HT+2, IQ+1, ST+2.

Advantages: Acute Hearing +2, DR 2, Tunneling.

Disadvantages: Charisma -1, Nearsighted, No Sense of Humor, Poverty (Poor).

Skills: Four engineer specialties (Mining, Fortifications, Siege Engines and one specialty of choice) (IQ), Area Knowledge (IQ), Spear (DX).

Language: Quan (IQ).

Equipment: Loincloth, wide belt for tools, iron spear, shoulder pack.

Roleplaying: The Quan forced the Vajra to submit to their rule by threatening to destroy the hibernation chambers and its unfortunate occupants. Thus the Vajra hold a

deep hatred for the Quan and their Kang allies, and secretly scheme toward the day when they can regain their freedom. They hide their emotions carefully, making the Kang think only of them as stupid, unthinking workers. They enjoy hard work and consider it their method of worshipping the Earth Goddess Terra.

Adventure Seed: While excavating, a Vajra engineer discovered a long-forgotten complex of caves beneath a Quan city. He doesn't wish the treasures within to fall to the hands of the Kang, so he makes a deal with the PCs. They may plunder the caves, but must give half of what they find to the Vajra. Of course, there's far more down in the caves than simple artifacts.

Xanadasian Chronicler

0 points

The Temple of the Seven Moons atop Mount Mandu is home to the Xanadasian Chroniclers. The temple was created by a group of Talislantan scholars who were unhappy with the state of research and the search for enlightenment by the civilized nations. In their lofty perch, they've amassed a great store of knowledge which they use to seek out answers to many puzzling questions. Scholars and thinkers from other lands are always welcome to partake of the Xanadasians' hospitality... for a price. For every week that the guest intends to stay, he must provide one tome that the Xanadasians add to their already massive library.

Appearance: Several different races make up the Xanadasians, so there's no set appearance.

Attributes: As original archetype

Advantages: As original archetype (Magery 1 is a prereq.).

Disadvantages: As original archetype plus the Poverty (Dead Broke) disadvantage.

Skills: As original archetype, plus the following: Anthropology (IQ), History (IQ), plus any three scholarly pursuits or trades and crafts (at the four point level), Field of Study (Astromancy).

Language: Archaen (IQ), High Talislan (IQ), Quan (IQ).

Equipment: Silver and black robes, cloak and cap decorated with arcane symbols, large leather-bound tome, amberglass inkwell, quill pens, amberglass scrying sphere, scrolls.

Roleplaying: The life of a Xanadasian is the relentless pursuit of knowledge. They feel that it's their solemn duty to catalog every facet of Talislanta's history for future generations. They have an inquisitive nature, and question everything. They treat tomes --- especially magical ones --- as being worth their weight in gold.

Adventure Seed: The unthinkable has happened. The Quan have somehow slipped a spy into the Xanadasian temple. The Chroniclers began to suspect this when several books are stolen from the library. The PCs have several questions they need answered by the Chroniclers, but before they do, they require that the PCs find the culprits.

THE DESERT KINGDOMS [B-HEAD]

Djaffir Merchant

+33 points

The Djaffir are a race of hardy nomads who live in the blasted Djaffa desert. Because of several deals with Yitek, the Djaffir have accumulated many artifacts and treasures which they sell to greedy collectors along their trade routes. The tribes often

plunder other caravans that they come across, leading to their reputation as bandits --- although the Djaffir will argue this title, as they prefer to be known as businessmen.

Appearance: 5'-6', 100-160 lbs. Dark brown skin, hair and eyes, wiry build.

Attributes: DX+1, HT+1, IQ+1.

Advantages: None required.

Disadvantages: Vow (never remove mask in public).

Skills: Bow (DX), Dagger (DX), Merchant (IQ), Riding (DX), plus Animal Handling or Caravan Master (IQ).

Language: Common Talislan (IQ), Nomadic (IQ).

Equipment: Leather fetish mask, cloak, robes, and headdress of light linen cloth, boots of soft ahtra hide, curved dagger, horn short bow with quiver of twenty arrows, belt and shoulder pouches, ahtra steed with cooking utensils and other baggage, 4d6 x 5 gold lumens.

Roleplaying: The Djaffir are a dark and superstitious lot. They believe that the magical masks they wear help to stave off the effects of mind-control spells and harmful spirits (there's some evidence that they're correct in this matter). The Djaffir never take their masks off, as they feel vulnerable without them. Their brutal environment has created a truly hardy society that can live through almost any predicament.

Adventure Seed: The Djaffir tribes have very few oases where they can water and regain supplies. At one oasis, several tribes have created a large tent city at which to rest and do business. The PCs are traveling with one of the tribes, and will realize that the other tribes are planning to attack and plunder their caravan as soon as they leave the oasis. Can they defuse the situation before trouble starts?

Djaffir Wizard

+66 points

Their wizards are perhaps the only reason the Djaffir have survived so long. With their magic they can create water out of the air, and reduce the effects of the grueling environment on the people. They're also responsible for crafting the fetish masks which all Djaffir wear to protect themselves against mind-control magic and evil spirits.

Appearance: 5'-6', 100-160 lbs. Dark brown skin, hair and eyes, wiry build.

Attributes: HT+1, IQ+2.

Advantages: Charisma +1, Literacy, Magery 2, Strong Will +1.

Disadvantages: Vow (never remove mask in public).

Skills: Riding (DX), Physician (IQ), Field of Study (Wizardry).

Language: Archaen (IQ), Common Talislan (IQ), Nomadic (IQ).

Equipment: Leather fetish mask, cloak, robes and headdress of linen, boots of soft animal hide, curved dagger, hide-bound spell book, d4 amber crystal vials (elixirs and potions), belt and shoulder pouches, ahtra steed with baggage, 2d6 x 10 gold lumens.

Roleplaying: It's rumored that the Djaffir were once related to the Kasmirans. The resemblance between the two races is uncanny. The Djaffir will argue vehemently against this fact, calling the Kasmirans blood-suckers (a nickname many races just happen to have for the Djaffir also). The wizards understand the importance of their role in society, and do whatever they can to help provide protection for their people.

Adventure Seed: With a careful disguise --- primarily a fetish mask --- a crafty Kasmiran has infiltrated a Djaffir tribe to try and steal some of their artifacts. It just so happens that the PCs have been hired to track down this merchant for his previous

crimes. They should become confused when the trail leads to a Djaffir tribe deep in the desert. Do the PCs have the skills necessary to survive in the brutal Djaffa wastelands?

Dracartan Desert Scout

+41 points

The Dracartans live in the red sands of Carantheum which lies directly in the center of Talislanta's great desert. Like the other desert dwellers, they live in a brutal environment where only the strongest survive. All male Dracartans who reach the age of 20 are required to join the army and fight to protect their tenuous borders. Once a Dracartan has served in the army for 10 years, he's promoted to the rank of Guide, and given the command of many men. This is one of the highest accomplishments a desert warrior can receive.

Appearance: 6'-7', 140-240 lbs. Jade-green skin, chiseled features.

Attributes: HT+1, ST+1.

Advantages: Alertness +1, Combat Reflexes.

Disadvantages: No Sense of Humor.

Skills: Broadsword (DX), Crossbow (DX), Riding (DX), Stealth (DX), Survival (Desert) (IQ), Tracking (IQ).

Language: Common Talislan (IQ), Nomadic (IQ).

Equipment: Vest of red iron disks padded with fine linen, red iron torc and bracers, linen and chain mesh headdress, breechcloth, longsword with shoulder sheath, hurlant with quiver and twelve bolts, choice of third weapon, 2d6 x 10 gold lumens.

Roleplaying: The Dracartans are a solemn race who hold no prejudice. They treat all they meet as equals, and judge a person on individual merits. They worship a god known as Jamba, who led the original tribe to the site where the city of Dracarta now stands. Most Dracartans look forward to joining the army, as they know that they're the only defense Dracarta has against their many enemies.

Adventure Seed: The priests of Jamba spend much of their day listening quietly for their god to speak again. A Sarista gypsy thought it would be funny if he helped them to hear the words of the great Jamba. All was going well, until the priests found out what he was doing. Now he's on the run into the desert with a Guide hot on his heels. The priests noticed that he was spending a lot of time with a group of foreigners (the PCs), and decides they're sure to have had a part in this ruse also.

Dracartan Thaumaturge

+50 points

Thaumaturgy is the magical skill of changing the state of matter, and it's impossible to cast most of these spells without quintessence. Only the Dracartans possess the knowledge and devices to create this strange powder; thus, their abilities are sought by mages and mystics all over Talislanta.

Appearance: 6'-7', 140-240 lbs. Jade-green skin, chiseled features.

Attributes: IQ+1.

Advantages: Alertness +1, Literacy, Magery 3, Strong Will +1.

Disadvantages: No Sense of Humor.

Skills: Engineer (One specialty) (IQ), Field of Study (Thaumaturgy).

Language: Archaen (IQ), Common Talislan (IQ), Nomadic (IQ).

Equipment: Thaumaturge's robes and cap, cloak, wand, red iron torc and bracers, spell book, 4d6 x 20 gold lumens in Dracartan pyramids.

Roleplaying: The Dracartan thaumaturges see the world as a very temporary one. With their magic, they change the state of matter freely --- gas into solid, liquid into gas, etc. They're innately curious, and wish to determine the abilities and usefulness of any magical device they come across. They're passionately religious, and praise Jamba every time they successfully cast a spell. When the spell is cast, it's a constant reminder that Jamba is still ever present, and carefully watching over his people.

Adventure Seed: The PCs have been hired to slip into a Dracartan thaumaturge's lab and steal an ample supply of quintessence. On the cautious side, the wizard has a few interesting defenses planned. The PCs should be taken completely unawares when they realize that much of the stone floor is in a gaseous state.

Rajan Assassin

+47 points

The Rajan assassins are the elite murderers for the Nihilist Cult, and often do work-for-hire for nearly every nation in the Eastern Lands and the Desert Kingdoms. They may be assigned to work as torturers, inquisitors, or the personal bodyguards of the Khadun of Rajanistan and his necromancer priests.

Appearance: 5'4"-6'4", 100-200 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.

Attributes: IQ+1, ST+1, DX+1.

Advantages: Increased Move +1.

Disadvantages: Fanaticism (Khadun).

Skills: Stealth (DX), Poisons (IQ), Tracking (IQ), Shadowing (IQ), Interrogation (IQ), Knife (DX), Garrote (DX).

Language: Rajanin (IQ).

Equipment: Veiled headdress, cloak, loose-fitting garments cinched at wrists and ankles with silken cords also used for strangling, pouch (with d6 vials of poison and toxic powders), clawed gauntlets, two daggers, 4d6 x 10 gold lumens.

Roleplaying: Before a Rajan can join the secret society of the Torquar, they must renounce all family and friend affiliation; furthermore, they must swear their allegiance to the Khadun --- this is their new family now. They're cold and efficient when it comes to doing their job; weakness and morality have no place in the Torquar.

Adventure Seed: Rumors have leaked out that the Khadun is going to make a trip to one of Rajanistan's nearby neighbors, and nearly every enemy nation is looking for a chance to attack their most hated foe. The PCs have been hired to lead up a mercenary unit, and attack the Khadun's caravan. What will they do when they realize that the caravan is actually a trap, created to catch infidels.

Rajan Assassin-Mage

+74 points

The Rajans live in the windswept lands of Rajanistan. They follow the strict doctrines of the Nihilist Cult, led by the death-obsessed, ruler-priest Khadun. The assassin mages serve as the underlings of the necromancers, and enforce the principles of the Khadun. They're skilled in the arts of stealth and torture; there's no secret that an assassin-mage --- with the right tools, spells and a little perseverance --- can't delve out of a victim.

Appearance: 5'6"-6'6", 130-230 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.

Attributes: DX+1, IQ+1,

Advantages: Alertness +1, Increased Move +1, Literacy, Magery 2, Strong Will +1.

Disadvantages: Fanaticism (the Khadun).

Skills: Administration (IQ), Interrogate (IQ), Knife (DX), Fields of Study (Alchemy and Necromancy).

Language: Rajanin (IQ).

Equipment: Cloak, headdress, clothing, gloves, and mask of black strider hide; iron-bound spell book, clawed gauntlets, two daggers, pouch (with d6 vials of poison and powder), various devices used for torture.

Roleplaying: The assassin-mages are the grim manifestation of Death --- the god worshipped by the Rajans. Their reputation alone is enough to keep most Rajans pious, and walking firmly down the path of righteousness. It takes a special personality to be able to fulfill the tasks the assassin-mages are called upon to do, so it's no surprise that most are somewhat sadistic.

Adventure Seed: A Rajan assassin-mage needs a special ingredient for a particular poison she intends to concoct. The poison requires the use of kesh --- a plant found only in the Chana jungles. She hires the PCs to retrieve some of the substance for her. As the plot unfolds, the PCs should realize that the Rajan can't afford to let the PCs live after they've helped take part in her scheme to kill her necromancer master, and take his place.

Rajan Desert Warrior

+72 points

The desert warriors are the Khadun's fighting force. As armies go, they're of average skill and possess inferior equipment and supplies. What sets them apart, however, is a rugged ability to survive in the harsh Rajanistan desert. Furthermore, they're fervently religious, willing to kill or be killed in the name of the Khadun.

Appearance: 5'6"-6'6", 130-230 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.

Attributes: HT+1, ST+1, IQ-1.

Advantages: Alertness +1.

Disadvantages: Charisma -1, Fanaticism (the Khadun).

Skills: Bow (DX), Broadsword (DX), Knife (DX), Riding (Ahtra, Land Lizard or Eqs) (DX), Stealth (DX), Shield (DX), Survival (Desert) (IQ).

Language: Rajanin (IQ).

Equipment: Cloak, veiled turban, partial plate armor of black iron over thinly-padded bodysuit, shield, scimitar, dagger, horn short bow with quiver of twenty arrows; pouch, and ahtra, land lizard or graymane steed.

Roleplaying: The leaders of the Rajans have learned well how to control their people, and create a loyal fighting force in an environment that would break most races. The desert warriors are completely fearless in battle, as they welcome their turn to embrace their god of death.

Adventure Seed: What the desert warriors lack in combat prowess, they make up for in tenacity and complete fearlessness. The PCs are scouts in an army sent to determine the shape of Rajans' defenses. They can only get so close, but it seems like the Rajans are herding some sort of burrowing creatures into the areas the PCs' army intends to attack. Just what do they have in store for the PCs' army?

Rajan Necromancer-Priest

+72 points

The embodiment of Death plays a key role in Rajans' society. As a constant reminder, the dead walk the streets beside the living in a strange mosaic of decay and life. The necromancer-priests use their powerful magic to carry out the will of the Khadun. It takes over fifty years for a promising priest to reach the very inner circles of the religion. The further they go, the more secrets of Rajan society are revealed to them.

Appearance: 5'6"-6'6", 130-230 lbs. Dark brown skin, black hair, blood-red eyes, horns protruding from chin and forehead.

Attributes: IQ+1, HT-1, ST-1.

Advantages: Charisma +1, Magery 3, Strong Will +2, Wealth (Wealthy).

Disadvantages: Fanaticism (the Khadun).

Skills: Staff(DX), Fields of Study (Alchemy, Necromancy and Invocation).

Language: Rajanin (IQ).

Equipment: Gray cloak, robes, headdress, and gloves, black iron death mask, ornate belt, staff with death's head, spell book, d6 amberglass vials in pockets of cloak (toxic powders and elixirs).

Roleplaying: The necromancer-priests spend much of their lives around death. They breathe it, they create it, and most of all, they worship it. Prolonged exposure to this grim subject has driven many of them quite mad. When they reach a certain level of power, their god grants them the ability to see into the spirit world. The onset of this ability usually pushes the mage over the edge of sanity if he hasn't crossed it already.

Adventure Seed: For five hundred miles around the capital of Rajanistan, strange things have been happening. Desert nomads claim that at night the dead arise and walk the streets, and spirits howl the torment of their lost lives. A spell has backfired and given a necromancer-priest a frightening insight into the grim spirit world that he so worships. The Rajans call this experience "the embrace of Death"; foreigners call it "a severe loss of sanity". The massive influx of power has not only driven him completely mad, it's opened a magical channel to the spirit world. Can the PCs track him down and stop him before he really starts to cause problems?

Shadinn Executioner

+34 points

As the Rajans worship Death, they feel that the greatest achievement someone can attain is to die and join the grim deity to learn about the truths of life. Thus Rajans have no fear of death, and welcome it when it comes. They despise the fact that other beings could have the chance to bask in Death's glory, so they've come up with a solution -- the Shadinn executioners. The Shadinn's blades are endowed with a special enchantment that the Rajan believe robs the victim of an afterlife. The Shadinn also act as the elite warriors of the Rajan, sending heretics to oblivion with every blow.

Appearance: 6'8"-7'4", 300-450 lbs. Dark brown skin, horns, black hair, blood-red eyes, clawed hands and feet.

Attributes: HT+2, ST+3, IQ-1, DX-1.

Advantages: Claws, Combat Reflexes.

Disadvantages: Bloodlust, Charisma -1, Decreased Move -1, Truthfulness.

Skills: Axe/Mace (DX), Interrogate (IQ).

Language: Rajanin (IQ).

Equipment: Black headdress, loincloth, war axe, black partial plate, choice of two other weapons, land lizard mount.

Roleplaying: Centuries ago, the Rajans' empire expanded greatly. The Shadinn were among the races that were brought under the new rule of the Rajans. Unlike most races --- who were quickly crushed under the Khadun's iron fist --- the Shadinn achieved an honorable position in Rajan society. Although they were of a different race, they shared the same philosophical beliefs as the Rajan. They're blunt, preferring to reveal the truth in any matter regardless of the consequences. Their lack of mercy matched with their religious devotion ensures that they'll never stray from the path to glory as they "reward" heretics, prisoners and slaves.

Adventure Seed: The PCs are hired to acquire a Shadinn sword --- for use in a murder where the soul of the victim can't accuse or torment the murderer. It's no small feat to steal one of the Shadinns' most prized possessions, but when the PCs find out the true purpose of the sword, the more pious in the group might have second thoughts...

Vird Infantry

-15 points

The Rajans hold those of pure blood in high regard, rarely wishing to risk them in battle. Thus, they usually make use of the Virds --- a mixture of races that live in the deserts to the north of Rajanistan --- as expendable troops in most military engagements. Only if a situation is extremely important are the Rajans' desert warriors brought in.

Appearance: The Virds are a mixture of the races that make up the Rajanistan nation, so there's no common appearance.

Attributes: IQ-1.

Advantages: Alertness +1.

Disadvantages: Charisma -1, Jealousy, Poverty (Poor).

Skills: Three skills selected from Thief/Spy skills, Craft skills or Outdoor skills, all at the four point level, Broadsword (DX), Dagger (DX).

Language: Rajanin (IQ).

Equipment: Cloak, veiled turban, armor and shield of land lizard's hide (treat as leather) over thinly padded bodysuit, scimitar, dagger, pouch, d6 x 5 silver pieces.

Roleplaying: The Virds are treated as inferiors to those of pure Rajan blood. (It's said that they don't feel the true fury of Death in their blood.) Like most societies treated harshly, they're fiercely religious --- even more so than the Rajans themselves. This worship of Death is the only reason that they're able to gather enough courage to enter battle. Once Virds have routed, it's almost impossible to bring them back.

Adventure Seed: Many Virds secretly possess the desire to leave the Rajans' army and join under the Tirshata to take part in the Sub-Men uprising. A large force of Virds have deserted the army and are planning to march to Za. When this is discovered, the PCs are hired to go and turn back the force by capitalizing on the Virds' devotion to Death. Perhaps when they hear the true words of Death, and see His glowing visage on the horizon, they'll turn back. Of course, are the PCs' magical skills up to the task?

Yassan Technomancer

+100 points

Although the Yassan come from Red Desert, they're in high demand all over Talislanta for their skilled technological abilities. They practice an obscure knowledge --- assumed by most Talislantans to be magic --- known as technomancy, which deals with the construction, repair and maintenance of equipment and devices. Almost every large city is sure to have an overworked Yassan technomancer diligently fixing the technological wonders. Rumors say that, before the Great Disaster, the Yassan lived in perhaps the most technologically advanced society on Talislanta.

Appearance: 5'-6', 120-220 lbs. Metallic gray skin, "flat" features, squat physique, six-fingered hands.

Attributes: IQ+1, ST+1.

Advantages: Alertness +1, Comfortable, Manual Dexterity +5, Magery 2.

Disadvantages: Sense of Duty (Their clan).

Skills: Engineer (specialty) (IQ), Field of Study (Technomancy).

Language: Common Talislan (IQ), Nomadic (IQ).

Equipment: Hooded yellow tunic (with utility pouches) and breeches, heavy leather boots, gloves, pouches; black iron strongbox for technomancer's tools and elemental actuator.

Roleplaying: A difficult, nomadic life in the Red Desert has caused the Yassan to care for little more than survival; however, some instinct keeps them to be fascinated by mechanical devices, preferring to interact with them than other races. All Yassan are loyal to their clan first, to all other things second. Thus, any revenue generated goes to help the entire society prosper before it's used to acquire personal possessions.

Adventure Seed: The Cymril are planning to go to war against another nation. Before they launch their mighty air fleet, they've had a Yassan technomancer look over and overhaul all the levitation generators. After the fleet is already on it's way, the PCs --- who're back in Cymril --- discover that the technomancer was a terrorist, and almost assuredly sabotaged the windships. Can they warn the fleet in time?

Yitek Tomb-Robber

+50 points

The Yitek make their meager living in a particularly morbid way --- they open ancient burial tombs, selling what they find inside. Because of the increased interest in discovering secrets dating from before the Great Disaster, most civilized races appreciate the skills of the Yitek. There's no group better at disarming traps, locating passages and carefully removing the contents of old burial sites. Of course, the races whose ancestors are being plundered often don't have such a high opinion of them.

Appearance: 5'6"-6'4", 100-185 lbs. Brown skin and hair, angular features, lean build.

Attributes: DX+1, HT+1, IQ+1.

Advantages: Alertness +1, Night Vision.

Disadvantages: Charisma -2.

Skills: Antiquarian (IQ), Broadsword (DX), Knife (DX), Lockpicking (IQ), Merchant (IQ), Riding (Ahtra) (DX), Traps (IQ), Stealth (DX).

Language: Nomadic (IQ), Sign Language (IQ).

Equipment: Veiled headdress, cape, loose-fitting garments of woven gauze; pouch and shoulder sack, thieves' tools, dagger, scimitar, batra or tatra steed, 4d6 x 10 gold lumens in gold and assorted curios.

Roleplaying: Unlike other races, the Yitek burn the bodies of their dead. They consider burial --- especially with their possessions --- to be foolish, as the living could make much better use of the deceased's goods. Their favorite tombs to plunder are those belonging to the Shadinn, who take great offense at their actions. Other than the Shadinn, they're on good terms with most other races.

Adventure Seed: A long-forgotten tomb has been found deep in the Red Desert. So far, seven Yitek exploration parties sent to investigate have been lost. They're getting desperate to find out what's inside, so they hire the PCs to try their hand. It's thought

the tomb was created before the Great Disaster, and could hold treasures beyond anything the PCs have ever seen.

THE NORTHLANDS [B-HEAD]

Ice Giant Warrior

+7 points

Ice Giants are magical constructs found in great numbers throughout the frigid wastes of Narandu. It's believed that these creatures were created by an entity known as the Ice King, who's believed to be a demonlord or a magician of great power. Because of the waves of cold emanating from their bodies, they're actually contributing to the steady southward progression of the snow line.

Appearance: 9'-10', 1800-2400 lbs. Formed from ice, spiked ice crystals all over their bodies.

Attributes: ST+5, IQ-3, DX-2.

Advantages: Emanate Cold.

Disadvantages: Inconvenient Size, Vulnerability to Fire.

Skills: Axe/Mace (DX).

Language: Sign Language (IQ).

Equipment: Giant club made from ice and studded with uncut blue diamonds.

Roleplaying: The Ice Giants are sworn to a purpose, the complete icing over of Talislanta, and although most scholars won't admit it, they're well on their way to doing it. Each year, they push the Arctic line a few hundred more feet south. They worship the Ice King reverently, and will do anything their great master requires. Because of their composition, they're afraid of fire, and will do anything to avoid it --- a piece of information that most northern explorers would do well to remember.

Adventure Seed: The Mirin alchemists and enchanters have developed a new weapon designed to fight the terrible Ice Giants --- a machine which fires a long stream of flame. Because of their weakness to heat themselves, the Mirin hire the PCs to take the machine out for a test firing. Will the PCs trust Mirin enchantment enough when they encounter a group of Ice Giants?

Jaka Beastmaster

+113 points

The origin of the Jaka --- a race of primitives that live in the northern Yrmanian forest --- is subject of much controversy. Some sages speculate that they're evolved from a remarkably intelligent wolf-like creature, while others claim that they're the result of magical experimentation. Whatever the case, the Jaka possess many of the abilities of their animal counterparts, such as heightened sight, hearing and smell. They also seem to possess a sixth sense that allows them to perceive danger. The beastmasters befriend the many creatures that live within the Yrmanian forest and use them to help protect it in times of need.

Appearance: 5'8"-6', 120-180 lbs. Black fur, silver gray mane, features are a cross between a wolf and a panther.

Attributes: DX+2, HT+1, IQ-1.

Advantages: Alertness +2, Catfall, Danger Sense, Increased Move +2, Beast Lore, Night Vision, Silence.

Disadvantages: Charisma -1, Phobia (Magic).

Skills: Bow (DX), Broadsword (DX), Knife (DX), Riding (DX), Stealth (DX), Survival (Forest) (IQ), Tracking (IQ), Traps (IQ).

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Vest, loincloth, and boots of tundra beast hide, luck talisman worn on thong around neck, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, longsword, knife, rope, graymane steed, nighthawk or other animal companion, 4d6 x 10 gold lumens in skins, hides and coins.

Roleplaying: Although they're considered feral in nature by most, they reject any offers by the Sub-Men to participate in the uprising. They're deeply in tune with nature, and will do anything to protect their beautiful forest from those that would destroy it. They have a superstitious fear of black magic, and wear a variety of magical talismans which they feel will protect them from the effects of curses and bad luck.

Adventure Seed: Something is stalking the Jaka and killing them one by one. The PCs just happen to be staying in the area when the killings start. The Jaka blame the evil outsiders for the creature, and demand that the PCs prove their innocence by slaying the foul beast.

Jaka Manhunter

+107 points

Most Jaka would be perfectly happy to remain deep in the Yrmanian forests, going about their business. Some, however, long for the adventure of the outside world, and ply their trade as skilled trackers and hunters. They often find employment as mercenary scouts in Talislanta's many armies.

Appearance: 5'8"-6', 120-180 lbs. Black fur, silver gray mane, features are a cross between a wolf and a panther.

Attributes: DX+2, ST+1, IQ-1.

Advantages: Alertness +3, Catfall, Danger Sense, Increased Move +2, Night Vision, Silence.

Disadvantages: Charisma -1, Phobia (Magic).

Skills: Bow (DX), Broadsword (DX), Camouflage (IQ), Knife (DX), Stealth (DX), Survival (Forest) (IQ), Tracking (IQ), Traps (IQ).

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Vest, loincloth, and boots of tundra beast hide, luck talisman worn on thong around neck, backpack, pouches, wrist bracers, short bow with quiver of twenty arrows, long sword, knife, rope, graymane steed, 4d6 x 20 gold lumens.

Roleplaying: Those who leave the forest and turn away from the teachings of their ancestors are considered outcasts by the superstitious Jaka. They believe that an evil spirit has weakened their minds and influenced their decision to leave. Jaka manhunters care little who they hunt, but they'll never willingly harm or allow an animal come to harm.

Adventure Seed: Perhaps it's a throw-back to their feral ancestry, or a side-effect from the magical experimentation that created them, but every four years the Jaka lose all man-like qualities and revert to pure animal instincts for nearly a week. Obviously, this poses a problem if the unlucky Jaka is in a population center when the condition strikes. Normally they're able to control it somewhat through a mixture of herbs and magic. In the city of Cymril, the PCs have been hired to find a "savage beast" that's been rampaging the city. Will they be intelligent enough to recognize the Jaka's condition for what it is and maybe even help her?

Mirin Alchemist

+61 points

L'Haan is rich in minerals, but most of them are in such an unrefined form that it's nearly impossible to extract the minerals in any mundane way. It's said that in L'Haan, raw adamant --- one of Talislanta's strongest and rarest metals --- lays strewn on the ground as if Borean Himself had scattered it there for His children. Thus, the Mirin have developed an extremely powerful form of alchemy. The alchemists are held in high regard all over Talislanta for their metallurgical skills, but they rarely practice their trade outside of L'Haan. Without them, the Mirin would have fallen to the onslaught of the Ice Giants long ago.

Appearance: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair.

Attributes: HT+2, IQ+2, ST-1.

Advantages: Immune to Cold, Literacy, Magery 3, Strong Will +1.

Disadvantages: Decreased Move -1, Sense of Duty to Nature, Dislike Heat (Quirk level).

Skill: Artificer (IQ), Armory or Physician at the four point level, Field of Study (Alchemy).

Language: Elder (IQ).

Equipment: Fur clothing, robe, and headdress of frostwere hide, alchemical apparatus, d6 potions and d6 powders in amber crystal vials, choice of one weapon, 4d6 x 5 L'Haan adamants (worth 20 gold lumens apiece).

Roleplaying: The Mirin alchemists practice their skill for other reasons than the pure enjoyment of magic, or greed. It's only through their adept skills that their race has survived this long against the Ice Giants. They take great care in their studies, so as not to harm the environment; they believe the practice of alchemy is a "joining of the mind and spirit with the forces of nature". They believe that Borean --- the God of the North Wind --- watches carefully over them in their laboratories, protecting them from any dangerous mishaps.

Adventure Seed: The PCs require a large amount of adamant, a substance which can only be found in plentiful quantities in L'Haan. Before the alchemists will agree to part with some of the rare metal, they require that the PCs lead an attack against a nearby Ice Giant lair.

Mirin Tundra Scout

+50 points

In the frozen tundra wastelands of L'Haan, there are many dangerous creatures against which the Mirin must defend themselves. The well-trained tundra scouts operate in small groups of ten to twenty soldiers, and guard the farthest northern reaches of the empire. It's their duty to keep a watchful eye on the movements of the ever-encroaching Ice Giant and Harakin tribes.

Appearance: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair.

Attributes: DX+1, HT+1, ST+1.

Advantages: Alertness +1, Immunity to Cold, Combat Reflexes.

Disadvantages: Dislike Heat (Quirk level), Sense of Duty (Nature).

Skills: Broadsword (DX), Climbing (DX), Tracking (IQ).

Language: Elder (IQ).

Equipment: Partial plate over fine silks or linens, helm and shield of adamant, +1 adamant sword, choice of two additional weapons, shoulder and belt pouch, cape of frostwere hide, snowmane steed, 2d6 L'Haan adamants.

Roleplaying: The Mirin scouts are a hardy lot, well equipped to deal with the inhospitable environment of the northern tundra. The Mirin consider freezing to death the greatest honor a warrior can receive. It's said that just before death, the Mirin see Borean --- like the great north wind --- sweeping across the frozen tundra to claim the warrior and take him to His ice fortress.

Adventure Seed: The PCs are traveling across the frigid wastelands for some mission. Unfortunately, they've drastically underestimated the inhospitable environment and soon they'll die of cold. Just before they do, however, a group of Mirin scouts come across them and nurse them back to health. The PCs now owe the Mirin a considerable favor, which the Mirin will have no hesitation calling upon.

Mirin Priest/Priestess

+53 points

The Mirin priests and priestess are the spiritual backbone of their society. They spread the teachings of Borean, the God of the North Wind, to the pious Mirin. Perhaps their most prized possession --- the Great Book of Borean --- is carefully locked away deep within the great ice city of Rhin. Only those who've spent many years learning His ways are allowed even the briefest of glimpses into its ancient pages.

Appearance: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair.

Attributes: IQ+2.

Advantages: Charisma +1, Immunity to Cold, Literacy, Magery 3.

Disadvantages: Dislike Heat (Quirk level), Sense of Duty (Nature), Poverty (Dead Broke).

Skills: Theology (IQ), Fields of Study (Alchemy, Invocation and Natural Magic).

Language: Elder (IQ).

Equipment: Cloak and garments of frostwere hide, adamant-bound spell book, adamant wand with blue diamond headpiece, scroll with two spells.

Roleplaying: Becoming an accepted follower of Borean is the highest honor a Mirin can achieve. They hold the icy environment around them in the highest regard and consider it their sworn duty to protect it from harm. All priests and priestesses swear a solemn oath to heal all who need it --- regardless of race or religion.

Adventure Seed: The PCs have been hired to sneak into the temple of Borean and determine some information about the powerful god found inside the Great Book. It would be sufficient to just copy down the necessary information, but it would probably be much faster to steal the book...

Rasmirin Anarchist

+103 points

Centuries ago, a small group of anarchists attempted to overthrow the current Mirin government and dismantle the entire structure. They called themselves the Rasmirin, and it's said that they were led in their actions by the quasi elemental entity known as Aberon --- who's said to be the ruler of Talislanta's demons. Unfortunately for them, they were unsuccessful in their attempt and were exiled to the Outcast Isles.

Appearance: 5'8"-6'6", 110-210 lbs. Blue skin, fine white hair, skin decorated with Rasmirin cult markings.

Attributes: DX+1, HT+1, IQ+1, ST+1.

Advantages: Wealth (Comfortable), Immunity to Cold, Literacy, Magery 2.

Disadvantages: Fanaticism (Anarchy).

Skills: Knife (DX), Staff (DX), choice of two Thief/Spy skills at the four point level, Fields of Study (Invocation and Witchcraft).

Language: Elder (IQ).

Equipment: Cloak of frostwere, partial chain and hide armor, hide boots, mail gauntlets, iron-shod staff, dagger, pouch, spell book, 2d6 x 50 gold lumens in small blue diamonds, ivory and hides.

Roleplaying: How the bizarre philosophy of anarchy came about in the highly socially oriented Mirin culture is anyone's guess. Some claim that Aberon tainted many members of the lower government by tempting them with material possessions and power. A Rasmirin's life is one of complete and utter chaos. They've lost all concept of friendship, honor and goodwill; destruction and the onset of chaos, are all that matters. Understandably, they're hated by the Mirin --- many of whom feel that the Rasmirin should be killed, not merely banished.

Adventure Seed: The Rasmirin anarchists have repeatedly asked for assistance from the many other groups on Talislanta that share their beliefs. In the past, they've allied with the Rajans, the Farad and the Quan Empire. This time, however, they've decided to throw in with the Sub-Men uprising. They've sent a group of anarchists --- guarded by demons --- to inform the Tirshata of their allegiance. The PCs are sent by their leader to make sure that this group never reaches their goal.

Yrmanian Wildman/Wildwoman

-7 points

The Yrmanians are a race of primitives that live in Talislanta's northern forests. Their resemblance to the Drukh or Arim is more than mere coincidence, as it's suspected that they all descended from the same magically created race. The shamans of the race are addicted to a drug known as skullcap, which seriously affects the brain and invariably leads to insanity.

Appearance: 5'6"-6'2", 130-230 lbs. Light brown skin, bestial features, simian build, hair worn in numerous braids.

Attributes: DX+2, HT+2, ST+1, IQ-3.

Advantages: Increased Move +1, Strong Will +3.

Disadvantages: Addiction (Skullcap), Charisma -2, Inattentive -2, Insanity.

Skills: Climbing (DX), Flail (DX), Naturalist (Skullcap) (IQ), Survival (Forest) (IQ), Thrown Weapon (Singing Axe) (DX), Tracking (IQ).

Language: Sign Language (IQ).

Equipment: Animal hide loincloth, rough closed hide vest for females, arm and leg wrappings, pouch (slung over shoulder on cord), singing axe, 2d6 x 10 gold lumens in semi precious stones.

Roleplaying: Through constant use of skullcap --- a drug that's quite similar to kesh in effect and addictiveness --- most Yrmanians are completely insane. Obviously, this has created a detrimental affect on society; they have no government to speak of, no grasp of metallurgy and little tolerance for outsiders. Although they're considered Sub-Men by most civilized races, they care little about the affairs of the uprising, and have yet to give their support to the Tirshata.

Adventure Seed: Unlike the Jaka, the Yrmanians care little about the delicate environment they live in. They hunt Yrmania's many creatures mercilessly, and were probably responsible for wiping out the beautiful yrsos. The PCs have been sent to help the Jaka prevent the Yrmanians from destroying any more wildlife. Can they defuse the situation without killing the insane Yrmanians?

THE CENTRAL REGIONS [B-HEAD]

Ariane Mystic

+97 points

The Ariane are an enigmatic and confusing race. They spend their entire lives --- several lifetimes actually, as it's been proven that reincarnate repeatedly --- trying to understand the fascinating riddle of life, death and the cycle of renewal. The mystics are the spiritual guides of the race, and often travel to distant lands to carry on philosophical discussions with other scholars.

Appearance: 5'8"-6'2", 100-180 lbs. Onyx-black skin, white hair, silver-gray eyes, slender build, white circle sign on forehead.

Attributes: IQ+1.

Advantages: Alertness +1, Charisma +2, Commune with Nature, Immune to Mind Control, Literacy, Night Vision, Magery 3, Strong Will +2.

Disadvantages: Pacifism (Self Defense), Vow (Poverty).

Skills: Theology (Transcendancy) (IQ), Fields of Study (Alchemy, Mysticism and Natural Magics).

Language: Archaen (IQ), Common Talislanta (IQ), Elder (IQ).

Equipment: Spinifax cloak, boots, headband, garments, staff, tamar, spinifax shoulder pouch, spell book.

Roleplaying: To the Ariane, life is a mystery to be understood in all of its many levels. They purposefully devise unanswerable questions to puzzle over --- perhaps to seem more intelligent to other races, or maybe to test the boundaries of their existence. Other races often travel to seek the spiritual guidance of the Ariane; although, the answers they give are so wrapped up within enigmas and riddles, that it might not be worth the toil. They share a close friendship with the aerial Gryphs, who help to protect them in times of need.

Adventure Seed: The PCs require a bizarre situation that happened to them explained. Perhaps they experienced ominous portents, or frighteningly real --- and shared --- nightmares. When the PCs seek the help of an Ariane mystic, they may realize that finding out the answer will be more work than they thought. This is a good chance for the GM to devise a few enigmatic riddles for the PCs to solve --- many of which don't even have answers.

Ariane Seeker

+103 points

The Ariane know all too well that there's no way they can solve all of life's mysteries while cooped up within Altan's closed walls. Thus, they send out many explorers (which they call Druas) to experience Talislanta and all its wonders. They record all they see on polished stone orbs called tamars, which can be read by the Ariane's delicate touch.

Appearance: 5'8"-6'2", 100-180 lbs. Onyx-black skin, white hair, silver-gray eyes, slender build, white circle sign on forehead.

Attributes: HT+1, IQ+1.

Advantages: Alertness +1, Commune with Nature, Immune to Mind Control, Literacy, Night Vision, Magery 2, Strong Will +2.

Disadvantages: Pacifism (Self Defense).

Skills: Bow (DX), Naturalist (IQ), Physician (IQ), Riding (DX), Staff (DX), Tracking (IQ), Fields of Study (Mysticism and Natural Magic).

Language: Archaen (IQ), Common Talislan (IQ), Elder (IQ).

Equipment: Cloak, clothing, boots and headband of spinifax, spinifax pouch and shoulder pouch, Ariane bow with quiver of twenty Ariane arrows, Ariane mace, silvermane steed, tamar, spell book, 2d6 x 6 gold lumens.

Roleplaying: The Seekers are chosen for the profession by their ability to relate to other races. They enjoy the company of those they meet, and like nothing better than to exchange ideas and information. Several Seekers have taken up residence in Cymril's Lyceum Arcanum to use its giant library, but they always return to Altan every seven years to share their experiences with their brethren.

Adventure Seed: The Ariane have lost several Seekers in one specific part of Talislanta. Instead of discouraging them, it's only caused them to wonder more about the many mysteries that must lie within this region. They hire the PCs to escort a new party of Seekers to deal with any violent discoveries.

Beastman/Beastwoman Hunter

+28 points

The Beastmen are a race of primitives that inhabit the windswept Plains of Golarin. Because of their abilities as trackers and hunters, they've attracted the attention of the Tirshata, who desires their allegiance in the uprising. Also, they're one of the few cultures that has learned to domesticate the savage darkmanes as steeds.

Appearance: 5'10"-6'2", 140-220 lbs. Body covered with bristling brown fur, bestial features, fangs.

Attributes: HT+1, ST+1, DX-1, IQ-1.

Advantages: Alertness +1, Claws, Cutting Teeth, DR 1, Increased Move +1.

Disadvantages: Bloodlust, Charisma -1, Gluttony (Feast on fallen enemies), Weak Will -1.

Skills: Knife (DX), Riding (Darkmane) (DX), Shortsword (DX), Stealth (DX), Tracking (IQ), Traps (IQ) and a second weapon at the four point level, Survival (Plains) (IQ).

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Animal-hide boots and loincloth (both males and females), pouch, darkmane steed, long dagger, choice of second weapon, 4d6 x 5 gold lumens in coins and stolen valuables.

Roleplaying: The Beastmen are a savage and cruel race, who possess very little that resembles a society. They've great difficulty holding their baser instincts in check, and are quick to fly into a rage at the slightest insult. Because of their cruel nature, they often enjoy hunting other sentient races for sport... and for food.

Adventure Seed: On the Plains of Golarin, there's a group of strangely-shaped rocks riddled with holes. When the wind blows just right, a high pitched whistling can be heard for miles around. For some unknown reason, the area is a high mana zone, and the PCs may want to use it to cast some powerful spells. Unfortunately, the Beastmen consider the whistling to be their gods speaking, and react brutally to those who'd enter their sacred ground.

Darkling Warrior

-70 points

The Darklings live in subterranean tunnels deep beneath the Urag barrens. They've no society to speak of; instead, they're treated as slaves by the savage Ur clans,

who use intimidation and fear to keep them in line. The Darklings' small, lithe bodies make them ideal as thieves, spies and assassins. All Darklings worship a powerful deity they call Gnon, a being who bears an unlikely resemblance to a Gnomekin or a Gnorl.

Appearance: 4'-5", 90-130 lbs. Soot-gray to black skin, distorted features, fangs, sinuous tail.

Attributes: IQ-2, ST-2.

Advantages: Acute Smell +5, Alertness +2, Cutting Teeth, Night Vision.

Disadvantages: Charisma -3, Compulsive Lying, Cowardice, Decreased Move -1, Kleptomania, Poor, Weak Will -2.

Skills: Knife (DX), Pickpocket (DX), Sling (DX), Spear (DX), Stealth (DX).

Language: Northron (IQ).

Equipment: Loincloth, pouch, spear, dagger or sling with two dozen stones in shoulder pouch, d6 x 2 gold lumens.

Roleplaying: The Darklings have been under subjugation of the Ur for so long, they've lost all concept of freedom. They spend their entire lives in fear and hatred of their violent masters. The Darklings lost the need for education and reading centuries ago, when they became underlings of the Ur; however, many Darklings are skilled artists, and paint the history of the race on the walls of their underground home.

Adventure Seed: The Darklings' religion was started quite innocently by a Gnorl several centuries ago, trying to expand his customer base. (Who but a god could know the secrets of others, the Darklings assumed, and be able to tell the future?) When the Gnorl felt he'd acquired enough money, he quietly slipped away, leaving a trail of legends as he went. The PCs are traveling through Ur territory with a Gnorl in their party. Why are there Darklings following them and constantly leaving gifts? How can they use this to their advantage?

Gryph Warrior

+91 points

The Gryphs are the airborne defenders of the Tamaranth forest. Nothing moves above or below the giant trees that they don't know about. They hunt for intruders in large groups, and can often swoop down on enemies and destroy them before the hapless victims can even realize what's going on. A largely unknown fact is that they can converse with all sorts of avian creatures, who act as the Gryphs' spy network.

Appearance: 6'10"-7'2", 100-150 lbs. Brilliant red and orange plumage, hawklike visage, wings with 24+ foot wingspan, extremely thin yet muscular physique.

Attributes: DX+1, HT+2, ST+2.

Advantages: Acute Vision +3, Alertness +2, Claws, Enhanced Move (Flight x 2), Combat Reflexes, Winged Flight.

Disadvantages: Claustrophobia (Severe), Fragile, Sense of Duty (friends and territory).

Skills: Crossbow (DX), Naturalist (IQ), Spear (DX), Survival (Forest) (IQ), and choice of Physician or Armory at IQ, Flight (DX).

Language: Avian (IQ), Common Talislan (IQ).

Equipment: Loincloth, bracers of exomorph hide, shoulder pouch, double-pronged spear, heavy crossbow with quiver of twenty quarrels, 4d6 x 5 gold lumens in small, semi-precious stones.

Roleplaying: The Gryphs are a fierce and honorable race. Those that they consider their friends will be defended to the death if the need arises; enemies can consider their

days numbered. Their closest allies are the mystic Ariane, a race whom they consider their blood brethren. Gryphs prefer the wide-open spaces of Tamaranth, and go mad if kept in an enclosed space for any length of time.

Adventure Seed: To the uneducated, Gryphs bear a resemblance to the Stryx (it's said that they may even be related to each other). When the PCs are sent to attack a Stryx necromancer in Urag, they must first pass through the Tamaranth forest. Will they be able to realize in time that they're dealing with Gryphs and not Stryx, before they get themselves killed by the noble warriors? Who knows, they may even be able to employ the Gryphs as allies for their task.

Sauran Dragon Priestess

+60 points

Several millennia ago, the Archans attempted to mutate a minor species of dragons to become more intelligent. The Saurans were the result. Their history is a clouded mixture of legend and fact, which has led to the cult of the Dragon Goddess. The priestesses are responsible for worship of the Goddess and for providing sacrifices to the area's local dragons.

Appearance: 6'4"-7', 300-400 lbs. Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail.

Attributes: HT+2, ST+2, DX-1.

Advantages: Chameleon (10 points per level), Charisma +2, DR 1, Immune to Poison, Striking Tail, Strong Will +1.

Disadvantages: Cold Blooded, Decreased Move -1.

Skills: Artificer (Dragon icons) (IQ), Dagger (DX), Physician (IQ), Staff (DX).

Language: Sauran (IQ).

Equipment: Ritual vestments made from strips of dragon hide, bone, and red iron, all stamped with the Dragon Cult icon, necklace and armbands of hammered red iron disks, ceremonial dagger, pouch, dragon icon affixed to an iron staff, crude metalworking tools, 4d6 x 10 gold lumens in coins and small uncut firegems.

Roleplaying: Although several millennia have passed since the Saurans were true dragons, many of their instincts still remain. The priestesses revere their large cousins, and despise those that would attempt to kill them --- for food or sport. They hate the Kang, the Raknids and especially the Araq, whom they consider abominations.

Adventure Seed: The PCs have been sent to slay a dragon. It's only a small one, and its inherent magical abilities will be used for many different magical potions and devices. Little do they realize that the Saurans in the area consider the dragon a minor deity and will react quite violently to the PCs if they attempt to kill it...

Sauran Dragon Rider

+63 points

The Sauran dragon riders are the warriors of their race, and defend their lands by using giant land dragons as steeds. Unlike most races, who employ land dragons as beasts of burden against their will, the Saurans can speak with the great creatures, and consider them partners. The dragons are treated with highest respect, and the Saurans will only use their hides for clothing and supplies after one has died of natural causes.

Appearance: 6'6"-7', 350-450 lbs. Scaly rust-brown hide, reptilian features, fangs and claws, heavy tail.

Attributes: HT+2, ST+3, DX-1, IQ-1.

Advantages: Chameleon, DR 1, Immunity to Poison, Combat Reflexes, Striking Tail.

Disadvantages: Cold Blooded, Decreased Move -1.

Skills: Axe/Mace (DX), Knife (DX), Riding (Land Dragon) (DX), Riding (Mangonel Lizard) (DX), Whip (DX), plus Armory, Engineer or Artificer at the four point level.

Language: Sauran (IQ).

Equipment: Roughly-cut animal hides and furs, necklace and armbands of hammered red iron disks, Sauran war axe, war whip, dagger, pouch, dragon icon worn on cord around neck, 4d6 x 10 gold lumens in coins and small, uncut firegems.

Roleplaying: Because of their cold-blooded nature, Saurans are slow to act, and difficult to anger. But, once moving, they're equally difficult to stop. They follow the scriptures of the priestesses to the letter, and worship the great Dragon Goddess reverently.

Adventure Seed: Because of their great strength in combat, and their ability to control the massive land dragons, the Saurans are often employed by armies looking for powerful mercenaries. The PCs have been hired to recruit a group of Saurans to help in an upcoming conflict. Before they'll agree to join the fight, they require the PCs to help them attack an Ur clan that's killed several local dragons.

Stryx Necromancer

+78 points

The Stryx evolved from a particularly nasty type of aerial carrion-eater. They adapted the Rajans' religious devotion to Death for their own purposes. The Stryx worship the grim entity called Taryx, who they consider to be a minion of Death. They've allied with the Ur clans, and perform various aerial reconnaissance missions for them.

Appearance: 5'10"-6'2", 140-180 lbs. Distorted carrion bird features, leathery wings with 20-foot wingspans, horns, clawed hands and feet.

Attributes: IQ+1, ST-1.

Advantages: Acute Smell +5, Alertness +2, Enhanced Move (Flight x 2), Literacy, Night Vision, Magery 2, Winged Flight.

Disadvantages: Fragile, Odious Racial Habit (Carrion Eater).

Skills: Knife (DX), Flight (DX), Field of Study (Necromancy and Primitive Enchantment).

Language: Archaen (IQ), Northron (IQ).

Equipment: Animal hide loincloth, black iron bracers, scroll of spells (treated as a spell book), bone or iron dagger, 4d6 x 10 gold lumens in coins and uncut gemstones..

Roleplaying: The Stryx will eat anything; anything that's weak enough for them to kill, sentient or non sentient. They refuse to eat meat that has yet to be "touched by Taryx" --- in other words, rotten enough that Talislanta's insects have already had a chance to feast on the flesh. The necromancers ply their repulsive trade often to accelerate the aging process of corpses, or to raise their half-eaten bodies from the grave to carry out the Stryx's foul business.

Adventure Seed: The Gryphs and the Stryx have long shared a hatred with each other. Their histories are marked by several occasions of brutal bloodshed. The PCs are staying in the forest of Tamaranth for some reason, when a Stryx necromancer arrives. Amazingly, she wishes to put the old animosity behind both parties and start anew. What trick are the Stryx up to? Is it even a trick?

Stryx Warrior

+26 points

The Stryx warriors are the aerial hunters of the race. They roam the rocky crags of Urag, looking for long-dead corpses, or live ones that can be killed and aged by the necromancers. They've shared an alliance with Ur clans for many centuries, although they care more about new and interesting things to eat than the conquering of land.

Appearance: 5'10"-6'2", 140-180 lbs. Distorted carrion bird features, leathery wings with 20-foot wingspans, horns, clawed hands and feet.

Attributes: ST+1, DX-1.

Advantages: Acute Smell +5, Alertness +2, Enhanced Move (Flight x 2), Winged Flight.

Disadvantages: Charisma -1, Fragile, Odious Racial Habit (Carrion Eating).

Skills: Intimidation (IQ), Flight (DX), Interrogate (IQ), Knife (DX), Spear (DX), Survival (Crag) (IQ).

Language: Northron (IQ).

Equipment: Animal-hide loincloth, torso harness of leather, black iron bracers, necklace of uncut semi-precious stones, dagger, pole-hook, pouch, 2d6 x 5 gold lumens in mixed coins and gemstones.

Roleplaying: Like the Darklings, the Stryx live in constant fear of their Ur allies (perhaps masters would be a better description). However, they do appreciate the fact that the Ur generate massive amounts of carrion through their generally poor treatment of the environment. They consider non-aerial races to be lesser entities, and consider them little more than food.

Adventure Seed: The PCs are in an army that's operating against the Ur clans. Somehow, the Ur know everything about their army, and seem to anticipate every move they make. Can the PCs realize that the dark specks flying far above them are actually Stryx spying on them? And is there anyway they can stop them?

Ur Clan Shaman

+58 points

The Ur live in --- and are probably the creators of --- the desolate, polluted wasteland of Urag. Although the Ur claim to have no religion, they worship mysterious stone idols found scattered around the realm. The shamans' meager magical skills are limited to minor shamanism and a perverted form of alchemy designed primarily for the use of creating poisons and toxins.

Appearance: 7'-8', 500-600 lbs. Yellow gray hide, black eyes with white pupils, bestial features, shaven head.

Attributes: HT+3, ST+2, IQ-1, DX-2.

Advantages: Empathy, Night Vision, Magery 1, Strong Will +2.

Disadvantages: Bad Temper, Bully, Decreased Move -1.

Skills: Knife (DX), Physician (IQ), Fields of Study (Alchemy and Shamanism).

Language: Northron (IQ).

Equipment: Yaksha (werebeast) hide cloak, fur-lined vest for females, loincloth, boots, bone dagger, necklace of claws and fangs, shoulder and belt pouches, three-eyed stone idol icon.

Roleplaying: Although they'll deny it, the Ur are quite superstitious about the strange idols that scatter the landscape. Furthermore, the shamans' ability to harness power --- admitted a weak power --- keeps the Ur in even more awe of the idols' abilities.

They care little about the environment around them, and damage it extensively when they dump their strange alchemical mixtures into streams and ponds.

Adventure Seed: Strange things are starting to happen in the PCs' home river: fish with three eyes, an ugly brown sludge that flows up the river, etc.. Can the PCs trace the toxins up to the source? And when they get there, can they convince the Ur to stop their foul habits? Not without a fight, that's for sure.

Ur Warlord

+67 points

The Ur warlords are the leaders of the clans' armies. They lead the powerful Ur --- and their weaker Darkling and Stryx allies --- into combat against many enemies: the northern Ice Giants, the Arim and many of the Seven Kingdoms' nations. They wear miniature clan icons, which they claim causes confusion among their enemies. Only males can become warlords.

Appearance: 7'-8', 500-600 lbs. Yellow-gray hide, black eyes with white pupils, bestial features, hair worn in topknots.

Attributes: HT+3, ST+3, IQ-1, DX-1.

Advantages: Comfortable, Empathy, Night Vision, Combat Reflexes.

Disadvantages: Bad Temper, Bully, Decreased Move -1.

Skills: Axe/Mace (DX), Knife (DX), Riding (Ogriphant) (DX), Leadership or Engineer (Fortifications) at the 4 point level.

Language: Northron (IQ).

Equipment: Spiked black iron partial plate, bracers, armbands, yaksha hide loincloth, cloak, boots, necklaces of fangs and claws, Ur club, stone war axe, dagger, pouch, three-eyed stone idol icon, d6 x 100 gold lumens in mixed coins, gemstones and plunder from raids.

Roleplaying: The Ur are a cruel and brutish race, who wish little more than the complete subjugation of the Western Lands, and perhaps all of Talislanta. If participating in the Sub-Men uprising aids them in this cause, so be it. They consider their Darkling and Stryx allies to be little more than slaves: useful, but expendable. They possess a strange power that allows them to read emotions from several yards away, which they exploit to find every weakness in their enemies.

Adventure Seed: The PCs encounter a group of Darklings running from the oppression of their Ur masters. They'll attempt to seek asylum with the PCs, which shouldn't be too much of a problem. Of course, what'll they do when the Ur show up to reclaim their allies?

THE WILD COASTS [B-HEAD]

Ahazu Warrior

+109 points

The steamy jungles of the Dark Coast are home to the savage Ahazu. It's assumed that they're the result of magical experimentation, as they're the only race on Talislanta to four arms. In battle, the warriors wield two weapons and a shield with an amazing ferocity. Their strange body coloration allows them to blend into the jungle perfectly; often their enemies won't even see them until they leap out of the bushes to attack.

Appearance: 6'8"-7'6", 160-260 lbs, dull green skin with brown and yellow markings, four arms, forked tongue, diabolical features.

Attributes: DX+2, HT+1, ST+2, IQ-1,

Advantages: Full Coordination, Increased Move +2, Combat Reflexes, Two Extra Arms.

Disadvantages: Berserk, Vow (become willing slave if captured in battle), Poverty (Poor).

Skills: Axe/Mace (DX), Survival (Jungle) (IQ), Throwing Blade (DX), Stealth or Physician at the four point level.

Language: Ahazu (IQ), Sign Language (IQ).

Equipment: Loincloth, arm and leg wrappings of animal hide, primitive chest wrappings for females, shoulder pouch, wooden shield, throwing blade and choice of two other weapons.

Roleplaying: The magic that created the Ahazu flawed them in many ways. They suffer from a condition called shan ya which literally means "battle madness". It's also rumored that they were slaves many centuries ago because, once captured, they never attempt to escape, and consider themselves the captor's slave for life. They're extremely superstitious about magic, and deem those that use it to be in league with demons.

Adventure Seed: The PCs were in a fight with some Ahazu warriors, and took one prisoner. The Ahazu custom is to become the captor's slave forever, unless their master attacks them for some reason. Now the PCs have a completely willing slave who'll follow their every command. Of course, the Ahazu may consider the slightest touch to be an attack...

Batrean Concubine

+78 points

The Isle of Batre is home to perhaps the most beautiful race on Talislanta. The Imrian slavers recognized this potential commodity, and ruthlessly conquered the entire island, and selling the females as slaves to the Quan, Farad and the Zandir. Batrean females possess a magical scent, which can beguile nearly every humanoid male --- male Batreans and Imrians are two notable exceptions.

Appearance: 4'6"-5'6", 80-110 lbs, ivory skin, hair dyed emerald green.

Attributes: IQ+2.

Advantages: Beguile, Charisma +2, Magery 2, Strong Will +1.

Disadvantages: Poverty (Poor).

Skills: Dancing (DX), Lip Reading (IQ), Sex Appeal (HT), Field of Study (Natural Magic).

Language: Chanan (IQ), Common Talislan (IQ).

Equipment: Cloth robe, pouch (for herbs, green dyes, perfumes, etc.), 2d6 x 5 gold lumens in jewelry and clothing.

Roleplaying: Batrean females are split in their opinion of their current status. Some enjoy their life of luxury and status as entertainers, bending the whims of men they meet, while others despise their lives as glorified prostitutes, and yearn for the day they can claim their independence. Although it's not their most highly valued character trait, most Batrean women are quite intelligent, and by using this and their beguiling scent many have gained considerable power from their masters.

Adventure Seed: The PCs are having some problems with a Quan aristocrat. For some reason, he's sending troops to kill them, and they have no idea why. They've never even met the guy! Little do they realize, however, that the Quan's Batrean concubine is

controlling him, and convincing him to try to apprehend them. The PCs have probably forgotten about the pretty dancer they humiliated in a bar several years ago, but she hasn't...

Batrean Warrior

-28 points

Unlike the beautiful and lithe Batrean females, the males of the species are huge, hulking, stupid brutes. The Imrians now employ them as slavers and breeders of the females.

Appearance: 7'-8', 250-350 lbs, dingy yellow skin, matted green hair, sloping shoulders, muscular physique.

Attributes: ST+3.

Advantages: None required.

Disadvantages: DX-2, IQ-2, Decreased Move -1, Inattentive -1, Poverty (Poor).

Skills: Axe/Mace (DX), Knife (DX), Interrogate (IQ), Traps (IQ).

Language: Chanan (IQ).

Equipment: Loincloth, giant wooden club, stone dagger, pouch.

Roleplaying: Before the Imrians came, the Batrean males were already selling the females into slavery, so it was no difficult task to convince them to work under the employment of the Imrians. Although they're huge and ferocious, they fear pain greatly, and the Imrians use this to keep them in line.

Adventure Seed: Most Batrean males care little about the welfare of the smaller females; however, one has decided that what they're doing isn't right. Although he knows he'll be killed if he's ever caught, he's helping females and other slaves to escape the compound. The PCs have been captured by the Imrians, and sent to the Isle of Batre to await sale. The softhearted male realizes that the PCs could aid his efforts to free slaves, and asks them for help.

Farad Merchant

+15 points

The Farad nation is considered the wealthiest on Talislanta. This is mainly due to the fact that the Farad deal heavily in contraband drugs, weapons and slaves. There's nothing a Farad won't sell if he thinks he can make a profit that's worth the risk. They've a very complex social caste system, where the level of wealth determines one's worth in society.

Appearance: 5'8"-6'6", 100-200 lbs, flint-gray skin, chiseled features, dark and narrow eyes, males wear beards in twin braids.

Attributes: IQ+1, ST-1.

Advantages: Alertness +1, Literacy, Strong Will +1, Wealth (Comfortable).

Disadvantages: Charisma -1, Greed.

Skills: Broadsword (DX), Intimidation (IQ), Knife (DX), Merchant (IQ), plus Caravan Master or Pilot (Merchant Galley) at the four point level.

Language: Common Talislan (IQ).

Equipment: For males, elaborate headdress, voluminous robes, sashes trimmed with tassels, velvet boots; for females, trailing silk gown, necklace of silver loops, rings on each finger; for both sexes, curved dagger and scimitar, coin purse, ledger book for transactions, 4d6 x 25 gold lumens in coin and precious stones.

Roleplaying: Like the Kasmirans, a Farad's life is centered on the accumulation of wealth to ridiculous levels. They revere Avar --- the god of wealth and personal gain ---

and believe that he helps them gain the advantage in every transaction, and that they'll join him in the afterlife to enjoy their wealth. They're constantly suspicious when it comes to their business dealings, so they write up a business contract for nearly every transaction, no matter how small.

Adventure Seed: The PCs require a weapon or device that's illegal in their home country. The only place they have any hope of finding it is in Faradun. Normally, the Farad would be falling all over themselves to make a deal with the PCs, but for some reason none are willing to do business. What's gotten them so scared that they'll ignore their usual materialistic instincts and lose a sale?

Farad Wizard

+72 points

All variety of magical devices and alchemical herbs can be found in the amazing city of Tarun --- if you know where to look. Magic seems to flow strongly in Faradun, and the wizards have learned to capitalize on this fact.

Appearance: 5'8"-6'6", 100-200 lbs, flint-gray skin, chiseled features, dark and narrow eyes, males wear beards in twin braids.

Attributes: IQ+1, ST-1.

Advantages: Alertness +1, Charisma +1, Literacy, Magery 2, Strong Will +1, Wealth (Wealthy).

Disadvantages: Greed.

Skills: Administration (IQ), Intimidation (IQ), Merchant (IQ), Occultism (IQ), Fields of Study (Alchemy and Wizardry).

Language: Common Talislan (IQ).

Equipment: Headdress, voluminous robes and cloak of colored sateen, gold-bound spell book, coin purse, pouch, ledger book (for business transactions), choice of one weapon, 4d6 x 100 gold lumens in coin, precious stones and narcotic drugs.

Roleplaying: Part of the reason the Farad have become so wealthy is that they've many skilled wizards --- money grubbing, back-stabbing, amoral wizards, but wizards nonetheless. The Farad see everything in the world as resources to be exploited, so it's no surprise that magic has been twisted to become just another means of making money. Were it not for the Farad's purely materialistic motives, other races would probably admire them for their skill in the mystical arts.

Adventure Seed: A Farad wizard hires the PCs to find a certain magical item of which he knows the approximate location. He neglects to mention the ancient legends that claim those who plunder these objects will suffer a horrible curse. The Farad plans to let the PCs trigger the curse, so that he can get the item without having to suffer needlessly.

Green Man/Green Woman Symbiont

+2 points

The Green Men are perhaps the strangest race on Talislanta, and scientists have yet to decide whether they're animals, plants or a bizarre mixture of both. Although they originate from the Dark Coast, they can be found in nearly every forest on the continent. Many of them were escaped slaves. They're highly valued in the Seven Kingdoms because of their gardening skills. Every Green Man or Woman carries a D'oko --- a living, fast-growing plant that provides food, water and shelter --- with them wherever they go.

Appearance: 3'-3'6", 40-50 lbs, mossy green skin and hair, bright yellow eyes.

Attributes: DX+2, IQ+2, ST-2.

Advantages: Alertness +1, Increased Move +1, Influence Plants.

Disadvantages: Pacifism (Total non-violence), Poverty (Dead Broke), Shyness.

Skills: Camouflage (IQ), Naturalist (IQ), Physician (IQ), Traps (IQ).

Language: Plant Language (IQ), Sign Language (IQ).

Equipment: D'oko plant companion, loincloth and vest of woven mosses.

Roleplaying: The peaceful Green Men are startlingly different from the usually-violent races found on Talislanta. They share a symbiotic relationship with plants, which allows them to speak with plants, or influence their growth when needed. They're pacifists, preferring to use non-violent forms of opposition against those who would try to harm them or the plants they've sworn to defend. They're highly valued as slaves, as their submissive nature and naiveté, makes them easy to control.

Adventure Seed: The PCs stumble across a beautiful garden deep in a forest. Chances are they're pretty hungry, and the garden has a bountiful harvest of fresh fruits and vegetables. The Green Men who've created the garden won't mind if the PCs replenish their supplies, but if the visitors start to destroy some of the plants, they'll soon learn some of the unique defenses the gardeners have planned.

Jhangaran Marsh Hunter

+24 points

Jhangaran marsh hunters stalk the southern coast of Jhangara, searching for such prey as marsh striders --- which they use as mounts --- and a variety of other swamp dwellers. A primitive culture, they huddle together in small huts on whatever solid land they can find in the swampy terrain of Jhangara.

Appearance: 5'7"-6'7", 100-200 lbs, marbled brown and sepia skin, elliptical cranium, angular build, hairless.

Attributes: HT+1, DX+1, IQ-1.

Advantages: Alertness +1.

Disadvantages: Weak Will -1, Charisma -1.

Skills: Tracking (IQ), Stealth (DX), Survival (Jungle) (IQ), Traps (IQ), Naturalist (IQ), Camouflage (IQ), Spear (DX), Knife (DX), Spear Throwing (DX).

Languages: Common Talislan (IQ), Sign Language (IQ).

Equipment: Green cloth arm and leg wrappings, loincloth, brief laced vest for females, shoulder pouch, dagger, two javelins, spool of cord for snares, two large sacks (for scintilla), marsh strider steed or small river skiff, flask of liquor, 4d6 x 5 gold lumens.

Roleplaying: As a whole, a Jhangaran's life is a pretty dreary one indeed. A high infant mortality rate, disease, and rampant alcoholism are just some of the social and environmental strikes against them. They generally begin all conversations by the use of a single imperative, delivered in a gruff or forceful manner, such as: !Hold!, !Hear!, or ! Die!.

Adventure Seed: The PCs require a water Raknid egg --- known as a scintilla --- as they produce a magical light from within them. Only the Jhangarans are crazy enough to actually acquire them from the violent Raknids, and they demand a high price. Of course, with an ample supply of alcohol, they'd probably be willing to lower that price considerably.

Jhangaran Mercenary

+31 points

Out of their element --- the vast steamy jungles of Jhangara --- the Jhangarans are below-average mercenaries; in their element, however, their knowledge of the jungle,

matched with a cunning ferocity, makes them excellent guerrilla warriors. Unfortunately, there's not much call for this type of warfare, so the mercenaries must often make their livings as brigands, scouts or bounty hunters.

Appearance: 5'7"-6'7", 100-200 lbs, marbled brown and sepia skin, elliptical cranium, angular build, hairless.

Attributes: DX+1, HT+1, ST+1, IQ-1.

Advantages: None required.

Disadvantages: Charisma -1, Weak Will -1.

Skills: Camouflage (IQ), Interrogate (IQ), Riding (Marsh Strider) (DX), Stealth (DX), Tracking (IQ), Traps (IQ), two weapon skills at the four point level.

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Yellow cloth arm and leg wrappings, loincloth, brief laced cloth vest for females, backpack, cloak of yellow linen, choice of two weapons, marsh strider steed, flask of liquor, 2d6 x 5 gold lumens.

Roleplaying: The Jhangarans are an extremely primitive people, and their outlook on the world reflects this. They've no knowledge of magic, little technology, and a strange superstitious cult which has caused other races to consider them little more than savages. Jhangarans have no moral code to speak of, and are quite willing to perform any task required, assuming the pay is good.

Adventure Seed: For once, the Jhangarans are going to be fighting in their element, as someone has hired them to stop a group of soldiers traveling through Jhangara (the PCs). In the steamy, vision-obscuring foliage, the PCs are going to be at the Jhangarans' mercy. Use this encounter to remind the PCs that perhaps they're not the powerful warriors they believe themselves to be.

Jhangaran Mud Miner

+25 points

Although the lands of Jhangara are generally poor in natural minerals, the many rivers accumulate amber, gold and other precious stones into mud-filled swamps. Over hundreds of years, the mud miners have perfected a technique to dredge the black, sticky ooze and retrieve the precious substances. Merchant caravans periodically meet with the Jhangarans to buy their latest finds.

Appearance: 5'7"-6'7", 100-200 lbs, marbled brown and sepia skin, elliptical cranium, angular build, hairless.

Attributes: DX+1, HT+1, ST+1, IQ-1.

Advantages: Alertness +1.

Disadvantages: Charisma -1, Weak Will -1.

Skills: Knife (DX), Merchant (IQ), Prospecting (Mud Mining) (IQ), and a second weapon at the four point level.

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Gray cloth arm and leg wrappings, loincloth, matching gray laced cloth vest for females, shoulder pouch, dagger, choice of second weapon, dredging net, flask of liquor, 4d6 x 5 gold lumens in amber and sapphires.

Roleplaying: The Jhangarans are quite dependent on the gifts from the swamps, and treat the mud with a superstitious reverence. If someone falls into the mire, they're not to be helped free. They consider this an unintentional, yet still important, sacrifice to the various spirits that collect the precious materials for them. Something in the

Jhangarans' physiology makes them extremely susceptible to alcohol; thus much of the race suffers from some level of alcoholism.

Adventure Seed: The PCs were hired to transport a magical device or artifact through Jhangara and back home. Unfortunately, they got into a fight with a wild animal and the device fell into the mud. Can they convince a Jhangaran Mud Miner to overcome her superstition and help them find the lost object?

Jhangaran Outcast **-17 points subtracted from previous character**

The jungles of Jhangara breed many strange diseases. An extremely rare yet potent one is called "the curse" by the superstitious Jhangarans. Those afflicted --- recognizable by strange raised lines and markings all over their bodies --- are called Outcasts, and forced into the jungle by their families and friends. To touch an Outcast is to become an Outcast, and the Jhangarans bear little pity for those who would bring down doom and grief upon themselves.

Appearance: 5'7"-6'7", 100-200 lbs, marbled brown and sepia skin, elliptical cranium, angular build, hairless, skin covered with raised marks and lines.

Attributes: As per old profession.

Advantages: Same as old profession.

Disadvantages: Charisma -1, Reputation (to Jhangarans: an Outcast) -5.

Skills: As per old profession.

Language: Common Talislan (IQ), Sign Language (IQ).

Equipment: Red cloth arm and leg wrappings, matching laced cloth vest for females, sack, shoulder pouch, loincloth, 4d6 x 10 gold lumens in coins and offerings.

Roleplaying: In truth, the curse does little to the victim other than mark the skin, and those afflicted are able to live their lives exactly the same as their non cursed brethren. The Outcasts gather together to create small communities in which to rebuild something of their previous lives. The fearful Jhangarans often leave gifts and sacrifices for the Outcasts, for fear that they'll be cursed also.

Adventure Seed: Some sages speculate that "the curse" is caused by a twisted form of magic which is tainting many of Jhangara's rivers at the source. The PCs have been hired (either by a sympathetic noble, or a Jhangaran leader who wants to reach the root of the problem) to determine if there's any truth to this claim.

Mogroth Amber Trader **+35 points**

The Mogroth are a race of giant, bear-like creatures who live in the swampy, river-filled lands of Mog. Like the Jhangarans, they too have learned how to dredge the swamps to find bits of amber and precious metals. Although they're slow moving, they'll often travel hundreds of miles to reach Cymril, where they can find many potential customers.

Appearance: 7'6"-8'2", 450-650 lbs, body covered with thick, buff-colored fur, sloth-like features.

Attributes: DX+1, HT+3, ST+3, IQ-2.

Advantages: Natural Climber.

Disadvantages: Decreased Move -2, Pacifism (only when angered).

Skills: Axe/Mace (DX), Merchant (IQ), Naturalist (IQ), Prospecting (Mud Mining) (IQ).

Language: Common Talislan (IQ).

Equipment: Loincloth (both males and females), pouch containing mung berries and leaves, shoulder pouch, club, dredging net, 4d6 x 20 gold lumens in amber and quaga (violet pearls).

Roleplaying: Crafty entrepreneurs enjoy dealing with the Mogroth, as they're quite slow-witted and dull --- ripe to be swindled and cheated. They're slow to anger, but when infuriated they can become quite dangerous, as their great strength can make quick work of an aggressor. They've a deep appreciation of nature, and will spend many hours at a time admiring the beauty around them.

Adventure Seed: A Kasmiran merchant has swindled a large --- and quite valuable --- bag of amber away from a Mogroth trader. The bear-like creature has figured out what happened, and is coming to reclaim his goods, so the Kasmiran hires the PCs to save him from an untimely demise. It's probably in the PCs' best interests to talk their way out of the situation, as the Mogroth could easily bash the lot of them into the ground.

Moorg-Wan (Mud People) Shaman

+61 points

The Moorg-Wan reverently worship the Mud God Moorg, who provides His shamans with magical power. It's said that the shamans can understand Moorg's intentions by staring deeply into the mud, and determining meaning from the sticky goop as it flows by. They're quite weak as spell casters go, but their meager magical abilities have been proven to be effective enough to convince the pious Mud People of Moorg's existence.

Appearance: 6'-6'4", 300-400 lbs, large folds of brown skin, four legs, heavy tail, toad-like features, webbed and clawed hands and feet.

Attributes: HT+1, ST+2, DX-2, IQ-1.

Advantages: Amphibious, Claws, DR 1, Magery 1, Striking Tail, +3 to DX rolls to avoid being knocked down, (Increased Move +1 in water or mud, but Decreased Move -1 on land --- no point cost).

Disadvantages: Charisma -1.

Skills: Knife (DX), Field of Study (Shamanism).

Language: Mud People (IQ), Sign Language (IQ).

Equipment: Loincloth, thorn dagger, sack with cord (slung over back), pouch containing mystical herbs and offerings to Moorg, 4d6 x 10 gold lumens in amber and quaga (violet pearls).

Roleplaying: The Mud People place great stock in their shamans. If the mud flats are filled with amber and precious gems, then the shamans are to be thanked for their skill in pleasing Moorg; if many Mud People fall sick in a year and the mud refuses to yield its treasures, then the shamans are to be punished for their sacrilege. The Moorg-Wan speak in a strange language that can only be described as a bucket of mud sloshing around.

Adventure Seed: The Moorg-Wan consider a certain patch of jungle to be the home of Moorg. They're forbidden to enter that area for fear of angering their great god. When the PCs stumble through the patch on the way to some distant destination, they enrage the Mud People, who've decided the only way to appease their great god is to kill the heretics.

Moorg-Wan (Mud People) Swamp-Warrior

+64 points

When Moorg speaks (through the voice of His shamans, of course) and demands that the Moorg-Wan go to war, it's the swamp-warriors who heed the call of battle. Their most common enemy are the Ahazu, and the two forces clash quite regularly.

Appearance: 6'-6'4", 300-400 lbs, large folds of brown skin, four legs, heavy tail, toad-like features, webbed and clawed hands and feet.

Attributes: HT+1, ST+2, DX-2, IQ-2.

Advantages: Amphibious, Claws, DR 1, Combat Reflexes, Striking Tail, +3 to DX rolls to avoid being knocked down, (Increased Move +1 in water or mud, but Decreased Move -1 on land --- no point cost).

Disadvantages: Charisma -1.

Skills: Axe/Mace (DX), Knife (DX), Prospecting (Mud Mining) (IQ), Armory or Physician at the four point level.

Language: Mud People (IQ), Sign Language (IQ).

Equipment: Loincloth, thorn dagger, bwan (thorn tree club), sack with cord (slung over back), 2d6 x 10 gold lumens.

Roleplaying: Moorg-Wan literally means "the spawn of Moorg", and the warriors consider themselves His children, whose forefathers were hatched from the mud at the dawn of time. The Mud People are a violent race in general, and often need little excuse to enter battle with their enemies. They despise outsiders, and have absolutely no communication with any other race on Talislanta.

Adventure Seed: The PCs are required to travel through the swamps of the Dark Coast on some mission. The only people who can help them are the xenophobic Moorg-Wan. Can the PCs convince the savage Mud People to guide them through the area? Of course, the superstitious Moorg-Wan could be easily swayed through the use of powerful magic.

THE FAR ISLES [B-HEAD]

Gao Sea Rogue

+17 points added to former profession

The small Isle of Gao-Din was once a penal colony for the Phaedran Empire. Although it's been several hundred years since the last hardened criminal was brought to the island, much of their way of life has been passed on through the generations. The general opinion of the Gao is that they're all swindling thieves and pirates; this opinion is pretty much true.

Appearance: As the Gao are made up of many different races, there's no set appearance.

Attributes: As per previous profession.

Advantages: As per previous profession.

Disadvantages: As per previous profession, plus Gao code of honor.

Skills: As per profession plus any five Thief/Spy skills at the two point level, Merchant (IQ).

Language: Common Talislan (IQ), Sea Nomad (IQ).

Equipment: Variety of colorful garments, usually of a mixed sort; choice of two weapons (dueling swords are a favorite), silver earring and other jewelry, spell book (only if a magician), 4d6 x 5 gold lumens in plunder of various sorts.

Roleplaying: The Gao are a happy and flamboyant people, who enjoy their adventurous life on the sea. Although they're considered criminals --- like their forefathers --- they share a common code of honor; they will never steal from another Gao, nor will they harm their innocent victims if they can avoid it.

Adventure Seed: There's nothing like the life of a pirate, sailing the open sea, taking what you need from those who can afford to give, and sharing a stiff drink with your friends. This is the life that the PCs thought they'd share when they joined up with a Gao rogue ship, but the truth of the matter isn't so glamorous. The Gao have many cruel enemies: the Imrians, the Mangar... and everybody else; seasickness is common, and quite unpleasant; shocking violence is a fact of life. Smart PCs would've just stayed in bed.

Imrian Slaver

+26 points

Nothing will put more fear into the heart of a community than to see the massive Imrian slaver ships, pulled by giant eels, entering their harbor. The Imrians will often enslave entire villages at a time, killing those who can't be sold, and shackling the rest for transport. Although much of Talislanta disdains the Imrians' form of income, there are several nations always ready to buy what they have to offer. As long as there's a desire for slaves, there'll always be the Imrians, ready to deal flesh.

Appearance: 6'-6'6", 200-280 lbs, yellow-green scaly hide, webbed hands and feet, sharp fangs, body coated with slime.

Attributes: HT+1, ST+2, DX-2, IQ-1.

Advantages: Amphibious, Claws, DR 1.

Disadvantages: Charisma -2, Reputation (to everyone: slavers) -2, Sadism.

Skills: Bola (DX), Camouflage (IQ), Merchant (Slaves) (IQ), Spear (DX), Stealth (DX), Survival (Beach) (IQ), Traps (IQ), plus Pilot (Coracle) or Animal Handling (Kra) at the four point level.

Language: Common Talislan (IQ).

Equipment: Loincloth of kra hide, necklace of brass rings (Imrian coins), capture-pole, barbed bola with shoulder case, shoulder pouch, waterskin filled with brine, 2d6 x 5 gold lumens and an equal number in brass rings.

Roleplaying: The Imrians see themselves as the most important race on Talislanta, so it comes as no surprise that they consider other races as little more than a commodity to be bought and sold. They have no religion, no moral code, and no loyalty to anyone other than themselves. They're renowned for their sadistic tendencies, and often practice various forms of torture on their slaves, just for the fun of it.

Adventure Seed: The PCs were in the wrong place at the right time, when an Imrian slaver ship pulled into the village they were visiting and enslaved the whole lot of them. Now they're held captive deep inside one of the ships, awaiting sale to a wealthy Quan noble. Can they escape from this fate without having their very will to live beaten out of them by the cruel Imrians?

Mangar Corsair

+15 points

Although the Gao are considered the terror of the high seas, those that fall into their hands are lucky, as they're treated kindly while their money is stolen. The Gao know, and hate, the true terror of the ocean --- the Mangar. They travel in huge pirate fleets that rampage up and down the coasts of Talislanta, stealing, plundering and murdering.

Appearance: 5'8"-6'4", 130-230 lbs, dark brown skin, shaved head, narrow eyes, sea dragon tattoos on chest, arms and back.

Attributes: DX+1, HT+1, ST+1.

Advantages: Alertness +1.

Disadvantages: Bloodlust, Charisma -1, Sadism. Skills:

Gambling (Ska-Wae) (IQ), Interrogate (IQ), Merchant (IQ), Pilot (Carrack) (DX), Shortsword or Broadsword at (DX).

Language: Sea Nomad (IQ), Sign Language (IQ).

Equipment: High boots, blousy pantaloons, blouses for females, brass armbands, earring, curved daggers, Ska-Wae dice with hide pouch, cutlass or scimitar, 2d6 x 10 gold lumens in mixed coins, gemstones, and plunder.

Roleplaying: The Mangar share much in common with the Imrians; they're a foul-tempered, aggressive, murderous race who care little more than to plunder and torture their victims. They share a strange passion for a violent game called Ska-Wae, which is played with razor-sharp dagger and an outstretched hand. It's not uncommon to see a Mangar lacking a few fingers on each hand, the sign of many poorly played games.

Adventure Seed: The PCs have been serving on board a Gao ship for several months now, and they're just getting used to the lifestyle (see the Adventure Seed for the Gao Sea Rogue). When the PCs' ship is attacked by a Mangar vessel and they're taken prisoner, the Gao are going to seem like angels. The Mangar might allow prisoners to become full members of the crew, but only after they've proven themselves in several tests of skill.

Na-Ku Cannibal

-38 points

Several hundred years ago, Talislanta suffered a horrible blight of demons that ravaged the land from coast to coast. It's rumored that this blight may have contributed to the Great Disaster. Contrary to popular belief, the demons never entirely left the planet, as they tainted the once-beautiful island of Pana-Ku with their evil. The peaceful primitives that inhabited the island were horribly corrupted, and have continued the demons' foul business ever since.

Appearance: 6'-6'2", 160-230 lbs, oily, indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso.

Attributes: DX+1, HT+1, ST+1, IQ-1.

Advantages: Prehensile Tail.

Disadvantages: Charisma -2, Fanaticism (Na-Ku King), Odious Racial Habit (Cannibalism), Phobia (Magic), Weak Will -1, Poverty (Poor).

Skills: Bow (DX), Camouflage (IQ), Knife (DX), Spear (DX), Stealth (DX), Survival (Jungle) (IQ), Tracking (IQ).

Language: Chanan (IQ).

Equipment: Loincloth of animal hide or skin (both males and females), bow, quiver or twelve venomwood arrows, bone dagger or spear, pouch.

Roleplaying: For the Na-Ku, the taint of Demonkind flows strongly in their veins, and causes them to commit acts of terrible evil. They consider the flesh of other races to be a delicacy, causing them to be shunned by other cultures. The majority of Na-Ku share a primitive, superstitious fear of magic, which allows the witch doctors to command the fearful masses as they wish. All Na-Ku worship a powerful and evil being known only as the King, and it's feared that this ruler is a true demon.

Adventure Seed: Sightings of demons have increased all over Talislanta, and the general fear is that Demonkind has returned to ravage the land again. The PCs have been sent to the island of Pana-Ku, to determine if the Na-Ku and their evil King are responsible for the uprising.

Na-Ku Witchdoctor

+94 points

The witchdoctors are the seers who bring the twisted, tainted knowledge of Aberon --- the Lord of Demonkind --- to the superstitious Na-Ku. They have many elaborate --- and often horrifying --- rituals which they must perform before their dark god grants them magical power. Each witchdoctor is individually chosen by the Na-Ku King, a bloated creature rumored to be an ancient sea demon.

Appearance: 6'-6'2", 160-180 lbs, oily, indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso.

Attributes: DX+1, HT+1, IQ+1, ST+1.

Advantages: Alertness +1, Literacy, Prehensile Tail, Magery 2, Strong Will +1.

Disadvantages: Fanaticism (Na-Ku King).

Skills: Knife (DX), Bow (DX), Fields of Study (Invocation, Witchcraft and Primitive Enchantment).

Language: Chanan (IQ).

Equipment: Loincloth of humanoid skin (both males and females), necklace of bones, ritual bone flute and drum, scroll of spells (as spell book, written on skin), bone dagger, short bow, quiver of ten venomwood arrows, 4d6 x 20 gold lumens in uncut black diamonds.

Roleplaying: Witchdoctors are chosen for their particularly nasty temperament and fond taste for humanoid flesh. They rule the superstitious Na-Ku through the use of magic and fear, as all worship the great Aberon and His avatar, the Na-Ku King. They prefer to make all their tools out of humanoid creatures, as they believe it gives the devices more magical power.

Adventure Seed: In a recent adventure, the PCs found many magical devices. One was a beautiful --- and probably valuable --- sword which one of the PCs kept for himself. He's been acting strangely since, and has begun to rant and rave about demons, and how he would slay them all. One morning, when the rest awoke, the obsessed PC was gone, and with him many supplies. He couldn't be serious about killing every demon on Talislanta, could he? If he is, where's the highest concentration of demons on the planet?

Oceanian Sea Nomad

+60 points

When the beautiful continent of Sinbar slid beneath the waves during the Great Disaster, nearly the entire population was sent to a watery grave. A group of mystical wizards foresaw the peril, and created a floating city to escape their fate. The descendants of this race still live on the floating city, and are known as the Oceanians. Over the years, they've built up a large fishing fleet, which they operate from Oceanus, and trade with other nations.

Appearance: 5'-6', 100-200 lbs, olive green skin, sea green hair.

Attributes: DX+1, HT+2, ST+1.

Advantages: Combat Reflexes, Strong Will +1.

Disadvantages: Vow (Never set foot on solid land).

Skills: Broadsword (DX), Crossbow (DX), Knife (DX), Riding (Zaratan) (DX), Seamanship (IQ), Spear (DX), Survival (Ocean) (IQ), Swimming (DX), plus one trade or craft at the four point level.

Language: Sea Nomad (IQ).

Equipment: Silver-laced vest of iridescent scales, loincloth of rainbow kra hide, necklace of colored shells, lacquered tortoise-shell shield, blowfish helm, pouch, bone dagger, flange-bow with quiver and two dozen quill bolts, barbed spear and bone sword, zaratan steed, 2d6 x 10 gold lumens in radiants (Oceanian currency made of kra scales).

Roleplaying: Oceanians feel an intense guilt because of the sinking of their homeland. They somehow think that they're the subject of a terrible curse that destroys any land they touch. Thus, they'll never set foot on dry land, for fear of subjecting the residents to the same fate as they suffered. The Oceanians are a hardy folk, and have survived quite well out on the ocean. Everything they make, eat or use, comes from the sea, which they treat with great respect.

Adventure Seed: The Oceanians are one of the only races who know where to hunt a certain form of crab --- considered a delicacy among many rich nations, who're willing to pay a fortune for the tasty food. The PCs wish to obtain a large number of the creatures, which they'll magically preserve, but before the Oceanians provide the crabs for them, they require the PCs to perform a simple service...

Parthenian Sea Trader

+107 points

The Parthenians are a tribute to the awesome power that the Archaens must have wielded before the Great Disaster, as close inspection of one will reveal that they aren't a true humanoid, but an advanced automaton. Without their previous masters to command them, they ply the seaways, salvaging sunken ships and searching for lost treasures.

Appearance: 6'8"-7', 200-300 lbs, glossy bronze "skin" and "hair", metallic bodies, glowing yellow eyes.

Attributes: HT+1, IQ+1, ST+1.

Advantages: Alertness +1, DR 3, Immune to Poison, Immune to Disease, Night Vision, Unaging, Wealth (Comfortable).

Disadvantages: Decreased Move -1.

Skills: Broadsword (DX), Merchant (IQ), Pilot (Trireme) (DX), Spear (DX).

Language: Archaen (IQ).

Equipment: Shimmering yellow cloak, vest of boiled sea dragon hide, fine mesh bronze breeches, lacquered iron arm and wrist bracers, scimitar, sea chest, trident, 4d6 x 100 gold lumens in ingots of gold and silver.

Roleplaying: The Parthenians are like no other race on Talislanta, as they're magically-created devices, not creatures of flesh and blood. They primarily keep to themselves, stopping at harbors only long enough to replenish their supplies and slaves. They're nearly emotionless, expressing neither love nor hate in any great quantity.

Adventure Seed: A wizard has set her sights on acquiring a Parthenian for study, and will pay the PCs quite well to find one. Finding one is easy, as the Parthenians stop at Tarun quite regularly; however, abducting one is another matter entirely...

Phantasian Astromancer

+99 points

When the Great Disaster came, Talislanta was wiped clean of the legacy of the Archaens nearly. Tethered to the Isle of Phantas, floating up near the clouds, is the city of Cabal Magicus. There the Phantasians attempt to continue the various arts practiced by

their forefathers. The astromancers are responsible for the maintenance, repair, income, and creation of their beautiful windships.

Appearance: 6'8"-7'2", 120-180 lbs, pale skin, amber- colored hair, narrow build.

Attributes: IQ+2.

Advantages: Alertness +2, Detect Magic, Literacy, Magery 3.

Disadvantages: Weak Will -2.

Skills: Artificer (Levitational) (IQ), Chemistry (IQ), Engineer (Windships) (IQ), Pilot (Windship) (DX), Fields of Study (Alchemy and Astromancy).

Language: High Talislan (IQ).

Equipment: Long robe, conical cap, necklace of colored crystals, spell book, sky chart, (scroll with ivory case), pouch containing magical pigments, ink sticks, etc., 4d6 x 10 gold lumens.

Roleplaying: Phantasians possess perhaps the greatest legacy of all Talislantans --- they own vast stores of knowledge left to them by their ancestors. Sadly, the world is not as it once was, and much knowledge has been forgotten. Although they live in a city of wonders, there's a great sadness among the people, as they know they're slowly losing their history and identity as time goes on.

Adventure Seed: The Phantasians should be entirely immune to pirating, as their ships travel hundreds of feet above the surface. Yet, somehow (presumably with the help of an avian race like the Stryx), a group of Tanasians have stolen a windship. The Phantasians hire the PCs to retrieve the stolen artifact.

Phantasian Dream Merchant

+63 points

The Phantasians are the only race on Talislanta who understand the ancient alchemical methods required to produce a rare substance known as dream essence. It's said that while under the influence of dream essence, the user experiences prophetic visions. Sadly, they charge an extremely high price for just a few drops of the liquid, a price that's well beyond the reach of most Talislantans.

Appearance: 6'8"-7'2", 120-180 lbs, pale skin, amber- colored hair, narrow build.

Attributes: IQ+1.

Advantages: Alertness +2, Detect Magic, Literacy, Magery 2.

Disadvantages: Weak Will -1, Poverty (Struggling).

Skills: Pilot (Windship) (DX), Fields of Study (Alchemy and Astromancy).

Language: High Talislan (IQ).

Equipment: Long robe, conical cap, necklace of colored crystals, spell book, sky chart, d6 amber crystal vials of dream essence, 2d6 x 5 gold lumens in mixed coins.

Roleplaying: Phantasian dream merchants consider the shadowy world of dreams to be a mere extension of waking life. Encounters experienced there have great meaning, and only by using dream essence can one understand its mysteries. Dream essence is moderately addictive; thus many dream merchants are the heaviest users of their products.

Adventure Seed: One of the PCs has been experiencing strange dreams recently. In each one, the unlucky victim suffers horrible nightmares, and usually dies at the end. To reach the heart of matter, and before the PC goes mad from lack of sleep from the frightening vision, she'll need to take black dream essence, a substance which is horribly illegal, and can only be found in the hands of the Phantasians.

Phantasian Guardian

+73 points

In times long forgotten, the Phantasians possessed one of the strongest fighting forces on Talislanta, for they had many enemies who wished to control the floating city of Cabal Magicus. In recent times, however, their army has fallen into neglect, and many warriors have been forced to find employment in other armies as mercenaries.

Appearance: 6'8"-7', 160-200 lbs, pale skin, amber-colored hair, narrow build.
Attributes: DX+1, HT+1, IQ+1, ST+1.
Advantages: Alertness +1, Detect Magic, Magery 1.
Disadvantages: None required.
Skills: Broadsword (DX), Pilot (Windship) (DX), Field of Study (Astromancy).
Language: High Talislan (IQ).
Equipment: Ceremonial armor (partial plate) over padded undergarments, ceremonial longsword, cloak, pack, scroll of spells (treated as a spell book, in metal tube), 2d6 x 6 gold lumens.

Roleplaying: Phantasian warriors are intensely honor bound to protect Cabal Magicus from any harm, but it's been nearly fifty years since anyone attempted to attack their beautiful city. Although they feel great guilt when they find employment elsewhere, there's just so little wealth to be gained in their homeland, and money needs to come from somewhere.

Adventure Seed: When the PCs put out the call for mercenaries, the usual rabble turned up: Vird renegades, Jhangaran mercenaries, and a few Ferran thieves, so it came as a great surprise when a Phantasian warrior requested employment with them. Could it be he's fleeing some sort of problem in his homeland? Do the PCs even want to find out?

Sawila Spellweaver

+27 points

The Sawila are a race of beautiful albinos who live on the Isle of Fahn. Their resemblance to the Aeriad is no coincidence, as it's speculated that both races evolved from the same aerial creature. The Sawila have devolved much more than their northern brethren; however, and only possess vestigial feathers on their heads. Female Sawila are highly prized by Imrian slavers because of their exotic beauty and passive personalities.

Appearance: 5'4"-6', 80-140 lbs, albino, slightly built, plumes decorating neck and head.

Attributes: IQ+2, ST-1, HT-1.
Advantages: Alertness +1, Charisma +4, Magery 2.
Disadvantages: Pacifism (Self-Defense), Poverty (Struggling).
Skills: Dancing (DX), Singing (DX), Sex Appeal (HT), Field of Study (Spellweaving).

Language: Chanan (IQ), Sign Language (IQ).
Equipment: Costume of colorful feathers, combs made of iridescent sea dragon scales (both males and females), fans made of feathers, d6 x 3 gold lumens in pearls.

Roleplaying: Most Sawila are members of a cult which worships Arial, goddess of the South Wind, who they believe grants them their magical abilities. Sawila encounter foreigners so rarely, that they're seen as curiosities, not threats. This attitude has gotten them in some trouble, as the Imrians and the Mangar often prey on this peaceful race.

Adventure Seed: The Cymrillian council has begun recognizing the need to contact other races on Talislanta, for their help in the inevitable war against the Sub-Men. The PCs have been sent as emissaries to the Sawila, in order to gain their assistance in

the upcoming battle. Can the PCs convince the peaceful Sawila that they, too, are in jeopardy if the Seven Kingdoms fall beneath the Tirshata in his fanatical rise to power?

Thaecian Enchanter/Enchantress

+125 points

Many of Talislanta's magical items have originated from the Isle of Thaecia, where the Thaecians weave their powerful enchantment spells to create the mystical devices. Although most members of this race prefer to remain on Thaecia, many desire to travel Talislanta and experience its many wonders.

Appearance: 6'-6'6", 100-160 lbs, silvery skin, deep blue hair, distinctive features, slender physique.

Attributes: IQ+2.

Advantages: Alertness +2, Charisma +2, Wealth (Comfortable), Increased Move +2, Literacy, Magery 3.

Disadvantages: Weak Will -1.

Skills: Artificer (Thaecian Orb) (IQ), Brewer/Vintner (IQ), Fields of Study (Enchantment and Wizardry).

Languages: High Talislan (IQ), Thaecian (IQ).

Equipment: Diaphanous gossamer robes (both males and females), gossamer purse and shoulder pouch, silver-bound spell book, d6 amberglass vials (potions) and spheres (Thaecian orbs), flask of Thaecian nectar, 4d6 x 100 gold lumens.

Roleplaying: The Thaecians' abilities are held in such high regard that fame has gone to their heads. They consider themselves to be nobility, and expect to be treated as such when they travel abroad. Most races are quite willing to accommodate the Thaecians' arrogant attitudes in the hope of acquiring some of their magical devices and potions.

Adventure Seed: The PCs somehow came across a cursed magical item. The only way to remove the curse is to find the original creator and convince him (through whatever means necessary) to negate the magic. The object is obviously of Thaecian design, but which Thaecian?

Thiasian Performer

+75 points

The Isle of Eros is considered one of the finest vacation spots in all Talislanta. Quan, Hadjin and Cymrillian nobles all travel there to experience its many wonders. Not only does it possess some of the most beautiful beaches and forests, but every single Thiasian native is a skilled artist. They continually push the boundaries of musical and theatrical art, creating an enormous demand for their skills.

Appearance: 5'-6', 80-170 lbs, violet skin, black hair, lithe and slender physique, attractive, handsome features.

Attributes: DX+3, ST+1, Musical Ability +4.

Advantages: Charisma +1.

Disadvantages: Weak Will -1.

Skills: Acrobatics (DX), Dancing (DX), plus any two additional Social skills and any three Thief/Spy skills at the four point level.

Language: Common Talislan (IQ).

Equipment: Costume of colored silkcloth, throwing knives, juggler's pins, makeup kit, spare costume of choice, thespian's mask, lockpicks, 2d6 x 4 gold lumens.

Roleplaying: Because of their tropical home, Thiasians need to work very little to survive. Thus, they've the time to concentrate on more artistic pursuits, creating an entire society of artists. They love working with the Bodor --- the only race who can best them in musical ability, and will often join up with their musical troupes. They're highly regarded as slaves by greedy Talislantans who wish to keep them as consorts to perform at their beck and call.

Adventure Seed: The PCs are traveling the same path as a troupe of Thiasians and Bodor musicians who don't mind sharing their space. In return for the use of their supplies and cart space, however, they require that the PCs help them out in some upcoming concerts. Let's hope they were paying attention when they were taking musical classes in their youth.

CHAPTER4 --- MAGIC [A-HEAD]

Were it not for magic, most, if not all of the races living on Talislanta probably wouldn't exist. For this reason, this most elusive energy plays an extremely powerful part in nearly every culture on the planet. The Sawila spellweavers rely entirely on their ability to sing their fruit trees to harvest, and without this ability, they would undoubtedly starve. The Cymrilians have ensured that magic plays a close part in their lives, as their city is absolutely filled with magical conveniences and devices to make their lives easier --- or at least, to free up more time to study magic. Every year, the great Codex, which is locked deep within the Lyceum Arcanum, gains hundreds of new spells, essays on magical theory, and examples of magical experiments.

At this unchecked rate of magical expansion, it may be impossible to avert another Great Disaster.

MAGICAL FIELDS OF STUDY [B-HEAD]

When the Archaen Codex was opened to the public for the first time, the understanding of magic was changed forever. Previously thought to be a single entity, the great book proved that magic could be broken up into several distinct fields of study.

The following fields are found in the Codex, and can be learned by all who study in the Lyceum Arcanum.

Aeromancy

The field of study which governs all aspects of air, wind, weather, gases, lightning, and mists. Aeromancy is also the magic of air elementals and certain avian races.

Alchemy

The art of combining magical ingredients to produce certain potions and powders which mimic the effects of spells. Although alchemy was known and practiced by many wizards across Talislanta before the Codex was opened up --- such as the Mirin and the Ur Clans --- the great book made understanding this ancient art a simpler task.

Aquamancy

This is the field of study which governs all aspects of water, including oceans, rivers, lakes, tides, ice, and water elementals. The Sunra aquamancers practice a similar form of aquamancy to that which is found within the Codex.

Astromancy

Astromancers possess a unique understanding about the motions of the heavens, and the effects they have on Talislantans. The ancient Phantasians have been practicing a powerful form of astromancy for several centuries, and only recently were other wizards able to learn about the sky's mysterious secrets.

Botanomancy

This is the art of plant magic practiced by the Green Aeriad horticulturists, which is now gaining wider use with many Cymrilian mages.

Cryptomancy

The Callidian art of coding and deciphering magical and mundane writing. This field of study has recently been added to the Lyceum Arcanum's archives by a Callidian cryptomancer.

Crystalomancy

The Gnomekin art of drawing power from crystals has also been added as a magical field of study to Lyceum's libraries.

Enchantment

The field of study which deals with the creation and powering of magical items. The Thaecians are the best known enchanters, and have added much information to the Lyceum's already vast knowledge.

Geomancy

Geomancy is the field of study which deals with all aspects of earth and stone, including earth elementals and subterranean races.

Mysticism

The Ariane of Tamaranth are the reported masters of this enigmatic field of study which focuses upon the inner self, knowledge of the higher planes, and expanded consciousness. Thanks to their bountiful help, the Lyceum Arcanum's archives have increased dramatically in this area.

Natural Magic

The magic of the natural world, including all living things and the cycle of life, death, and renewal or reincarnation.

Pyromancy

A magical field which governs all aspects of fire and heat, including fire elementals and creatures of fire.

Sorcery

This field of study is mentioned often in the Codex, but the pages which should have contained the information were removed. Any knowledge regarding this lost art would be much appreciated by the Cymrilian mages.

Technomancy

Only briefly mentioned in the Codex, this field is considered to be a branch of the lost art of sorcery, and deals with the creation, repair, and maintenance of magically powered mechanical items. The best known users of technomancy are the Yassan of the Red Desert, who've been vital in increasing the Lyceum's stores on the subject.

Thaumaturgy

Without the help of the Dracartans, this field of study --- which deals with the creation and distillation of magical essences --- couldn't be studied in the Lyceum Arcanum. It's rumored that thaumaturgy is a branch of the lost art of sorcery.

Wizardry

Nearly a half of the Archaen Codex covered this vast field of study, which contains the widest variety of magical spells. Magicians from Zandu to the Quan Empire have practiced wizardry in some form or another, and through the sharing of information, this field has grown even larger.

The following fields of study weren't referred to in the Codex, but are practiced all over Talislanta. Some of them are being added to the Lyceum, but right now, the amount of knowledge is so minimal, that it's far more practical to learn the field from those who study it (the Sawila's spellweaving for example). In other cases, the magic is considered to be too primitive to be a true field of study.

Cartomancy

The Rahastran art of divining the future through the use of the Zodar deck.

Invocation

Magicians of this field of study derive their power from extra-dimensional beings, such as gods, devils, and demons. Only priests and acolytes of a cult or religion --- such as the Aamanian cult of Orthodoxy --- may learn these spells. Most cults only teach to their disciples, so it's been quite difficult to add their information to the Lyceum Arcanum.

Primitive Enchantment

This is a less sophisticated version of the magical field of enchantment that employs primitive rituals and shamanistic practices, but to a lesser extent than the field of shamanism.

Shamanism

Only the most primitive of spellcasters practice this ancient form of magic. The effects of the spells are at best, unpredictable; although, sometimes quite powerful. Most of the spells require extensive rituals and practices, such as sacrifices, tattooing, scarring, chanting and dancing, and are considered quite obscene by most civilized races.

Spellweaving

Only the Sawila possess this magical art of singing spells. By combining their powers, spellweavers can cast some truly powerful spells.

Talismancy

This is the sub-field of enchantment which focuses on the creation of amulets, charms and talismans. This field is considered to be pretty flaky at best, only the Marukans practice it extensively to protect themselves from the effects of "the curse".

Witchcraft

The eldritch spells and rituals of black, white, or gray witchcraft, and the primitive forms of magic associated with the forgotten gods of old. The primary users of witchcraft are the witchmen and witchwomen of Dhuna.

About the Fields of Study

The following magical fields of study completely replace the GURPS spell colleges in the GURPS Basic Set. The rules for casting, duration and prerequisites remain the same, only the spells are replaced.

Each of the magical fields of study possess both magical spells and skills. Normally in the Lyceum and other magical institutions, the basic theory of a certain field is taught before anything else. This gives the magician a good understanding of why his or her chosen specialty of magic works. To learn a specific field of study, a mage must study at least one year at the Lyceum Arcanum --- or some other equivalent institution --- with only the best teachers. In game terms, each field counts as a 5 point advantage. See the rules in Chapter 2 for more details.

If a wizard lacks the specific field of study, that doesn't mean that those spells and skills can't be learned, just that all rolls are made at a -5. Although the wizard understands the spell or skill specifically, the underlying subtleties of the magical field of study have yet to be learned. Once, however, the mage has spent the necessary time to learn the field in its entirety, the penalty goes away.

Spell Books

In Talislanta, many spellcasters carry a spell book --- and for good reason. The spell book both a journal of the wizard's experiments, as well as a library of spells. It's far more beneficial for the spellcaster to cast spells out of a grimoire, then it is to cast them from memory.

When casting spells that they already know directly from spellbooks, spellcasters receive a +2 bonus on all rolls. However, the time to cast the spell is doubled.

COMMON TYPES OF SPELLS [B-HEAD]

Nearly all of the magical fields of study have three very basic spells: Aura, Barrier, and Bolt.

Auras

When a spellcaster casts an aura, a thin pale glow of the appropriate color (i.e. red for pyromancy, dull brown for geomancy) surrounds him or her. This thin magical field protects the caster from damage by soaking it up as if it were DR, such as received from armor. For every point of energy spent, the aura will provide 1 point of DR. The aura only protects against kinetic and magical damage, allowing air to pass through; thus, the caster still suffers the effects of poisonous gases.

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Field of Study

Barriers

A more powerful form of magic than the aura, the spellcaster can form the primal energy of his or her chosen spell field into a rigid barrier, which will stop damage of all sorts --- even air can't pass through a magical barrier. When cast, the barrier may be shaped in any way the caster desires, curved into a sphere or cone, or drawn out into a straight wall. It must be created as a sturdy form, and can't lean without some form of support. If it crosses some type of space, such as a pit or chasm, then both ends must be on solid ground. Also, the caster can determine the visibility through the barrier, from crystal clear to totally opaque.

For every point of energy invested into the barrier, 1 hex of barrier can be formed at a height of 1 hex. For every 1/2 point of energy put in over the original amount to create the barrier, it will protect with 1 point of DR as if it were armor. (Example: A mage wishes to create a 4 hex long, 2 hex high wall with 4 points of DR --- this would cost 8 points for the wall itself, and 2 points for the DR, making a total cost of 10 points.)

Here are some example shapes that barriers can be formed into.

Wall: A wall can be shaped to fit irregular corridors, and can be used to slow pursuers, or as low wall for archers to fire from behind.

Dome: This shape provides complete protection against attacks from every direction. The problem with this form is that air can't get into the dome --- it's only a matter of time before the wizard starts to suffocate.

Cylinder: The cylinder provides cover from all sides except the top; however, because of the opening, air can get in.

Bridge: An innovative use of the spell, it allows the caster to create a makeshift bridge across a chasm or pit.

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Field of Study

Bolts

A bolt is a burst of primal energy which flies through the air and strikes a target. Before casting the spell, the wizard builds up the power from 1 to 3 turns. Depending on how much energy was held in the spell before it was released, the bolt will do 1d-3d of damage to the target.

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Field of Study

Bolts and the Nature of Magic

Although the magical essence which powers all spells --- specifically auras, barriers and bolts --- is essentially the same, the caster's unique insights and understanding changes how it manifests itself in the physical world. Thus, a pyromancer sees magic as a vast store of fiery essence, with which he can draw power from, and all spells he casts will reflect this attitude. His aura will glow red, and his bolts will appear as bursts of flame which leap towards his target. This narrow minded understanding causes the spells from different fields to affect each other differently.

The Elemental Fields

Each of the elemental fields has one other field which it's superior to, and one which it's inferior to. Against these fields, elemental bolts can do more or less damage than normal to barriers and auras. (Example: a 3d aquamantic bolt would do 3d+3 points of damage against a pyromantic barrier, while only doing 3d-3 points of damage against a geomantic barrier.)

Field	Strong Against (+1 per die)	Weak Against (-1 per die)
Aeromancy	Geomancy	Pyromancy
Aquamancy	Pyromancy	Geomancy
Geomancy	Aquamancy	Aeromancy
Pyromancy	Aeromancy	Aquamancy

Other Fields

Bolts from other fields are designed to be more harmful to certain creatures and magical entities --- some more than others.

Astromancy

Astromantic bolts do +1 damage per die to entities from the lower planes.

Mysticism

Mystic bolts do +1 per die against spiritforms.

Natural Magic

Natural bolts do +1 per die to all creatures from any plane other than Primus and the elemental plane.

Necromancy

Necromantic bolts do +1 damage per die against beings from the positive energy plane.

Shamanism

Spirit bolts do +1 per die against spiritforms; furthermore, they can't affect entities without a soul.

Thaumaturgy

Thaumaturgic bolts do +1 damage per die against inanimate objects.

Witchcraft

Eldritch bolts do +1 damage per die against creatures from any plane except the physical.

Wizardry

Arcane bolts do +1 damage per die to animals and plants.

LYCEUM ARCHIVES [B-HEAD]

These are the various spells that can be found in the Lyceum archives. At great expense, and with the loss of many skilled spies, even the spells of those races who don't wish to share their knowledge with anyone else can be found within this tome.

AEROMANCY [C-HEAD]

Aeromantic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Aeromantic Barrier**Regular**

Duration: 1 minute or until defeated
Cost: Base cost 1/hex + 1/2 point per DR
Prerequisites: Magery 1

Aeromantic Bolt**Regular**

Duration: Instant
Cost: Any amount from 1-3, does 1d damage per point
Time to Cast: 1-3 seconds
Prerequisites: Magery 1

Fresh Air**Regular**

Turns the atmosphere in a 2 hex radius around the caster into clean, breathable air. Once created, however, the created air can be poisoned or blown away.
Duration: Works instantly, purification is permanent
Cost: 1; can't be maintained, must be recast.
Prerequisites: Aeromantic Aura, Bolt or Barrier

Swirling Winds**Regular**

Disperses up to 3 cubic hexes of smoke, gas, dust, mist, flying insects and the like.
Duration: 1 minute
Cost: Base cost 1, 1/2 to maintain
Prerequisites: Fresh Air

Control Wind**Regular**

Allows the caster to create winds of various speeds, depending on how much energy is put into the spell; 1 point produces a gentle breeze, useful for cooling a room on a hot summer day, while 10 points would raise the wind to hurricane levels.
Duration: 1 minute
Cost: 1-10 to cast, 1/2 casting cost to maintain
Prerequisites: Swirling Winds

Windtrack**Information**

This spell allows the caster to detect the subtle movements of air left by a person who's moved through it. For each point of energy spent, the caster may detect the movements in the air up to 10 minutes ago, and follow the people who made them as if they left a set of tracks.
Duration: 1 minute
Cost: See above
Prerequisites: Control Wind

Windwalk**Regular**

Allows the caster to walk upon the air as if it were solid. The air presents whatever invisible surface the windwalker wishes: level ground, stairs, a slope, and so forth. For every point of energy spent, the caster may bring one other person with her, but for the spell to work, they all must be touching.
Duration: 1 minute

Cost: 3 to cast, 2 to maintain
Prerequisites: Windtrack

Aeromantic Divination

Information

This spell allows the aeromancer to determine whether a specific course of action is likely to prove beneficial for the caster, but only actions which pertain to the element of air. Thus, the spell would take into account the effects of weather and the attacks of airborne creatures, but not if a windship crew was planning to mutiny.

Duration: Instant

Cost: 10

Prerequisites: Windwalk

Windform

Regular

The subject's body becomes vaporous; it can change shape, seep through cracks, float in the air, etc. Clothes become vaporous, but no equipment or armor can be carried.

A person in vaporous form retains all his or her natural senses, and can even cast spells (at a -3 penalty), but can't make any physical attacks against anything except other vaporous creatures. Other people can see the spellcaster, but must make an IQ-4 roll to realize what the cloud of steam is. Strong winds harm the caster, doing d6 damage per round due to the character having his or her body ripped apart by the howling turbulence.

Duration: 1 minute

Cost: 4 to cast, 1 to maintain

Prerequisites: Aeromantic Divination

ALCHEMY [C-HEAD]

Alchemy (Mental/Very Hard)

No default

Alchemy is the science of magical transformations and transmutations, and allows the mage to produce potions, elixirs, powders and poisons by mixing together magical ingredients. Unlike the other fields of study, it alchemist doesn't require the Magical Aptitude advantage, as anyone can follow a recipe and get the same results; however, if the alchemist does have Magery, the regular bonuses to spells do apply to his or her chance to create a potion successfully. In this case, Magery could be seen as a instinctual feeling which guides the alchemist when mixing the ingredients. So while it does help, Magical Aptitude isn't a requirement for Alchemy.

When creating an elixir, the alchemist must own a laboratory stocked with the basics needed to perform all the necessary steps. The ingredients must somehow be found (bought, stolen, borrowed), and brewed together for a certain amount of time. (A list of the elixirs that can be made, plus their ingredients, costs, cooking time, and difficulty can be found on page XX).

Once all of this has been done, the GM should secretly make a skill roll to determine if the potion was created correctly --- taking into account any skill difficulty modifiers. A success means that the potion works exactly as planned, and can be sold for twice the price of the ingredients and time. A critical success means that the alchemist has truly captured the essence of the ingredients, and has created a masterpiece. The potion will work exceptionally well; just how well is up to the GM. A failure means that the potion didn't work as it was planned, and the alchemist has ended up with a murky, inert goop --- a complete waste of time. With a critical failure, the alchemist has seriously botched, and nothing but bad can come from the experiment. What exactly happens in this case is up to the GM, but it should be spectacular. Examples of critical

alchemical failures could include: the laboratory explodes, the imbiber explodes, the potion causes exactly the opposite results as expected, etc.

An alchemist can work on multiple projects at the same time; however, the character suffers a -2 on all skill rolls for each extra project. For example, an alchemist is creating 3 potions at the same time. When it comes time to make skill rolls, she will suffer a -4 on each potion. Sindarans are a special case. Because of their twin brains, they can work on two potions with no penalty. They only suffer a penalty when they work on three or more potions.

When taking the Alchemy skill, the character may want to choose one of the following specializations:

Alchemical Training

Basic knowledge of alchemical lore and practices, which allows the alchemist to read alchemical ciphers, prepare and preserve ingredients, identify mixtures by test, and utilize alchemical apparatuses.

Concoct Alchahest

Allows the alchemist to create alchahest --- the strongest acid known on Talislanta.

Concoct Alchemical Solvent

Create a quantity of acid which can dissolve one certain type of substance, such as wood, stone, glass, etc..

Concoct Elixirs

The ability to concoct various types of magical elixirs (a list of which can be found on page XX).

Concoct Medicinal Mixtures

The ability to concoct tonics, salves, and ointments used in the treatment of diseases and other maladies.

Concoct Poison

The skill in creating toxic powders and venoms. Alchemists should note that it's illegal to buy or sell poisons in the Seven Kingdoms. This is the alchemical version of the Poisons skill found in the GURPS Basic Set. It doesn't replace Poisons, it's just another way to reach the same results.

Concoct Potions

The ability to mix magical ingredients correctly to produce potions which mimic the effects of certain spells.

Concoct Powders

The ability to concoct various types of powdered mixtures (a list of which can be found on page XX).

Concoct Vitriol

Vitriol is a powerful adhesive that can be used to bond any two materials together. An alchemist with this skill is knowledgeable in the creation of vitriol.

Create Amberglass

Skill in creating raw amberglass --- the only substance which can hold many of the toxic potions, poisons and substances and alchemist will create.

Forge Adamant

Only the Mirin alchemists of L'Haan are skilled in forging this fantastic metal.

The alchemist receives +5 bonus while attempting the procedures of his specialty; however, all attempts to perform the alchemical processes of another specialty are made at -2. If an alchemist doesn't wish to specialize, then he suffers no penalty and gains no bonus when he attempts to perform any alchemical process. A character may specialize several times in many different processes, but must pay the full cost for the skill each time.

AQUAMANCY [C-HEAD]

Aquamantic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Aquamantic Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Aquamantic Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Conjure Water

Regular

The aquamancer creates elemental water, which can take one of three forms. The amount of water created is 1 gallon for every 2 points of energy.

Mist: Obscures vision, neutralizes smoke, outlines invisible creatures.

Water: For washing, drinking, putting out fires, and so forth.

Ice: Creates a solid structure of ice which can shaped however the caster desires.

The ice can absorb damage at 1 DR per gallon.

Duration: Permanent (Ice melts normally)

Cost: 2/gallon

Prerequisites: Aquamantic Bolt, Barrier, or Aura.

Control Water

Regular

Allows the aquamancer to control the movement of water; thus, the wizard could divert water, shatter ice, or disperse mist.

Duration: 1 minute

Cost: 1 for every 20 gallons shaped, 1 to maintain the entire shape

Prerequisites: Conjure Water

Transform Water and Ice**Regular**

With this spell, the aquamancer can change the phase of water to any other state --- water to ice, ice to mist, snow to ice, or any other combination. Of course, once changed, the temperature of the area may affect another --- admittedly slower --- change on the water.

Duration: Permanent

Cost: 2 per cubic hex transformed

Time to Cast: 10 seconds

Prerequisites: Control Water

Waterwalk**Regular**

Under the feet of the caster, water becomes as hard as stone; thus, the caster can walk across large areas of water as if it were completely solid. The caster may also walk underwater, creating solid steps or a ramp in whatever fashion is wished. Of course, it's a good idea to cast a water breathing spell first. Instead of the aquamancer casting the spell on his or herself, it may be cast on another person; however, the caster determines the shape of the water, and which parts are solid.

Duration: 1 minute

Cost: 3 to cast, 2 to maintain

Prerequisites: Transform Water and Ice

Waterbreathing**Regular**

This spell allows the subject to breathe underwater like a fish. The aquamancer may cast the spell on him or herself, or on another person. The subject can breathe while out of the water, but only with great effort.

Duration: 10 minutes

Cost: 4 to cast; 2 to maintain

Prerequisites: Waterwalk

Watertrack**Information**

Allows the aquamancer to detect the subtle currents left in the water by ships and swimmers, which can be followed. For every point of energy spent, the caster may detect movements through the water up to IQ minutes ago. (For example, an IQ 14 aquamancer may spend 5 points of energy, and detect movement through the water up to 70 minutes ago.)

Duration: 1 minute

Cost: See above

Prerequisites: Waterbreathing

Aquamantic Divination**Information**

Allows the aquamancer to determine whether a specific course of action will yield favorable results, but only with respects to the field of water. Thus, the caster could determine whether floods, water creatures or storms will enter the situation and hamper the course of action. To cast the spell, the caster must study a smooth area of water such as a pool, river, bowl of water.

Duration: Instant

Cost: 10

Time to Cast: 1 hour

Prerequisites: Watertrack

Waterform

Regular

This spell allows aquamancers to turn their bodies into cohesive water. While in the water, the aquamancer can swim at great speed (Move 12), and carry up to 20 pounds of equipment. While outside of the water, the wizard can slither across the ground like a large, moving puddle, however, at a greatly reduced speed (Move 3). Aquamancers' gear doesn't transform with them; although, they can pick up the objects again after changing (not more than 20 pounds).

Duration: 1 minute

Cost: 5 to cast, 2 to maintain

Prerequisites: Aquamantic Divination

ASTROMANCY [C-HEAD]

Astromantic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Astromantic Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Astromantic Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Homeward Star

Information

By gazing into the heavens, casters of this spell are able to accurately determine their position on Talislanta, and use this knowledge to find the way to a location they are familiar with. Needless to say, astromancers never get lost.

Duration: Instant

Cost: 1

Prerequisites: Astromantic Aura, Barrier, or Bolt

Astromantic Sight

Regular, Resisted by target's IQ

Allows the caster to see astral and ethereal presences.

Duration: 1 minute

Cost: 3 to cast, 2 to maintain

Prerequisites: Homeward Star

Astromantic Divination

Information

Allows the astromancer to determine whether a specific course of action is likely to yield favorable results. Only those things which happen under the open sky of

Archaeus can be taken into account. Thus, the spell wouldn't predict that the caster may be attacked by sea monsters, or trapped in underground caves.

Duration: Instant

Cost: 10

Prerequisites: Astromantic Sight

Sun Sign

Regular

This spell draws upon the power of Talislanta's twin suns, and can perform the following effects.

Create Light: Produces a bright, torch-like glow centered on whatever the caster wishes, which stays still unless the caster concentrates on moving it.

Sphere of True Light: Under the glow of this magically solar sphere (up to 10 hexes in diameter) all things appear as they truly are --- illusions become transparent, magically hidden doors become visible, and magical disguises disappear. Depending of the type of illusion or spell which is to be revealed, a contest of spell levels might be applicable to see if the sphere is able to show the truth.

Duration: 1 minute

Cost: 2 to cast, 1 to maintain (sphere of true sight can't be maintained)

Prerequisites: Astromantic Divination

Moon Sign

Area

Archaeus' moons play a powerful part in the ebb and flow of magic, and astromancers are able to siphon some of the moons' magic to cast certain spells. Depending on which moon the astromancer wishes to draw upon, the effects of the spell will change. If the caster chooses the moon which happens to rule the current month, he or she receives a +2 on all casting rolls.

Duration: 1 minute

Cost: 4 to cast, 2 to maintain

Prerequisites: Sun Sign

Here are the moons and their effects:

Sign of Ardan: Creates a momentary sphere of purple light with a diameter of 10 hexes. All those within the area of effect add a +3 to all reaction rolls when dealing with the caster. Of course, if those in the effect area already know the character --- and possibly even hate him or her --- these attitudes won't change.

Sign of Drome: Creates an amber sphere of light 10 hexes in diameter, which remains in effect for the duration of the spell. Conjured and summoned creatures such as elementals and demons must roll ST + IQ/2 versus the spell level to cross into the sphere. Not only does it stop extradimensional creatures, but missile spells must also win a contest of spell levels to cross the sphere and affect someone inside.

Sign of Jhang: This moon sign creates a momentary sphere of crimson light in a diameter of 10 hexes. Anyone within the area of effect receives a +2 on all weapon skills --- this applies to friends and enemies.

Sign Laeolis: Upon casting the spell, a blue sphere, 10 hexes in diameter, flashes quickly. Those inside the area of effect are relieved of all feelings of sadness and despair. Never again will those issues trouble them, even if they exit the area of the spell; however, they may become saddened again by some other event in the future.

Sign of Phandir: Creates a sphere of green light 10 hexes in diameter which lasts the duration of the spell. All scrying attempts must win a quick contest of spell levels to penetrate the sphere.

Sign of Talisandre: This moon sign creates a momentary sphere of pure silver light 10 hexes in diameter. Those within the area of effect fall under the capricious nature of Talisandre, and can receive a +1 bonus to all rolls, a -1 penalty, or no penalty or bonus at all. However, the power of Talisandre is an unpredictable one indeed, and sometimes those caught in the spell suffer effects which are different than what the caster intended. For each person in the sphere, roll a d6, and if the result is 6, then that person is affected in the total reverse of what the caster intended.

Sign of Zar: A 5 hex diameter sphere appears around the caster, extinguishing all non-magical light. Those within the sphere can see out fine, but outside observers see only the black sphere.

Sun Form

Regular

Allows astromancers to convert their physical forms into glowing spheres of pulsating solar light. While in this form, astromancers can fly at a speed of 20, and climb to any height. As they're made entirely of solar rays, astromancers in this form can't touch or affect the physical world, nor can they cast spells. They're, however, quite susceptible to spells such as bolts.

Duration: 1 minute

Cost: 4 to cast, 1 to maintain

Prerequisites: Moon Sign

BOTANOMANCY [C-HEAD]

Identify Plant

Information

This spell allows the botanomancer to determine one specific property of a plant. Each time the spell is cast, another property may be determined. The GM may add any bonuses or penalties which seem appropriate depending on the caster's familiarity to the type of plant.

Duration: Instant

Cost: 2

Prerequisites: Magery 1, 2, or 3

Locate Plant

Regular

Allows the caster to determine the approximate direction and distance of a certain type of plant. The GM may add whatever penalties seem appropriate on the skill rolls, as some magical plants resist this type of spell (such as whisper weed).

Duration: Instant

Cost: 2

Prerequisites: Identify Plant

Communicate with Plants

Regular

Allows the caster to speak "the secret language of plants", and talk to one specific type of plant. The botanomancer should also keep in mind that the slower a type of plant grows, the slower it speaks.

Duration: 1 minute

Cost: 3, 1 to maintain

Prerequisites: Locate Plant

Command Plant

Regular

With this spell, the botanomancer is able to command plants to follow mental commands. The plant can only act within its normal capacity, however its speed will be drastically accelerated. Thus, the botanomancer could command vines to wrap around a target, or cause trees to permanently change into pleasing or useful shapes.

Duration: 1 minute

Cost: 1 for small plant, 3 for man-sized plant, 6 for giant plant, 1/2 cost to maintain

Prerequisites: Locate Plant

Protection from Plants

Regular

Surrounds one person in a pale green aura, providing protection from the effects of all types of plants for the duration of the spell. A useful side effect of the spell is to protect the recipient from all types of plant poisons, including those already in the system.

Duration: 1 minute

Cost: 2, 1 to maintain

Prerequisites: Locate Plant

Botanomantic Hybridization

Regular

Perhaps one of the most interesting spells available to botanomancers, hybridization allows the caster to create a hybrid from two different plants. The wizard must have a sample of both plants (cutting, seed, etc.), and access to soil, water and sun. The spell only produces a seedling, which can be later grown in the regular way --- even using other spells to accelerate its growth if the botanomancer wishes. It's up to the GM to determine how successful the hybrid is, and what its qualities are; although, the botanomancer usually has something in mind when choosing the two plants to make a hybrid from.

Depending on how well the caster makes the spell roll determines how the new plant will do. A failure means that the plant is an unhealthy specimen, and won't last long. A critical failure means something terribly wrong happened while creating the plant (GMs should use their imagination at this point). A success creates a healthy, yet sterile, plant --- the only example of a new species. A critical success creates a fertile plant, capable of producing seeds.

The GM should add any penalties or bonuses depending on what sorts of plants the botanomancer is trying to hybridize with. If the two plants are the same, use the penalty listed below. If the plants are of different types (such as a tree and a fungus) double the worst penalty.

Hardy Weed: No penalty

Food-Producing Plant: -1

Tree: -3

Fungus: -5

Duration: Permanent

Cost: 1 for small plants, 2 for man sized, 3 for large plants

Time to Cast: 1 hour

Prerequisites: Protection from Plants

Plant Growth

Regular

This spell causes one specific plant to grow at a drastically increased speed --- one week's worth of growth every second. It's especially effective on seedlings and saplings which can grow a tremendous amount in the beginning.

Duration: 1 second

Cost: 3, 2 minute

Prerequisites: Botanomantic Hybridization

Phytomantic Permutation

Regular

This spell --- invented recently by the powerful wizard Viridian --- allows the caster to temporarily change the shape of a certain type of plant; thus, a tree could become a cage or a barge. Once the duration of the spell is up, however, the plant snaps back to its original form.

Duration: 1 minute

Cost: 3, 1 to maintain.

Prerequisites: Plant Growth

Shape Wood

Regular

For every point of energy invested in this spell, the botanomancer may alter the shape of up to 1 pound of dead wood. It's especially useful for making wooden weapons such as bows and staffs useless.

Duration: Permanent

Cost: 1 per pound

Prerequisites: Phytomantic Permutation

Phytomantic Protection

Regular

Surrounds a single plant with a magical aura which protects it from extreme weather conditions, insects, molds, and other natural effects. Furthermore, the plant become somewhat resistant to harm, gaining 2 points of DR.

Duration: 1 day

Cost: 2

Prerequisites: Shape Wood

Rejuvenate Plant

Regular

Every point of energy heals 1 point of HT on a plant --- wilted and sun-damaged plants recover immediately.

Duration: Permanent

Cost: 1 per HT regained

Prerequisites: Phytomantic Protection

Neutralize Plant

Area; Resisted by HT

This spell completely nullifies up to one pound or one pint of plant matter. Effects nullified include poisonous qualities, nutritious value, intoxicating capacity, explosiveness, etc. However, only chemical effects can be nullified, not physical effects; thus, toxin could, while thorns couldn't be nullified.

Duration: Permanent

Cost: 2

Time to Cast: 5 seconds

Prerequisites: Rejuvenate Plant

CARTOMANCY [C-HEAD]

Cartomancy is the field of study used by the Rahastrans to determine the future with a magical deck of cards called the Zodar. The skill in using the Zodar is one cloaked in secrecy, known only by the Rahastrans, and is always accurate. What the cards tell them will happen, will happen. Or at least, that's what they want everyone to believe. Rahastrans are considered by most to be mystical flakes, and yet for some reason, some of their predictions come true, too often to be random circumstance.

In truth, the Zodar isn't actually magical at all, only through the magical power of the user, does their ability to predict the future manifest itself. Anyone can learn the skills of cartomancy, but unless they have at least Magery 1, they're just choosing cards at random. The Rahastrans never claim to understand the magical power of the cards, they just use them, saying that it's "the cards which are speaking", and that "the cards don't lie".

What most people don't know about cartomancy, is that to successfully use the card's divination abilities, the cartomancer suffers a tremendous strain on his magical power. The first time in a day that the cartomancer attempts to use magic to aid a divining, no ill effects are suffered, and the roll is made with no modifier. Each attempt after that, however, the cartomancer suffers a -1 to each skill roll, until it's absolutely impossible to draw upon magical power --- the well is dry. Only through a good night's sleep do the magical stores refill. This means that a cartomancer can only realistically predict the future 7 or 8 times in a day accurately. If cartomancers stopped taking people's money when the magic was gone, they'd probably starve. So, when a cartomancer tells 100 people's futures in one day, chances are, he's probably faking it. That's why the cartomancers have gained such a bad reputation.

There are 20 different cards in the Zodar deck, each with a different picture and mystical significance. When choosing cards from the deck, the GM rolls a d20 (a twenty-sided die) the correct number of times, and checks the Zodar Deck Table to determine which ones came up. If the cartomancer has Magical Aptitude, the number can be changed up or down by the level of Magery. (For example: If the GM rolls a 5, and the cartomancer has Magery 3, then that number could be changed to any number between 2 and 8.) It's completely okay for the GM to fudge the rolls a little, so that more appropriate cards come up which match what the GM has planned. Of course, as the cards are so generic, it's pretty easy for the GM to suit whatever cards come up, and apply them in any way that seems logical.

When choosing cards, a success means that the cartomancer has successfully determined some form of future for the subject, of course, his or her interpretation will be pretty cryptic. A critical success means that the future for the subject is crystal clear, and the GM should describe some events in the future quite accurately. A failure means that the future just wasn't clear, the cartomancer will have to come up with something generic on the spot (Fast Talk sure helps in this situation). A critical failure means that the cartomancer is quite sure the future is crystal clear, but will actually mislead the subject. What happens is up to the GM's discretion, but it should be bad.

Skills of Cartomancy

Augury (Mental/Very Hard)

None

An augury is used to determine if a specific course of action is well-favored, or ill-favored. An individual asks the cartomancer certain questions, and the cards will tell whether they're good ideas or not.

For example, a merchant asks a cartomancer if a future trading mission will be profitable. The GM rolls an 8, and since the cartomancer has Magery 2, the actual card could be anything from 6 to 10. The GM decides that card 7 --- Talisandre: the silver moon, which signifies good fortune --- would be the most appropriate. Unknowingly, the cartomancer rolls a critical failure on his skill roll, and tells the merchant that good fortune on this trip is inevitable. Little does he realize, that he'll be beset by bandits --- an act of good fortune on the part of the bandits.

Omen (Mental/Very Hard)

None

An Omen is a presentiment about some future event. Unlike augury, Omens don't deal with specific situations, only positive or negative occurrences in general which will happen to the subject. Only one card is draw from the deck, and the cartomancer must supply an interpretation of its meaning.

Fortune (Mental/Very Hard)

None

A fortune is used to determine some facet of a certain person's future. Two cards are drawn from the deck, and the results are combined and interpreted in a single reading. Even cards which seem to contradict can be combined in a meaningful way by explaining that the cards follow in sequence.

For example, a cartomancer draws two cards --- The Archon, and The Reaper --- and interprets them as follows: "According to the cards, you're about to receive an unexpected reward. Unfortunately, something or someone will try and steal it from you, and you must be vigilant.

[[[Please reprint the Zodar Deck Table here]]]

CRYPTOMANCY [C-HEAD]

Cryptomantic Analysis

Regular; Resisted by opposing spell caster

Allows the cryptomancer to discern the meaning of unfamiliar writings or symbols. Any curses built into the writings will affect the reader when casting this spell, so it's usually a good idea to cast a protection spell when reading unfamiliar magical tomes. If a the cryptomancer is trying to decipher an encoded message, he or she must win a quick contest of spell levels to succeed.

Duration: 1 minute

Cost: 2 to cast, 1 to maintain

Prerequisites: Magery 1, 2, or 3

Encryption

Regular

For every 2 points of energy invested, the cryptomancer can encrypt one page's worth of writing. The spell can be designed with a certain person in mind, so that when that person looks at the encrypted pages, the writing becomes clear to read. The only other way to read magically encrypted writing is by casting Cryptomantic Analysis.

Duration: Permanent

Cost: 2 per page

Prerequisites: Cryptomantic Analysis

Erase

Regular; Resisted by opposing spell caster

Allows the cryptomancer to erase any magical Seal, Symbol of Power, Sigil, or Ward. To successfully remove the magical writing, the caster must win a quick contest of spell levels with the creator.

Duration: Permanent

Cost: 3

Prerequisites: Encryption

Seal

Regular, Resists Erase spell

Inscribes a lock, chest, container, or door with a magical seal, which prevents someone from opening it without the cryptomancer's permission. Of course, the object can be opened in ways other than the direct route such as smashing it, lighting it on fire, and other destructive means.

Duration: 1 day

Cost: 3, 2 to maintain

Prerequisites: Erase

Sigil

Regular, Resists Erase spell

Inscribes any item with a magical Sigil that protects it with an invisible aura of force. Anyone who tries to touch the item feels a horrible, searing pain, and suffers d6-3 points of damage for every round touching while touching it. This spell is purely protective; as soon as the owner touches the item, the aura is removed. Thus, it can't be cast on a sword and used to do extra damage. When looking at a Sigil, other wizards are able to make an IQ check to realize the writing for what it is; otherwise, it just looks like pretty decoration on the item.

Duration: 1 day

Cost: 4 to cast, 3 to maintain

Prerequisites: Erase

Ward

Regular, Resists Erase spell

Allows the cryptomancer to inscribe a special symbol on a being or object, which renders the subject immune to a certain type of attack chosen by the caster. Thus, the Ward could protect the recipient from poisons, crushing attacks, impaling attacks, cutting attacks, falling, fire, etc..

Duration: 1 minute

Cost: 4, 3 to maintain

Prerequisites: Erase

Symbol of Power

Regular, Resists Erase spell

The caster inscribes a single cryptic rune in the air with his or her finger, which lasts for a second, glowing with a magical light, then dissipates. Of the total number of people who view the Symbol of Power, the cryptomancer can affect up to IQ/2.

Duration: 1 round

Cost: 5, 1 to maintain

Prerequisites: Seal, Ward, and Sigil

The effects of the Symbol of Power depends on which rune the caster inscribes:

Apathy: Causes individuals who view the rune to lose interest in whatever had previously aroused their attention. The caster makes a quick contest of spell level and the

target's IQ (taking into account any strong or weak will), with each person the caster wishes to influence.

Antipathy: Causes those who view the sigil to become enraged with anyone the caster chooses, attacking them wholeheartedly. The caster and each of the targets must resolve a quick contest of spell level and the target's IQ (modified by any strong or weak will).

Empathy: Causes those who view the rune to treat the caster, and anyone the caster designates, as a friend. Once again, the caster must win a quick contest of spell level versus IQ to convince the targets of his friendship material.

Command: Causes individuals or creatures to obey any reasonable command given by the caster. As with the other runes, the caster must win a quick contest of spell level and IQ, except in this case, those affected defend at IQ +2.

Confusion: Causes individuals or creatures to become confused and indecisive. While under the effects of the rune, those affected must roll under their IQ -2 whenever they wish to do anything constructive.

Countermand: When this rune is inscribed in the air, all individuals who view it are released from whatever mind control spells are influencing them. The caster must win a quick contest of spell levels between the Symbol of power and the influencing spell.

Imprisonment: All affected by this Symbol become incapable of moving for the duration of the spell. The caster must win a quick contest of spell level versus the target's HT to ground them to a halt.

Radiance: Once this rune is inscribed, a 2 hex radius of radiant light is created. If the rune is inscribed backwards, darkness is created.

Silence: The effect of this rune is to completely remove all sounds in a 2 hex radius around the caster.

CRYSTALOMANCY [C-HEAD]

Skills of Crystalomancy

Appraise Crystals (Mental/Average)

No default, prereq.

This skill allows the crystalomancer to appraise the quality, purity, value, and innate magical qualities --- if any --- of crystals. The prerequisite for this skill is the crystalomantic field of study.

A failure means that the crystalomancer is unable to determine the properties of the crystal; a critical failure gives him or her a completely wrong decision which will eventually cause trouble.

Grow Crystals (Mental/Average)

No default, prereq.

This spell allows the wizard to grow magical crystals used for the spell Crystalomantic Force at the rate of one carat per week. For every different crystal the wizard is growing at the same time, -1 penalty is suffered. One carat crystals can be grown with no penalty, but after that, the grower suffers a -1 penalty for every carat above one, because of the increased chance of imperfections in large crystals.

The prerequisite for this skill is the crystalomantic field of study.

Type Color Properties

Achromite Clear Purification
Amberite Golden Healing
Azurite Blue Water
Ebonite Black Darkness
Emeralite Green Protection

Prismatite Varigated Energy
Rubiate Red Warmth
Topazine Brown Earth
Xanthinite Yellow Radiance

Prepare Crystals

(Mental/Hard)Jeweler-5, prereq.

Before a freshly grown crystal can be used for the spell Crystalomantic Force, it must be cut and polished so that it can effectively channel the magic. To do so, a crystalomancer must use gemcutting tools, and spend a number of hours equal to the size of the gemstone in carats. For every carat over 1, the cutter suffers a -1 penalty to his skill roll.

The prerequisite for this skill the crystalomantic field of study.

Spells of Crystalomancy

Crystalomantic Force

Area

When casting this spell, the crystalomancer channels his or her own magical power through a certain type of crystal, which is used as a focus. To successfully cast the spell, the crystalomancer must be in contact with the crystal. The maximum amount of energy which can be channeled through the crystal depends its number of carats. If any more power is put through it, the crystal will certainly crack apart.

Here are the effects of the various types of crystals.

Achromite: Purifies up to 1 cubic hex of food and drink per point of energy. All natural contaminants and poisons are removed, making the substance non-toxic to eat or drink. Against magical toxins, the caster must win a quick contest of spell levels against the skill of the caster who created the poison.

Duration: Permanent

Cost: 1 per cubic hex

Amberite: Focuses a pale yellow beam of healing power on any living creature. Each point of energy heals one point of damage.

Duration: Permanent

Cost: 1 per HT healed

Azurite: Identifies the direction and distance to the nearest body of water. Each point of energy increases the range of the spell by 1/4 of a mile.

Duration: Permanent (the knowledge doesn't go away)

Cost: 1 per 1/4 mile increment

Ebonite: Creates 1 hex radius sphere of darkness around the caster. Its radius increases by 1 hex for every point of energy invested into the crystal.

Duration: 1 minute

Cost: 1 per hex, same to maintain

Emeralite: This crystal creates a 1 hex radius, green translucent sphere around the caster which stops all physical and magical attacks trying to enter it. The sphere is created with 1 point of DR, which lasts for the duration of the spell. Energy can be invested in two different ways: each point can increase the size of the sphere by 1 hex radius per point; or each point of energy can increase the DR of the sphere.

For example, a crystalomancer creates a 5 hex radius sphere, with 8 points of DR --- enough to protect all of her friends. The energy for the spell would be 4 points for the extra size, and 7 points for the extra DR, making the total cost 11 points. The crystalomancer had better own an emeralite of over 11 carats, or else she'll have to set her sights a little lower.

Duration: 1 hour or until dispelled

Cost: see above

Prismatite: Hurls a bolt of multi-colored energy that does d6 for every point of energy spent. Each extra dice of damage over the first takes another round with which to build up the energy.

Duration: Instant

Cost: 1-3

Time to Cast: 1-3 seconds

Rubiate: Warms a 1 hex radius around the caster by 10 degrees. Each point of energy invested over that can be used to increase the size by 1 hex radius, or raise the temperature by 10 degrees.

For example, a crystalomancer wishes to raise a 4 hex radius by 50 degrees. This would cost 3 points for the size, and 4 points for the temperature increase, adding up to a total of 7 points of energy.

Duration: 1 hour

Cost: see above, same to maintain

Topazine: Opens up a 2 hex diameter tunnel in soil or stone. Each point of energy spent over top of that extends the tunnel for another 2 hexes. A tunnel can only be created through naturally occurring soil and stone --- worked metal and living things stop it. Thus, it's common to find the bottom of a tunnel littered with grubs and earthworms which had been in the excavated soil.

Duration: Instant

Cost: see above

Xanthinite: Illuminates a 1 hex radius sphere of magical light. Each point of energy invested over that increases the radius of the sphere by 1 hex. The sphere doesn't have to remain around the caster, and can be placed anywhere he or she wishes. This magical light will dispel magically created darkness if it wins a quick contest of spell levels with the opposing magician.

Duration: 1 minute

Cost: see above

Prerequisite: Magery 1, 2, or 3

Crystalomantic Scrying

Information

This spell allows the caster to use a polished crystal as a scrying device. While peering into the crystal, the wizard can see and hear what is happening at a distant locale. The requirement for the spell is that the crystalomancer has a piece of stone taken from the region that he or she wishes to view. This could include a pebble from the ground, a chip taken from a stone wall, or a diamond ring stolen from an individual. The caster's field of view is limited to where stone used in the spell could see from (if it had eyes), so when acquiring a stone for this spell, the crystalomancer is recommended to choose wisely.

Duration: 1 minute

Cost: 5, 3 to maintain

Prerequisite: Crystalomantic Force

Store Crystalomantic Force

Regular

To cast this spell, the wizard needs to have an appropriate crystal, like those used in crystalomantic force (see the skill Grow Crystals). The spell imbues the crystal with

energy, so that the crystalomancer doesn't need to be fatigued when casting the spell held within. Each crystal's powers can only be used once a day.

As the process is a difficult one indeed, the more powerful crystals are extremely difficult to find. First, the crystalomancer must acquire (beg, borrow, or steal) a gem with a large enough number of carats to handle what the wizard plans to put into it. Then, once a week, the crystalomancer attempts to fill the gem with another level of crystalomantic force. After the wizard has decided how many weeks he or she wishes to fill the crystal, the GM makes the appropriate number of skill rolls in secret --- one for each week. If even one of the rolls fails, the crystal will crumble to dust the first time it's used. Since most crystalomancers test their wares before selling them, it's pretty obvious which ones failed, and which ones were successful. If the crystalomancer suffers a critical failure, then the gem has an unknown --- and always harmful --- side effect. It's up to the GM to decide what will happen when the gem is used, but it should definitely hamper the owner. Each critical success rolled means that the crystal has gained a beneficial side effect such as increased range or power. The GM is even free to think up more exotic side effects at his or her discretion.

Depending of the level of the enchantment, and whatever side effects, the crystal can be sold for plenty of money.

Here's a suggested table.

Energy	Selling Price
1	30
2	120
3	270
4	500
5	750
6	1,000
7	1,500
8	2,000
9	2,500
10	3,000
11	3,750
12	4,500
13	5,500
14	7,000
15	9,000

Any energy level over 15, and the price should be worked out on a case by case basis.

Example of crystal creation

A crystalomancer wishes to create a topazine crystal which stores 5 points of energy, so the time required will be 5 weeks.. Her skill in Store Crystalomantic Force is 16, including Magery 2. After the five weeks, the GM makes 5 skill rolls secretly to determine if the creation was successful. Fortunately for her, all the rolls were successful, and the crystal making went off without a hitch. The GM even rolled one critical success, and decides that whenever the crystal is used, all within 5 hexes of the user add +2 to all their reaction rolls.

Duration: see above

Cost: see above

Prerequisite: Crystalomantic Force

ENCHANTMENT [C-HEAD]

The enchantment field of study deals with the arcane art of creating magical mixtures, substances, and items of all sorts. It's similar to alchemy, but instead of mixing magical ingredients together, the enchanter actually channels his or her magical power into the item to give it power.

Before the Great Disaster, magic was at its peak, and the magical items created then dwarf the meager devices being manufactured today. Many of the devices found from the Archaen age have wondrous powers that no enchanter on Talislanta could ever have a hope of reproducing. This knowledge --- that they're just barely scratching the surface of a wondrous magical art with absolutely no boundaries --- is possibly the biggest reason why it's such a mysterious and exciting field of study.

For the following spells, it's assumed that the enchanters have their spell books with them at all times. If they don't they must suffer a -2 penalty on all casting rolls. The cost to cast all enchantment spells is considered negligible, due to the tremendous amount of time involved.

For all spells with the word "Enchant" in their titles, the greater the power of the enchantment, the must longer the process must take, and the greater chance of failure. These spells can be used to make swords do extra damage, or armor protect better, or have a device which increases the wearer's strength. For every plus above 1, double the cost of the ingredients and the time to create the item. Furthermore, the GM should make a skill roll at every increment of time to see if the enchanter is successful in creating a powerful item. Of course, if successful, the item can be sold for a massive amount of money. A good estimate is at least 4 times the price of the ingredients.

For example, an enchanter wishes to make a magical sword which does +3 damage. In order to do so, the enchanter will need to pay 8 times the normal cost of ingredients, and take 8 times as long as normal. Furthermore, the GM will have to make 8 skill rolls.

When investing a certain item with a spell-like ability, the enchanter must have a copy of the spell written down, either on a scroll or in a spellbook. It's not necessary for the enchanter to actually know the spell, but it must be there to peruse when needed.

The list of enchantment spells below is by no means exhaustive. If the players wish to create something which isn't listed below, the GM should use the spells below as a guide, and go from there.

Create Magical Inks

Creates 1 ounce of magic ink, enough for one spell on one scroll. Once the ink has been created, any spellcaster can write down his or her process for casting a spell, which can then be learned by anybody. When writing down the spell, the GM makes a standard spell casting roll to determine if the wizard copied it down correctly. Any mistakes might not show until someone else tries to learn the spell, or cast it.

Ingredients: 1 dram exomorph pigment, one dram powdered silver, one carat or powdered diamond, and five ounces of sepia ink.

Cost: 26 gl

Time: 1 day

Selling Price: 33 gl

Enchant Elemental Armor

Creates a set of armor that makes the wearer resistant to one certain type of element. Generally, creating these types of armor is much easier than making armor which is protective against all types of damage. To successfully enchant a set of elemental armor to be protective against a certain type of element, the caster must know the aura spell from the opposing elemental field of study. For instance, to make armor that provides a +1 DR to heat and fire, the enchanter must have a copy of Aquamantic Aura on a scroll, or know the spell personally.

Cost: 500 gl plus the cost of the original armor

Time: 2 weeks

Selling Price: 2000 gl

Enchant Magical Armament

With this spell, the enchanter can make a specific armor more resistant to all types of damage, or, he or she can make a weapon easier to hit with or do more damage. For armor, the enchanter may choose to raise the PD, the DR, or both. With weapons, the enchanter can raise the accuracy or the damage, or both. When raising both attributes, the enchanter must pay the separate costs for each.

For example, an enchanter wishes to create magical spangalor armor (PD 2, DR 3) with +1 PD and +3 DR. If successful, the magical armor will protect with PD 3, and DR 6. To enchant the PD, the enchanter would need to pay the cost of ingredients (1,000 gl), take the necessary time (1 month), and only make one skill roll. To create the DR, the enchanter would have to do the same, but spend more money (4,000 gl), take more time (4 months), and make 4 skill rolls. Thus, the total cost and time of the armor is the sum of the two values, which is 5,000 gl, 5 months, and 5 skill rolls.

Cost: 1,000 gl plus the cost of the original armor or weapon

Time: 1 month

Selling Price: 4,000 gl

Enchant Amulet

Amulets increase the wearer's resistance rolls against hostile magic. When creating the amulet, the enchanter decides which field of study the amulet will defend against. For every +1 resistance put into the amulet, the wearer gains a +1 on all quick contest of spell level rolls to resist the power of the opponent's spells.

Cost: 250 gl

Time: 2 weeks

Selling Price: 1,000 gl

Enchant Item

A magical item can be created so that it mimics any known spell from any of the magical fields of study. To successfully create the item, the caster must know the spell, or have a copy of it on a scroll which he or she can refer to at all times. All that's required then is for the enchanter to pay the required cost, and take the required amount of time. The costs and times below are for items which can only work once per day. When creating a item with more uses per day, the enchanter must pay all the costs all over again, and take the time involved once again. Thus, if an enchanter wished to create a Ring of Pyromantic Bolts with 5 uses per day, he or she would have to spend 5 times as long, and spend 5 times as much money.

Cost: 500 gl

Time: 2 weeks
Selling Price: 1,500 gl

GEOMANCY [C-HEAD]

Geomantic Aura

Regular

Duration: 1 hour or until damage dissipates it.
Cost: 1/point of DR
Prerequisites: Magery 1,2, or 3

Geomantic Barrier

Regular

Duration: 1 minute or until defeated
Cost: Base cost 1/hex + 1/2 point per DR
Prerequisites: Magery 1,2, or 3

Geomantic Bolt

Regular

Duration: Instant
Cost: Any amount from 1-3, does 1d damage per point
Time to Cast: 1-3 seconds
Prerequisites: Magery 1,2, or 3

Conjure Earth

Regular

For every 4 points of energy invested into the spell, the geomancer creates 1 cubic hex of earth, which can take one of the following forms.

Dustcloud: Obscures vision.

Mud: Can mire mounts, wagons, and other objects and creatures.

Stone: Can be shaped by the caster as desired: a wall, ramps, stairs, etc..

Duration: Permanent

Cost: 4 per hex

Prerequisites: Geomantic Aura, Barrier, or Bolt.

Transform Earth and Stone

Regular

For every point of energy invested, the geomancer can convert 1 cubic hex of earth, stone, mud, or dust into any other form; however, the change must still be in the realm of earth. Thus, stone could be turned into mud, earth into dust, etc..

Duration: Permanent

Cost: 1/hex

Prerequisites: Conjure Earth

Earthtrack

Information

Allows the geomancer to detect the faint trails left by all creatures or transportation over or through the earth. For every point of energy, the geomancer can read trails up to IQ minutes ago.

Duration: 1 minute

Cost: see above

Prerequisites: Transform Earth and Stone

Pass Through Earth and Stone

Regular

When casting this spell, the geomancer can enable up to IQ/2 creatures to walk through stone and earth at their regular Move rate. The caster should keep in mind that

there's no air inside solid stone, and those walking through it will have to hold their breath.

Duration: 1 minute

Cost: 4, 3 to maintain; double cost to move through metal

Prerequisites: Earthtrack

Earthform

Regular

Allows geomancers to change their bodies, but not their possessions, into bulky, stone forms which vaguely resemble themselves. In earthform, geomancers can pass through earth and stone at their regular Move, carry up to 25 pounds of equipment, and fight in combat. The stone-like texture of the earthform gives the geomancer PD 2, and DR 4, and his or her powerful fists do an extra +2 points of crushing damage in hand to hand combat. While in earthform, the geomancer can't cast spells, or manipulate equipment such as weapons.

Duration: 1 minute

Cost: 6, 4 to maintain

Prerequisites: Pass Through Earth and Stone

Geomantic Divination

Information

Allows the geomancer to determine whether a future course of action will be adversely affected by the element of earth. Thus, the spell would take into account the effects of earthquakes, rockslides, burrowing creatures, but not weather conditions and airborne creatures.

Duration: Instant

Cost: 10

Prerequisites: Earthform

INVOCATION [C-HEAD]

Invocation is the field of study based on the worship of one or more divine powers, who grant powers to the wizards. Failure to follow all the doctrines required by the deity will result in a temporary --- and sometimes even permanent --- loss of powers. Only priests and acolytes of the specific religion may learn these spells.

Bless

Regular

Bestows a +1 bonus with any specific skill, as long as that skill is used to benefit the religion. The priest may cast this spell on his or herself, as that can also be construed as "benefiting the religion". Once can only benefit from the effects of one Bless spell at a time.

Duration: 1 hour

Cost: 2

Prerequisites: Magery 1

Consecrate

Area

All believers in the area of this spell's effect gain a +2 bonus on all skill rolls and attribute checks when defending the area from attack. Only one spell can be in effect on an area at one time --- multiple castings are ineffective.

Duration: 1 day

Base Cost: 4, 2 to maintain (can only be maintained from within the area)

Prerequisites: Bless

Sanctuary

Regular

This spell creates a 1 hex radius of magical force which protects the caster. Anyone who tries to enter this sphere --- other than those permitted by the caster --- suffers a terrible jolting shock, and takes 1d of electrical damage. Casting this spell is often the last thing a priest does before he or she goes to bed at night.

Duration: 1 day

Cost: 6

Prerequisites: Consecrate

Faith Healing

Regular

For every point of energy invested into the spell, the priest may magically heal 1 point of damage from any creature or individual.

Duration: Healed damage is permanent

Cost: 1 per point of HT; although, the recipient may be wounded again

Prerequisites: Sanctuary

Banish

Regular; Resisted by IQ

Forces a summoned entity to return from where it came. To effectively banish a creature, the caster must win a quick contest of spell level versus the entity's IQ (modified by Strong or Weak Will). For multiple creatures, the caster must win a quick contest with each of them.

Duration: Instant

Cost: Target's (ST + IQ) / 2

Prerequisites: Faith Healing

Ritual of Purification

Regular; Resisted by target's spell level

Cleanses any one object, person, or creature of malign magical influences; thus, the spell can remove curses, charms, hexes, and so forth. To successfully remove a spell, the caster must win a quick contest of spell levels versus the magician who cast the malign spell in the beginning.

Duration: Instant

Cost: 3

Prerequisites: Banish

Word of Command

Regular; Resisted by IQ

With one word, the caster commands an individual to perform a certain action. To successfully command the subject, the caster must win a quick contest of spell level versus the subject's IQ (modified by Strong or Weak Will). The command can only be a single word such as "surrender", "stop", or "begone", and can't harm the subject directly.

Duration: 1 minute

Cost: 6

Prerequisites: Ritual of Purification

Absolution

Regular

Grants absolution to an individual who has offended the invocator's deity through some action. Once this spell is cast, the individual is free from all punishment for past transgressions --- even minions and avatars will be called off. Typically, some form of

penance is required to please the god, and prove that the individual is worthy of absolution. This could take the form of a substantial "gift" to a temple, or a service to the religion. If the deity doesn't wish to grant absolution, then the spell automatically fails. The greater the transgression, the tougher it is to convince the god of the individual's apology.

Transgression Skill Modifier Examples

Petty 0 Impure thoughts

Minor-1 Missing a mandatory service

Moderate -2 Breaking rules of personal behavior

Major-3 Blasphemy

Grievous -5 Killing priests

Duration: Permanent; but the target can transgress again

Cost: 10

Prerequisites: Word of Command

Conversion

Regular; Resisted by IQ

This mind control spell forces an unbeliever to sway to the caster's religion. To cast the spell, the priest must use all available means of persuasion at his or her disposal for the duration of the spell, and must win a quick contest of spell level versus the target's IQ (modified by any Strong or Weak Will). The priest's roll may be modified through the use of any torture equipment, large size, willingness to harm the victim, etc., at the GM's discretion.

Duration: Instant

Cost: 9

Time to Cast: 10 minutes

Prerequisites: Absolution

Sanctify Cult Article (V/H)

Regular

There are many magical items which are actually a conduit straight to the owner's god, and channels a minute amount of His or Her power. Before creating a magic item in the standard method, the caster must sanctify it to prepare it for its new purpose. If the spell is cast successfully, then the item has been blessed, the enchantment may continue normally. If cast unsuccessfully, then the priest somehow angered the god, and this particular holy artifact just wasn't meant to be --- perhaps the priest should rethink his or her piety, and pray for forgiveness.

In game terms, the holy item works just like a standard enchanted item, but is considered a relic to those in the religion, and isn't for sale.

Duration: Permanent

Cost: as per equivalent enchantment

Prerequisites: Conversion

Divination

Information

A spell of divination may reveal one of the following types of information:

Fate: Information concerning an event that has already taken place, such as the outcome of a battle, the condition of an individual, etc.. If it's at all possible, the priest should have a personal possession of the individual or place in question, such as a piece of clothing from a person, or a rock from an old battlefield; otherwise, all spell rolls are made at -2.

Wisdom: Whether a proposed undertaking will please the priest's god.

Destiny: The likelihood of a certain event taking place, or the future condition of a certain individual.

When casting the spell, a success means that the priest gains a vague sensation of the answer to his or her question. Just how clear the vision is depends on how good the roll was. A critical success gives the priest a vivid picture of the event in question, and a good understanding of what to do. A failure means that the god just didn't wish for the priest to know the answer. A critical failure imparts a false vision to the priest, or worse yet, a false interpretation of an accurate vision. Just how badly the priest interprets is up to the GM.

Duration: Instant

Cost: 10

Time to Cast: 1 hour

Prerequisites: Sanctify Cult Article

MYSTICISM [C-HEAD]

Mystic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Mystic Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Mystic Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Mind Over Body

Regular

This spell allows the mystic to completely block out all physical discomforts, including pain, hunger, thirst and fatigue (although fatigue from spells still affect him or her). The mystic needs no food, water or sleep for the duration of the spell. Once the spell ends, however, the mystic must immediately eat and sleep, or suffer the result he or she would have going that long without --- all at once.

Duration: 1 day

Cost: 2

Prerequisites: Mystic Aura, Barrier, or Bolt

Expanded Consciousness

Regular

By casting this spell, and concentrating intently, the caster can detect the presence of one specific object or substance in the immediate area (3 hex radius). Thus, the mystic could search for a lost item, or detect any astral presences in the room.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Mind Over Body

Soulsearch

Regular

This spell allows the mystic to intuitively locate any single living entity with whom he or she has conversed with before. The spell acts like a homing beacon, magically guiding the caster to the intended target.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Expanded Consciousness

Read Living Aura

Information

Allows the mystic to read the aura of one person within 8 hexes, and determine a number of things:

Whether the person is possessed.

Whether the person is ill; however, Diagnose skill is required to determine what kind of illness.

Whether a person is being influenced magically; although, the nature of the influence is unknown.

What the person's basic nature is.

Whether the person is mentally ill; however, Psychology skill is required to determine what sort of insanity.

What state of mind the person is in.

Duration: Instant

Cost: 3

Prerequisites: Soul Search

Astral Projection

Regular

This spell allow the caster to project his or her consciousness into the astral plane, leaving all possessions behind. While in astral form, the mystic can move great distances, and peer into events on the material plane. Unfortunately, the material plane is somewhat shrouded from the astral plane, and the mystic must make a successful IQ roll to understand what events are actually transpiring.

While in astral form, the mystic can meet other wandering mystics, spirit entities, and even harmful creatures. Any damage suffered while traveling the astral plane will feel totally real, and will be mimicked on the mystic's physical body. If the mystic dies while in astral form, the physical body will die also. If, however, the mystic's physical body is killed, he or she will be trapped in the astral plane forever --- or until he or she figures out how to possess another body.

In relation to the material plane, the mystic can travel at up to 25 mph on the astral plane.

Duration: 1 hour

Cost: 3, 2 to maintain

Prerequisites: Read Living Aura

Alter Density

Regular

This spell allows the mystic to alter the density of his or her body and equipment. Thus, a mystic could decrease her density to the point that she could walk on water, or even air. Or, she could increase her density to make herself unable to move,

but impervious to damage. While under the effects of the spell, the mystic is unable to cast spells or use equipment.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Astral Projection

NATURAL MAGIC [C-HEAD]

Natural Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Natural Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Natural Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Camouflage

Regular

The caster takes on the texture and appearance of the natural surroundings, and can blend into the environment. As long as the caster remains stationary, all viewers suffer a -5 on all Alertness rolls to notice him or her. If the caster attempts to move, the spell isn't as effective, but does add a +2 to all Stealth rolls.

Duration: 1 minute

Cost: 2, 1 to maintain

Prerequisites: Natural Aura, Barrier, or Bolt

Locate Element

Information

By casting this spell, the naturalist can detect one specific element up to 100 hexes away. Thus, he or she could detect raw ore, uncut gems, quicksand, water, fire, or anything else in its natural form. Once an element has been worked or used by intelligent beings, it can't be detected by this spell. The spell tells the natural magician the approximate distance, amount, and purity of the material in question.

Duration: Instant

Cost: 4

Prerequisites: Camouflage

Calling

Regular; Resisted by IQ

Through this spell, the caster can issue a summons to a particular individual, type of creature or ambulatory plant. Those called may make a Will roll to withstand the effects of the magic; otherwise, they'll feel impelled to go to the caster. On a critical success, more than one creature may be convinced to come. Of course, this circumstance could also be used in the event of a critical failure.

Duration: Instant
Cost: 4
Prerequisites: Locate Element

Holistic Analysis

Information

The spell allows the caster to determine the nature of any nonmagical physical, mental, or spiritual ailment afflicting a single, living subject. Depending the nature of the ailment, the caster suffers a difficulty on his or her skill roll.

Ailment Skill Modifier
Petty (rash, fear, cold) 0
Minor (cuts, non-lethal poisons) -1
Major (diseases, infections) -2
Serious (crippling diseases, malicious possession)-3
Grievous or Bizarre (magical disease) -4
Duration: Instant
Cost: 1
Prerequisites: Calling

Regeneration

Regular

For every 1 points of energy invested into the spell, the natural magician can heal 1 point of HT on any living creature.

Duration: Permanent
Cost: 1 per point of HT
Prerequisites: Holistic Analysis

Commune with Nature

Information

Mimics the natural abilities of the Ariane (see p. XX).
Duration: 1 minute
Cost: 5, 3 to maintain
Prerequisites: Regeneration

Timelines

Information

This spell allows the magician to see the faint traces that all creatures and people leave as they pass through time. For every point of energy spent, the caster can detect the trails of people who've moved past the area 1Q minutes ago.

Duration: 1 minute
Cost: see above
Prerequisites: Commune with Nature

Reincarnation

Regular

It's well known by all Talislantans that their lives never end with their deaths. Instead, they move into the great unknown, and when the time is right, they return to Talislanta as a newborn to live again. Normally, this cycle can take several years before the rebirth happens, and often, the reincarnated being is born in a completely different part of the planet. Why this cycle happens is only for the gods to know for sure, but the Ariane mystics have determined a way to cause the cycle to repeat immediately.

If the caster comes across a creature or being that has died within 24 hours, he or she can cast reincarnation on it. The natural magician has no control over what form the

subject will return as, only that it will in the next 7 days, within 100 miles of where it died. Once the reincarnation has occurred, the caster experiences a vivid dream or vision of the subject, but it's up to him or her to seek the newborn out.

Generally, the reincarnated being has no knowledge of the past life; however, this spell seems to trigger something inside which holds on from life to life. The subject must make an IQ roll when entering the new life. If successful, he or she has a few brief memories of a past life, but nothing substantial. On a critical success, the new entity can remember his or her entire life vividly, and use this as a basis for this new life.

Duration: Instant

Cost: 10

Time to Cast: 1 hour

Prerequisites: Timelines

NECROMANCY [C-HEAD]

Skills of Necromancy

Create Death Mask (Mental/Hard)

No default, prereq.

Only Rajan necromancers can create these grim fetish masks, which give them a +2 bonus on all contests of wills with any creature summoned from the lower planes. It takes the necromancer 14 weeks to craft the mask, but not necessarily consecutive; the necromancer can stop, and return to his creation later. The necromancer must craft the mask out of black iron, and then sacrifice 4,000 gold lumens in precious items and living things to the denizens of the lower planes.

A failed roll means that the demons were unimpressed by the character's inept blacksmithing and meager sacrifices; the mask is no more useful than any other pot helm (PD 2, DR 4). A critical failure means that the mask actually attracts demonic influence, and the wearer suffers a -1 to all skill rolls while in their presence.

The prerequisite for this skill is the Necromantic Field of Study.

Spells of Necromancy

Necromantic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Necromantic Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Necromantic Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Energy Drain

Regular

For every point of energy invested into the spell, the necromancer can bleed away 2 points of fatigue from a victim, and add them to his or her own ST. Once all fatigue points are drained away, the target's own HT is then bled away to feed the hungry

necromancer, and add to his or her ST. Drained fatigue and HT recovers normally to the victim, through normal healing. For the necromancer however, the added ST is temporary, never returning once used up.

Many necromancers consider the act of draining energy quite pleasurable, and some become addicted to the process.

Duration: Instant

Cost: see above

Time to Cast: 1 for every point of HT stolen

Prerequisites: Necromantic Aura, Barrier, or Bolt

Animate Dead

Regular

Reanimates the remains of an individual who has died recently. The reanimated being has all the same statistics as in life, except that for every day that has passed since death, each attribute except ST and HT is lowered by 1. In fact, because it can no longer feel pain, the walking corpse gains 2 points of HT.

The GM should make a success roll in secret. A success while casting the spell means that the zombie is created normally, and is under full control of the necromancer. A critical success means that not only has the necromancer succeeded in reanimating the corpse, but it can remember experiences of its life. A failure means that the necromancer just wasn't able to raise this body --- reread the instructions and try again. A critical failure means that the zombie was raised correctly; however, it possesses an intense hatred for the necromancer who dragged its spirit back to the physical plane. It will bide its time, waiting for the perfect moment to give the necromancer "a taste of the afterlife".

Duration: Until destroyed

Cost: 8; more for proportionally larger corpses

Prerequisites: Energy Drain

Necromantic Orb

Information

Creates a visible, magical eye on the caster's palm or forehead. This eye can see astral, ethereal, invisible, or hidden things. For magically hidden objects or individuals, the caster must win a quick contest of spell versus the opposing caster.

Duration: 1 minute

Cost: 4, 3 to maintain

Prerequisites: Animate Dead

Necromantic Coercion

Regular; Resisted by IQ

Allows the necromancer to impose his or her will on a single creature or individual. To do so, the necromancer must win a quick contest of spell level versus the IQ of the victim (modified by Strong or Weak Will). Once under control, the subject must do whatever the necromancer commands, excluding any actions which would directly harm him or her.

Duration: 1 minute

Cost: 4, 3 to maintain

Prerequisites: Necromantic Orb

Contact Lower Plane

Information

Allows the necromancer to communicate with entities from the lower planes. To successfully cast the spell, the necromancer must use a reflective surface, such as a mirror or pool or water. The caster may establish a link with any specific entity, provided that

the caster knows the being's name; otherwise, the necromancer will contact another entity at random.

For the duration of the spell, the necromancer can speak with the entity, asking it questions, discussing problems; although, the contacted being is under no obligation to speak. Necromancers are encouraged to be polite and gracious hosts, as the creatures they've contacted are usually quite powerful, and don't forget discourteous behavior ever.

These are the planes that the necromancer can contact.

The Chaos Dimension: The plane of demons, ruled by the terrifying being known as Aberon. He wishes to destroy the existing order of things, and bring about disorder in the material world. However, some of his underlings are often working for their own mischievous schemes, and are always open to proposals.

The Nightmare Dimension: The plane of nightmares, ruled by Noman, who feels it's his duty to spread fear and despair throughout the myriad planes of existence. He doesn't have time to deal with meddling necromancers, but a skilled caster can usually contact one of his many nightmares.

Oblivion: The plane of the shaitan, ruled by Diabolus. Although generally evil, he's been known to perform some good deeds. Dealing with this psychotic deity is a lot like gambling... for your very sanity.

Omnus: Omnus is the realm of occult knowledge, believed to be inhabited by Destiny herself; however, no one has ever penetrated the plane's great gates to find out what lies within. As one Sarista gypsy stated "If Destiny wished you to know her secrets, life would hardly be as much fun."

The Underworld: The land of the dead, ruled by Death himself. Death considers himself a neutral party, only taking those souls which Destiny has ruled should be reaped; however, he's gained a bit of a bad reputation because of the Rajan and the Stryx's grim fascination and reverence for his duties. This is one of the most useful planes a necromancer can contact, as until their eventual reincarnation, all spirits of the dead can be found there.

Duration: 1 hour

Cost: 9

Prerequisites: Necromantic Coercion

PRIMITIVE ENCHANTMENT [C-HEAD]

Primitive Enchantment (Mental/Very Hard)

No default; Prereq.

Primitive enchantment is a rudimentary mixture of enchantment and alchemy practiced only by the most savage of witchdoctors. It's passed down orally from master to student; thus, there are no written tomes and scrolls to learn from. Harvesting and mixing the correct ingredients are well kept secrets indeed, making it extremely difficult for magicians in civilized nations to obtain the products of primitive enchantment. Of course, in this case, as in all cases, with large amounts of money, one can obtain almost anything.

When a primitive enchanter wishes to create something, he or she must have all the necessary ingredients, the appropriate amount of time, the magical power to invest the creation, and a superstitious respect for the powers involved. When creating the item, the GM makes a skill roll in secret to determine if the primitive enchanter is successful. If a success is rolled, then the enchanted item is created as planned, and it may be used as normal. On a critical success, the enchanter has created something truly special, the GM should assign an extra power to the item or substance which will help the wearer, user or owner. A failure just means that the spirits didn't want this item to exist, and the

enchanter should rethink the methods used --- perhaps more chanting and face-painting next time. On a critical failure, the GM should come up an extra side effect of the item which will manifest itself at the worst probable time.

Like Alchemy, the primitive enchanter may choose to be a specialist or a generalist. If the enchanter chooses to specialize, then all rolls to make that certain substance or item are made at +5; however, all rolls to perform the skills of another specialization suffer a -2. If no specialization is taken, then there's no penalty or bonus when performing any of the skills. The enchanter need not specialize him or herself to only one skill; however, he or she must pay the full cost for each new specialization taken.

Specializations

Concoct Herbal Medicines

The ability to concoct herbal remedies for most ailments, such as rashes, parasites, bad spirits, etc.. It takes one full day to create and administer the medicines. Once the medicine has been given to the patient, the GM makes a skill roll in secret to determine the effects, many so-called medicines turn out to be toxic poisons --- a patient who has died hardly needs to worry about rashes anymore.

Concoct Kesh

The secret of making kesh is known only to the Witchfolk of Chana, and is a closely guarded one indeed.

Under the influence of kesh, a character can see the invisible and astral presences, and even enter other planes of existence.

Ingredients: Roots of one full-grown jabutu plant, six drams of powdered bone, and a dram of dust from a tomb or gravestone.

Time: Seven days

Yield: Three ounces of kesh

Concoct Magical Pigments

Primitive magicians believe that the application of magical pigments gives them an edge when casting spells and dealing with spirits. They receive a +1 to all casting and skill rolls when dealing with extra dimensional creatures.

Ingredients: One ounce of various colors of clay, one dram of caster's blood, two ounces of crushed berry juice, and two ounces of water.

Time: One day

Yield: One dose (four ounces) of magical pigments

Concoct Poisons

This skill has the exact same parameters as the alchemical specialization; however, because of the lack of modern alchemical equipment, double the creation time.

Create Soulstone

Soulstones are devices used to imprison wandering souls such as spiritforms, the astral bodies of dreamers, and even individuals under the influence of kesh. Once the spirit has been captured, there are several things which can be done with it. It can be placed into the skull cavity of a corpse, creating a juju (see chapter 5). Or through powerful spells, the enchanter can speak with the spirit.

Ingredients: A black diamond or black opal of at least 13 carats, one dose of kesh, and one dose of magical pigments.

Time: Seven weeks

Yield: One soulstone can trap one wandering spirit

PYROMANCY [C-HEAD]

Pyromantic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Pyromantic Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Pyromantic Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Conjure Fire

Regular

For every point of energy invested into this spell, the pyromancer can create 1 cubic hex of fire, which can take several forms:

Smoke: Obscures vision and creates choking fumes.

Heat: Protects the area from natural cold. Against magical cold, the caster and the cold spell must make a quick contest of spell levels.

Fire: Forms a fiery barrier in any shape the caster desires. Anyone who touches the wall takes d6-2 damage from the flames. Even those standing within 1 hex of the wall take 1 point of damage from the intense heat.

Duration: 1 minute

Cost: 1, 1 to maintain; although, no maintenance is required if there's combustible material in the target hex

Prerequisites: Pyromantic Aura, Barrier, or Bolt

Control Fire

Regular

Allows the pyromancer to control up to 1 cubic hex of fire for every 2 points of energy, and shape it as willed. Thus, the caster could divert smoke, extinguish fire, lessen heat.

Duration: 1 minute

Cost: 2 per hex controlled, 1/2 cost to maintain

Prerequisites: Conjure Fire

Firetrack

Information

Allows the caster to recognize the tracks left by fire elementals and other fire-dwelling creatures. For every point of energy used, the caster can see tracks up to IQ minutes ago. (Example: A wizard wishes to follow a fire elemental which passed by the

area 45 minutes ago. Her intelligence is 15, so to successfully see the entity's tracks, she would have to use up 3 points of energy.)

Duration: 1 minute

Cost: See above

Prerequisites: Control Fire

Pyromantic Divination

Information

Allows the pyromancer to determine if a specific course of action will be hampered in any way by the element of fire. Thus, the spell would take into account the possibility of forest fires, volcanoes, arson, and fire dwelling creatures, but not weather or sea creatures. When casting the spell, the pyromancer must stare deeply into flames or smoke until an answer reveals itself.

Duration: 1 minute

Cost: 9

Prerequisites: Firetrack

Firesafe

Regular

Renders one object or creature completely immune to the effects of fire and heat. For every point of energy invested into the spell, the pyromancer can protect 1 cubic hex.

Duration: 1 minute

Cost: 1 per hex, 1/2 cost to maintain

Prerequisites: Pyromantic Divination

Transform Fire

Regular

Allows the pyromancer to change the form that elemental fire takes; thus, he or she could change smoke to fire, or fire to radiant heat. Every point of energy will transform 2 cubic hexes of fire.

Duration: Instant

Cost: 1 for every 2 hexes, 1/2 cost to maintain

Prerequisites: Firesafe

Fireform

Regular

Allows pyromancers to change their bodies --- but not their equipment, which will burn up when they change --- into cohesive fire. In fireform, pyromancers can travel at their regular Move, and even fly up into the air. Also, they suffer no effects from walking through fire, volcanoes, or fire spells such as Conjure Fire. In combat, pyromancers do damage to people just by being close, as they emit an intense heat from their bodies --- all in hand to hand combat suffer 1 point of damage every turn. They can't manipulate weapons, but their fists and bodies cause tremendous damage if they touch a victim (1d points of damage).

Duration: 1 minute

Cost: 4, 3 to maintain

Prerequisites: Transform Fire

SHAMANISM [C-HEAD]

The art of shamanism is passed orally from master to apprentice, so there are no scrolls or books of shamanistic spells.

Spirit Aura**Regular**

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Spirit Barrier**Regular**

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Spirit Bolt**Regular**

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Chant**Regular**

When the shaman chants the magical words of this spell, allies become spiritually strengthened, receiving a +1 on all rolls for the duration. Furthermore, enemies become disheartened, a suffer a -1 on all rolls for the duration.

Duration: Until the end of the battle

Cost: 2

Prerequisites: Spirit Aura, Barrier, or Bolt

Fast Traveling**Regular**

When under the influence of this spell, the shaman doesn't gain fatigue from walking for extended periods. This spell works when the shaman is in either human or Totem Animal form. Once the spell has worn off, the shaman must spend a full day of rest for every day under the influence of the spell.

Duration: 1 day

Cost: 3

Prerequisites: Chant

Commune with Spirits**Regular**

Allows the shaman to see and speak with all sorts of spiritforms, including elemental spirits. To speak with the spirit of someone who has died, the shaman must have a personal possession of the ghost in question.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Fast Traveling

Altered State**Information; Resisted by opponent's spell level**

Allows the shaman to enter trance in which he or she can see invisible, astral, or hidden things. To successfully detect a magically hidden creature or object, the shaman must win a quick contest of spell levels with the opposing magician.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Commune with Spirits

Spirit Track**Information**

Allows the shaman to sense the magical emanations given off by spirits and elemental creatures. For every point of energy expended, the shaman can sense creatures which passed by up to IQ minutes ago.

Duration: 1 minute

Cost: see above

Prerequisites: Altered State

Dreamwalker**Regular**

Using this spell, the shaman is able to enter a trance-like state, and travel to the dimension of dreams. From there, he or she can enter other people's dreams, and influence them from there. The dreamwalker becomes a participant in the dream, and can be affected by things which the subject has "dreamed up". While in the Dream Dimension, the shaman can encounter other dreamwalkers, and astral entities.

Duration: 1 hour

Cost: 5

Prerequisites: Spirit Track

Totem Animal**Regular**

Each shaman has a totem animal, and is chosen in a complex and long ritual. This spell allows the shaman to change into his or her Totem Animal, yet retain his own memories and intelligence. While in animal form, the shaman can only cast Altered State, Fast Traveling, and Spirit Track.

Duration: 1 hour

Cost: 6, 2 to maintain

Time to Cast: 3 seconds

Prerequisites: Dreamwalker

SPELLWEAVING [C-HEAD]

The Sawila of the Crescent Isles are the only known practitioners of this ancient magical art of unknown origin. Unlike most spells, which are cast with verbal and material components, the Sawila cast all of their spells by singing powerfully magical songs.

When sung by only one Sawila, spellweaving magic is only mediocre. The true power comes when many Sawila join together in harmony, to produce truly mighty effects. In this magical joining, the Sawila can change the very nature of the sea, or cause an entire island's trees to suddenly produce fruit.

When determining the effects of a spell, it's important to take into account just how many singers have joined in unison. One singer is called the leader, and all spell rolls are made by this person. All quick contests of spell level versus IQ are made using the leader's ability level against the average IQ of the group affected. In specific cases, the GM may decide to make the quick contest against the leader's IQ. Each additional spellweaver can be used to either raise the effective skill, or the range of the spell to truly mighty proportions. The leader must decide how many spellweaver will be used for each part of the harmony. If the spell is successfully cast, all spellweavers who took part in the song suffer the fatigue of the spell. The table below gives an example of how additional spellweavers can be used to increase the effects of a spell.

Spellweavers* Number Affected Diameter Affected

1	1	1 hex
2	4	4 hexes
5	25	25 hexes
10	100	100 hexes
15	225	225 hexes
20	400	400 hexes
30	900	1/2 mile
50	2,500	1/2 miles
100	10,000	6 miles

* those not used to increase the leader's spell level

An example of casting a spellweaving spell

A Sawila spellweaver wishes to cast the song of disharmony on an approaching fleet. If successfully cast, every single person in the fleet will become confused and disoriented. She groups together 20 other spellweavers, and casts the spell. She decides to use 5 of the spellweavers to increase the skill level of the spell, from her score of 15, to 20. She then decides to use the remainder of the spellweavers as additional range and power. She successfully makes her spell roll, and a diameter of 225 hexes will become confused and disoriented if she can win a quick contest of spell levels versus the average IQ of the invading fleet.

Song of Harmony

Area

The spellweavers join to create a beautiful and pleasing song which makes those who hear it become peaceful and friendly.

Duration: 1 hour

Cost: 3

Prerequisites: Magery 1

Song of Disharmony

Area

Allows the spellweavers to sing a song of discordant tonality which causes those affected to become confused and disoriented. Ship's navigators become lost while under the effects of this spell, organized armies will fall to anarchy, and even enemy spell casters will forget the words to their spells.

Duration: 1 hour

Cost: 3

Prerequisites: Song of Harmony

Song of Fruitfulness

Area

Causes trees of plants to bear fruit according to their natures. Individual trees can only be made to bear fruit once per day, even if attempted by different spellweavers.

Duration: Permanent

Cost: 3

Prerequisites: Song of Disharmony

Song of Calling

Area

Instills in any type of creature or being the desire to come to the spellweavers. The subjects of the spell know not why to come, they just feel compelled to do so. If the song leader knows a specific individual, he or she can request that person specifically.

Duration: 1 hour
Cost: 3
Prerequisites: Song of Fruitfulness

Song of Forgetfulness

Area

Causes beings to forget the any event or incident that the song leader desires.

Duration: 1 hour

Cost: 3

Prerequisites: Song of Calling

Song of the Sea

Area

Calms rough waters, changes the direction of ocean currents, and lowers tides as directed by the song leader.

Duration: 1 hour

Cost: 3

Prerequisites: Song of Forgetfulness

TALISMANCY [C-HEAD]

Talismancy is the art of luck manipulation, and practiced primarily by the Marukans.

Skills of Talismancy

Appraise Charms (Mental/Average)

No default

This skill allows the talismancer to determine the effectiveness, age, authenticity, properties, place of origin, and basic value of any talisman or charm.

Create Charms (Mental/Hard)

No default

This skill allows the talismancer to create minor charms that protect the wearer from a specified threat, such as receding hair, gout, flatulency, arthritis, etc.. To create the item, the talismancer must have to appropriate raw materials, and spend a full day putting them together. At the end of the day, the GM makes a skill roll in secret, and tells the talismancer the results.

A success means that the charm works as planned, and will probably protect the wearer from the specific malady --- the owner gains a +2 on all rolls to resist the threat. A critical success means that the charm makes the wearer impervious to the malady, and can never catch it. A failure means that the charm is useless, and the talismancer will have to start all over again. A critical failure means that the charm will appear to be working normally, but will actually attract the malady in question --- it's only a matter of time until the wearer comes down it.

Create Luck Medallion (Mental/Hard)

No default

This is the Marukan skill of creating their precious luck medallions, which they believe protect them from the terrible curse cast on their city so long ago. To create a luck charm, the talismancer must spend two full weeks, slowly bleeding off his or her own luck into the lead talisman. Once the two weeks have passed, the GM makes a roll in secret, and determines if the talisman was a success. Because the talismancer must bleed some of his or her own luck away to create the medallion, the Marukan suffers the full effects of the curse (see Chapter 2 for the Marukan Bad Luck disadvantage), no matter how many talismans he or she is wearing.

Spells of Talismancy

Detect Curse

Information, Resisted by spell level of caster

Allows the caster to sense the negative energy which emanates from those under the effects of a curse. The curse in question will resist at the spell level of the caster.

Duration: Instant

Cost: 1

Prerequisites: Magery 1

Analyze Curse

Information, Resisted by spell level of caster

Analyzes the exact nature and effects of a curse affecting a specific person. Details of information revealed by this spell include any way the curse can be broken. To successfully analyze a curse, the talismancer must win a quick contest of spell levels with the caster of the curse.

Duration: Instant

Cost: 2

Prerequisites: Detect Curse

Appraise Luck

Information

Allows the talismancer to determine the amount of fortune associated with a specific future action. In game terms, the GM secretly rolls the appropriate skill roll for whatever action is to be attempted. Then the talismancer must make a successful spell roll. If the talismancer rolls a success, then the GM can tell him or her the approximate amount of misfortune that will come from the action (whether or not the action will succeed). If a critical success is rolled, the GM should tell the talismancer exactly how well the action will do. A failure means that the Talismancer just can't be certain of what will happen. A critical failure allows the GM to maliciously sway the talismancer's judgment in any direction wished.

Duration: Instant

Cost: 5

Prerequisites: Detect Curse

Remove Curse

Regular, Resisted by caster's spell level

Any curse cast on either the talismancer or another individual can be removed with this spell. The curse is allowed to resist at the spell level of the caster, but if it fails, the subject is free from its effects forever. Unfortunately, the curse which affects the Marukans has never succumbed to this spell --- it must be powerful indeed.

Duration: Instant

Cost: 9

Prerequisites: Analyze Curse

Fortune

Regular

Allows talismancers to attract fortune to themselves or other beings. For the duration of the spell, all affected gain the 30 point Luck advantage. The effects of these spell aren't cumulative, only the most powerful spell will affect the group.

Duration: 1 hour

Cost: 5

Prerequisites: Remove Curse

Misfortune**Regular, Resisted by IQ**

Allows the talismaner to attract misfortune to one being. For the duration of the spell, the victim suffers the effects of the Marukan Bad Luck disadvantage (see p XX). This spell is resisted by the target's IQ.

Duration: 1 hour

Cost: 9

Prerequisites: Fortune

TECHNOMANCY [C-HEAD]

Before the Great Disaster, the skills of technomancy --- and the wondrous creations that could be built with it --- were in common use. Like the other magical fields of study, technomancy was all but lost; however, unlike the other fields, technomantic skills were never written down for future generations to study and learn. Fortunately, a small group of Yassans passed down the knowledge from master to apprentice, and these skills are starting to make a comeback.

Technomancy is similar to alchemy, in that the skills involved can be learned without Magical Aptitude; however, each level of Magery adds one to the technomancer's effective skill level. Magery also allows the technomancer to halve the time it would normally take to repair, assemble, disassemble, design, or modify a magical device or object.

Skills of Technomancy**Assemble and Disassemble (Physical/Hard)****No default**

This is the ability to dismantle or put together any type of device or structure that has removable parts. The time required to assemble or disassemble the varies according to the objects size, and is completely up to the GM's discretion.

Specialties can include: siege engines, actuators, traps, automatons.

Design and Modification (Mental/Very Hard)**No default**

This is the ability to design new devices or modify existing devices or mechanisms as desired. Simple designs can take 1-10 hours, while projects of great complexity can take several days, or even months. Whether the device can actually be built is up to the GM.

This skill also allows the technomancer to read schematics and diagrams made by other designers. However, this doesn't allow the technomancer to decipher actual writings or any symbol that isn't directly related to some aspect of construction, design, or maintenance.

Repair Mechanisms (Physical/Hard)**No default**

Using their magical skills, technomancers are able to repair anything with moving parts, and even most things without. Generally speaking, only items which have been destroyed beyond repair can't be fixed by a technomancer. Conversely, the Yassan are equally adept at destroying or disabling mechanisms if they choose to do so.

Specialties for this skill include: Windships, essence accumulators, levitationals, weapons, leather goods, tools, pottery, fabric.

Structural Analysis (Mental/Very Hard)**No default**

After studying for a short while, the technomancer can determine the structural integrity of any device, mechanism, building, or other object. Through analysis, the technomancer can determine the:

- General age of a structure.
- Overall condition of the structure.
- Method of construction used
- Any weak points or deficiencies

THAUMATURGY [C-HEAD]

Thaumaturgy is the magical skill of transmuting elements into various other states, and deriving the most concentrated parts of a substance. Mainly used in Dracarta and Cabal Magicus, Cymrilian magicians are beginning to see many of the benefits of this amazing magical field of study.

Thaumaturgic Skills

Create Thaumaturgic Wand (Mental/Hard)

No default

The thaumaturgic wand, or caduceus is a thaumaturgist's most valuable tool. With it, he or she can cast spells to transmute matter into different forms, states, and even compress it down to its very essence. These devices are rarely made for sale, as those who need them generally know how to make their own.

Ingredients: One pound of red iron, ten carats of powdered diamond, ten drams of powdered gold, and a dram of quintessence.

Cost: 302 gl

Time: Seven weeks

Derive Distillation (Mental/Hard)

Prerequisite: Essence Accumulator

The skill of deriving distillations is known only to the mystical Phantasians, and they'll teach it to no one else. Distillations are magical concentrates of certain elusive substances such as smells, tastes, emotions, and even dreams, which are used to enhance the ambiance of gardens, pleasure dromes, and so forth. The contents of a single, 1-dram vial are enough to affect an area 3 hexes in diameter for an entire hour.

Time: 1 day of work with access to an essence accumulator (2 days for dream essence)

Selling Price: 24 gl (55 gl for dream essence)

Derive Elemental Essence (Mental/Hard) Prerequisite: Essence Accumulator

Elemental essences are concentrated elemental forces derived through the use of an essence accumulator. Knowledge of this skill allows the thaumaturgist to make any of the thaumaturgic creations in Chapter 5.

Ingredients: A minute quantity of quintessence, plus the raw materials from which the essence will be made.

Cost: Generally 10 gl

Time: Seven days of work with access to an essence accumulator

Dose: 1 pint

Selling Price: 200 gl

Derive Quintessence (Mental/Hard)

Prerequisite: Essence Accumulator

Only the Dracartans know how to derive quintessence.

Quintessence is an elusive substance which resembles a shimmering powder. Everything in the world contains a minute amount of the substance, which determines which state it's in. Thus, the quintessence which forces a substance to be solid is somewhat different from quintessence which causes a substance to be a gas. By using an essence accumulator, the Dracartans are able to remove this substance; thus, they can change the state of matter however they wish. A single dram of the correct type of quintessence can change 3 cubic hexes of matter into any other state (solid to gas, liquid to solid, etc.).

Time: 5 days work with access to an essence accumulator.

Dose: 1 dram

Selling Price: 130 gl

Essence Accumulator (Mental/Very Hard)

No default

Knowledge of construction and use of an essence accumulator (see Chapter 5 for more details on the uses of essence accumulators).

Ingredients: 800 gl worth of amberglass alembics, piping, and phials, and 200 gl worth of silver spigots, fastening, and framework

Time 14 weeks of solid work

Selling Price: 3,500 gl

Thaumaturgic Spells

To perform any spell, the thaumaturgic must use a caduceus, or thaumaturgic wand.

Thaumaturgic Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Thaumaturgic Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Thaumaturgic Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Locate Substance

Information

Allows the thaumaturgist to use his or her thaumaturgic wand to determine the approximate direction of a certain inanimate substance.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Thaumaturgic Aura, Barrier, or Bolt

State Change

Regular

For every point of energy expended, the thaumaturgist can change 1 cubic foot of inanimate substance into another state. Thus, a solid could be turned into a gas or a liquid, and a liquid could be turned into a gas or a solid, and so on. The material retains properties such as color, temperature, and any poisons or other special qualities.

Duration: Permanent

Cost: 1 point per cubic foot

Prerequisites: Locate Substance

Concentrate Matter

Regular

For every point of energy expended, the caster can compress one cubic foot of pure, inanimate matter into 1 dram of thaumaturgical concentrate. Matter that is mixed with other substances can't be concentrated.

Duration: Permanent

Cost: 1 point per cubic foot

Prerequisites: State Change

Quantitative Analysis

Information

Allows the caster to determine the exact components of any inanimate substance, including liquids, solids, alchemical or magical mixtures, alloys, etc.. However, the thaumaturgist doesn't learn the effects of the substance in question, only what it's composed of.

Duration: Instant

Cost: 3

Prerequisites: Concentrate Matter

WITCHCRAFT [C-HEAD]

Witchcraft is the study and practice of the eldritch arts of magic. To cast their spells, witches will often gather in covens or esbats, and engage in their pagan rituals dedicated to the forgotten Gods of Talislanta.

Eldritch Aura

Regular

Duration: 1 hour or until damage dissipates it.

Cost: 1/point of DR

Prerequisites: Magery 1

Eldritch Barrier

Regular

Duration: 1 minute or until defeated

Cost: Base cost 1/hex + 1/2 point per DR

Prerequisites: Magery 1

Eldritch Bolt

Regular

Duration: Instant

Cost: Any amount from 1-3, does 1d damage per point

Time to Cast: 1-3 seconds

Prerequisites: Magery 1

Jinx

Regular

Sets loose a minor spiritform that hounds the target of the spell, wreaking mischief. The spirit will cause immeasurable amounts of grief for the target of the spell,

who will suffer -1 penalty on all rolls because he or she is always distracted by the infernal creature. To successfully cast the spell, the witch must have a personal possession of the victim.

Duration: 1 day

Cost: 5

Prerequisites: Eldritch Aura, Barrier, or Bolt

False Dweomer

Regular; Resisted by opposing magician

Invests an object of up to 10 pounds per point of energy invested with a false magical aura. Those who can detect magic will perceive the item as magical; however, spells such as Analyze Enchanted Item won't turn up any specific powers related to the item.

Duration: 1 hour

Cost: 1

Prerequisites: Jinx

Bewitch

Regular; Resisted by IQ

Enables the witch to haunt the dreams of an individual, allowing him or her no rest or surcease. To do so, the witch must enter a trance-like state when he or she knows the victim will be sleeping to haunt his or her dreams. The requirement for the spell is a item belonging to the victim such as fingernail clippings, hair, or a favored item of clothing. Each night, the witch must win a quick contest of spell level versus the victim's IQ (modified by Strong or Weak Will). If the witch succeeds, then the target loses one point of HT. Each night the witch fails to win the contest, the victim gains back one point of HT. Once the victim's HT drops below 0, he or she has lost the will to live, and simply dies.

Duration: 1 night

Cost: 6

Prerequisites: False Dweomer

Malediction

Regular; Resisted by IQ

The target of this terrible spell will suffer no end of minor ailments, such as warts, sores, bad breathe, etc.. Each month that the spell is in effect, the must win a quick contest of spell level versus the target's IQ (modified by Strong or Weak Will). If the target loses, he or she gains the disadvantage of Charisma -1 (positive Charisma scores will be decreased by one), making him or her increasingly disgusting to look at. Once the spell is successfully negated, the Charisma will return at a rate of 1 point per month.

Duration: 1 month

Cost: 6, 3 to maintain

Prerequisites: Bewitch

Healing

Regular

For every point of energy invested into the spell, the witch can heal 1 point of damage to any living creature, but not to plants.

Duration: Permanent

Cost: 1 per point of HT

Prerequisites: Malediction

Rejuvenescence

Regular

Restores vitality lost to strenuous activity, lack of sleep, or intense concentration. It doesn't allow a caster to gain back fatigue gained from casting spells, however. All non-spell related fatigue points return. After an individual has benefited once from this spell, further castings the same day have no effect.

Duration: Permanent

Cost: 3

Prerequisites: Healing

Fascination

Regular; Resisted by IQ

This spell forces those within range (10 hex radius) to watch the witch with rapt attention, fascinated with whatever she is doing or saying. To successfully affect the viewers, the witch must win a quick contest of spell level versus the average IQ of the group (modified by any Strong or Weak Will). If successful, the witch gains a +5 on all reaction rolls for the duration of the spell.

Duration: 1 minute

Cost: 5, 2 to maintain

Prerequisites: Rejuvenescence

Obsession

Regular; resisted by IQ

Afflicts the target with a powerful craving or desire, such as the urge to drink to excess, a sudden interest in a person or thing. If restrained by right-minded friends, the target can even become violent. To successfully cast the spell, the witch must win a quick contest of spell level versus the target's IQ (modified by any Strong or Weak Will).

Duration: 1 minute

Cost: 6, 3 to maintain

Prerequisites: Fascination

Safekeep

Regular

Protects one magical item with a magical aura. Anyone who touches the item without the wizard's permission takes 1d point of damage. The witch can only safekeep one item at a time.

Duration: 1 day

Cost: 6

Prerequisites: Obsession

Weird

Regular

Invests an object with an elemental that returns the object to the caster if it's ever stolen, lost, dropped, or even thrown. Only if the object is willingly given away will the elemental leave the object.

Duration: Permanent

Cost: 9

Prerequisites: Safekeep

Rhabdomantic Divination

Information

Only the Gnorls of Werewood can learn this spell.

The rhabdomancer can consult minor spirits to determine certain hidden pieces of information, and learn many secrets. If the secret involves something that the spirits don't normally know, they'll travel the distance required to learn it. The more difficult the information, the rhabdomancer will have a modifier of his or her skill roll.

Information	Example	Skill Modifier
Petty	What's behind this door?	0
Minor	Where does someone hide their valuables	-1
Moderate	Where is Ebo Inoma	-2
Major	Who stole the Wand of Bedazzlement	-3
Vital	What is the magician Tandala's weakness	-5

Duration: Instant
 Cost: 9
 Prerequisites: Eldritch Aura, Barrier, or Bolt

WIZARDRY [C-HEAD]

Arcane Aura

Regular

Duration: 1 hour or until damage dissipates it.
 Cost: 1/point of DR
 Prerequisites: Magery 1

Arcane Barrier

Regular

Duration: 1 minute or until defeated
 Cost: Base cost 1/hex + 1/2 point per DR
 Prerequisites: Magery 1

Arcane Bolt

Regular

Duration: Instant
 Cost: Any amount from 1-3, does 1d damage per point
 Time to Cast: 1-3 seconds
 Prerequisites: Magery 1

Arcane Blade

Regular

Allows the caster to conjure up a 4 foot blade comprised of eldritch force, which can be used as a weapon. In hand to hand combat, the blade does Th+2 impaling, and Sw+2 Cutting. Furthermore, it can be used to hit creatures only affected by magical weapons. If the blade ever loses contact with the wizard, it winks out. How well the wizard uses the sword entirely depends on his or her level of sword skill.

Duration: 1 minute
 Cost: 3, 2 to maintain
 Prerequisites: Arcane Aura, Barrier, or Bolt

Concealment

Regular; Resisted by opposing magician

This spell hides the natural emanations of magical items so that they seem like normal items under the close scrutiny of other mages --- including the innate power of the Phantasians. To successfully fool the viewer, the caster must make a quick contest of spell levels with the mage attempting to perceive the magic item (versus IQ in the case of the Phantasian).

Duration: 1 day
 Cost: 2
 Prerequisites: Arcane Blade

Radiance

Regular

This spell has several applications.

Sphere of Light: When cast on an object such as a staff, it sheds light as if it were a torch.

Burst of Light: Creates a momentary burst of light in the face of one target, momentarily blinding him or her.

Darkness: The reverse of Sphere of Light, this spell absorbs all light in the area of effect normally illuminated by a torch (about 10 hexes).

Duration: 1 minute (Instant for Burst of Light)

Cost: 3, 2 to maintain (Burst of Light can't be maintained)

Prerequisites: Concealment

Revelment

Regular; Resisted by IQ

Allows the caster to see magical and invisible creatures and beings which gain a faint glow around their outline. To successfully illuminate a creature, the caster must win a quick contest of spell level versus the IQ of the creature.

Duration: 1 minute

Cost: 3, 2 to maintain

Prerequisites: Radiance

Analyze Enchanted Item

Information; Resister by opposing magician

Allows the caster to determine the properties of a magically enchanted item which the caster must hold to analyze. To successfully analyze the item, the caster must win a quick contest of spell levels with the level of the spell put into the magical item. This only applies to spell- like effects, magical bonuses require no contest to analyze. Items created before the Great Disaster are far more complicated, and the GM should apply a powerful penalty such as -5 to the spell roll.

Duration: Instant

Cost: 9

Prerequisites: Revelment

Dispel Magic

Regular; Resisted by opposing magician

Allows the caster to dispel the effects of other spells. To successfully negate a spell, the wizard must win a quick contest of spell levels with the opposing spell.

Duration: Instant

Cost: 4

Prerequisites: Analyze Enchanted Item

Aura of Enchantment

Regular

Imbues any nonliving, nonmagical object with a temporary magical enchantment or +1. This could be applied to armor to give it a better DR or PD, or cause a sword to do +1 damage. Exactly how the +1 is applied is up to the player, and it's up to the GM to determine the exact effects.

Duration: 1 minute

Cost: 4, 3 to maintain

Prerequisites: Dispel Magic

Spellbind

Regular; Resisted by IQ

Allows the caster to magically immobilize and silence one living creature. To successfully do so, however, the caster must win a quick contest of spell level versus the IQ of the creature (modified by any Strong or Weak Will).

Duration: 1 minute

Cost: 4, 3 to maintain

Prerequisites: Aura of Enchantment

Animate Object

Regular

For every point of energy invested, the caster can move up to 25 pounds of anything through the air or across the ground. The object can only be moved slowly (Move 6), and the caster must concentrate intently while the duration of the spell is in effect. The caster must be able to see the object to successfully control it. This spell can be used by the caster to lift him or herself through the air if wished.

Duration: 1 minute

Cost: 1 per 25 pounds moved

Prerequisites: Spellbind

Dwindle

Regular; Resisted by IQ

Allows the caster to decrease the size of any creature, reducing its height by 10% per point of energy. Thus, by spending 5 points of energy, the caster could reduce the height of a creature by half. If the victim is unwilling, the caster must win a quick contest of skill levels versus the victim's IQ (modified by any Strong or Weak Will). All equipment is shrunk with the victim.

Duration: 1 hour

Cost: 1 per 10% reduced

Prerequisites: Animate Object

Illusion

Regular; Resisted by IQ

With this spell, the caster can create sounds, images, spells, and so forth which have no basis in reality. They seem real to those who view them, but they're insubstantial, and are incapable of causing damage --- although death by fright is definitely possible.

Creating an illusion which only affects sight is the easiest, and there are no skill modifiers when doing so. Here's a table to determine the effects of the caster's skill when creating more complex illusions.

Added Complexity	Example	Skill Modifier
Sound	Roars, screams	-1
Taste	Sweet	-1
Smell	Burning	-1
Heat or Cold	Fire	-2
Texture	Rough becomes smooth	-2
Complex	Writing on a page	-2
Mobile	Moving animal	-3

Remember that the modifiers are cumulative; thus, if a wizard wishes to create a frightening dog which can move (-3), and can bark (-1), and smells like it hasn't had a bath... ever (-1), then the total modifier is -5 to the caster's skill roll.

Duration: 1 minute

Cost: 4, 3 to maintain
Prerequisites: Dwindle

Conjuration

Regular

Allows the caster to create a magical replica of an inanimate object. The size of the item is limited to the amount of energy invested into the spell --- typically 1 cubic foot, and up to 50 pounds per point. The caster must be familiar with object conjured. If he or she tries to create an exact replica of an object, he or she must make an IQ roll to successfully create a perfect likeness. At the end of the duration, the item created will disappear.

Duration: 1 minute

Cost: 1 per 50 pounds created, 1/2 cost to maintain

Prerequisites: Illusion

Invisibility

Regular

Renders the caster or one other person completely invisible to the eye, although other senses will be unaffected. All perception rolls to locate the invisible individual are at -6 (modified by any Alertness or Acute Senses).

In combat, the invisible individual's opponent must make a successful perception roll at -6 to locate him or her. If successful, the opponent is only at -4 on rolls to hit the invisible person. If unsuccessful, then the opponent doesn't have any idea which hex the invisible person is in, and suffers a further -10 penalty on all to hit rolls.

Duration: 1 minute

Cost: 5, 3 to maintain

Prerequisites: Conjuration

Magic Portal

Regular

Allows the caster to create an opening in any nonliving, nonmagical material or substance. The minimum diameter is 1 foot, up to a maximum of 3 hexes, and the depth of the tunnel depends on how much energy is put into the spell --- 2 hexes for every point of energy. Once the duration of the spell has ended, the entire tunnel will fill up again, looking completely unharmed. Those inside the area when it fills up will be unharmed, but chances are, they'll be unable to breathe.

Duration: 1 minute

Cost: see above

Prerequisites: Invisibility

CHAPTER5 --- EQUIPMENT[A-HEAD]

MELEE WEAPONS [C-HEAD]

Weapon	Type	Amount	Reach	Cost	Weight	Min	ST	Notes
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Axe/Mace (DX-5)

Araq Bone War Axe	Cut	Sw+2	1,2	5 sp	4 lbs	12	1 turn	to ready
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Ariane Mace	Crs	Sw+3	1	5 gl	4 lbs	10	1 turn to ready, 8
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Club	Crs	Sw+3	1	1 sp	5 lbs	---	1 turn to ready
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Hand Axe	Cut	Sw	1	5 sp	2 lbs	7	1 turn to ready, Throwable
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Kharakhan Battle Maul		Crs	Sw+5	1,2	50 gl	20 lbs	14
2 hand, 1 turn to ready							

Mace	Crs	Sw+3	1	4 gl	5 lbs	12	1 turn to ready
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Mud People Bwan	Crs	Sw+4	1,2	2 cp	12 lbs	12	2 hand, 1 turn to ready
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Broadsword (DX-5, Shortsword-2)

Broadsword	Cut	Sw+1	1	10 gl	3 lbs	10
	Imp	Th+2	1			

Cutlass	Cut	Sw+1	1	35 gl	3 lbs	10
	Crs	Th+1	1			

Kang Falchion	Cut	Sw+2	1	50 gl	4 lbs	12
	Imp	Th	1			

Longsword	Cut	Imp	Th+1	1,2	12 gl	1.5 lbs	---
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Orgovian Prod	Hook	Crs	Sw+1	1	6 sp	3 lbs	10
	Imp	Th	1				

Scimitar	Cut	Sw+1	1	15 gl	3 lbs	10
	Crs	Th+1	1			

Za Broadsword	Cut	Sw+1	1	20 gl	3 lbs	10	1
	Crs	Th+1	1				

Fencing (DX-5)

Dueling Sword	Cut	Sw	1	25 gl	2 lbs	7
	Imp	Th+1	1			

Flail (DX-6)

Danelek War Flail	Cut	Sw	1	12 gl	6 lbs	11
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Slaver's Flail	Crs	Sw	1	2 gl	2 lbs	9
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Yrmanian Singing Axe	Cut	Sw+2	1	6 gl	2 lbs	10	10
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Za Whipsash	Crs	Sw-1	1,2	3 gl	4 lbs	10	Max. damage 1d-1
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Garrote

Garrote (wire)	Cut	Th	C	2 cp	---	---	6
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Garrote (rope)	Crs	Th	C	2 gl	---	---	
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Garde (No default)

Garde	Imp	Th-2	C	10 gl	See Tazian Combat		
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Knife (DX-4)

Aeriad Crescent Knife	Cut	Sw-2	C,1	2 gl	1 lb	---	Max. damage
1d+2, Throwable							

Imp	Th	C
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Dagger	Imp	Th-1	C	1 gl	.25 lb	---	Max. damage 1d,
Throwable							

Harakin Two Bladed Knife	Cut	Sw-1	C,1	8 gl	4 lbs	6	Unthrowable
Imp	Th+1	C					

Rajan Clawed Gauntlets	Cut	Sw-3	C,1	20 gl	.5 lb	---	3
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Za Wristblades	Cut	Sw-3	C	3 gl	1 lb	---	Max. damage
1d+1							

Lance (Spear-3 for those who have Riding 12+, DX-6 for others)

Lance	Imp	Th+3	4	5 gl	6 lbs	12	7
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Polearm (DX-5)

Danuvian Halberd	Cut	Sw+5	2,3	15 gl	12 lbs	12	2 turns
to ready							

Imp	Sw+4	2,3
Imp	Th+3	1-3

Shortsword (DX-5, Broadsword-2)

Gnomekin Crystalblade	Cut	Sw	1	60 gl	2 lbs	7
4						

Imp	Th	1
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Mondre Khan Rasp	Cut	Sw	1	15 gl	2 lbs	8
1						

Imp	Th	1
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Shortsword	Cut	Sw	1	5 gl	2 lbs	7
	Imp	Th	1			

Spear (DX-5 or Staff-2)

Imrian Capture Pole	Imp	1pt	2,3	10 gl	6 lbs	1	1,2
hand, 2							

Kasmiran Blade Staff 2 hand	Imp	Th+3	1,2	25 gl	4 lbs	9	
Stryx Pole-Hook turns to ready, 9	Cut	Sw+3	2,3	10 gl	8 lbs	11	2
	Imp	Th+3	1-3				
Trident	Imp	Th+3	1,2	5 gl	4 lbs	10	2 handed
Staff (DX-5 or Spear-2)							
Harakin Four Bladed Axe	Cut	Sw+2	1,2	10 gl	12 lbs	12	5
Iron Shod Staff	Crs	Sw+3	1,2	2 gl	6 lbs	8	2 handed
	Crs	Th+2	1,2				
Staff	Crs	Sw+2	1,2	5 sp	4 lbs	6	2 handed
	Crs	Th+2	1,2				
Two-Handed Axe/Mace (DX-5)							
Ahazu War Club 1 turn to ready	Crs	Sw+4	1,2	4 sp	9 lbs	12	2 handed,
Club (Yaksha Paw)	Crs	Sw+3	1	200 gl	6 lbs	11	1 turn to ready
Ice Giant Club	Crs	Sw+6	1,2	---	25 lbs	15	1 turn to ready
War Axe ready	Cut	Sw+3	1,2	10 gl	8 lbs	13	Two handed, 1 turn to
War Hammer to ready	Imp	Sw+3	1,2	5 gl	7 lbs	13	2 handed, 1 turn
Two-Handed Sword (DX-5)							
Giant Sized Sword	Cut	Sw+4	1,2	75 gl	25 lbs	15	
	Imp	Th+4	1,2				
Two Handed Sword handed	Cut	Sw+3	1,2	25 gl	5 lbs	12	2
	Imp	Th+3	2				
Whip (No default)							
Sauran War Whip	Cut	Sw+1	1,2	2 gl	8 lbs	12	
Whip	Crs	Sw-2	1-7	1 gl	2 lbs	10	Max. damage 1d-1

1. Rolls made to heal wounds caused by this weapon are at - 3.
2. Someone hit by the pole must roll DX-2 or be captured. Every turn they're captured, a quick contest of ST is made between the wielder and the victim; however, the wielder gains a +3 to his roll. If the target wins, he has wrenched the jaws of the pole

open, and suffers 1 point of damage (to the hands). If he fails, he remains caught, and takes 1 point of damage. Any attempt by the target to move, is also a quick contest of ST --- the wielder also gains a +3 on his roll.

3. Rajan gauntlets also serve as PD 1, DR 1 armor. They take 1 turn to ready, and the Fast Draw skill can be taken for them.

4. Armor protects with only 1/2 its normal PD and DR versus this weapon.

5. Uses Quarterstaffskill.

6. See page XX for a description of the Garrote skill.

7. Uses the horse's ST to calculate the damage.

8. Half damage from an Ariane mace is taken as fatigue damage.

9. To use this weapon to grab something, the GM must decide if the object in question can be hooked (a bag of rags could, a bowling ball couldn't). After a successful hit with the hook, the wielder and victim must make a quick contest of DX and then ST to determine if the wielder was able to nab the item.

10. Uses flail skill, and is treated like a flail for the purposes of defense (see B50).

MISSILE WEAPONS [C-HEAD]

Weapon	Type	Amount	SS	Acc	1/2 Dam	Max	Cost	WT	Min ST	Notes
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Bola (DX-4)

Imrian Barbed Bolas	Cut	Th	12	0	---	STx3	5 gl	2 lbs		
---	1									

Manra Whipsash	Crs	Th-1	12	0	---	STx3	2 gl	2 lbs		

Bow (DX-6)

Ariane Bow	Crs	Th+3	14	3	STx20	STx25	5 gl	3 lbs	---	3
------------	-----	------	----	---	-------	-------	------	-------	-----	---

Giant Sized Bow	As per any bow in GURPS, but with no Max damage									
-----------------	---	--	--	--	--	--	--	--	--	--

Crossbow (DX-4)

Aeriad Dart Thrower	Imp	Th	12	2	STx2	STx4	5 gl	2 lbs		
---	5									

Aeriad Tri-Bow	Imp	Th+1	12	3	STx20	STx25	75 gl	5 lbs		
---	ROF=3, 8									

Dracartan Hurlant	Crs	3d	12	1	STx20	STx25		500 gl		
5 lbs	---									

Harakin Iron Crossbow	Imp	Th+5	12	4	STx20	STx25	12 gl	6 lbs	---	
6 lbs	---									

Orgovian Star Thrower	Cut	Th+4	12	2	STx20	STx25	25 gl	6 lbs		

Satada Capture Bow	Imp	Th+4	12	4	STx20	STx25	25 gl	6 lbs	---	4
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Sea Nomad Flange Bow Imp Th 12 0 STx2 STx4 20 gl 6 lbs ---
ROF=6, 6

Knife Throwing (DX-4)

Chana Throwing Stick Crs Th+1 11 1 STx1.5 STx2.5 1 sp 2 lbs

Spear Throwing (DX-4)

Gryph 2 Pronged Spear Imp Th+4 11 2 ST STx2 2 gl 5 lbs10

Sunra Dragon Hunter's Harpoon Imp Th+4 11 1 ST-2 ST+3 15 gl
6 lbs ---

Vajra Iron Spear Imp Th+4 10 2 ST STx1.5 20 gl 2 lbs 9

Spring Weapons (DX-4)

Kasmiran Blade Bracer Imp 1d 9 3 15 30 15 gl 2 lbs --- 2

Kasmiran Spring Knife Imp 1d+1 10 3 15 30 5 gl 2 lbs

Thrown Weapons (DX-4)

Ahazu Throwing Blade Cut Sw+3 12 0 ST-2 ST+5 20 gl 2 lbs

Harakin Iron Boomerang Cut Sw+2 11 1 STx1.5 STx2.5 40 cp
2 lbs --- 7

Mondre Khan Blade Star Cut Th+2 12 0 ST-2 ST+5 2 sp 1 lb

1. Because of the barbs, any damage from the original attack that penetrates armor will cause damage if the victim attempts to escape. One point of damage for every DX roll made to escape.

2. Fast Draw and Speed Load can be learned for this weapon. Non-Kasmiran suffer a -3 penalty to their vision roll to recognize the blade bracer as a weapon.

3. Half damage taken from this weapon is fatigue damage.

4. If the capture-bow arrow pierces the armor, and does any damage at all, the target is captured. He and the wielder must then make a quick contest of ST. If the victim wins, he holds his ground; if the wielder wins, the victim is reeled in a number of hexes equal to the number he won by. If the victim wishes to pull the barb out, he must make a ST roll modified by the amount of damage the barb originally did. If he has High Pain Threshold he suffers no damage modifier; if he has Low Pain Threshold, the modifier is doubled..

5. Unlike regular crossbows, Fast Draw can be learned for this weapon.

6. For the flange bow, see page B.120, and use the Burst Fire table to determine how many of the six quills hit the target.

7. On a miss, the boomerang returns to the thrower, and can be caught on a successful DX roll. On a critical failure, the boomerang strikes the thrower, and does regular damage.

8. The Aeriad Tri-Bow fires a 3 round burst. See BXX, and use the Burst Fire table to determine how many arrows hit the target.

ARMOR [C-HEAD]

Type PD DR Cost WT Protects

Headgear and Helmets

Cloth Cap	1	1	2 sp	0	3-4
Leather Helm	2	2	5 sp	0	3-4, 5
Chain Coif *ý	3	4	10 gl	4	3-4, 5
Pot-Helmý	3	4	15 gl	5	3-4
Great Helm	4	7	25 gl	10	3-4, 5
Spangalorý	2	3	20 gl	3	3-4, 5

Torso Armor

Cloth Armor	1	1	1 gl	6	9-11, 17-18
Leather Armor	2	2	2 gl	10	9-11, 17-18
Spangalorý	2	3	300 gl	15	9-11, 17-18
Za Battle Harness	2	3	100 gl	12	9-11, 17-18
Dragon Scale	3	3	200 gl	35	9-11, 17-18
Aeriad Light Plateý	3	3	1000 gl	15	9-11, 17-18
Chainmail *ý	3	4	150 gl	25	9-11, 17-18
Scale Armor	3	4	200 gl	35	9-11, 17-18
Breastplate **ý	4	5	500 gl	20	9-11, 17-18
Corseletý	4	6	700 gl	35	9-11, 17-18
Heavy Corseletý	4	7	900 gl	45	9-11, 17-18

Arms

Cloth Armor	1	1	5 sp	2	6, 8
Leather Armor	2	2	1 gl	2	6, 8
Chainmail *ý	3	4	30 gl	9	6, 8
Scale Armor	3	4	35 gl	14	6, 8
Gardeý	2	6	20 gl	5	6, 8
Plate Armoryý	4	6	100 gl	15	6, 8
Heavy Plateý	4	7	150 gl	20	6, 8

Legs

Cloth Armor	1	1	5 sp	2	12-14
Leather Armor	2	2	1 gl	4	12-14
Chainmail *ý	3	4	30 gl	15	12-14
Scale Armor	3	4	35 gl	21	12-14
Gardeý	2	6	20 gl	5	12-14
Plate Armoryý	4	6	100 gl	20	12-14
Heavy Plateý	4	7	150 gl	25	12-14

Hands

Cloth Gloves	1	1	5 sp	0	7
Leather Gloves	2	2	7 sp	0	7
Gauntlets	3	4	10 gl	2	7

Feet

Shoes	1	1	gl	2	15-16
Boots	2	2	gl	3	15-16
Sollerets	3	4	12 gl	7	15-16

* --- Normally, chainmail is worn over padded cloth armor. The combination has a PD of 3 and a DR of 4. Against impaling weapons, it only provides PD 1 and DR 2.

** --- Only protects from blows against the front.

ý --- Black iron armor. For red iron, reduce PD by 1, divide weight by 2, and double the price. For blue iron, reduce PD by 1 and DR by 1, divide weight by 4, multiply price by 5. For adamant, raise PD and DR by 2 each, and multiply cost by 20.

Note: Spanglor can't be made out of adamant.

WEAPONS [C-HEAD]

As Talislanta is so segregated, races who design a new and terrifying weapon hold onto the secrets of its design carefully. In many cases (for example the Za) it's illegal for a foreigner to have another race's weapon in his possession. For color, the racial names for many of the weapons have also been added.

Barbed Bolas, Imrian

The Imrian slavers employ this particularly nasty form of bola to capture their slaves. The device contains three metal balls laden with sharp hooks at the end of ropes which stick into the flesh of the target and completely incapacitate it.

Blade Bracer, Kasmiran

This unique device is just one of the many wonders created by the skilled Kasmiran weaponsmiths, and looks like a normal iron bracer in all respects. Carefully hidden within, however, is a small spring loaded blade which can be fired by pressing a small knob on the side of the bracer. The device has a very short range, so it's often employed by assassins.

Blade-Staff

Yet another wonder of Kasmiran engineering, the blade-staff looks exactly like a regular wooden staff or walking stick. However, when the two halves of the staff are twisted, a six inch, razor sharp blade springs from each end, allowing the device to be used as a spear.

Blade-Star, Mondre Khan

Although the Mondre Khan are primitive by most civilized standards, none can dispute their cunning ability to create surprisingly dangerous weapons out of the most crude supplies. The blade-stars, created from pounded black iron and honed to a razor edge, can be quite lethal to those struck by them.

Bow, Ariane

The Ariane choose to avoid killing their opponents at all costs, thus their arrows are tipped with large round heads designed to stun instead of kill.

Broadsword, Za

The Za broadsword is a particularly brutal weapon wielded by the ferocious warriors in battle. The sword resembles a curved scimitar or cutlass, but possesses a ragged, saw-blade edge which causes terrible wounds when it strikes. The Za have sworn to slay any foreigner who's seen carrying one of their broadswords, and will stop at nothing to slay the foolish owner.

Bwan, Mud People

The Moorg-Wan are one of the few races on Talislanta who're able to harvest their weapons. A bwan is fashioned from the lower end of a Thornwood vine, and is covered with six inch, wicked looking spikes. As they're made of wood, bwans are usually only good for one battle before they must be replaced.

Caltrop

Caltrops are small spiky devices created so that when dropped on the ground, one spike always sticks up. They're usually employed in large numbers by those wishing to make an unimpaired exit.

Capture-Bow, Satada

These devices resemble large crossbows, except that they also possess a reel mechanism with a strong cord wrapped around it. When the crossbow is fired, the bolt is attached to the crossbow, so that the wielder can reel in the target like a harpoon. The end of the bolt contains a nasty barb, making it difficult for the victim to remove it without a great amount of flesh coming with it.

Capture-Pole, Imrian

Fashioned from a long pole with a set of iron pincers at the end, this device is used by Imrian slavers to capture and subdue their prey. Once an Imrian has a victim within the pincers, he pulls a long cord, which closes the hooks and drives barbs into the new slave. Struggling within the confines of a capture-pole is foolish, as the razor barbs can easily rip the victim to shreds.

Clawed Gauntlets, Rajan

Rajan assassins often employ the clawed gauntlets --- which they call da-khar --- to catch their victims unawares. They look like normal leather gloves to all appearances, but when the backs are struck together, small, razor-sharp blades extract. The blades are often coated with a fast acting poison by the assassin, to ensure the death of his victim.

Club, Ur

The Ur create these massive clubs by topping a haft of wood with the taloned paw of a yaksha. Owning one of these weapons is sign of status, as the ravenous were-beasts are extremely difficult to kill.

Correg, Imrian

Yet another nasty device created by the Imrians to capture slaves, the correg looks like a huge, tripod mounted crossbow trailing a long cord. It's used to capture much larger creatures, like Kharakhan, Mud People and the Imrian's beasts of burden, the kra.

Crescent Knife, Aeriad

This small knife is used to collect plants and herbs by the Green Aeriad, and as a missile weapon by the Green Aeriad.

Crystalblade, Gnomekin

The Gnomekin crystalomancers create these diamond-sharp blades by growing a set of crystals into the right shape. The creators prefer to trade or give away the valuable weapons than to actually use them in combat.

Da-Khar

See clawed gauntlets, Rajan.

Dart-Thrower, Aeriad

Dart-Throwers are small, light crossbows used by the Aeriad to protect the forests of Vardune. Because the bolts employed are so small, they do about half the damage of a regular crossbow.

Double-Pronged Spear, Gryph

The Gryphs of the Tamaranth forest employ this double- pronged spear --- which they call the duar --- almost exclusively. The outside edges of the prongs are razor- sharp, and tipped with barbs, which the Gryphs use in a slashing attack as they fly past their targets. Also, the space between the prongs is ideal for capturing an opponent and rendering him immobile.

Dragon Hunter's Harpoon, Sunra

When killing a sea dragon, the Sunra try to dispatch it the most humane means possible. When they've tired their prey sufficiently, one courageous Sunra leaps onto the dragon's back and attempts to plunge the harpoon into its brain. If done correctly, the dragon dies instantly; if done incorrectly, the Sunra becomes another meal for the dragon. The harpoons are elaborately carved with runes which symbolize the status and clan affiliation of the owner.

Falchion, Kang

The falchion is an enormous broadsword wielded by the extremely strong Kang. The blade is fashioned so that it can punch through the thickest armor. Because of its shape, it can't be held in a scabbard; thus, the Kang etch their rank and battle history onto the blade for all to see.

Flange-Bow, Sea Nomad

Created from the bones of Zaratans, the flange-bow is capable of firing off six sharpened sea urchin quills in a wide spray. As the quills are poisonous, those not killed from the arrows immediately, can expect to become quite sick. The weapon can be used underwater also; although, at a considerably shorter distance.

Four-Bladed Axe, Harakin

Only the truly mighty can wield the great Harakin four-bladed axe with any effectiveness. When used correctly, however, the blinding blades will reduce an opponent to pieces in seconds. The twin blades on each end of the wooden shaft are made from the pounded black iron which litters the Harak landscape.

Garde, Tazian

Tazian garde is employed by the Thrall warriors as a defensive armor and as an offensive weapon. The spiked body-armor can be used to block weapon blows or strike against the opponent with equal efficiency. Using garde is quite difficult to master, and only the Thralls invest the time required to learn the intricacies of this combat style.

Garrote

A garrote is a length of string or wire tied to bone or wooden handles, and used to strangle a victim by surprise.

Gwanga

See throwing blade, Ahazu

Hurlant, Dracartan

Hurlants are crossbow-like missile-weapons used to fire globes of elemental essence. The ammunition for the device looks like a small glass globe attached to regular crossbow bolt. When the bolt hits its target, the elemental essence explodes, causing grenade-like damage to all in its area of effect.

Iron Boomerang, Harakin

This device --- called a jang by the Harakin --- is a heavy, black iron crescent, designed to be thrown at a target. The inside edge of the weapon is sharpened to a razor edge, and the outer edge is lined with wicked saw-toothed barbs. If the missile happens to miss its target, it will usually return to the thrower. Heavy gauntlets must be worn when catching this weapon.

Iron Crossbow, Harakin

The Harakin use this large crossbow to fire iron spikes at their enemies. The ammunition is of typically poor quality, and quite inaccurate against distant targets.

Iron Spear, Vajra

This spear is an interesting device created by the Vajra. The blade is slightly scoop shaped, and is employed by the engineers to dig faster, the shaft has been marked at regular intervals, to help them measure distances more accurately, and the hook at the end is used pull buckets up out of tunnels. Of course, in a pinch, it makes a handy weapon.

Jang

See iron boomerang, Harakin.

Khu

See two-bladed knife, Harakin.

Krin

See iron crossbow, Harakin.

Mace, Ariane

The mystical Ariane prefer to avoid violence whenever they can, but when they must, they wield the smooth headed mace. The weapon is designed to stun an enemy instead of kill him.

Matsu

See war club, Ahazu.

Oc

See barbed bolas, Imrian.

Pole-Hook, Stryx

As the Stryx are largely a cowardly race, and their weapon of choice reflects their attitudes on combat. The pole-hook is a large hooked blade used to strike an opponent while flying past. The Stryx also use the weapon to cut and steal unsecured bags and dismount riders.

Prod-Hook, Orgovian

The Orgovians use these wicked-looking hooks to control their lopers, but are also skilled in using them in hand-to-hand combat when necessary.

Rasp, Mondre Khan

The Mondre Khan created their jagged-edged broadswords in the same mind set as the Za: a weapon which leaves horrible, jagged wounds that take forever to heal. The weapon requires immense strength to wield effectively, as it's difficult to pull the saw-teeth through flesh.

Rod of Alchemy

The Sindarans use these devices to disperse any type of alchemical dust or powder into a five-foot radius cloud. As the Sindarans prefer not to kill their opponents, the powder is usually a sleep or fear causing substance; although, some employ a lethal form of dust known as "the last breath".

R'ruh

See singing axe, Yrmanian.

Singing Axe, Yrmanian

The Yrmanian singing axe is a flat, circular stone blade affixed to a long, leather strap. When whirled around the head, small holes cut in the blade let out a keen whistling sound which only drives the Yrmanians further into their insane "battle madness". The weapon can be used like a flail, or it can be hurled as a missile weapon.

Slaver's Flail

This weapon is a lighter version of the war flail, possessing leather cords instead of chains. At the end of the cords are small, barbed balls used by the Farad slavemongers to beat their slaves into submission. The weapon is so deadly, however, that many die under the brutal punishment.

Spring-Knife, Kasmiran

Another elaborate device created by the Kasmirans, the spring-knife looks like a small scroll tube. When a button on the side is pressed, however, a sharp blade springs forth and flies towards the target. Usually the device has only one shot, but some crafty weaponsmiths have designed them with two blades which can be fired simultaneously.

Star Thrower, Orgovian

These devices look like crossbows with wide grooves cut into the main shaft, and are used to launch spiked balls --- called shooting stars --- at the target.

Tarak

See four-bladed axe, Harakin.

Throwing Blade, Ahazu

The Ahazu can throw this four-bladed, pounded iron throwing star with unerring accuracy. Its heavy weight and ragged edges leave horrible wounds when they hit. The Ahazu name for this weapon is the gwanga.

Throwing Stick, Chana

These are two-foot long wooden sticks with weighted stone or iron heads, and are used for hunting forest animals. They usually carry several of the weapons, and can hurl them with blinding speed.

Tri-Bow, Aeriad

A particularly inventive device, the Aeriad tri-bow is a light crossbow which can fire a volley of three bolts before it must be reloaded. To reload the weapon, however, the wielder must land on a solid surface.

Two-Bladed Knife, Harakin

The large bladed weapon, forged from black iron can hardly be called a knife, as its blade is nearly a foot long. The knife is heavy, unwieldy, and nearly useless as a missile weapon.

War Club, Ahazu

The Ahazu wield this two-handed war club with terrifying ferocity when they enter their "battle madness". The club --- which they call a matsu --- is made from a large, polished stone fixed to the end of a slightly flexible wooden handle.

War Flail, Danelek

The Danelek war flail is perhaps one of the most dangerous weapons on Talislanta, both to the opponent and the wielder. It's made from a short bone handle trailing eight four-foot leather straps. Small, barbed iron nails run up the length of the straps, and end in razor-edged iron disks. In skilled hands, the weapon can deliver frightening amounts of damage; in unskilled hands, the wielder has as good a chance of hurting herself, as hurting her opponent.

War Whip, Sauran

This weapon is made up of large spiked iron squares linked together with chain. The Saurans, with their great strength, are one of the few races able to wield this great weapon.

Whipsash, Manra

This bola-like weapon, also called a t'sai, is used by the Manra for hunting forest animals. It's made from three strips of cloth weighted at the ends with orbs of stone or black iron. When thrown correctly, the weapon can entangle the legs of a running opponent.

Whipsash, Za

Za consider functionality to be of the highest importance, and the braided hide belts they wear reflect this philosophy. The whipsash is weighted on both ends with small iron globes, and can be thrown like a bola. In close combat, the whipsash can be used as a clumsy flail.

Wristblade, Za

These are leather bracers that contain sharp blades protruding from the sides. In close combat, a Za warrior can inflict serious damage by gauging his opponent at every chance.

ARMOR [C-HEAD]

Most of the following weapons can be made with a variety of materials: blue, red, or black iron, or even adamant. Refer to the tables on page XX to determine the benefits of each type of metal.

Battle Armor, Kang

Because of its plentiful supply, the Kang wear heavy suits of armor made from polished black iron --- red iron for the elite troops. Nothing strikes more fear into troops than to see a fully-armored Kang unit striding towards them.

Battle Harness, Za

The Za have little use for metallurgy, and make all their armor from overlapping strips of land lizard hide studded with sharpened teeth and claws.

Dragon Scale Armor, Sunra

Because they spend so much time in or around the water, the Sunra use the scales of the great sea dragons for armor, as it doesn't rust like conventional metal armor.

Garde, Thrall

Thrall garde armor consists of a set of spiked metal plates which cover the shoulders, forearms, thighs and shins. Unlike regular armor, garde can be used to actively parry opponents blows, and even strike the enemy with its sharp spikes (see page XX for a description of Tazian Combat --- the skill required to use garde).

The armor has several unprotected areas, so the wearer must be quite skilled to use it correctly. Thralls consider it weak and unsportsmanlike to wear any sort of protection on the chest, but a breastplate can be worn also.

Light Body Plate, Aeriad

Light body plate is made from thinly pounded Dracartan red iron, which weighs half as much as regular armor. The armor's of little use against large weapons, but will protect against grazing bow fire and light weapons.

Scale Armor, Gnomekin

Gnomekin armor is made from the rugged scales of various subterranean beasts.

Spangalor, Cymrilian

Spangalor is a lightweight, metallic cloth developed by the Cymrilians, and quickly replaced the archaic chainmail used up to then. It's nearly as protective as regular chainmail, but only weighs as much as cloth.

TRANSPORTATION [C-HEAD]

The terrain of Talislanta is as varied as its people, and these inhabitants have developed a vast array of conveyances. Giant land arks and war chariots cross the land; Imrian coracles and Mangar carracks ply the seas; and the air above is home to the beautiful Cymrilian windships.

Carrack, Mangar

The Mangar carrack is the fastest ship on the ocean, which is just one more reason most Talislantans prefer to remain on solid ground. Armed to the teeth with ballistae and viscous warriors, sailors encountering a carrack are recommended to raise the white flag and jump overboard --- the kra and sea dragons are probably going to treat them more gently.

Coracle, Imrian

Imrian coracles are crude ocean-going vessels which the cruel slavers use to transport their prisoners before they're sold. The frame of the ship is made from hardened kra bones, across which is stretched cured kra hide. From chains at the bow, 6 or more trained kra provide the propulsion.

Neither swift, nor maneuverable, Imrian coracles are designed to withstand the massive waves found out on the open seas. Furthermore, the use of kra allows them to travel at a good speed, regardless of wind direction.

Dragon Barque, Sunra

The Sunra dragon barques are Talislanta's most seaworthy and beautiful ocean-going vessels. Before they were enslaved by the Quan Empire, the Sunra used these great ships to travel the length of Talislanta's coast in search of sea dragons and harbors to trade with. Since their subjugation, however, most of the knowledge of creating these wondrous vessels has been lost. Only those Sunra who were lucky enough to escape the might of the Quan and the Kang still make the dragon barques.

Both the ancient and the modern vessels employ a unique bellows system which allows the dragon barque to breathe fire out of its metal-plated dragon's mouth. This weapon does 3d6 damage to all who're unlucky enough to get hit by the flames.

Duneship, Dracartan

Skating along the dunes as if it was water, the Dracartan duneships are a sight to behold. They're built of extremely light-weight materials such as span-oak for the hull, spinifax for the sails and rigging, and red iron for the runners.

Duneships service the Dracartans in many ways, for their military fleet, as transport barges, and to carry passengers to distant destinations. Normally unarmed, the duneships can be outfitted with giant hurlants and ballistae during wartime. Due to their size and limited maneuverability, duneships can only be employed in wide-open terrain, such as deserts and barren wilderlands.

Ice Schooner, Mirin

These graceful vessels are designed to sail the Sea of Ice and other frozen waterways. The hull is made from imported span-oak, and the runners are pure adamant to allow the swiftest movement possible. They're built mainly for cargo and passenger transport, but during times of war, they can be equipped with a variety of ballistae and alchemical hurlants.

Land Ark

The most common vessel seen traveling overland are the giant land-arcs, and are created by nearly every civilized nation on Talislanta. They're able to carry massive amounts of cargo --- or soldiers if needed. Unlike the duneships, they possess huge wheels and a sail, thus they're much better equipped to deal with Talislanta's roads --- most of which are usually in pretty poor condition.

War Chariot, Kang

Kang war chariots are drawn by teams of four armored striders, carry two drivers and four crossbowmen, and are built for combat. The Kang use them to overrun the enemy in a lightning fast attack, hoping to disable much of them with the chariot's black iron blades.

War Dragon, Kang

Kang war dragons are giant siege engines powered by a baffling array of gears and drive-shafts. Only skilled Vajra engineers are trusted with the operation of the war dragon because of its complexity. The entire machine is encased in a thick armor of black iron, and can withstand all but the most grievous of damage. Kang crossbowmen peer from numerous arrow slits which run the length of the war dragon, and can let out a devastating volley when their commander gives the word.

Windship

Windships were originally created by the ancient Archaens as a method of transportation to and from their magnificent sky cities. After the Great Disaster, however, the knowledge of windships technology was largely lost, except to the Cymrilians, Phantasians, Farad and the Rajans, who recently purchased outmoded technology from the Farad.

They're capable of sailing through the air as a regular ship sails through the water. Like their ocean-going counterparts, they use wind as their main form of propulsion, however they also possess an marvelous device known as a levitational which gives them vertical lift. With a good tailwind, a windship can easily travel over 200 miles per day.

As windships are created out of light-weight materials, they're extremely fragile, and suffer double damage from all crushing attacks. Furthermore, they're only able to carry about half as much cargo as a sailing ship of similar size.

There are four different sizes of windships:

Windriggers are the smallest type of windship, never larger than 15-20 feet long. They're employed as small, important cargo vessels, traveling around the Seven Kingdoms delivering messages and magical devices.

Windsiffs are the most common size, often reaching a length of 40 feet. They're armed with single ballista mounted at the front. The standard crew in the Seven Kingdoms consists of an aerial captain, a first officer, a wind pilot, and seven Cymrilian warrior-mages.

Windgalleons are great cargo vessels, built over 50 feet long. They're designed to travel great distances, often traversing the entire continent of Talislanta on a trading run.

Windships of War are the largest windships in existence, measuring over 175 feet long. They're armed with several ballistae, and have hatches underneath which allow Blue Aeriad troops or alchemical agents to be dropped upon enemy forces on the ground.

THAUMATURGIC EQUIPMENT [C-HEAD]

Thaumaturgy is the magical art of transforming the state and form of matter. As such, however, it would seem to closely resemble a science, as the thaumaturgist relies almost entirely on a host magical devices.

Caduceus

The thaumaturgic wand, or caduceus, is the thaumaturgist's most important tool. By channeling magical power through the wand, the thaumaturgist can change the state of matter, and derive elemental essence. Only those trained in thaumaturgy can use a caduceus. They're rarely found for sale, as those who need them generally know how to make their own.

Elemental Actuator

The elemental actuator was created by the Yassan technomancers, and resembles a 2 foot long metal rod covered in complex glyphs and sigils. It's a multipurpose tool which can be used to direct a stream of elemental essence. In modern-day terms, they're a combination of acetylene torch, refrigeration device, sand blaster, arc welder, etc..

They can be used as weapons in dire circumstances, and will do 1d damage within a range of 3 hexes.

Essence Accumulator

The essence accumulator is a complex device which is used to extract the essence of a variety of substances. It can be adjusted so that it extracts elemental essences, distillations, dream essences, or quintessence.

When using an essence accumulator, the GM should roll for success secretly. On a regular success, the procedure went as planned, and the thaumaturgist has created good quality essence. On a critical success, the essence is especially potent, and the GM should determine some beneficial side effects. On a failure, something went wrong, and the thaumaturgist ended up with nothing. On a critical failure, something went horribly wrong. Perhaps the machine blew up, or the essence has a special side effect --- the exact results are up to the GM.

ALCHEMICAL EQUIPMENT [C-HEAD]

Alchemical equipment is made of the rarest of materials, thus its often expensive price. The best alchemists have been known to travel all the way to Dracarta to personally select the sand which will soon become the glass for their equipment. Many

consider this to be superstitious, and a silly waste of time; however, these critics are often the lower ranked alchemists.

Alchemical Test Kit

This is a pouch containing amberglass vials, pipettes, and other items used to test and identify mixtures and substances. When using this kit, the alchemist can identify poisons, powders, dusts, etc.. Each kit contains enough materials for 10 tests.

Vial, Amberglass

Amberglass vials are used to store all sorts of alchemical creations, but especially alchahest.

Vial, Quicksilver

Amberglass vials, lined with quicksilver are used to store vitriol.

MAGICAL ITEMS [C-HEAD]

The following is a list of the various enchanted items that can be found on the continent of Talislanta. Some of them are quite rare, while others can be purchased in almost any city. Just how rare an item is, is up to the GM, but the cost is usually a good way to determine availability.

Aamanian All-Seeing Eye Amulet

These magical devices enable true followers of the Orthodoxist Cult to detect non-believers. When activated, the pendent bathes the area in a white glow; non-believers gain a pale blue aura around them. Only the most devout witch-hunters and inquisitors receive these powerful items.

Aamanian Holy Symbol

These simple magic items confers a +1 magic resistance to the wearer against all non-Orthodoxist magic, but only to the followers of the Orthodoxist Cult. They can be found all over Aaman, sold by pilgrims looking for new converts.

Ariane Tamar

Tamars are polished blue orbs which the Ariane use to record their experiences while traveling abroad. The Ariane don't believe in selling these devices, only giving them to trusted friends; thus, the price listed is for finding one on the black market.

Arimate Luckstone

These small stones turn blood-red when they touch any toxic substance. Nearly all Arimites own one of these small devices, and they use them to prevent being poisoned by the treacherous Revenant Cult.

Bracers of Levitation

As the Aeriad are in the process of devolution, nearly all of them wear these magical devices to give them extra lift when flying. The bracers buoy the wearer, allowing him or her to float off above the ground. Thus, while using the bracers, and their own wings, Aeriads are able to fly fairly quickly. The bracers will only float the wearer and an additional 50 pounds.

Chana Shrunk Head Fetishes

When a spellcaster dies in Chana, his head is cut off, and magically shrunk. These grisly little totems are actually able to converse with the owner, and can impart some of their knowledge --- providing of course the head wishes to. The head also allows the owner to contact the lower planes. This ability is treated like the Necromancy spell Contact Lower Plane.

Djaffir Fetish Masks

These devices, made of cured ahtra hide, make the wearer more resistant to spells of mind control. The actual level of the resistance depends on the skill of the creator, and can range from a +1 to a +5. (For a listing of spells which the mask offers resistance, see the advantage Immunity to Mind Control on p. XX)

Drukh Enchanted Flute

These bone flutes, when played by a Drukh Shaman, make an eerie music which strikes fear into the hearts of his enemies. Those who can hear the music must make a successful Will roll or suffer a -1 penalty to all rolls for the duration of the playing.

Enchanted Crystals

Enchanted Crystals --- created in the underground city of Durne --- play an integral part in the creation of many magical devices such as, windships, automatons, and as material components for many spells.

Farad Protective Charms

These small devices are designed to protect the wearer from one specific malady or accident such as, seasickness, Red Death, cuts, etc. The cost of the charm depends on the strength of its effects.

Farad Slave Collar

These iron torcs are inscribed with magical sigils, and can be made to constrict around the wearer's neck on command. The Imrian slavers are the largest customers for these nasty devices.

Jaka Luck Talisman

These small pendants confer a +1 magic resistance to all curses and black magic, but only to the creator.

Marukan Luck Medallion

To make their tortured lives bearable, the cursed Marukans have developed these magical fetishes, which they believe lowers the effects of the Curse. See p.XX for details about the disadvantage of Marukan Unluck.

Muse Enchanted Instruments

The Muses of Astar use these magical stringed instruments to affect those who listen with a certain emotion. Listeners must make a Will roll, or suffer from the effects of the desired emotion for the duration of the playing.

Nagra Spirit Jar.

Nagra spirit trackers wear these small stone vials on cords around their neck, which they believe offers protection against malicious spirits of all sorts; while wearing one, it's impossible to be possessed. The Nagra will neither share the secret of making these items nor the items themselves with others.

Oceanian Weather Talisman

The Sea Nomads of Oceanus use these shell-shaped devices to predict the weather. The talisman will change color depending on what weather system is on its way.

Phantasian Astromantic Globe

These magical orbs are used by the Phantasians to determine the relative position of windships while in flight. While useful, they're extremely difficult to read; thus, there's not as high a demand for these devices as the Phantasians could wish for.

Rahastran Zodar Deck

The 20 card Zodar deck is employed by Rahastran cartomancers to predict the future.

Rajan Death Masks

These iron masks are employed by the necromancers of Rajanistan, and protect the wearer when dealing with entities from the lower planes. Depending of the skill of the creator, the wearer enjoys a +1 to +5 magical resistance on all attempts by the lower plane entity to control him or her. Furthermore, they confer favor towards those creatures, and add a +1 to a +5 on all reaction rolls when dealing with them.

Sarista Crystal Ball

These large crystal spheres are used by the Sarista gypsies to foretell the future. Inside the ball, they can see shadowy visions of their client's future, which they interpret. It's widely believed that most of these devices are fake, and are actually Thaecian orbs which produce fanciful, illusory images.

Sarista Love Locket

These heart-shaped lockets are used by the Sarista to gain the affections of a certain person. A personal possession of the subject is placed within the locket; the subject is allowed a Will roll to withstand the locket's enchantment, or else become enamored with the owner.

Sauran Dragon Icon

The Saurans use these large, red iron sculptures to mesmerize dragons they wish to gain as mounts. The dragon in question gains a Will roll to withstand the effects of the icon --- with the stupid land dragons, this isn't much of a problem.

Sawila Wind Charms

These beautiful devices, made from rainbow kra scales, are hung from trees and huts all over a Sawila village. When the wind blows, they create magical effects similar to the Song of Harmony (see p.XX).

Spellstones

Spellstones are prismatic crystals which have been imbued with the most essential form of magical energy. These items created exactly like powerstones (see page B.153); however, the maximum amount of energy that can be stored inside them depends of the carat of the gem, which can't exceed 10 carats.

Stryx Obsidian Orb

These fairly weak magical items allow Stryx necromancers to contact creatures of the lower planes.

Sunra Aquamantic Globe

These enchanted items are similar to the Phantasian astromantic globes; however, they're used to calculate a ship's position at sea. They're considerably more reliable than the astromantic globe, mainly because they're much simpler to read.

Thaecian Orb

Thaecian orbs are amberglass spheres inside of which small illusionary scenes can be viewed. They have very few useful applications, as the Thaecians designed them mainly for entertainment.

Ur Clan Icons

These three-eyed icons are created by Ur Clan shamans who wish to gain an advantage over their enemies. They believe that the icons create confusion in the minds of their enemies (those who view the icon must make a successful Will roll or suffer a -1 to -5 --- depending on the skill of the creator --- on all combat rolls).

Xanadasian Scrying Crystal

The scholars of Xanadas use these powerful magical orbs to scan unknown territories of the world, noting all they see in large, leather-bound tomes. They have an unlimited range, and can be used an unlimited number of times per day. Only those trained by the Xanadasian chroniclers can ever understand the complex technique required to use a scrying crystal.

Yitek Talisman

Because their jobs are so dangerous, Yitek tomb robbers wear these small, protective luck talismans. They believe that the items protect them from all manor of malicious curses and spells. Depending of the potency of the talisman, the wearer gains a +1 to +5 on all Will rolls to withstand the effects of such spells.

MAGICAL CREATIONS [B-HEAD]

For spellcasters to wield the most power, it's required that they have the highest quality materials.

Ink, Magical

Magical inks are used to inscribe spells onto scrolls. One dose is enough to inscribe one page's worth of writing --- generally enough for one entire spell.

Dose: 1 ounce.

Quicksilver

Quicksilver is a magically animate liquid metal. It must be stored in stoppered amberglass containers otherwise it will slither about as if alive. If stored in any other container, and slippery metal will actually seep through the walls of the bottle.

Scroll, Magical

A scroll contains a spell written in magical inks. The effect of the scroll depends on the skill of the user. If the spell is known, then the user gains a +2 on all casting rolls with that spell. If the user comes from the spell's magical field of study, then the spell can be cast at the IQ (modified by Magery) of the caster. If the user doesn't know the magical field of study, then all rolls to use the spell on the scroll are at IQ-2 (modified by Magery).

Whatever the case, the caster must spend twice the normal time when casting a spell from a scroll, and must have full illumination.

ALCHEMICAL CREATIONS [C-HEAD]

Although the cost of setting up an alchemical laboratory is steep, the rewards can be great. By using their equipment, alchemists can distill the magical essence of almost any substance, and create a potion, elixir, powder, or oil that will perform any magical effect. The trick, is determining the right quantities of the right materials to create the desired results.

Adamant

The secret of mixing silver, diamonds and black iron in the right amounts to create adamant, and then forging it into useful items is a secret closely guarded by the Mirin alchemists of L'Haan. Each mixture will produce two pounds of raw adamant. To shape it then requires the Blacksmith skill.

Dose: 2 pounds.

Ingredients: Silver, powdered diamond, and black iron in secret proportions.

Cost: 5 gl

Time: 1 day

Skill: Mirin alchemist -3, everyone else -7.

Alchahest

Talisantan alchahest is a powerful acid; each one-pint drop is enough to dissolve up to one cubic foot of any non- magical substance --- including living tissue. This nasty liquid can only be held in vials of amberglass --- it'll eat through anything else! A direct hit with a full dose of alchahest will do 2d6 points of damage to any living creature. If the victim is wearing armor, it will absorb damage up to its DR, and then be useless --- destroying the armor in the process.

Creating alchahest in the laboratory is a very tricky task, attempted only by the very skilled, or the very foolish. If an alchemist suffers a critical failure while making alchahest, an exploding laboratory is the least that can happen.

Dose: 1 pint.

Ingredients: 50 drams vitriol, 1 dram powdered contrary vine.

Cost: 645 gl.

Time: 4 days.

Skill: -3.

Alchemical Solvents

Unlike alchahest, these caustic liquids are designed to dissolve only one type of substance, such as wood, metal, stone, etc.. A single 1 dram dose is enough to dissolve up to one cubic foot of substance.

Dose: 1 dram.

Ingredients: 30 drams vitriol, 1 dram powdered contrary vine, tiny sample of substance to be dissolved.

Cost: 395 gl.

Time: 2 days.

Skill: -2.

Amberglass

Amberglass is an enchanted material which can be used to contain alchemical and magical mixtures, essences, spell energies, and even certain magical creatures. There's no known alchemical solvent which can dissolve amberglass. Each mixture will create 5 ounces of amberglass, which the alchemist can then form into useful shapes (Providing the alchemist has the appropriate glass blowing skills).

Dose: 5 ounces.

Ingredients: Two ounces powdered amber, six ounces powdered glass.

Cost: 57 gl.

Time: 1 day.

Skill: -5.

Quicksilver

Quicksilver is a magically animate liquid metal, and must be stored in stoppered amberglass containers --- anything else, and the slithery substance will seep right through the walls of its container. Mixing quicksilver with the appropriate ingredients allows the alchemist to line the walls of an amberglass container with a thin film of the substance. These quicksilver-lined, amberglass containers are the only ones able to contain vitriol.

Dose: 1 ounce

Ingredients: 2 ounces of mercury, 1 ounce of kra slime.

Cost: 60 gl.

Time: 1 day.

Skill: -2.

Vitriol

Vitriol is a powerful adhesive which can be used to bond any two materials together, except for quicksilver --- the only substance it can be contained within. Ten drams of vitriol cover two square feet, hardening in under a minute to form a nearly unbreakable bond.

Dose: 10 drams.

Ingredients: Seven drams of powdered mung berries, seven drams of yellow stickler juice, and a dram of powdered sulfur and red iron.

Cost: 1 gl (although the alchemist will need to craft a container of quicksilver to contain the substance).

Time: 15 days

Skill: -2.

Elixirs

Aphrodisiac Elixir

Highly valued by older couples who wish to rekindle that old flame, this elixir promotes feelings of desire unless a successful Will roll is made.

Dose: 8 drams

Ingredients: Eight drams each of powdered tantalus and rainbow lotus

Cost: 56 gl

Time 1 day

Skill: -2.

Depilatory Elixir

This substance completely removes all traces of hair wherever it's spread; furthermore, no hair will grow in that area for two full months.

Dose: 8 drams

Ingredients: Twelve drams of powdered bald nettle

Cost: 12 cp

Time: Half a day

Skill: 0.

Healing Elixir

Each dose of this wondrous elixir will heal 1d6 points of damage.

Dose: 1 ounce.

Ingredients: Twenty drams each of powdered amber and balmroot.

Cost: 105 gl.

Time: 2 days.

Skill: -3.

Medicinal Mixture

These is the general name for many different elixirs and potions designed to cure one specific ailment, such as: fever, itch, burns, depression, insomnia, nausea, and so forth. Generally, these cures are pretty flaky, and often do more harm than good. The exact effects of any such potion is up to the GM, but it's almost always humorous.

Dose: 1 ounce

Ingredients: Vary according to locale, folk beliefs, and customs.

Cost: 1 sp.

Time: Half day.

Skill: 0.

Medicinal Purge

Rids the body of parasitic organisms and bacteria --- malicious and beneficial. The imbiber suffers d6 damage when drinking the foul elixir, as all internal creatures are flushed out. This elixir is only really used as a last resort, when all other methods of curing have failed.

Dose: 1 ounce.

Ingredients: One ounce of powdered ogront dung and twelve drams of cleric's cowl.

Cost: 24 gl.

Time: 1 day.

Skill: -2.

Poison Antidote

When created, an antidote is made to specifically counteract the effects of a certain poison. When imbibed, the antidote will completely remove all traces of poison in a victim's body, providing the victim is still alive to appreciate it.

Dose: 1 ounce.

Ingredients: Twenty-five drams of powdered cleric's cowl, and one dram of the poison to be counteracted against.

Cost: 25 gl

Time: 1 day

Skill: -3.

Soporific Elixir

Causes the drinker to fall into a deep sleep, lasting for two to twelve hours, unless a successful HT roll is made to resist. Even a success on the HT roll leaves the victim groggy, suffering a -1 on all actions. Without an antidote, the sleeper can't be awakened while the elixir remains in effect.

Dose: 8 drams.

Ingredients: Eleven drams of powdered morrhous blossom.

Cost: 110 gl.

Time: 2 days.

Skill: -2.

Poisons

Although alchemists are the usual creators of poisons, anyone with the Poisons skill may attempt it. However, because the ingredients are so magical, someone with only Poisons suffers a -2 to all rolls.

Black Mushroom Powder

Causes severe hallucinations lasting thirty minutes. If resisted with a successful HT roll, the hallucinations only last one minute.

Dose: 8 drams.

Ingredients: Twelve drams of raw powdered black mushroom.

Cost: 24 gl.

Time: 1 day.

Skill: -2.

Draconid Venom

This toxic substance causes searing pain, which incapacitates the victim for 2d6 turns. If the victim makes a successful Will roll he merely suffers a -3 penalty to all actions. If the victim has High Pain Threshold he suffers -3 if he fails the roll, otherwise he suffers no penalty. A victim with Low Pain threshold automatically falls to the ground, writhing in pain.

Dose: 8 drams.

Ingredients: Nine drams of raw draconid venom.

Cost: 90 gl.

Time: 1 day.

Skill: -1.

Paralytic Poison

Completely removes the victim's control over his own body, and lasts for at least an hour. A victim must make a Will roll every turn, with a cumulative -1 penalty, to shrug off the effects of the poison. During this time, he only suffers a -3 penalty to all actions. If the victim's successfully able to hold out for 3 turns, he's shrugged off the effects, and loses the -3 penalty. If the victim fails any one of the rolls, he succumbs to the effects of the poison, and is completely paralyzed.

If the alchemist who created the poison suffers a critical failure, the poison will paralyze all muscles in the body, including the heart and the lungs --- death can't be too far behind.

Dose: 8 drams.

Ingredients: Twelve drams of crag spider or raknid venom.

Cost: 120 gl.

Time: 1 day.

Skill: -3.

Venomwood Resin

This toxic substance is used to coat the blades of edged weapons. A successful hit with the weapon will also deliver the effects of the poison, causing +2 points of damage.

Dose: 8 drams.

Ingredients: Nine drams of raw venomwood tree sap.

Cost: 90 gl.

Time: 1 day.

Skill: -2.

Viper Venom

A less powerful poison than venomwood, and only causes +1 damage per successful weapon hit.

Dose: 4 drams.

Ingredients: Six drams of raw death's head viper venom.

Cost: 60 gl.

Time: 1 day.

Skill: -1.

Potions

Nearly any known magical effect can be bestowed with a potion, as long as the correct ingredients are mixed. The following examples below are designed to give the GM some ideas. The strength of the potion should be proportional to the difficulty and cost of finding the ingredients.

Cold Resistance Potion

Each 6 hour dose of this potion renders the imbiber completely immune to the effects of natural cold and ice; magical cold attacks only cause 1/2 damage.

Dose: 1 ounce.

Ingredients: Ten grams of powdered snow lily and twelve drams or cleric's cowl.

Cost: 224 gl.

Time: 3 days.

Skill: -3.

Fire Resistance Potion

This potion renders the drinker completely immune to the effects of heat and flame for 6 full hours; magical fire attacks do 1/2 damage.

Dose: 4 drams.

Ingredients: Five carats of powdered firegem and five drams of fire lily.

Cost: 220 gl.

Time: 4 weeks.

Skill: -3.

Flying Potion

Allows the drinker to fly through the air like a bird, yet without needing wings. The potion also bestows the Enhanced Move advantage (Flight x 2) for the duration of effect. Intelligent imbibers generally try to keep low to the ground, as the potion is known to wear off rather quickly.

Dose: 1 ounce.

Ingredients: Forty drams of batranc blood, 1 ounce of powdered batranc wing, and twenty feathers from a Stryx or Gryph.

Cost: 218 gl.

Time: 4 weeks.

Skill: -3.

Love Potion

Causes the drinker to become completely infatuated with the first individual whose name he hears spoken, unless he can make a Will roll to resist. When the potion wears off, the effects had better have been replaced with true love, or at least a little genuine affection, otherwise the drinker is going to become more than a little angry.

Dose: 2 ounces.

Ingredients: Forty drams of powdered tantalus and two pints of Thaecian nectar.

Cost: 210 gl.

Time: 6 days.

Skill: -4.

Shrinking Potion

Causes the drinker to be reduced to one inch in height, and lasts for six hours. If used maliciously, the victim may make a HT roll to resist the effects of the potion. Only the subject shrinks, all of his equipment and clothing stay full size.

Dose: 8 drams

Ingredients: 16 drams of powdered shrinking violet.

Cost: 160 gl.

Time: 4 days.

Skill: -3.

Powders

Enhancement Powder

Enhancements are pigments which can be used to change the color of a person's hair or skin --- are all the rage among fashionable Cymrilians. They come in a variety of colors, from brilliant blue to flamboyant fuchsia, and last for 24 hours.

Dose: 1 dram.

Ingredients: 1 dram exomorph pigment.

Cost: 20 gl.

Time: 1 day.
Skill: 0.

Incendiary Powder

After only a few brief moments of contact with the air, this red powder bursts into flames, creating heat, and filling the room with smoke. Anyone covered in the powder will suffer d6-3 points of damage per round until immersed in water, or 4 turns have passed.

Dose: 1 ounce.
Ingredients: 6 carats of powdered firegem, 24 drams dragon fang.
Cost: 144 gl.
Time: 1 day.
Skill: -2.

Madness Powder

Intelligent --- not to mention amoral --- alchemists have realized the effects skullcap and kesh have on the primitive peoples of the eastern jungles, and have created a powder that will enhance the insanity causing effects of both plants. It's often used by those wishing to remove someone in power, but who're unable to bring themselves to kill the victim. Obviously, the sale of madness powder is illegal in the Seven Kingdoms.

Dose: 2 ounces.
Ingredients: 22 drams each of dried and powdered skullcap and jabutu root.
Cost: 220 gl.
Time: 2 days.
Skill: -5.

Morphius Powder

This powder causes the exact same effects as the Soporific Elixir, but can be discharged from the end of a Sindaran Rod of Alchemy. They often use the powder to capture small animals unharmed.

Dose: 8 drams.
Ingredients: 12 drams powdered morphius root.
Cost: 120 gl.
Time: 2 days.
Skill: -2.

Neutralizing Powder

This substance completely neutralizes the effects of a specific toxin, poison, or alchemical waste, whether ingested or dispersed into the soil or air. It's often used by environmentally aware alchemists, who don't wish to ruin their surroundings --- the Ur clans shamans don't share this idealistic attitude.

Dose: 1 ounce.
Ingredients: 2 ounces of powdered amber and 2 drams of powdered cleric's cowl.
Cost: 60 gl.
Time: 2 days.
Skill: -3.

Scarlet Leech Powder

The concocting process causes the leech's spores to go into hibernation, waiting until they're exposed to air. Once exposed, they act exactly like normal leech spores from a scarlet sporozoid (see page XX), and begin devouring all organic matter they touch. This powder is hideously illegal in the Seven Kingdoms.

Dose: 8 drams.

Ingredients: 10 drams scarlet sporozoid spores.

Cost: 100 gl.

Time: 4 days.

Skill: -4.

Smoke Powder

When thrown on the ground, this powder billows and steams, creating a 2 hex radius of thick black smoke --- ideal for those wishing to make a quick getaway. Anyone caught in the smoke must make a HT roll to avoid coughing and hacking because of their smoke filled lungs.

Dose: 1 ounce.

Ingredients: 10 drams incense.

Cost: 1 gl.

Time: 1 day.

Skill: -1.

Sparkle Powder

This powder gives the skin a metallic sheen, and is highly valued by Cymrilians wishing to make a unique fashion statement. A one dram box is sufficient to cover an area of about 10 square feet.

Dose: 2 drams.

Ingredients: 12 drams gold dust plus 12 drams powdered black iron.

Cost: 1 gl.

Time: 1 day.

Skill: 0.

THAUMATURGIC CREATIONS [C-HEAD]

Using their thaumaturgic equipment, these wizards can create some truly amazing substances. From the pleasant odors permanently piped into an emperor's garden, to the explosive red menace, all are created through the art of thaumaturgy.

Distillations

Distillations are thaumaturgically concentrated essences of otherwise elusive substances such as, colors, tastes, smells, and even emotions. The contents of a single, one-dram vial are enough to affect an area 3 hexes in diameter, and last 1 hour. Those inside the area can resist emotions with a successful IQ roll (modified by Strong or Weak Will).

Dream Essence

Dream essence is, quite literally, "the stuff dreams are made of". It's made by distilling dreams into a liquid form. When the substance is swallowed, the subject will experience a certain type of dream that night --- depending on what color was imbibed.

Purple: Dreams of passion and romance.

Blue: Dreams of poignant memories.

Red: Dreams of violent emotions.

Silver: Dreams of imagination, and flights of fancy.

Silver-blue: Dreams of flying.

Gold: Prophetic visions.

Black: Nightmares; this kind of dream essence is illegal in many lands.

Rainbow: Unpredictable properties.

The dreams derived from essence are reported to be extremely vivid, and seemed very real to the dreamer, and they lasted from 2 to 8 hours long. Those who've experienced it claim that dream essence is extremely satisfying; however, the high price ensures that it's out of reach from most Talislantans.

It's rumored that the effects of dream essence are addictive, but the Phantasians deny this emphatically.

Elemental Essences

Elemental essences are volatile substances created by distilling an element down to its most raw and primal form. Once the process of distillation is complete, the elemental essence can be stored in spheres of pure amberglass, and used as a weapon.

Here are the effects of the various types of essence:

Red Menace: Liquefied essence of elemental fire. This essence is commonly used in warfare, as each pint sphere of the substance will do 2d damage to anything within 3 hexes, and light anything flammable on fire.

Blue Havoc: Essential ice. It's used primarily to keep food cold, and stop it from spoiling in the desert heat; however, in times of war, it can be fire from hurlants also --- each pint of blue havoc does 2d damage to all within 3 hexes when it explodes.

Yellow Danger: Gassified sulfur. Generally this essence is used to flush subterranean creatures --- such as Raknids --- from their lairs. Each pint of yellow danger creates a 3 cubic hex cloud, which will do 1d damage to anyone who breathes it.

Storm Crystals: Solidified essence of elemental air. They're used to power wind machines, and provide impetus for Dracartan dune ships.

Quintessence

Quintessence is used to change the elemental state of matter from one form to another, and is available in three forms: liquefying, gassifying, and solidifying. A single dram of the substance is enough to convert 3 cubic hexes.

GEMSTONES [C-HEAD]

Grown through the magic of crystalomancy, gemstones are known to produce a variety of magical effects.

Amber: Fossil resin, usually dark brown. Used in healing elixirs, neutralizing potions, and amberglass.

Amethyst: Fine purple with little luster. Governs emotions.

Black Diamond: Black and very hard. Black magical virtues.

Black Opal: Black with slight opalescence. Premonitions.

Carnelian: Clear brownish red. Resist black magic.

Coral: Variety of colors. Protection from drowning.

Diamond: Clear, the hardest natural substance. Radiance.

Emerald: Green. Spiritual protection.

Firegem: A brilliant variety of ruby found only in the Volcanic Hills. Elemental Fire.

Jacinth: Orange. Magic resistance.

Jade: Green. Longevity and health.

Malachite: Green mineral. Calms elementals.

Moonstone: Translucent and pearly. Mysticism.

Obsidian: Black and glassy. Elemental earth.

Onyx: layered or banded quartz, usually white and black. Darkness, invisibility.

Pearl: White, non crystalline. Good fortune at sea.

Quaga: Violet pearl. Influence.

Quartz: Translucent. Resistance to illusions.

Ruby: Red. Passions.

Sapphire: Usually transparent, rich blue. Elemental air.

Sard: Deep orange-red. Intelligence, wisdom.

Topaz: Yellow to brownish yellow. Magical resistance.

Zircon: Clear and diamond like; other varieties of zircon worth very little.

Protection from spirits.

TRADE GOODS [C-HEAD]

The following items are often in high demand all over Talislanta. A smart merchant can often make a tremendous profit by transporting goods from where they're in abundance to where they're in great demand.

Adamant

Ice-blue in color, adamant is Talislanta's hardest known metal. Only the Mirin alchemists know the secret of forging adamant from its expensive ingredients. Weapons made from adamant are automatically of Fine quality, and armor offers an extra PD 2 and DR 2.

Adamant, Black

This type of adamant is virtually unknown outside the island of Nefaratus, and is known only to the Black Savants. It has the same qualities of regular adamant, but it can damage all types of extra-dimensional entities.

Aquavit

An expensive alcohol made in Cymril.

Chakos

A strong, bitter-tasting liquor drunk by the Arimites.

Gossamer

The finest of all Talislantan fabrics, gossamer is translucent, nearly weightless, but possesses tremendous strength. The Cymrilians and the Phantasians use gossamer for the sails of their windships.

Grog

A cheap, strong liquor popular among sailors, farmers and other hard-working folk. The taste and the potency will vary from land to land; however, the hangover is always brutal.

Iron, Black

The most common form of iron, it's the heaviest, and only used when weight isn't a consideration. In the mountainous regions of Harakim, black iron litters the landscape.

Iron, Blue

The rarest of all iron alloys, it's made by smelting together the metallic feathers of several Talislantan birds. Forged only by Vajra engineers, blue iron is available only from the Quan Empire.

Iron, Red

Red iron is half as heavy as black iron, but nearly twice as strong. The most common sources of red iron can be found in the Red Desert of Carantheum and in the Volcanic Hills.

Kesh

Kesh is a bitter, pungent liquid made from the crushed leaves of the jubatu plant. One dose of this potent drug allows the imbiber to see extra-dimensional creatures and individuals. Three doses will allow the imbiber to actually travel astrally as per the spell Astral Projection. Taking more than four doses is considered to be taboo by the Chana. Taking of kesh is extremely addicting, and the user suffers several bad side effects such as, disorientation, loss of identify, and eventually madness. Only the Witchfolk of Chana know the secret of making kesh, and they guard this secret indeed --- the only kesh to be found outside Chana is on the black market.

Mandalan Silkcloth

A very fine quality of silk, the process of spinning it is known only to the peaceful Mandalans. It's made from the silken fibers of the Mandalan silk moth, and the colors of the wings determine the color of the silk.

Mochan

A dark, sweet, and invigorating beverage that is especially popular in the Desert Kingdoms.

Mushroom Ale

This is a pungent beer favored by the Gnomekin of Durne.

Shag

Shag is a type of wool that is made from the fur of the erd, and is used in making blankets and rugs.

Skoryx

An alcoholic beverage favored by the Sindarans, Cymrilians, Zandir, and the Thaecians.

Spangalor

A lightweight metallic cloth that is made in Cymril, it's quite durable, and often weighs less than half as much as regular chainmail.

Spinifax

Spinifax is an Ariane cloth made from the flax of a thistledown plant.

Tazian Fire-Ale

A powerful liquor favored by the Thralls of Taz. It takes a strong constitution to handle the effects of this murky-brown alcohol. Served in black iron mugs, it's ignited prior to drinking, hence the name.

Thaecian Nectar

An expensive alcohol indeed, Thaecian nectar is made from the rare lotus plants which can be found only on the island of Thaecia. It causes romantic and philosophical feelings in the drinker.

Vinesap

A liquor made from the fermented sap of the viridia plant, which is favored by the Aeriad of Vardune. A first, it's quite foul tasting, and is considered an acquired taste.

MISCELLANEOUS GOODS [C-HEAD]**Durnean Opticles**

The devices are made of polished crystal, and are used by the Gnomekin to protect their eyes when traveling above ground.

Kasmiran Thief-Catcher

This device fits into a pocket or pouch, as is intended to ward against pickpocketers. The metal jaws snap shut upon contact, and do 1 point of crushing damage to the delicate fingers of the thief.

Kasmiran Spy-Tube

This device consists of two lenses, each affixed to either end of a flexible metallic tube. It allows the user to see around corners, through narrow openings, and so forth.

Yassan Tool Kit

Yassan tool kits include woodworker's, stoneworker's, metalworker's, and glassworker's tools, an alchemical test kit, and various spikes, clasps, and miscellaneous Yassan-made hardware, all of which fits in a large stored strongbox. Anyone using the tools in this kit gain a +2 on all Mechanic and Technomantic skill rolls.

CHAPTER6 --- BESTIARY[A-HEAD]

Talislanta is home to a vast variety of strange and dangerous creatures. When dealing with a new animal, it's often best to give it plenty of respect. Too many adventurers have died to the most ineffectual-looking of creatures, because they didn't respect it.

The following chapter describes some of the myriad forms of animal and plant life that one can encounter while traveling around Talislanta. Also included are the animals' statistics and descriptions of their natural and magical abilities.

Key to Animal Statistics

ST, DX, IQ, HT --- HT will often have two numbers separated by a slash (e.g. 15/35). The first number is the "health" you roll against, the second number is "hit points."

Speed/Dodge --- Except in the case of loaded draft animals, Speed also equals Move. Some creatures will have more than one Speed --- flying and on the ground, for example. The listed Speed in this case is for the common situation. If it has two separate Speeds, they will both be listed (e.g. Flying: 4; Walking: 2).

Normally, a creature's Dodge is 1/2 its DX or Move, whichever is greater, but there are many exceptions (e.g. Ogriphants).

PD/DR --- PD and DR, if any, come from the creature's hide or armor.

Damage --- The type of attack will be listed with the Damage. A creature can only attack with one attack form per turn. A successful Ride roll will allow the rider to direct which attack form it is.

Reach --- This is the range at which the listed attack form can reach. C = close combat; 1, 2, etc. = reach in hexes. see description for details.

Size --- The animal's size in hexes. Small creatures take up less than a hex; several can fit in the same hex. Large creatures occupy 2 or more hexes (see B.141).

Weight --- The creature's weight range in pounds.

Habitat --- Where the creature's commonly found.

STEEDS AND TRAINED BEASTS [B-HEAD]

Ahtra

ST: 20, 30, 40

DX: 9

IQ: 4

HT: 15/20

Speed/Dodge: 10/5, 8/4, 6/3

PD/DR: 1/1 (thick hide)

Damage: Bite: 1d+2 Crs

Trample: 1d+1 Crs

Size: 3

Weight: 500-800 lbs

Habitat: Desert Kingdoms

Note: The statistics separated by commas indicate the abilities of the ontra, batra, and tatra respectively. The carrying capacity of the ahtra is based on its number of humps. For each hump that the ahtra has, it can carry 400 lbs.

The ahtra is considered to be the single most useful animal to all desert dwelling nations. It resembles a large camel, but with a serpentine tail, clawed feet, and a reptilian head with curved horns. Its resemblance to the equus is no accident, as the Djaffir claim to have created the ahtra through magical hybridization of its cousin.

Nothing's better equipped to deal with Talislanta's harsh desert climate than the ahtra. Its humps are nothing more than liquid-filled sacs, which allow the ahtra to survive for extreme periods of time between drinking --- one month per sack is considered

an accurate estimate. The creature's scaly hide and eyes, with nictating membranes, protect it from the harsh suns and biting sand winds.

There are three different varieties of ahtra: the one-humped ontra is bred mainly for speed; the two-humped batra is slower, but can carry more weight; the three-humped tatra can carry the greatest weight, but is the slowest of the three and won't run unless prodded.

Dractyl

ST: 32-40

DX: 10

IQ: 6

HT: 13/20

Speed/Dodge: Ground 7/4, Flight 15/4

PD/DR: 1/1

Damage: Bite: 1d imp

Claw: 1d+2 cut

Reach: 1

Size: 4

Weight: 600-800 lbs

Habitat: Harak, Northern Quan Empire, Xanadas, Ul-han

Dractyl are a species of winged reptiles that inhabit the desolate crags of Harak. Being the resourceful society that they are, the Harakin have trained the unruly creatures as steeds and hunting beasts. They could hardly be called graceful flyers, preferring to stay firmly on the ground than risk having to launch into the air.

Duadir

ST: 30-45

DX: 11

IQ: 5

HT: 10/20

Speed/Dodge: 12/4

PD/DR: 1/1

Damage: 2 Bites: 1d-1 imp

Tail: 1d+2 Crs or grapple

Reach: Bites: 1; Tail: 2 into rear or side hexes

Size: 4

Weight: 600-900 lbs

Habitat: Kharakhan Wastes, Wilderlands of Zaran, Volcanic Hills

Duadir are two-headed reptiles that inhabit the Kharakhan Wastelands, and other desolate areas in which they seem to thrive. In the wild, they can be terrifying opponents indeed, hunting in large packs of over twenty animals, they show little fear when attacking even the largest prey.

The savage Araq have learned to domesticate the duadir, and use them as steeds when hunting. Hatchlings are treated cruelly from birth, to give them a good appreciation of their reptilian masters.

The duadir is built for combat; each of its heads can attack independently; its long claws are capable of dealing terrible wounds; it can even lash an opponent with its whip-

like tail. They normally prey only on land lizards, but will attack any creature when driven to hunger.

Durge

ST: 80
DX: 8
IQ: 2
HT: 17/25
Speed/Dodge: 3/1
PD/DR: 1/1
Damage: Trample: 2d Crs
Reach: C
Size: 3
Weight: 2000+ lbs
Habitat: Civilized regions, Plains of Golarin, Wilderlands of Zaran

Durges were designed as beasts of burden by the ancient Phaedrans, but the experiment was only partially successful. Possessing six legs, these great creatures are capable of tremendous feats of strength, and because of their amazing endurance, they can work all day. Unfortunately, they're lazy, and prefer to spend their days basking in the sun and chasing the opposite sex. Thus, most races use them as a food animal --- an arrangement that they're eminently suitable for.

Erd

ST: 40-60
DX: 8-9
IQ: 8-10
HT: 14-17
Speed/Dodge: 8/4
PD/DR: 1/1
Damage: Kick: 1d+2 Crs
Trample: 1d+1 Crs
Reach: C, 1
Size: 3
Weight: 800+ lbs
Habitat: Most civilized regions, wild erd are found in some places

Many philosophers theorize that the erd is an improvement on the durge, as these six-legged creatures seem superior in nearly all ways. Unfortunately, they're amazingly intelligent, and most civilized races feel foolish using another sentient race as a beast of burden. Still, many erds enter partnerships with their "masters" and perform manual labor to earn their keep. Zandir farmers call them "wise ones" and are continually amazed at the erd's friendly and placid demeanor. In less civilized areas, the friendly erds are used as just another form of food animal, and treated quite harshly --- particularly in the Quan Empire.

Equs

ST: 28-35
DX: 9

IQ: 7-10
HT: 12-15
Speed/Dodge: 12/6
PD/DR: 1/1 (Scaly hide)
Damage: Kick: 1d+2 Crs
Reach: 1
Size: 3
Weight: 400-600 lbs
Habitat: Plains, Wilderlands of Zaran, snow fields (snowmanes only), hills (greymanes only), forests (silvermanes), wastelands (darkmanes).
Notes: Silvermanes get +1 to Speed/Dodge
Snowmanes are immune to cold and sure footed on snow and ice
Darkmanes are the only ones prone to bite (1d-2 Crs)

Equs are an unusual cross between mammal and reptile, possessing the finest qualities of both. They're sleek and muscular, with a scaly hide and a long mane and tail. Possessing an intelligence which rivals many sentient races, equs are highly valued by those wishing more than just a simple mount. In fact, most equs possess vocal cords which enable them to speak most humanoid languages; although, their shy nature makes them abject to display this ability. The going price for an equs is at least 400 gold lumens, and this can rise rapidly depending on the training and intelligence of the creature.

There are four sub-species of the equs, each with their own separate and distinct advantages:

The most common form of equs is the graymane, considered unexceptional by most handlers and trainers. They're fairly boring in coloration --- namely a drab gray --- and possess an average intelligence.

Silvermanes are built for speed, and are able to sprint at an amazing clip for short periods. Their lovely coats make them highly valuable for clothing; although, hunting the creatures is considered illegal in most civilized lands.

Snowmanes inhabit only the most frigid areas of northern Talislanta, and are considered essential by the Mirin and other snow-dwelling cultures. Their thick white coat allows them to survive for extended periods in truly frigid temperatures, and their claws are built to give them firm footing on snow and ice.

Darkmanes are a frightening divergence from their noble brethren, and are treated with fear and loathing by most cultures. They're aggressive and spiteful creatures, using their vocal capacity to spit insults at foes. Only the Beastmen of Golarin have been able to temper them enough for use as steeds.

Land Lizards

ST: 45-55
DX: 8
IQ: 3
HT: 15/30
Speed/Dodge: 4/2
PD/DR: 1/2 (Scaly hide)
Damage: Bite: 1d cut
Tail 1d Crs
Reach: Bite: C; Tail: 2 (but only in rear and side hexes)

Size: 4

Weight: 1800-2600 lbs

Habitat: Wilderlands of Zaran, Plains of Golarin, salt flats, wastelands

Land lizards are considered to be the herd beast of the less hospitable regions, often traveling in groups of over 200. They're small cousins of the great land dragons, rarely exceeding 10 feet in length. Furthermore, they're quite docile, which makes them ideal for use as beasts of burden by many races. Only the Shadinn of Rajanistan employ them as battle mounts, as other races prefer faster and more aggressive animals to carry them into battle. They possess a strange ability which allows them to detect the smell of salt at up to 1/2 a mile away; thus, the Danelek salt miners use them to find new caches of the rare substance.

Loper

ST: 26-35

DX: 11

IQ: 3

HT: 12

Speed/Dodge: 11/5

PD/DR: 1/1 (Thick hide)

Damage: Bite: 1d-1 Crs

Tail: 1d+1 Crs

Reach: Bite: 1; Tail: 2 (only into rear and side hexes)

Size: 4

Weight: 400-600 lbs

Habitat: Wilderlands of Zaran, Narandu, Quan Empire

To call a loper a domesticated animal is a shaky distinction at best, as these unruly creatures are extremely difficult to control. They're similar in shape to a strider, but they possess a mane of coarse fur, grasping foreclaws, and a strange, almost humanoid face. The male of the species is an exceptionally mean-tempered creature; thus, most domesticated lopers are the more gentle females --- gentle being an extremely relative term.

Orgovian merchants prefer lopers as steeds, as they're extremely hardy and eat very little food. The only way to control them, however, is through the use of a prod-hook, a device which the rider uses to keep the beast from biting anything which gets too near.

Mangonel Lizard

ST: 45-55

DX: 8

IQ: 3

HT: 15/30

Speed/Dodge: 6/3

PD/DR: 2/3 (Scales)

Damage: Bite: 1d cut

Tail: 3d Crs

Reach: Bite: 1, Tail: 2 (only in rear and side hexes)

Size: 4

Weight: 200-2800 lbs

Habitat: Wilderlands of Zaran, wastelands, Plains of Golarin

A relative of the placid land lizard, the mangonel is an extremely aggressive and stubborn creature. Its hide is much thicker, and its tail ends in a frightening spiky ball which it can use as a club against an enemy.

Only the Thralls of Taz are willing to invest the time and resources involved in training the unruly mangonel lizards as mounts. Their usefulness as steeds depends entirely upon how well the creature has been trained; a poorly trained mangonel is as much danger to its rider as it is to the rider's enemies.

Ogriphant

ST: 300

DX: 12

IQ: 4

HT: 17/50

Speed/Dodge: 6/0

PD/DR: 1/2

Damage: Gore: 1d+2 imp

Reach: 1

Size: 10+

Weight: 2000+ lbs

Habitat: Plains of Golarin, wilderness regions, Wilderlands of Zaran

Ogriphants are massive four-legged creatures that inhabit the forests and jungles of western Talislanta. Although quite gentle, they possess an amazing amount of sharp tusks which they can use to defend themselves if the need arises.

Primarily used as beasts of burden and to clear jungle for farms, ogriphants make poor mounts because of their slow speed. Still, some races use them to carry expensive sedan chairs called howdahs, so that they may travel in stylish elegance.

Strider

ST: 22-25

DX: 10

IQ: 3

HT: 16

Speed/Dodge: 10/5

PD/DR: 1/1

Damage: Bite: 1d-2 cut

Talons: 1d cut

Tail: 1d Crs

Reach: Bite: 1; Talons: 1; Tail 2 (only in rear and side hexes)

Size: 4

Weight: 750-850 lbs

Habitat: Graylands of Quan Empire, Volcanic Hills, Jhangara, Mog, Wilderlands of Zaran

Striders are large reptiles that look not unlike a flightless bird. The Kang empire employs them as mounts exclusively, because of their high mobility and ability to carry

large weights without difficulty. In battle, they bite with their terrible curved beaks, and scratch with their 6 inch claws.

A somewhat smaller, green-skinned relative of the strider, called the marsh strider, is native to the swamplands of southern Talislanta.

Tarkus

ST: 25

DX: 10

IQ: 4

HT: 20

Speed/Dodge: 8/4

PD/DR: 3/3

Damage: Bite: 1d cut

Claws: 2d crs

Reach: Bite: 1; Claws: 1

Size: 4+

Weight: 450-500 lbs

Habitat: Graylands of the Quan Empire, Volcanic Hills, Wilderlands of Zaran

(rare).

The tarkus is such a bizarre mishmash of various Talislantan creatures, that it's obvious the species must have been created through sorcerous hybridization. Its body resembles a cross between mangonel lizard, raknid, and tundra beast. Overlapping plates of tough bone completely protect its back, neck, and head, and a thick fur cover its limbs and underside. It has the long claws and fangs of an exomorph, yet its features mirror that of a land lizard's. All in all, it's an extremely bizarre creature to look at.

They're vicious predators, tireless hunters, and possess an uncanny ability to follow prey for miles through almost any kind of terrain. It's this last ability which makes the tarkus an extremely valuable creature to own --- when adequately trained, of course. The Kang employ chained tarkuses when patrolling the borders of the Quan Empire, and use them to guard their outposts and installations.

Zaratan

ST: 350

DX: 8

IQ: 4

HT: 15/100

Speed/Dodge: 8/0

PD/DR: 5/5

Damage: Bite: 2d imp

Claws: 3d cut

Reach: Bite: 2; Claws: 2; Ram: C.

Size: 20+

Weight: 4,000-10,000 lbs

Habitat: Seas and oceans

The Sea Nomads of Oceanus employ zaratans --- giant aquatic reptiles --- as steeds, workers, and companions. For their size --- well over 20 feet long --- they're amazingly docile and friendly, this is presumably due to the fact that they're nearly

impervious to harm, and have nothing to fear from any other sea creature. Their bodies are covered with thick scales nearly as tough as plate armor; furthermore, they possess heavy claws and horned beaks, so that if fighting is actually necessary, zaratans can hold their own.

TALISLANTAN INSECTS [B-HEAD]

Unless otherwise specified, all Talislantan insects have the following attributes:

ST: 1

DX: 15

IQ: 1

HT: 1

Speed/Dodge: Ground: 1/1; Flying: 5/5

PD/DR: 0

Damage: Bite or Sting: 1 point

Reach: C

Size: 1

Weight: Negligible

Swarms

While the effects of one insect are usually negligible, a swarm can be a truly horrifying and often damaging experience. Stinging, flying insects are considered to be like a skin affecting gas (B.138). Clothing will keep them off for 2 turns, armor for 5. After that, the victim suffers 1d attacks from the insects until they're driven off.

Crawling, stinging insects are treated in much the same fashion, except that only the footwear of the character is taken into account. Slippers would keep them off for 2 turns, and boots for 5.

Amber Wasp

Amber wasps live in the swamplands of Mog, feeding on bits of amber, and generally making a nuisance of themselves. One stab from their powerful stinger is enough to send anyone into horrible and painful thrashings (a HT roll when stung to avoid falling to the ground and writhing in pain for 2d6 turns).

Caravan Bug

Caravan bugs are surprisingly intelligent (IQ 7), social insects which travel in large, nomadic groups all over Talislanta. A group of 2000 of these insects carry all their possessions with them: seed pods, hollow nut shells filled with plant nectar, and the eggs of their young. They're not dangerous, although they've been known to scavenge campsites for provisions.

Chig

When traveling through Talislanta's forests, one should always be on the lookout for chigs --- large multi-clawed insects which leap from trees onto unsuspecting victims. A full-grown chig can average 6 inches in length, and weigh 1/4 of a pound. A hit from their pincers will cause 1d-4 points of cutting damage.

Normally, they prey on small birds and other insects, and the rare time that they do attack a human, they can be dealt with quite easily. However, once every 6 years,

chigs enter a ferocious mating season, and cover certain forests in a writhing, pinching, feasting mass of insects. Anyone unfortunate enough to get caught in this orgy of destruction doesn't stand a chance. The only warning that a spawn is due to occur, is the discovery of a bloated, egg-laden female ready to release her babies into the world.

Crystal Moth

Crystal moths come in as many varieties as there are different kinds of crystals. That which makes them similar, is their beautiful, translucent crystal wings, which are highly valued by collectors --- one Sindaran claims to own a set of wings from every single moth on the planet (a claim he's forced to revise every time someone presents him with a new specimen).

Flit

Flits are considered a terrible nuisance by most travelers passing through swampy areas. They're fat, nasty little insects which feed on the blood of birds and lizards --- although people will also do nicely in a pinch. The amount of blood they remove is insignificant, but they're known to carry a disease known as swamp fever, which can cause madness.

Gold Beetle

Presumably of magical origin, the wondrous gold beetle possesses beautiful wings of pure gold. Understandably, they're highly valued by both collectors and alchemists alike. A prime specimen can command a price of up to 2,000 gold lumens.

Mud Walker

Over three feet tall, mud walkers are one of the most bizarre and gangly creatures on Talislanta. They wade through the muddy swamps of the Sinking Land, feasting on slugs, mudworms and leeches; thus, they're usually left alone by man. Despite their comical appearance, they're surprisingly swift and agile, and are excellent climbers.

Rajan Scorpion

These vicious insects are found in nearly all of Talislanta's deserts, but are most common around Rajanistan. Their sandy-brown color makes them able to blend in perfectly with the surroundings, waiting until the perfect moment to seize their prey. Rajan scorpions are completely fearless, and will always stand their ground against a superior foe. Those who feel the prick of their stinger often learn a whole new understanding of pain, often writhing around on the ground as the venom invades their system.

Root Grub

Nothing puts more fear into the heart of a gardener, then to learn that there's a fresh infestation of root grubs. These worm-like beasts will feast on all forms of plant life, reducing it to sawdust in mere days. A full-grown adult can reach a length of 2 feet, and a diameter of 8 inches or more.

Tazian Fly

During the summer months, the jungles of Taz buzz with the sound of thousands of tazian flies, which cause a terrible nuisance to travelers. More than a nuisance,

however, these small, biting insects are known to carry a variety of diseases, the worst of which is the dreaded Red Death.

Whirig

Whirigs are small, multi-winged insects which bore into wooden structures and feast on the substance. They create a small hole when they enter a structure, but while inside, the insect burrows out long tunnels, and lays even more eggs. Within a year, a colony of whirigs --- each of which is only 1/8 of an inch long --- can completely destroy large buildings. The only known way to keep the insects away, is to spray the area with a toxic powder which kills any that land on it.

TALISLANTAN FLORA [B-HEAD]

Bald Nettle

This spiny-stemmed root grows in the hilly terrain of the Western Lands. The juice created by mashing the root is used by the Aamanians as a depilatory.

Balmroot

Found in most temperate swamps and marshes, this plant can be identified by its spongy, oval leaves and thick stalk. Both the liquid contained in the stalk, and the crushed, dry leaves can be used in many healing potions and elixirs.

Barb-Berry, Common

The Harakin call this spiny little plant "Hell's gift", as it bears nutritious little berries, which can only be removed with great care due to the barbs.

Barb-Berry, Purple

This plant is a close relative to the common barb- berry, but it only grows in the wooded hills of Arim. The Drukhs there have made good use of the small purple berries for their food and decorations.

Barge Tree

Native to the sinking land, these trees possess wide flat roots which spread out over the watery swamps. Amazingly, the tree actually floats on the top of the swamp, and will often be pushed around the area by wind. The trees bear a tasty fruit which looks like a large pomegranate. The crushed and dried bark of the tree is highly valued by alchemists wishing to make a variety of aquamantic potions.

Black Mushroom

This black fungus grows primarily in underground caves and ruins, and is highly hallucinogenic. Someone foolish enough --- or forced --- to eat a mushroom must make a successful HT roll, or suffer terrifying hallucinations for several hours. A critical failure on the roll could cause the victim to suffer temporary or even permanent madness.

Blue Pomegranate

This plant originally came from the lush forests of Quan, but has since been transplanted all over Talislanta. It's especially valued by the horticulturists of Zandir, who've created many interesting new variants of the plant. The fruit is highly nutritious, and can be lived off almost exclusively.

Bombo Tree

This giant deciduous tree is well known for its gnarled and twisted roots which extend high above the watery swamp in which it makes its home. The sloth-like Mogroth weave the fibrous leaves into crude but strong clothing; the berries are quite wooden tasting, but highly appreciated by the local birds; the wood itself is too spongy for any use in building.

Chokeweed

This small, innocuous looking plant is one of the most dangerous plants on Talislanta, mainly due to the fact that it contains two different --- and highly toxic --- poisons. When refined, the sap of the plant can be used to coat the blade of a weapon, and paralyzes the muscles of a victim. Two times a year, however, the plant sends out its floating seed spores. These enter the lungs of a living creature and immediately start to grow and choke up the victim. Within minutes, the victim has died of asphyxiation; within days, the victim starts to sprout new chokeweed plants.

Cleric's Cowl

Something in the biology of this small leafed plant makes it invaluable in creating antidotes for poisons.

Crystal Dendron

Magical Crystalomancy had to play a part in the creation of these beautiful --- and terribly delicate --- plants (crystals might be a better definition). Many hybrids have since been created since the plant was first found growing in the Aberrant forest, and it can be found in all colors, sizes, and textures.

Deadman

Nothing's more poisonous than the toxic deadman plant, which can be found growing in rotting logs, and in the dank entrances of caves. One touch from the pasty white leaves will kill a victim within 2 minutes if a successful HT roll isn't made; even if a roll is made, the victim takes d6 damage from the poison. Understandably, the plant's highly valued by assassins wishing to ensure the death of their victims.

Desert Palm

This tall tree can be found clustered around the sparse oases of Talislanta's desert lands. During the fall, large fruits grow up near the top, and are a chief source of food for many of the desert nations.

D'oko

The d'oko is a colorful, nine-foot tall plant which the Green Men of the Wild Coasts share a close kinship with. They use the d'oko as a tool, and as a source of food and shelter; in turn, the Green Men are necessary for the cross- pollination of the plant.

Everblue Starfire

The everblue starfire possesses a powerful magic indeed --- just one dusting of a powder created from its flowers and leaves will cause a plant or tree to grow to its full height in just one minute. Understandably, it's highly prized by botanomancers and other horticulturists.

Fernwood

Native to temperate woodlands and subtropical forests, this giant fern can grow up to sixty feet tall. Gardeners value the plant for the delicate shade it casts over a garden; furthermore, the bark exudes a pleasant smell which can be ground, dried, and made into incense.

Fire Lily

This small, red plant, identifiable by its seven-lobed leaves, is nearly impervious to all forms of heat, and is often found growing near the mouths of volcanoes. Alchemists use the extract of the fire lily in a variety of heat and fire protection potions.

Fungoid

Fungoids is a nomenclature for an entire family of strange mushrooms that grow in the Sinking Lands. They've been spotted growing in almost every conceivable color, shape, and size, such as: pink puffballs, translucent orbs, branching yellow fans, and hundreds of others. Perhaps the only similar quality, is that at night they all give off a pale phosphorescent glow, which travelers often use to navigate by.

Gall Oak

Found in many temperate forests, this deciduous tree's galls possess a thick black sap which can be used to create a variety of inks and dyes.

Giant Mushroom

The Mushroom Forest of Werewood is home to these large mushrooms, some of which can grow to 6 feet tall. Small creatures such as qualls often make their home in the stems and caps of these giant fungi, which emit a pale phosphorescent glow at night.

Gray Baobab

This short, squat tree only grows to a height of 20 feet, but often has a breadth of 10 feet; thus, giving it the nickname "barrel tree". This is an ample name, as the trunk can hold up to 40 gallons of potable water inside.

Hangman's Tree

This tree is quite a common tree all over Talislanta, and its long vines can be --- and often are --- used as a makeshift hanging noose. At twilight, the wind pushes the tendrils around eerily, making most people fearful of this harmless tree.

Harpwood

This tree, found primarily in the sylvan woodlands of Astar, is strong and extremely straight-grained, making it highly useful to Muse instrument makers.

Incense Tree

The incense tree is found primarily in Zandu, but small groves have been found in Arim and Aaman. It's highly prized for its pleasing scent --- either growing, or crushed and made into incense.

Ironwood

Large groves of this deciduous tree can be found growing all over the continent. Finding it's one thing, cutting it down is another. Logger's were continually dulling their freshly-sharpened blades against the tree's incredibly tough fibers until a wizard thought to coat saws with quicksilver. Because of its density, it's quite useful for building supports. It's also the only wood which doesn't float.

Jabutu

This small, gray-mottled plant can only be found growing in the Chana jungles, and only on the steepest of slopes. When pounded, the sap of the plant can be used to make the narcotic kesh, which most Chana are addicted to. Jabutu extract is also used by the Manra tribes to assist their natural shapechanging abilities.

K'tallah

The k'tallah is a small, rare swamp plant which, when ingested, causes the eater to experience brief visions of the future. Unfortunately, the plant is highly addictive, and even if the addict hasn't eaten one recently, they'll suffer "flash forwards" from time to time.

Lantern Plant

The lanterns of the lantern plant are actually the fruit of the plant, where it collects its glowing sap. Once removed from the plant, the glowing orbs will radiate a good light for several days.

Lotus

There are several different types of flowers which all fall under the nomenclature of the lotus plant. Highly useful ones include: Black lotus, which contains a powerful hallucinogenic narcotic; Blue lotus, which brings on prophetic dreams to the eater; Scarlet lotus, which makes the eater susceptible to mind control spells.

Mandragore

ST: 8

DX: 11

IQ: 11

HT: 10

Speed/Dodge: 0/0 (During the day); 5/5 (At night).

PD/DR: 0/0

Damage: Nets

Reach: 1

Size: 1

Weight: 2-8 lbs

Special: Night Vision; Can warp or animate unliving plant products, Speak with plants.

Habitat: Werewood, jungles and forest lands.

Only those skilled in horticulture can spot a mandragore for what it is, as during the day they're rooted to the spot, and look just like regular plants. During the night, however, these vile creatures come alive and carry about their evil business. Once the sun's gone down, the mandragore will pull their root-like feet from the earth and walk the forest of Werewood. Those unfortunate enough to be camping in the forest will soon

understand exactly why these man-shaped plants are so feared. Their hunting parties scour the forest floor, searching for anything edible which they'll catch with their vine nets and then send tubers into the body to suck the victim's liquids out.

Mantrap

Unlike the mandragore, it's hard not to recognize a mantrap for what it is, as they're huge multi-stalked plants with several toothy jaws designed for catching live creatures. They exude a pleasant scent which attracts animals to a close enough range that the huge jaws can clamp down on the unwitting prey. Once inside, the victim is bathed in powerful acids which quickly dissolve it into a form the mantrap can digest. After an hour, the plant will disgorge anything it can't eat (metal, wood, stone, bone, etc.).

If caught by a mantrap, the victim can't use any weapon larger than a knife to free him or herself from its jaws. Of course, the victim's friends can help from the outside, but any attacks have a chance of hitting the prey. Any damage that passes the DR of the mantrap (DR 4) does damage to the victim held inside. If the trap takes over 20 points of cutting damage, 40 impaling, or 60 points crushing, the jaws are cut open, and the victim can escape.

Although the acidic digestive juices will disintegrate the prey in under an hour, the real threat is from asphyxiation (see B.91 for rules on asphyxiation). If for some reason, the victim doesn't need to breathe, or lasts a really long time, the acid does 1 point of damage every 5 minutes.

Moonflower, Common

It's suspected that this small, nocturnally-blooming flower was magically created, since it changes color depending on the first Talislantan moon to appear in the evening sky. It's highly prized by horticulturists, and can demand over 100 gold lumens per specimen.

Moonflower, Black

The rare black moonflower is only found on a continent known as the Midnight Realm, and only blooms exactly at midnight. The scent of the black moonflower is mildly intoxicating, but this doesn't come into effect unless someone's unlucky enough to find themselves in a field of the plants at midnight.

Morphius

Morphius is a parasitic plant which grows on the bark of large trees, and exudes a sleep-inducing fragrance. Characters caught in the fragrance must make a successful HT roll, or else fall asleep for 3d6 minutes. Morphius plants often work in tandem with other --- far more dangerous --- plants to provide a source of food for themselves.

Mung-Berry

The mung-berry tree usually doesn't grow too much taller than 20 feet, and produces an amazing amount of small, purple berries, which the Mogroth have made good use of. Although the berries are quite bland tasting, they can be used for an amazing variety of uses. The juice of the berry makes a handy bug repellent. When boiled in vinegar, the leaves of the tree yield a waxy glue with excellent adhesive properties.

Orange Fungus

This strange fungus is found throughout the tunnels and caves of the Seven Kingdoms, and possesses a strange ability. For an unknown reason, when it's touched, struck or moved in any way, the organism grows up to five times its original size. Although it's not dangerous, alchemists prize the fungus for its growth ability.

Parasol Tree

This giant palm is common to rain forests, and is recognizable for its crimson foliage shaped like great umbrella or parasol.

Polyp-Plant

This short, tube-like plant consists of a long stem terminating in a bulbous tip filled with sweet, sticky nectar.

Prism Plant

A variety of crystal dendron, this prismatic plant reflects light, and breaks it up into its different colors. Understandably, it's quite highly valued by horticulturists wishing to add a little color to their gardens.

Prophet Tree

This rare tree produces a tempting red fruit which, when eaten, confers visions of future events. It's so rare because it can't be transplanted, nor can new seeds be sown. It's said that overindulgence of the fruit leads to madness.

Provender Plant

Perhaps one of the most useful plants of Talislanta, the provender plant is a source of nourishment for herd beasts, omnivores and humanoids alike. It's assumed that the plant was created by botanomancers before the Great Disaster, and has been providing ever since.

Purple Narcissus

A bizarre magically created hybrid, the small plant will only bloom if it can see its reflection in a pond, river or mirror. This peculiarity has endeared it to many collectors of extremely rare plants.

Rampant

A variant of this leafy vine can be found all over Archaeus, and serves as a fodder for wild and domestic animals. It grows at an alarming rate, up to 5 feet per day under ideal conditions.

Repente

This plant is well known for its small thorny leaves and stem which causes a painful burning rash if touched. The plant's name means "you'll be sorry" in old Archaen.

Scarlet Sporozoid

This dangerous mushroom is only found in dark and wet environs, such as swamps, caverns, and ancient crypts. If disturbed, it'll fire out a 2 hex cloud of red spores, each of which is a living, feeding entity, which will greedily devour any organic substance it touches (2 points/round for 10 rounds). Only fire, acid, or magic can remove

the spores once they've entered their victim's flesh. Radiant magical light, beamed straight at the mushroom, will make it temporarily unable to release the spores, allowing them to be safely collected by an alchemist.

Scimitar Bush

The scimitar bush is an extremely dangerous bush which inhabits some of the less hospitable terrain on Talislanta. Whenever someone gets too close to the plant, it'll lash out with long, razor-sharp leaves and strike the victim. Each slash only does d6-3 cutting damage, but it'll attack with so many, that the unlucky victim can be reduced to ribbons in seconds.

Shrinking Violet

A herb notable for its purple flowers, it rarely grows larger than half an inch high. The petals of the flower are quite useful to alchemists for the creation of shrinking potions.

Sickleweed

This grassy plant is named sickleweed because of its strong, saw-toothed leaves which can be used to cut through rope or cloth.

Skullcap

Skullcap is a small mushroom known for its highly poisonous qualities. Taken in minute quantities of less than a half-dram, the mushroom causes irrational or violent behavior for up to an hour. More than a gram will kill in under a minute unless a HT roll is made.

Snow Lily

This delicate white flower grows in only the coldest of climes, and when eaten, can help to hold off the onset of frostbite. Prepared in an elixir, the flower's said to confer an immunity against the cold.

Span-Oak

Span-Oak is a giant species of tree, which can attain heights of over 200 feet. They're home to the avian Gryphs, who protect the forest from the Ur Clans who've destroyed their forests to the west.

Spider Moss

This parasitic plant, found in swamps, jungles and woodlands all over the planet, resembles a 2-4 foot shambling spider, and actually moves --- albeit quite slowly.

Spitting Crocus

This wildflower gained its name because of its ability to squirt an acidic spray at anyone who approaches it. The plant's spray causes temporary blindness which can last up to 10 turns if the victim fails a HT roll.

Sponge-Bristle

Sponge-bristle is a rugged, spiny-skinned desert plant which can be found thriving in some of the most desolate parts of the planet. The plant traps moisture in the air, and stores it in a large sack beneath the sand. To find a patch of sponge-bristle is

considered an extremely lucky find by the desert nations who must often use it to survive.

Stenchroot

Stenchroot is a noxious little tuber which exudes a terrible odor. The Gnomekin of Durne often harvest the sap of these plants and use them as a deterrent against the many underground animals. A whiff of this fluid causes the unlikely victim to suffer extreme nausea unless he makes a successful HT roll.

Stranglevine

Stranglevine is a parasitic vine which entwines itself among other, less dangerous plants. If a creature enters its detection range (1 hex), the vines will lash out in an attempt to ensnare its prey. Once held, the strangle vine begins to digest its prey with acids it exudes from the tentacles.

To escape from the hold of a stranglevine, the victim must win a quick contest of strength against the vine (ST 12). The only other option is for the victim's friends to try and cut the person free with edged weapons, doing at least 20 points of damage; although, the cords are quite resilient to cutting (PD 2, DR 3). The weakest spot of the vine is its unarmored roots, which are usually attached to a nearby tree.

Tantalus

The sap from a heart-shaped Tantalus plant is considered to be one of the finest aphrodisiacs and can sell for up to 150 gold lumens in many places.

Thistledown

The thistledown's seed pods contain a soft down which the Ariane use to make their clothing.

Thornwood

A giant species of trailing briar, thornwood grows at a phenomenal rate --- an otherwise good trail can be rendered useless in just a few days. It's extremely resistant to both fire and cutting weapons, and can make any jungle explorer's day quite miserable.

Venomwood

This strange tree is found only on the island of Pana- Ku, and is covered in a sticky poisonous sap. The Na-Ku use branches from the tree to make their poisonous arrows. A successful hit from a poison arrow will do 2 extra points of damage.

Viridia

Viridia is one of botanomancy's greatest achievements, and one of its worst failures. This amazing tree grows 10 feet per year up to a maximum of 100 feet, and nearly all of the plant's parts are useful: viridia root is a nutritious tuber and can be ground into flour for baking; the limbs and trunk can be burned as fuel; the leaves make a passable mulch; its large 6 foot pods can be used as one-man skiffs; the fibrous down in the pods can be woven into clothing.

Unfortunately, the plant is extremely virulent, and will quickly use up all available land, choking all other plants to death with its thick root system. It's resilient to fire, and its root system goes down so deep, that it's nearly impossible to remove if left for more than 5 years.

Whipweed

This insidious plant can be found growing all over Talislanta --- on ground or underwater. Individuals attempting to pass near a patch of whipweed will find themselves attacked by dozens of slashing, leafy tendrils which do d6-2 cutting damage.

Whisperweed

Whisperweed is nearly indistinguishable from a variety of similar, mundane plants which grow in the same areas. Even the most skilled horticulturists have difficulty recognizing these strange plants, which is unfortunate because of the plant's amazing ability.

When the wind blows just right, the plant will "whisper" the most amazing things: long-lost secrets, ancient incantations, legends and other bits of knowledge. How the plants came to know this information is unclear, but assumed magically linked.

Yellow Aqueor

Yellow aqueor is a variety of giant kelp that can grow up to 500 feet in length. The nomads of Oceaneus use the plant to make their floating city, and for a variety of other uses.

Yellow Stickler

This plant is only found in the deepest of Talislanta's jungles, which is a shame because of its ability. The yellow stickler exudes a sticky sap which attracts small insects that the plant feeds on. It's highly praised by those plagued by insects, as one 5 foot high plant will attract and kill nearly all the bugs in a room.

TALISLANTAN FAUNA [B-HEAD]

Alatus

ST: 11
DX: 11
IQ: 2
HT: 15/4
Speed/Dodge: 10/5
PD/DR: 0
Damage: Bite: 1d-2 cut and see below.
Tail: see below.
Reach: C
Size: 1
Weight: 120 lbs
Special: Strangling and blood drain.
Habitat: Swamps and jungle lands.

The alatus is a variety of winged leech which infest the jungles and swamps on the southern coast of Talislanta. During the day, they huddle in writhing masses inside rotting trees, waiting for the night, when they can feed.

Indistinguishable from regular leeches until their first hibernation, alatus hatch from eggs laid in rotting logs and swamp grass. After two weeks of feeding on insects and small vermin, the repulsive creature burrows into the ground to undergo a

metamorphosis. Some alatus have been known to hibernate for several years, biding their time until conditions are perfect for them to enter the world again. When they do come forth, they resemble large snakes --- some even reach 6 feet long --- with leathery wings and sharp teeth. They attack by wrapping their tail around the victim, strangling him (see page B112), biting into the neck to suck their precious lifeblood.

The bite of an alatus does 1d-2 cutting. If any of that damage gets through armor, it has attached itself to the victim and will begin to drain blood. For every round after the first, the victim loses one point of fatigue until ST is reduced to 0; after that, the damage starts coming off HT as normal damage.

Alatus are the carriers of several nasty diseases, the worst of which is the dreaded Blood Fever (see p.XX). The GM should roll secretly versus the victim's HT to determine if he or she has caught it.

Angorn

ST: 8
DX: 13
IQ: 2
HT: 10
Speed/Dodge: 8/4
PD/DR: 0
Damage: Bite: 1d Crs
Reach: C
Size: 2
Weight: 100-140 lbs
Special: Gliding (up to 100 feet per attempt), survive out of water for up to 1 hour
Habitat: Seas and oceans.

Evolution on Talislanta is bizarre indeed, and the angorn reflects this. It resembles a winged, aquatic eel which flies just above lakes and rivers searching for food. Once it's spotted something, the angorn dives into the water and chases the prey down.

Avir

ST: 2
DX: 15
IQ: 3
HT: 4
Speed/Dodge: 12/8
PD/DR: 0
Damage: Beak: 1 point
Reach: C
Size: 1
Weight: 2-8 lbs
Habitat: All parts of the continent.

The avir are Talislanta's most common form of birds, and come in a myriad of colors, sizes and temperaments. They nest on treetops, and feed on insects, fruit and seeds.

Batranc

ST: 14
DX: 13
IQ: 3
HT: 13
Speed/Dodge: 10/7
PD/DR: 0
Damage: Bite: 1d+1 imp
Tail: Grapple
Reach: Bite: C; Tail: 1.
Size: 10
Weight: 140 lbs
Habitat: The skies above Talislanta.

Batranc are avians in the truest sense of the word, as they never touch solid ground. Their great wingspan allows them to glide forever on the updrafts found over Talislanta. In contrast, their serpent-like bodies are quite small --- rarely growing longer than 10 feet.

Small avian creatures like avir are their main prey, but they're not above attacking larger creatures by pulling them into the air and dropping them from a great height. The creature's grasping tail is its main weapon, both for attack and defense, while its wicked jaws are used to rend prey already in their grasp.

Behemoth

ST: 200
DX: 8
IQ: 2
HT: 15/50
Speed/Dodge: 11/1
PD/DR: 2/10 (Skull); 2 (Body)
Damage: Gore: 8d imp
Reach: Gore: C
Size: 10
Weight: 4000-5000 lbs
Habitat: Wilderlands of Zaran, Plains of Golarin, Graylands of the Quan Empire.

Standing over 10 feet tall at the shoulder, behemoths are the second largest creatures that inhabit the Wilderlands of Zaran --- second, of course, to the great land dragon. Their natural armament is a massive, rock-hard skull covered in wicked spikes which they use as a great battering ram. The creature charges towards its enemy at full speed, hoping to smash it to a bloody pulp with its skull, then it will proceed to stamp anything that still survives flat with its hooves.

Normally, they only attack creatures they intend to eat or in defense; however, because of their shortsightedness, they've been known to attack duneships and caravans on occasion. The only time to truly worry is during the month long mating season, when the giant females are likely to mistake anything for a male, and charge in a mating frenzy --- an attack a male is built to handle; a land-ark might not be so lucky.

Cave Bat

ST: 11
DX: 11
IQ: 4
HT: 10
Speed/Dodge: 10/5
PD/DR: 1
Damage: Bite: 1d cut
Reach: Bite: C
Size: 1
Weight: 100-200 lbs
Special: Navigate by Sound, Immunity to Illusions.
Habitat: Subterranean caves, grottos, abandoned ruins.

Cave bats are disgusting creatures that nest in only the largest caves --- they have to be, as their wingspan can get to over 12 feet. They feed on small mammals in the early evening which they locate with their sonar abilities; however, if such food is scarce, they'll have no problem attacking man-sized and even larger targets. The bite of a cave bat is something to fear, as they've been known as the sole carriers of terrible disease which affects the brain.

Chang

ST: 8
DX: 13
IQ: 2
HT: 5
Speed/Dodge: 8/4
PD/DR: 3/4
Damage: Bite: 3 points
Reach: C
Size: 1
Weight: 3-12 lbs
Special: Survive out of water for more than an hour
Habitat: Rivers and lakes, Inland Sea (Quan empire).

Chang are vicious, metallic-skinned fish that inhabit many rivers across the continent. When attacking, they'll often brush up against the prey and cut it with their razor-sharp back spines. They're highly prized by the Kang who keep them in large glass aquariums.

Chasm Viper

ST: 9
DX: 14
IQ: 3
HT: 4
Speed/Dodge: 5/3
PD/DR: 3/4
Damage: Bite: 1d-1
Reach: C
Size: 1-2

Weight: 2-16 lbs
Special: Ability to climb sheer rock surfaces
Habitat: Canyons, wastelands, mountains.

Chasm vipers are large serpents with metallic scales, which inhabit rocky terrain. They're normally quite harmless, preferring to sun themselves on rocks, but can become quite agitated if disturbed. They do possess a venom, but it's too weak to actually damage a man-sized creature.

Death's Head Viper

ST: 4
DX: 13
IQ: 3
HT: 2
Speed/Dodge: 6/6
PD/DR: 0
Damage: Bite: 2 points
Reach: C
Size: 1
Weight: 1 lb
Special: Poison.
Habitat: Jungles of Chana, southern Quan Empire, tropical isles.

Only found in the steamy jungles of Chana, the death's head viper produces the most toxic poison found on Talislanta. They're extremely unassuming little snakes, covered in emerald green scales from head to tail, never measuring longer than a foot long. The bite from one of these serpents causes a terrible searing pain which leads to death within a minute's time (unless a successful HT-4 roll is made). It's so toxic, that even those who survive the effects of the poison fall into a coma which lasts for many days.

The Witchfolk of Chana have learned how to charm these serpents, and often carry one wrapped around their wrists as a form of defense. These specially trained snakes can command an extremely high price in many cities.

Drac

ST: 10
DX: 11
IQ: 3
HT: 10
Speed/Dodge: 8/4
PD/DR: 2/2
Damage: Bite: 1d-1 Crs
Reach: C
Size: 2
Weight: 20-160 lbs
Special: Keen sense of smell (can be trained to track any single species of creature)
Habitat: Wilderness regions of all sorts.

These are small, wingless lizards which are closely related to dragons. It's even said that the dragons refer to them as their "little brothers". In captivity, they make excellent "guard dogs", and display an intense loyalty for whoever feeds them.

Exomorph

ST: 16
DX: 12
IQ: 5
HT: 10/15
Speed/Dodge: 12/10
PD/DR: 1/1
Damage: Bite: 1d imp
Claws: 2d+2 cut
Reach: Bite: C; Claws: 1.
Size: 3
Weight: 400-600 lbs
Special: Chameleon, Stealth at DX.
Habitat: Forest, wilderlands, jungles.

Perhaps one of Talislanta's finest predators, the mere roar of an exomorph in the distance is enough to chill the soul of the strongest warrior. Exomorphs resemble large felines, complete with gnashing teeth and claws, except with a lizard-like skin. The product of natural evolution, or magical experimentation, the exomorph has been gifted with the ability to change the color of its skin to match any terrain or plant (+5 to Stealth rolls). Furthermore, they possess an incredible patience --- they've been known to wait hours for a victim to walk into pouncing range. If they know the battle's going against them, they won't hesitate to break off the attack; however, if starving, hunger will drive them back to try again before long.

Feather Dractyl

ST: 4
DX: 11
IQ: 3
HT: 3
Speed/Dodge: 10/5
PD/DR: 0
Damage: Beak: 1d-3 cut
Claws: 1 point
Reach: C
Size: 1
Weight: 3-12 lbs
Habitat: Jungles, forests, wilderness regions.

Probably a magical hybrid between the avir and the drac, the feather dractyl are peaceful winged creatures that subsist on nuts and seeds. They're highly valued as pets, and merchants can command quite a high price for them.

Giant Mollusk

ST: 11

DX: 0
IQ: 1
HT: 10/20
Speed/Dodge: 0
PD/DR: 3/4
Damage: Bite: 2d Crs
Reach: C
Size: 1-7
Weight: 5-500 lbs
Special: If bite is successful, victim is caught, and must either kill it or win a quick contest of ST
Habitat: Sea, ocean, lake, and river bottoms, shorelines, tidal pools.

This a catch-all name for the variety of giant clams found in the shallows around Talislanta's coasts. They range in size from small 1-6 foot specimens to giant man eaters. The rarest of these is the giant quaga, which are hunted for the giant pearl they produce. Each of these pearls weigh over 10 pounds, and can be sold for 1000 gold lumens.

Ibik

ST: 7
DX: 13
IQ: 3
HT: 9
Speed/Dodge: 12/10
PD/DR: 0
Damage: Tongue: 1d imp
Reach: 1
Size: 1
Weight: 10-40 lbs
Special: Excellent climber, can run across mud or water
Habitat: The Sinking Land, Mog, Jhangara, swamps and marshes.

The ibik is a flightless bird which inhabits the Sinking Land, and other marshes. Its long legs allow it to wade out in the marsh in search of small insects, which it spears with its pointed tongue.

Kra

ST: 100
DX: 9
IQ: 2
HT: 10/30
Speed/Dodge: 6/1
PD/DR: 1/1
Damage: Bite: 2d imp
Tail: 3d Crs
Reach: C
Size: 10-12
Weight: 2000-4000 lbs
Habitat: Warm seas and oceans, swamplands, undersea grottos.

Kras are giant, sightless eels, often reaching lengths of 20 feet or more. They prefer the cool shallows and underwater caves found along Talislanta's southern coast. The only creature they need to fear are the great sea dragons, who consider kra to be a tasty delicacy.

Imrian slavers use up to six kra to pull their slaving barques, and have learned --- more through trial and error than anything else --- how to harness the dangerous creatures. They use a more powerful version of their slaving tranquilizers to keep the kra in a perpetual state of mindless subjugation.

Land Dragon

ST: 350

DX: 6

IQ: 3

HT: 15/100

Speed/Dodge: 6/0

PD/DR: 3/3

Damage: Bite: 5d imp

Tail: 10d Crs

Trample: 3d cut

Reach: Bite: 1; Tail: 1-8.

Size: 20

Weight: 6-10 tons

Special: Impervious to heat and flame.

Habitat: Wilderlands of Zaran, Volcanic Hills, western Quan Empire.

Land dragons are huge, bulky creatures which can attain lengths of over 50 feet. They're covered with sharp horns, bony protrusions, and armored plates which makes them terrifying creatures indeed. In combat, they attempt to ram, then trample any opponents that survive that brutal attack.

They're the least intelligent of Talislanta's dragons, and are used by several races as battle mounts. The Saurans consider the land dragons to be avatars of the Dragon Goddess, and they treat them with the respect and reverence they deserve. The Araq hunt them down mercilessly, and are the chief reason they're extinct in most of the Wilderlands.

L'latha

ST: 4

DX: 12

IQ: 7

HT: 5

Speed/Dodge: 5/3

PD/DR: 1/1

Damage: Bite: 1 point

Reach: C

Size: 1

Weight: 10-15 lbs

Special: Acute powers of perception (detect impending storms, night vision, keen hearing)

Habitat: Isle of Phantas

These monkey-like creatures can only be found --- in the wild --- on the island of Phantas. For several centuries the Phantasians have been employing these cunning creatures as astrogationist's helpers, and this idea is just beginning to catch on with the rest of Talislanta's wizards.

Megalodont

ST: 150

DX: 4

IQ: 3

HT: 15/50

Speed/Dodge: 4/2

PD/DR: 2/2

Damage: Kick: 5d Crs

Trample: 2d Crs

Reach: Kick: 1

Size: 10

Weight: 4-6 tons

Special: Detect scent of blood, predators or men at range of 1 mile.

Habitat: Plains of Golarin, surrounding regions.

Megalodonts are immense, six-legged herbivores that roam the Plains of Golarin in great herds. Although travelers have little fear about being eaten, a full-grown megalodont --- standing 15 feet high at the shoulder --- can make quick work of humanoid if startled or provoked. The thunderous sound of megalodonts on the stampede is good indication that it's time to start looking for a place to hide, as the massive rush of beasts will destroy anything in their path.

Moonfish

ST: 10

DX: 11

IQ: 10

HT: 3

Speed/Dodge: 8/4

PD/DR: 0

Damage: 0

Reach: 0

Size: 1

Weight: 2-4 lbs

Special: Telepathic communication through songs

Habitat: The Inland Sea (the Quan Empire).

The Sunra revere the moonfish, and consider them to be the returned spirits of their ancestors. Moonfish are able to "sing" complex melodies, which other sentient beings are able to perceive at a telepathic level. Wealthy Ispasians sometimes cruelly imprison these gentle and intelligent creatures in globes of crystal for their personal amusement.

Morde

ST: 5
DX: 11
IQ: 6
HT: 3
Speed/Dodge: 10/5
PD/DR: 0
Damage: Bite: 1d-2 cut
Reach: C
Size: 1
Weight: 2-6 lbs
Special: Keen sense of smell
Habitat: Most parts of the continent.

The Stryx favor these disgusting little creatures because they share the same tastes in food --- namely carrion that's been rotting in the sun for a few days, and their keen sense of smell allows them to detect the stuff at a great distance. Generally, they live together with the Stryx because of the constant fear that their cruel masters will eat them.

Mudray

ST: 3
DX: 13
IQ: 2
HT: 4
Speed/Dodge: 10/3
PD/DR: 0
Damage: Stinger: 1d-1 imp
Reach: 1
Size: 1
Weight: 1-6 lbs
Special: Venom (if attack gets through armor, venom causes an additional 2 points of damage)
Habitat: Seas, oceans, rivers, lakes.

Mudrays scour the bottom of lakes and oceans searching for carrion to eat. Quite tasty creatures, they're form a staple food of many ocean-going Talislantans. There's one small fact that mudray hunters should be aware of: they possess a poisonous stinger --- although non-lethal, the poison often serves as a reminder to the hunter to be a little more careful in the future.

Omnivrax

ST: 14
DX: 11
IQ: 2
HT: 10
Speed/Dodge: 14/10
PD/DR: 3/3
Damage: Bite: 1d+1 cut
Claws: 1d cut

Tail: 2d Crs
Gore: 1d+1 imp
Reach: Bite, Gore: C; Claws: 1; Tail: 2
Size: 3
Weight: 600+
Special: Can subsist on any organic substance, tracks by scent (12 or less), detect prey by sound or scent
Habitat: Wilderness regions.

The omnivrax could possibly be Talislanta's stupidest predator. In their hunt for food, these ravenous creatures have been known to attack statues, scarecrows, and even their own shadows. However, this humorous side shouldn't detract from the basic truth, these horrible creatures are amazingly ferocious in combat, and possess a tremendous tenacity --- match this with their low intelligence, and you get a creature that just doesn't know when to quit.

Built for hunting, the omnivrax possesses an incredibly keen sense of smell and hearing, and an ability to see in total darkness; its long claws can make quick work of almost any creature up to a land dragon, and its spiny exoskeleton affords it protection similar to chainmail.

Quaal

ST: 2
DX: 15
IQ: 6
HT: 2
Speed/Dodge: 3/3
PD/DR: 0
Damage: Bite: 1d-4 Crs
Reach: C
Size: 1
Weight: 1-2 lbs
Special: Keen sense of smell and hearing, prehensile tail
Habitat: Wilderness regions, wastelands, swamps.

Originating from the wilderness regions of Talislanta, quaals adjust to civilized life quite quickly. They look like small rodents, but possess eyestalks which they can focus independently. Quaals have a fondness for small, shiny objects, and many people employ them as guards and sneak-thieves.

Ravenger

ST: 10
DX: 10
IQ: 6
HT: 10
Speed/Dodge: Flying: 10/5; Walking: 5/2; Swimming: 5/2.
PD/DR: 1/1
Damage: Bite: 1d cut
Claws: 1d cut
Reach: Bite: C; Claws: 1

Size: 1
Weight: 140-175 lbs
Special: Heat or cold do only half damage
Habitat: Found throughout the continent.

The ravenger is without a doubt Talislanta's most opportunistic life form. Although it possesses average attributes, its amazing adaptability is to be admired. They have both lungs and gills, and are able to modify their body temperatures and metabolic rates to suit almost any climate. The ravenger's wings, tail, and sail-like crest are equally useful for flying through the air or sea. Furthermore, they're capable of walking on land, and are sure climbers. Their adaptable digestive system allows them to eat anything, including wild beasts, vermin, and refuse. Thus, they possess a driving determination to survive in any environment --- no matter how bleak.

Rock Urchin

ST: 3
DX: 3
IQ: 2
HT: 3
Speed/Dodge: 1/1
PD/DR: 3/4
Damage: Spines: 1d-4 (incidental damage from handling)
Reach: C
Size: 1
Weight: 1-2 lbs
Special: Sure rock climbers (able to hang upside down from cave ceilings)
Habitat: Wilderness, wilderlands.

Rock urchins resemble land crabs whose backs are covered in sharp spines. There's a high demand for the spines, which are used as writing quills by scholars.

Sea Dragon

ST: 200
DX: 13
IQ: 11
HT: 15/100
Speed/Dodge: 8/5
PD/DR: 2/3
Damage: Bite: 4d imp
Constrict: 4d Crs
Reach: C
Size: 40
Weight: 6-10 tons
Special: Converse in ancient tongue, immune to poison
Habitat: Seas and oceans.

Considered to be gods by the Sunra, the ancient Talislantan sea dragons enjoy the distinct honor of being at the top of the aquatic food chain. Covered with thick, armored

plates, and sporting enough spikes and teeth to put fear into the most stern-hearted of Thralls, these monsters are nature's killing machines.

They possess a quirky temperament, which makes dealing with them an unsettling experience to say the least. Sometimes, they'll carry on long and philosophical discussions with wise men about the nature of the sea, and at other times they'll go on horrible rampages that destroy many ships and coastal harbors. All mariners take aboard some sort of sacrifice to sea dragons, in the valiant hope that if one decides to visit, they'll be able to convince the mighty creature to let them escape with their lives.

Sea Scorpion

ST: 100

DX: 5

IQ: 2

HT: 10/60

Speed/Dodge: 8/1

PD/DR: 2/5

Damage: Pincers: 5d cut

Mandibles: 4d cut

Stinger: 3d imp

Reach: Pincers: 3; Mandibles: C; Stinger: 4

Size: 34

Weight: 4-6 tons

Habitat: Seas and oceans.

The bane of all sea travelers, these massive insects are capable of pulling entire ships under the murky depths with their massive pincers, which can cut right through masts and timbers with ease. At the end of their tails is a wicked stinger, which they use to spear prey, and inject them with a toxic poison (HT-4 to avoid death).

Generally, sea scorpions only attack living prey, such as sea dragons and ocean kra, but because of their poor eyesight, they've been known to attack ships from time to time.

Shrieker

ST: 8

DX: 10

IQ: 4

HT: 10

Speed/Dodge: 12/8

PD/DR: 3/3

Damage: Bite: 1d imp (2d imp when diving)

Reach: 1

Size: 1

Weight: 160-200

Habitat: Cerulean Forest of northern Quan Empire, surrounding regions.

Shriekers are large, bird-like creatures which inhabit the northern forest of the Quan Empire. Often reaching a size of over 6 feet, they're covered in sharp metallic feathers, and possess a 3 foot long, wicked-looking beak.

They're not great flyers, and prefer to perch up in large trees, waiting for prey to walk underneath them. Then, with a bone chilling shriek --- which can be heard several miles away --- they drop straight down and spear the victim on their beak. There's been several reported cases of shriekers piercing right through the thickest Kang battle armor, proving that there's very little you can do to protect yourself from their attack.

Winged Viper

ST: 8

DX: 11

IQ: 3

HT: 8/5

Speed/Dodge: 10/5

PD/DR: 1/1

Damage: Bite: 2 points

Reach: C

Size: 1-2

Weight: 2-24 lbs

Special: Venom causes incredible pain (HT-3 to avoid all rolls made at -3)

Habitat: Tropical jungles, rain forests, swamps, and marshes.

Winged vipers are exactly that: poisonous serpents with large, leathery wings which inhabit the jungles and forests all over Talislanta. Generally they'll only attack small rodents and reptiles for food; however, if threatened, they'll bite man-sized and even larger creatures without hesitation. Although their poison is non-toxic to humanoid sized creatures, those bitten will describe the experience as nothing to laugh at.

EXTRA-DIMENSIONAL ENTITIES [B-HEAD]

Fantasm

ST: 0

DX: 11

IQ: 10

HT: n/a

Speed/Dodge: 10/8

PD/DR: 0

Damage: Psychic damage (causes fatigue)

Reach: 1

Size: 1

Weight: n/a

Special: Only harmed by silver or magic weapons (one hit dissipates them),

Causes fright

Habitat: The Nightmare Dimension

Fantasms are horrible, bat-winged creatures, whose images are used to frighten small children with bed-time legends. Thought mainly to be myths, these creatures are terrifyingly real... sort of.

Generally, fantasms can only be found on their home plane --- called the Nightmare Dimension --- and do little more than enter the dreams of sleepers and frighten them. However, some necromancers have learned how to summon fantasms from their

own plane, using a dreaming person as a portal out of which the fantasm appears. The summoner can then use the fantasm to literally "scare people to death", as all attacks by it are only psychic, and not permanent. Any damage suffered from the fantasm's attacks cause fatigue, and this will become apparent once the phantasm is gone; however, the victim will think each claw stroke hurt, and if all fatigue is taken away, he or she will fall unconscious into a terrible nightmare which won't end for several hours. When awakening, the victim will have a new phobia of the GM's choice.

Although they're frightful creatures, they're easily dispatched by the use of silver or magical weapons. It's also possible to drive off the fantasms by awakening the caster who summoned them forth.

Juju

ST: 14

DX: 7

IQ: 0 (follow orders)

HT: 10

Speed/Dodge: 4/4

PD/DR: 0 (but can wear armor)

Damage: As per weapon

Reach: As per weapon

Size: 1

Weight: 140-200

Special: Destroyed only to fire, Immune to Mind Control

Habitat: Found in regions where primitive magic is found

Jujus are zombies created through the use of primitive black magical rituals. A shaman creates a juju by cutting open the skull and replacing the brain with soul gem. Once the gem has been placed, the juju is totally under the control of the master, who can command it to do anything.

As they're dead, rotting corpses, jujus are not terribly pleasant things to be around. Maggots, flies, and other insects are unable to make the distinction that corpse is moving around, and flock to it; thus, most jujus have a very short "life" span, and are left outside whenever possible.

The powerful magic used to create the juju enhances the zombie's strength incredibly, although they're fairly slow moving. As they lack a brain, they're impervious to pain of all sorts. The only way --- other than total consumption by fire --- to kill a juju is to remove the soul stone from the skull cap, which will cause the zombie to crumble to dust immediately.

Necrophage

ST: 12

DX: 9

IQ: 8

HT: 10

Speed/Dodge: 6/6

PD/DR: 0

Damage: Claws: 1d+1 Crs

Bite: 1d Cut

Reach: Claws: 1; Bite: C

Size: 1

Weight: 120-180

Special: Harmed only by silver or magical weapons, night vision, detect scent of carrion or bones up to 2 miles away, wounds inflicted may cause corpse rot (HT to resist).

Habitat: Khazan, ruins, crypts, deserted battlefields

Necrophages are gaunt, emaciated being which inhabit crypts and barrows in search of humanoid flesh to feast upon. They prefer food that's been rotting for several days; however, they're not too picky, and will eat almost anything living or dead.

Nocturnal by nature, necrophages spend their days huddled in caves and crypts waiting for the night to come. As they never sleep, their gnashing and mumbling can sometimes provide warning of their presence to those who venture too near their haunts.

Dark magicians and necromancers often employ these pathetic creatures as servants and laboratory helpers, but their insatiable appetite makes them difficult to control for very long. Only those wizards with an ample supply of dead bodies should ever use them as helpers.

Reincarnator

ST: As per possessed body

DX: As per possessed body

IQ: 13

HT: As per possessed body

Speed/Dodge: As per possessed body

PD/DR: As per possessed body

Damage: As per possessed body

Reach: As per possessed body

Size: As per possessed body

Weight: As per possessed body

Special: Possession (Will roll to resist), Magical Field of Study (Necromancy), harmed only by enchanted weapons and magic (only in spirit form), pass through solid matter at will (only in spirit form)

Habitat: Any

Reincarnators are the spirits of the necromancers of Quaran, a group of black magicians responsible for the genocide of the Xambrian nation. Like the Archaens and the Phaedrans, they should have died when the Great Disaster struck Talislanta; however, they made a pact with a dark entity known as Zahur. Because of this pact, these malign spiritforms can't be claimed by Death.

Reincarnators have the ability to "possess" any living creature, and once inside, they begin to feed on the host's soul. Their hold on the plane of the living is a tenuous one indeed, and only through this constant influx of fresh soul material can they stay one step ahead of Death. The reincarnator sucks away 1 point of ST or HT each day alternatively until both scores reach 0. At that point, the soul is gone, and the reincarnator must move on. If the spirit is forced to move before it's completely consumed the soul, whatever's left are the victim's new statistics (PCs might need to have their points recalculated).

The Xambrians are the self-appointed harbingers of justice, and will do anything possible to hunt down the reincarnated Quaranians and destroy them. A strike from the

blade of a Xambrian is the only way to release the spirit's hold on the body --- sending it to undergo its final judgment from Death.

Shadow Wight

ST: 0
DX: 0
IQ: As in life (usually 9-14)
HT: 0
Speed/Dodge: 9/9
PD/DR: 0
Damage: Drain Substance: 1 point per attack
Reach: 1
Size: 1
Weight: 0
Special: Immune to weapons while in spectral form, dislikes strong light, destroyed by magical light
Habitat: The Nightmare Dimension

Shadow wights are the spirit forms of those consigned to spend eternity as specters. They often vaguely resemble the forms they had in life, and haunt the spot they died, or where they committed atrocious evils. Generally miserable creatures, shadow wights despise their corporeal existence, and long to gain physical form again. Fortunately for them, there's a way they can do this. Shadow wights are able to rob living creatures of their substance by touch, thereby attaining a semblance of solidity and physical being. These stolen qualities only last a few hours before fading away, forcing the spirit to renew the search for beings to drain.

Attacks from a shadow wight do regular damage, however this is from loss of physical substance; therefore, if a victim can avoid the attacks from the wight, HT will return at a rate of 1 point per hour. However, if the victim dies due to the shadow wight's drainings, he or she will lose all physical form, and become forced to live the same tortured existence as the creature that drained them.

Spiritform

ST: 0
DX: 11
IQ: As per life
HT: 0
Speed/Dodge: 10/10
PD/DR: 0
Damage: 0
Reach: 0
Size: 0
Weight: 0
Special: Possess and inhabit inanimate objects, pass through solid objects at will, harmed only by silver or magic weapons, flight
Habitat: Any

Spiritforms are the ghosts of beings who somehow became lost or stranded en route to their next incarnation. Often this is due to the fact that they met a particularly violent or unjust end, while others just refuse to move on to their next reward.

They're highly useful to magicians, as they can give the wizard information about events in the astral plane. Others can willingly take up residence in a magical item or device, such as a crystal ball, mirror, or cauldron, and agree to serve as an advisor, spy or sentinel. Highly valued are the returned spirits of long-dead magicians, as their knowledge of magic can prove to be quite useful. Generally, spirits will agree to provide these services as a way to attain some semblance of their former lives.

DISEASES [B-HEAD]

Corpse Rot

Also known as the Black Curse, this terrible disease is transmitted by the bite of a necrophage. Unless a successful HT roll is made, those bitten will contract the disease, and probably die within a day. The symptoms include fever, severe weakness, and a gradual blackening of the limbs and body. Only the most potent of magical curatives can remove the disease once it's gotten its hold on the body; however, there are several magical charms and potions which can inoculate one against contracting corpse rot. It's advisable to bury the victims of corpse rot quickly, as they let out an extremely putrid odor after death.

Gange

This disease only affects avian species, so it's generally limited to avians and feather dractyls; however, because of their avian qualities, Gryphs and Stryxs can also contract it --- Aeriad have a very low chance of getting gange, which is probably because of their devolution. The disease causes a gradual weakening of the heart and lungs, and unless the patient is treated with a mixture of powdered amber, rare earths, and cleric's cowl, death will result in 4-6 weeks. Symptoms include weakness, loss or discoloration of plumage, and fainting spells.

Moss Mold

Moss mold is a type of viral fungal infection which affects only plants --- men and animals are immune to its effects. The Green Men, and other sentient plant forms have much to fear from this disease, as it dissolves plant tissue, resulting in death within a week or two. The only known cure is a salve consisting of unguent camphor, and a drop of quicksilver.

The Red Death

By far the most feared of all Talislantan maladies, the Red Death invariably kills all it touches. As yet, it's unknown exactly how the disease is transmitted, but it's speculated to be from small flying insects. Symptoms of the disease include fatigue, fever, profuse swelling, and delirium, with death following in 3-4 days. There's no known cure; however, there are several useful luck talismans which have been found to hold the disease at bay, preventing contraction.

Swamp Fever

It's thought that swamp fever --- also known as blood fever --- is transmitted by the various creatures that live in the swamps and jungles of the Dark Coast, primarily the

flit and the alatus. Once caught, the victims of this disease invariably travel the twisted road to madness. The symptoms of swamp fever are irrational behavior, a constant thirsting, and a tendency to lean to the left while walking, standing, or running. Victims rendered insane perform some of the strangest acts: prancing, capering, lying on the ground and rolling about, speaking in gibberish, emitting loud yelps and hoots, and so forth.

Yakuk

Yakuk is a disease which causes a gradual loss of all sensory capabilities, starting with sight, and slowly removing all the other senses. Often, the disease will take several months to manifest completely (the victim suffers a -1 to all alertness rolls every 2 weeks). Strangely, the disease doesn't actually kill its victim, and most die because of secondary reasons, such as: starving, dying of thirst, or some fatal accident. Those who actually survive long enough to become completely cut off from their surroundings go invariably mad. An elixir made from red lotus, black lotus, and sulfur is the only known curative.

Yellow Tinge

Yellow tinge is an infectious disease which affects water-breathing creatures --- usually this means fish, but the amphibious Imrians can also contract the disease. Yellow tinge causes a yellow, sticky slime to fill the victim's gills --- death from asphyxiation is the general result. A fluid mixture made from alcohol spirits and red iron has been proven partially successful in curing the disease.

APPENDIXA --- CONVERSION METHODS (OR HOW WE DID WHAT WE DID) [A-HEAD]

Converting Talislanta into GURPS terms is a surprisingly simple affair (hats off to Stephan Sechi for creating such an elegant and simple rules system), as the two systems share many common traits. In fact, the attributes, advantages and skills were nearly the same in both games. The primary concern that we had in creating the book, was to keep it in the spirit of the Talislanta rules style, and we think we succeeded. This section will enable you to take any existing or future sourcebook or adventure, and convert it to GURPS like we did.

Characters

Creating a GURPS Talislanta is exactly the same as creating any other GURPS character except for one major difference: you must first choose an archetype as a basis for your character. The archetype system is one of the strongest advantages of Talislanta, as they enhance roleplaying to such an extent. To replace the archetype system with the familiar racial advantages found in GURPS would make understanding further Talislanta supplements far more difficult. By reading this section --- and with a little practice --- you'll be able to convert any archetype you come across in existing and upcoming supplements.

Attributes

Unlike GURPS' four different attributes: ST, DX, IQ and HT, Talislanta has eight: INT, WIL, STR, CON, PER, CHA, DEX and SPD. Four of them are translated directly to GURPS, while the other four require a little more work.

The equivalent statistics for INT, STR, CON and DEX are GURPS' IQ, ST, HT and DX respectively. Talislanta starts the statistics at 0, and shifts them positive or negative from there. With GURPS, just start the attributes at 10, and shifts them up or down equal to the Talislanta modification divided by two and rounded up. Thus, a Talislanta STR of +3 would translate to a GURPS ST of +2, or 12.

WIL, in Talislanta terms, is the measure of an individual's willpower, faith and wisdom, which allows the character to resist fear or influence, especially in stressful situations. This translates exactly to the GURPS advantage of Strong or Weak Will. As with the attributes above, the translated statistic is equal to the Talislanta modification divided by two and rounded up. Thus, a Talislanta WIL of +1 would translate to the GURPS advantage of Strong Will +1.

Talislanta defines PER as a measure of the character's sensory awareness of her surroundings, which we treated as the GURPS advantage of Alertness. In GURPS, however, Alertness can only be an advantage, so we created a corresponding disadvantage called Inattentive. The level of the advantage or disadvantage is treated like WIL (see above).

The CHA attribute is defined as the measure of an individual's ability to persuade, charm or command those he or she meets. This attribute translates into the GURPS advantage of Charisma, and is treated like WIL (above).

SPD is a measure of how quickly a character is able to move, positive numbers were translated into a racial advantage called Enhanced Move, and negative numbers became the racial disadvantage of Decreased Move. This would modify the character's Move score by a positive or negative number equal to the SPD score divided by two.

[Sidebar]

Talislanta to GURPS translation table

INT becomes IQ

WIL becomes Strong Will or Weak Will

PER becomes Alertness

CHR becomes Charisma

STR becomes ST

DEX becomes DX

SPD becomes Enhanced Move or Decreased Move

Advantages and Disadvantages

This book was designed so that anyone wanting to play GURPS Talislanta would only need the GURPS Basic Set to use any of the information found within. Thus, any advantage or disadvantage that we list that isn't found in the Basic Set, is described inside. Most of the racial advantages and disadvantages were drawn from GURPS Fantasy Folk or GURPS Aliens, but we used nearly all of the current GURPS books to give us ideas.

Talislanta's racial special abilities were considered to be racial advantages and disadvantages in GURPS terms, and have been converted completely (see Chapter XX for the descriptions of racial advantages and disadvantages).

Besides special abilities, there were a few special cases we had to deal with, such as:

Primary, Secondary and Rudimentary Combat

In Talislanta, these are combat modifiers which enhance all weapon skills. In GURPS, these have no place, except we decided that Primary Combat should be replaced with Combat Reflexes.

[Sidebar]

Primary Combat --- Combat Reflexes

Primary, Secondary and Rudimentary Magic

These translate directly to the GURPS advantages of Magical Aptitude, levels 1-3... almost. Many Talislantan spellcasters can only use the spells from one college, or at the most, two. GURPS allows spellcasters to choose as many spells as they like, from any college. Thus, we needed to lower the point costs for those spellcasters with only one magical college.

[Sidebar]

One College

Magery 1 --- 10 points

Magery 2 --- 16 points

Magery 3 --- 22 points

Two or more Colleges

Magery 1 --- 15 points

Magery 2 --- 25 points

Magery 3 --- 35 points

Skills

Talislantan skills were remarkably similar to the GURPS skills lists, so we decided to convert all of them to their GURPS equivalents (see below for the conversion table). Most Talislantan skills were easy to convert, and we listed the equivalent GURPS skill names. Some skills, however, related only to Talislanta (such as Tazian Combat), and with these, we listed described them in the New Skills section of this book (see Chapter XX for New Skills descriptions). Some Talislantan skills are esoteric, and are made up of several different skills (such as assassinate). These, we decided, would not be converted, instead, we recommended several skills that could replace them.

When a skill is listed in a Talislanta archetype's skill listings, replace them with the GURPS skill at the appropriate default level (mental skills at IQ; physical skills at DX). Archetypes who possess weapons in their equipment should be given skill in that weapon at their DX level.

Skill Conversions

Skill GURPS Skill Page Type/Level Default

Combat Skills

Archery Bow B50 P/H DX-6

Arimite Knife-Fighting Knife B51 P/A DX-4

Combat, Primary Combat Reflexes B 20

Combat, Rudimentary No conversion

Combat, Secondary No conversion
Command Leadership B63 M/A ST-5
Kanquan Karate B51 P/H None
Mandaquan Judo B51 P/H None
Mounted Combat Riding B46 P/A Animal Handling or DX-5
Swordsmanship Fencing B50 P/A DX-5
Tazian Combat New skill GTXX P/H None

Common Skills

Barter Merchant B64 M/A IQ-5
Customs, Nomadic Savoir-Faire (Nomadic) B64 M/E IQ-4
Customs, Rural Savoir-Faire (Rural) B64 M/E IQ-4
Customs, Tribal Savoir-Faire (Tribal) B64 M/E IQ-4
Customs, Urban Savoir-Faire (Urban) B64 M/E IQ-4
Fashion New skill GTXX M/E IQ-4, Savoir Faire-1
Haggle Merchant B64 M/A IQ-5
Ride Riding B46 P/A Animal Handling or DX-5
Swim Swimming B49 P/E ST-5 or DX-4

Languages

Common Talislan New skill GTXX M/A High Talislan-3
High Talislan New skill GTXX M/A Talislan-3
Archaen New skill GTXX M/H Xambrian-4
Bodorian New skill GTXX M/A Singing-3
Chanan New skill GTXX M/E None
Elder Tongue New skill GTXX M/H None
Nomadic New skill GTXX M/A None
Northron New skill GTXX M/E None
Phaedran New skill GTXX M/H Talislan-5
Quan New skill GTXX M/A Rajanin-4
Rajanin New skill GTXX M/H Quan-4
Sarisa New skill GTXX M/VH None
Sea Nomad New skill GTXX M/A None
Sign Sign Language B55 M/A None
Thaecian New skill GTXX M/A High Talislan-3
Xambrian New skill GTXX M/A Archaen-4

Performing Talents

Acrobatics Acrobatics B48 P/H DX-6
Act Acting B62 M/A IQ-5, Bard-5, Performance-2
Art Artist B47 M/H IQ-6
Dance Dancing B47 P/A DX-5
Knife-Throwing Knife Throwing B51 P/E DX-4
Legerdemain Slight of Hand B67 P/H None
Musicianship Musical Instrument B47 M/H Any similar instrument-3
Oratory Bard B47 M/A IQ-5 or Performance-2
Sideshow Talents New skill GTXX P/H None
Song Singing B48 P/E HT-4

Scholarly Pursuits

Antiquarian Lore History (Antiques) B61 M/H IQ-6 or Archeology-6
Arcane Lore Occultism B61 M/A IQ-6
Astrology Astrology B60 M/H IQ-6
Cartography New skill GTXX M/H IQ-6, Area Knowledge-2
Cryptography New skill GTXX
Diplomacy Diplomacy B63 M/H IQ-6
Geography Area Knowledge B62 M/E IQ-4
Linguistics Linguistics B61 M/VH None
Metaphysical Doctrines Theology B62 M/H IQ-6
NaturalismNaturalistB57 M/H IQ-6
Talisman CultureAnthropology B59 M/H IQ-6
Talisman History History B61 M/H IQ-6 or Archeology-6
Unknown Lands Lore History (Unknown Lands) B61 M/H IQ-6 or Archeology-6

Thieving

Appraise SlavesMerchant (Slaves) B64 M/A IQ-5
Appraise Treasure Merchant B64 M/A IQ-5
Assassinate No conversion, 1
BribeNo conversion, 2
Coerce New skill (Intimidation) GTXX
Con New skill GTXX
Counterfeiting Forgery B65 M/H IQ-6, DX-8 or Artist-5
Disarm/Detect Traps TrapsB68 M/A IQ-5, DX-5 or Lockpicking-3
EludeNo conversion, 3
Espionage Intelligence Analysis B66 M/H IQ-5
EvadeNo conversion, 4
Forgery Forgery B65 M/H IQ-6, DX-8 or Artist-5
Gambling Gambling B63 M/A IQ-5 or Mathematics-5
Hide Stealth B67 P/A IQ-5 or DX-5
Interrogate Interrogation B66 M/A IQ-5
Lip-Reading Lip Reading B66 M/A Vision-10
Lockpicking Lockpicking B67 M/A IQ-5
Pick Pockets PickpocketB67 P/H DX-6 or Sleight of Hand-4
Sabotage No conversion, 5
Seduce Sex AppealB64 M/A HT-3; based on HT
Stealth Stealth B67 P/A IQ-5 or DX-5
StreetwiseStreetwiseB68 M/A IQ-5
SwipePickpocketB67 P/H DX-6 or Sleight of Hand-4
Tailing Shadowing B67 M/A IQ-6 or Stealth-4 (on foot)
Torture Interrogation B66 M/A IQ-5
UnderworldStreetwiseB68 M/A IQ-5
Waylay No conversion, 6

Trades and Crafts

Civilized Trades
Administrator Administration B62 M/A IQ-6 or Merchant-3

Agriculturist Agronomy B59 M/A IQ-5
 Animal Handler Animal Handling B46 M/H IQ-6
 Apothecary Chemistry B60 M/H IQ-6
 Aristocrat Savoir-Faire (Aristocrat) B64 M/E IQ-4
 Appraiser Merchant B64 M/A IQ-5
 Armorer Armoury B53 M/A IQ-5, Weapon Skill-6 or Blacksmith-3
 Artificer Craft Skill B54 M/A IQ-5
 Artillerist Gunner (specialization) B50 P/A DX-5 or (other Gunner skill)-4
 Artisan New skill GTXX M/H IQ-6, Craft skill-2
 Brewer/Vintner New skill GTXX M/A IQ-5
 Caravan Master No Conversion, 7
 Collector Merchant (Collector) B64 M/A IQ-5
 Cook Cooking B53 M/E IQ-4
 Crew Seamanship (specialization) B57 M/E IQ-4
 Drayman Teamster B47 M/A Animal Handling-4 or Riding-2; prereq
 Engineer Engineering B60 M/H Mechanic-6; prereq
 Executioner Profession Skill (Executioner) B58 M/A IQ-5
 Farmer Agronomy B59 M/A IQ-5
 Guide Area Knowledge B62 M/E IQ-4
 Guard No conversion, 8
 Healer Physician B56 M/H Vet-5, First Aid-11 or IQ-7
 Jailer Professional Skill (Jailer) B58 M/A IQ-5
 Laborer Professional Skill (Laborer) B58 M/A IQ-5
 Litigator Law B58 M/H IQ-6
 Mariner New skill GTXX M/H IQ-6, prereq
 Merchant Merchant B64 M/A IQ-5
 Miner Prospecting (specialization) B62 M/A IQ-5 or Geology-4
 Moneylender Merchant (Moneylending) B64 M/A IQ-5
 Pilot Piloting (specialization) B69 P/A IQ-6
 Salvager No conversion, 9
 Scribe Calligraphy B47 P/A Artist-2 or DX-5; prereq
 Weaponer Armoury B53 M/A IQ-5, Weapon Skill-6 or Blacksmith-3

Primitive Trades

Amber Miner Prospecting (Amber Mining) B62 M/A IQ-5 or Geology-4
 Artificer, Primitive Craft Skill B54 M/A IQ-5
 Artisan, Primitive Artist (Primitive) B47 M/H IQ-6
 Beast Handler Animal Handling B46 M/H IQ-6
 Boatsman Boating B68 P/A IQ-5 or DX-5
 Diver Swimming B49 P/E ST-5 or DX-5
 Dragon Hunter No conversion, 10
 Hunter/Gatherer Survival (specialization) B57 M/A IQ-5, Naturalist-3 or Survival
 (other area type)-3
 Medicine Man or Woman Physician B56 M/H Vet-5, First Aid-11 or IQ-7
 Mud Miner Prospecting (Mud Mining) B62 M/A IQ-5 or Geology-4
 Sea Dragon Hunter No conversion, 11

Wilderness Skills

Ambush Stealth B67 P/A IQ-5 or DX-5

CamouflageCamouflageB65 M/E IQ-4 or Survival-2
 Herb Lore NaturalistB57 M/H IQ-6
 Mountain Climbing Climbing B57 P/A DX-5 or ST-5
 ScoutStealth B67 P/A IQ-5 or DX-5
 Set/Detect Snares TrapsB68 M/A IQ-5, DX-5 or Lockpicking-3
 Stalking Stealth B67 P/A IQ-5 or DX-5
 Tracking Tracking B57 M/A IQ-5 or Naturalist-5
 Wilderness Survival Survival (Wilderness) B57 M/A IQ-5, Naturalist-3 or
 Survival (other area type)-3

1. Assassinate --- Stealth and the appropriate weapon skill.
2. Bribe --- Fast Talk, Merchant and the appropriate advantages and disadvantages.
3. Elude --- Stealth and Area Knowledge.
4. Evade --- this is replaced with active defenses.
5. Sabotage --- Stealth and the appropriate Mechanic or Engineering skill.
6. Waylay --- Stealth and the appropriate weapon skill (probably Blackjack).
7. Caravan Master --- Accounting, Merchant, Riding, and Packing
8. Guard --- Any Alertness or Acute Senses advantages.
9. Salvager --- Swimming, Area Knowledge and the appropriate naval skills.
10. Dragon Hunter --- Tracking, Area Knowledge and the appropriate weapon skills.
11. Sea Dragon Hunter --- Tracking, Area Knowledge, naval skills and the appropriate weapon skills.

Wealth and Money

Talisanta has quite an extensive description of the kind of living a character can expect to have depending on his or her income. We needed to boil this list down to their corresponding GURPS Wealth advantages and disadvantages, and here's what we came up with. When dealing with new archetypes, the way to determine their Wealth level from the list at the side. The job table in Chapter XX shows you what the character can expect to earn from an average paying job. Multiply this amount by the Wealth level, and you have their monthly income.

We decided to keep Talisanta's currency system --- called the gold lumen --- and replaced GURPS' dollar system with it.

[Sidebar]

Starting Income (gl)Wealth Level Multiplier

Zero Dead Broke 0

1-49 Poor 1/5

50-149 Struggling 1/2

150-299 Average 1

300-499 Comfortable 2

500-999 Wealthy 5

1000-1999 Very Wealthy 20

2000+ Filthy Rich 100

Aging

Age becomes an disadvantage when a character reaches old age, giving the PC one point for every year after 50 --- in human terms. Talislantan races have many different lifespans, so it becomes difficult to determine exactly when it becomes a disadvantage, and when aging rolls must be taken (see page XX for the Lifespan chart).

Jobs

As described above, we've listed all the different archetypes and the wealth levels the character can expect to receive. (See page XX for the job table).

Spells

Unlike the characters, the Talislantan spell system is quite different from GURPS, so it was much more difficult to convert them. We couldn't create a standard system, instead we treated each spell as a separate package, and converted individually. There are a few standards, however.

Whenever Talislanta talks about spell levels, we converted that to be the amount of energy invested. Thus, when a healing spell will heal 1 hit point per level in Talislanta, we converted that to say: for every point of energy invested, 1 point of HT will be healed.

Spells which affect an area, or a volume, were converted into their GURPS hex equivalents. Thus, when a spell will affect 10 foot cubic volume in Talislanta, we converted so that it would affect 3 hex cubic volume.

The standard duration for the spells was 1 minute unless the spell specifically said it was something else. Also, like GURPS, there were several spells with permanent durations (healing spells) and instant durations (bolts and divination spells).

To determine the energy costs for the various spells, we looked for similar spells in GURPS Magic. There's no absolute standard, but there are several guidelines which you can follow. Divination spells have a cost of 9, and can't be maintained. Magic bolts were treated as the Fireball spell (1-3 points of energy held for 1-3 seconds). Auras were treated like the GURPS Armor spell (each point of energy provides 1 point of DR).

Spells which affect individuals or other spells must win a quick contest of spell levels, or IQ for mind control spells, to successfully penetrate and take effect.

Equipment

When converting weapons and armor, see what the specific item is similar to. For example, a Za broadsword is quite similar to a normal broadsword, the only difference is the -2 on all healing rolls due to the ragged blade. With the vast amount of weapons and armor in GURPS, and the ones we've converted in this book, it should be fairly easy to change anything you run into.

Creatures

Converting creatures wasn't as easy as characters because Talislanta keeps animals in the same range as characters. For example, a Thrall has a STR of +4, while an ogriphant --- a 10' high, elephant-like creature --- has a STR of +10. For GURPS, we couldn't change them directly over; otherwise, large creatures would actually be pretty puny. So instead, we used GURPS Bestiary, and converted the Talilantan animals to their nearest equivalents. Thus, an ogriphant used the statistics of an elephant (ST 300), and the ahtra used the statistics of a camel. There are a few standards you can use, however.

In the beginning of the GURPS Basic Set (page 13), there's a table which lists the various attribute levels, and what their real life equivalents are. When converting INT,

we took a look at the creature, and the intelligence it had, and then used the table to determine what its IQ was (i.e. a winged viper with an INT of -9 was the same as a snake, or IQ 3). As with the characters, DX was converted on a 2 to 1 basis (i.e. a DEX of +7 was a DX of +4 in GURPS' terms). As said above, we had to look at the GURPS Bestiary to determine the ST and HT of the various creatures, by giving them the same scores as animals they were similar to.

For special attacks, defenses and abilities, we had to look at them on a case by case basis, and unfortunately, there's no standard method to offer.

Note from the Author

Thanks to the onset of the Information Age (it's sort of like the Forgotten Age, except with computers), almost all of the playtesting of this book happened on the Internet. And as a result, we set ourselves up for an extremely grueling rake over the coals (believe me, you don't want to cross GURPS players). It wasn't all as terrible as we thought, but there were a few ideas --- good ideas --- that had to be unfortunately rejected. As a result, I've decided to explain exactly why some of the conversions were done the way they were, even if they might not be the best way to convert Talislanta.

When reading this book, please keep in mind why it was written. To provide experienced GURPS players with a way to jump into the exciting world of Talislanta. It's a bridge, plain and simple. Our intention was to make this book fun enough to be used on its own, and yet allow GMs to start buying Talislanta supplements, convert them, and let their players experience the ever-growing excitement of Talislanta.

For this reason, we kept the archetype system --- a system that GURPS largely attempts to get away from. And even though this seems like a paradox, I think that we made it work. It makes sense in GURPS terms and remains true to the feel of Talislanta, and using this book, you can convert future releases. Imagine how difficult it would be if you --- excited by GURPS Talislanta and wishing to pick up another supplement --- found yourself confused by all these references to archetypes and magical fields of study. It was an extremely difficult decision whether to stay with the archetypes, or convert them all into their respective races, and just provide a basic racial cost for each. (Actually, that's not entirely true, because we did do it both ways. Just look in Appendix B for a complete list of basic racial costs.) In the end, it was a compromise. A compromise we could live with.

Another problem that people may find, is that some races seem overly strong in GURPS Talislanta. A fine example of this is the Ferrans, pointed out again and again to us by the astute Paul Jackson. In Talislanta, they're considered to be sniveling wretches, yet in our book, they cost over 30 points, and have an amazing dexterity. We didn't give the Ferrans any special treatment; everything got converted in the same way. So if they seem to be overly powered, that's just the way they were created in Talislanta --- nothing has changed from the original game.

If the archetypes are too tough, it's probably due to our method of converting attributes. We could have, I suppose, created an extremely complicated logarithmic scale to determine attributes, but in the end, that would just create great big headaches for both players, GMs and us. If you think that the characters in this game are too tough, good. They're all tough, and in the end, it all works out okay. However, if you bring the Thralls into your GURPS Fantasy game, don't ask us to play with you.

APPENDIX B --- BASIC RACIAL COSTS [A-HEAD]

Although we encourage players to create characters using the archetypes supplied, people are eventually going to want to make their own archetypes. This list describes the attributes, advantages and disadvantages that each race starts out with. Skills, starting money, equipment, spells must be chosen separately. Fields of Study are those which the specific race may choose from without having to take an unusual background.

Aamanian +39 points

Advantages: ST+1, Magery 2, Strong Will +1.

Disadvantages: None.

Fields of Study: Invocation.

Aeriad -5 points

Advantages: DX+1, Increased Move +1, Gliding.

Disadvantages: HT-1, ST-1, Fragile.

Fields of Study: Botanomancy.

Ahazu +105 points

Advantages: DX+2, HT+1, ST+2, Full Coordination, Increased Move +2, Two Extra Arms.

Disadvantages: IQ-1, Berserk.

Fields of Study: None.

Araq +75 points

Advantages: DX+1, HT+4, ST+1, DR 1, Claws, Efficient Metabolism, Speak with Reptiles.

Disadvantages: Bad Temper, Bloodlust, Cold Blooded.

Fields of Study: None.

Ariane +34 points

Advantages: IQ+1, Alertness +1, Commune with Nature, Immune to Mind Control, Night Vision, Strong Will +1.

Disadvantages: Pacifism (Self Defense).

Fields of Study: Mysticism, Natural Magic.

Arimate +15 points

Advantages: DX+1, HT+1, Increased Move +1.

Disadvantages: Charisma -2.

Fields of Study: None.

Bane +82 points

Advantages: IQ+1, ST+2, DX+1, Alertness +2, Increased Move +1, Claws, Cutting Teeth, Night Vision, Immunity to Illusions.

Disadvantages: Weak Will -2.

Fields of Study: None.

Batrean Females +79 points

Advantages: IQ+2, Beguile, Charisma +2, Magery 1, Strong Will +1.

Disadvantages: None.

Fields of Study: Natural Magic.

Batrean Males -20 points

Advantages: ST+3.

Disadvantages: DX-2, IQ-2, Decreased Move -1, Inattentive - 1.

Fields of Study: None.

Beastmen +11 points

Advantages: HT+1, ST+1, Alertness +1, Claws, Cutting Teeth, Increased Move +1.

Disadvantages: DX-1, IQ-1, Charisma -1, Gluttony (feast on fallen enemies), Weak Will -1.

Fields of Study: None.

Bodorian +40 points

Advantages: DX+2, IQ+1, Alertness +1, Bodorian Sound Sight, Charisma +1.

Disadvantages: ST-1, Decreased Move -1.

Fields of Study: None.

Callidian +39 points

Advantages: HT+1, IQ+1, Alertness +1, Magery 2, Speak in Tongues, Strong Will +1.

Disadvantages: DX-2, Curiosity (Books), Decreased Move -1.

Fields of Study: Cryptomancy.

Chana-20 points

Advantages: Cutting Teeth.

Disadvantages: Charisma -2, Odious Racial Habit (Cannibalism).

Fields of Study: Primitive Enchantment, Shamanism.

Cymrilian +20 points

Advantages: IQ+1, DX+1, Magery 1.

Disadvantages: ST-1, Curiosity (Magical).

Fields of Study: Any except Primitive Enchantment, Shamanism, and Spellweaving.

Danelek +25 points

Advantages: HT+2, ST+1, Alertness +1, Charisma +1.

Disadvantages: IQ-1, Weak Will -1.

Fields of Study: None.

Danuvian +55 points

Advantages: DX+2, HT+1, ST+2, Charisma +1.

Disadvantages: None.

Fields of Study: None.

Darkling -29 points

Advantages: Acute Smell +5, Alertness +2, Cutting Teeth, Night Vision.

Disadvantages: IQ-2, ST-2, Charisma -3, Decreased Move -1, Weak Will -2.

Fields of Study: None.

Dhuna +45 points (males), +75 points (females)

Advantages: IQ+1, Charisma +1 (males), +3 (females), Entrancing Kiss (females only), Increased Move +1, Magery 2.

Disadvantages: None.

Fields of Study: Witchcraft.

Djaffir +29 points

Advantages: DX+1, IQ+1, Charisma +1, Strong Will +1.

Disadvantages: None.

Fields of Study: Alchemy, Wizardry.

Dracartan -5 points

Advantages: Alertness +1.

Disadvantages: No Sense of Humor.

Fields of Study: Alchemy, Thaumaturgy.

Druhk +40 points

Advantages: DX+2, HT+2.

Disadvantages: None.

Fields of Study: Primitive Enchantment, Shamanism.

Farad +5 points

Advantages: IQ+1, Alertness +1.

Disadvantages: ST-1.

Fields of Study: Alchemy, Wizardry.

Ferran +20 points

Advantages: DX+4, IQ+1, HT+1, Acute Smell/Taste +4, Stench.

Disadvantages: ST-2, Charisma -2, Odious Racial Habit (Bad smell), Weak Will -2.

Fields of Study: None.

Gao -5 points

Advantages: As per previous possession.

Disadvantages: As per previous possession plus Code of Honor (Gao Sea Rogue).

Fields of Study: As for original race.

Gnomekin +70 points

Advantages: DX+2, HT+3, Charisma +1, Natural Climber, Night Vision.

Disadvantages: None.

Fields of Study: Crystalomancy.

Gnorl +54 points

Advantages: DX+1, IQ+1, Alertness +1, Night Vision, Magery 2, Strong Will +1.

Disadvantages: ST-1.

Fields of Study: Primitive Enchantment, Witchcraft.

Green Men +10 points

Advantages: DX+2, IQ+2, Alertness +1, Increased Move +1, Influence Plants.

Disadvantages: ST-2, Pacifism (Total Non-Violence).

Fields of Study: None.

Gryph +51 points

Advantages: DX+1, HT+1, ST+2, Acute Vision +3, Alertness +2, Claws, Enhanced Move (Flight x 2), Winged Flight.

Disadvantages: Claustrophobia, Fragile.

Fields of Study: None.

Hadjin 0 points

Advantages: None (although wealth is recommended).

Disadvantages: None.

Fields of Study: None.

Harakin +63 points

Advantages: DX+1, HT+3, ST+2, Strong Will +2.

Disadvantages: No Sense of Humor.

Fields of Study: None.

Ice Giants +15 points

Advantages: ST+5, Emanate Cold.

Disadvantages: IQ-3, DX-2, Vulnerability to Fire.

Fields of Study: None.

Imrian +30 points

Advantages: HT+1, ST+2, Amphibious, Claws, DR 1.

Disadvantages: DX-2, IQ-1, Charisma -2.

Fields of Study: None.

Ispasians +9 points

Advantages: IQ+1, Alertness +1, Strong Will +1.

Disadvantages: ST-1.

Fields of Study: None.

Jaka +75 points

Advantages: DX+2, Alertness +2, Catfall, Danger Sense, Increased Move +2, Night Vision, Silence.

Disadvantages: IQ-1, Charisma -1, Phobia (Magic).

Fields of Study: None.

Jhangaran 0 points

Advantages: DX+1, HT+1.

Disadvantages: IQ-1, Charisma -1, Weak Will -1.

Fields of Study: None.

Kang +30 points

Advantages: DX+1, HT+1, ST+2.
Disadvantages: Bad Temper.
Fields of Study: Invocation.

Kasmiran +14 points

Advantages: DX+1, IQ+1, Strong Will +1.
Disadvantages: ST-1.
Fields of Study: Enchantment, Wizardry.

Kharakhan +29 points

Advantages: HT+4, ST+4, Acute Smell/Taste +2, Charisma +2, DR 1.
Disadvantages: IQ-2, DX-2, Decreased Move -2, Inconvenient Size.
Fields of Study: None.

Mandalan +43 points

Advantages: DX+1, Alertness +1, Charisma +1, Magery 2, Strong Will +2.
Disadvantages: Pacifism (Can't Kill).
Fields of Study: Mysticism.

Mangar +10 points

Advantages: DX+1, HT+1, ST+1, Alertness +1.
Disadvantages: Bloodlust, Charisma -1, Sadism.
Fields of Study: None.

Manra +85 points

Advantages: DX+1, HT+3, Alertness +1, Shapechange.
Disadvantages: None
Fields of Study: None.

Marukan -5 points

Advantages: Magery 2.
Disadvantages: Charisma -1, Marukan Unluck.
Fields of Study: Talismancy.

Mirin +20 points

Advantages: HT+1, IQ+1, Immunity to Cold.
Disadvantages: ST-1.
Fields of Study: Alchemy, Invocation, Natural Magic.

Mogroth +35 points

Advantages: DX+1, HT+3, ST+3, Natural Climber.
Disadvantages: IQ-2, Decreased Move -1, Pacifism (will fight only when angered).
Fields of Study: None.

Monad -17 points

Advantages: HT+4, ST+4.
Disadvantages: DX-2, Decreased Move -2, Mute, Slave Mentality, Weak Will -3.
Fields of Study: None.

Mondre Khan +60 points

Advantages: DX+2, HT+1, ST+2, Claws, Increased Move +1, Natural Climber.

Disadvantages: IQ-1, Charisma -1.

Fields of Study: None.

Mud People +50 points

Advantages: HT+1, ST+2, Amphibious, Claws, DR 1, Striking Tail, +3 on DX rolls to avoid being knocked over, Increased Move +1 (Water).

Disadvantages: DX-2, IQ-1, Charisma -1, Decreased Move -1 (Land).

Fields of Study: Shamanism.

Muse +62 points

Advantages: DX+2, IQ+2, Alertness +2, Charisma +2, Magery 2, Winged Flight.

Disadvantages: ST-2, Decreased Move -2, Weak Will -2, Fragile.

Fields of Study: Natural Magic.

Nagra +57 points

Advantages: DX+1, HT+3, Alertness +2, Increased Move +1, Spirit Tracking.

Disadvantages: IQ-1, Charisma -1.

Fields of Study: Primitive Enchantment, Shamanism.

Na-Ku +35 points

Advantages: DX+1, HT+1, ST+1, Prehensile Tail.

Disadvantages: None.

Fields of Study: Invocation, Primitive Enchantment, Witchcraft.

Oceanian +35 points

Advantages: DX+1, HT+2, ST+1, Strong Will +1.

Disadvantages: Vow (Never set foot on land).

Fields of Study: None.

Orgovian +35 points

Advantages: DX+1, IQ+1, HT+1, Alertness +1.

Disadvantages: None.

Fields of Study: None.

Parthenian +105 points

Advantages: HT+1, IQ+1, ST+1, Alertness +1, DR 3, Immune to Poison, Immune to Disease, Night Vision, Unaging.

Disadvantages: Decreased Move -1.

Fields of Study: None.

Phantasian +36 points

Advantages: IQ+1, Alertness +2, Detect Magic, Magery 1.

Disadvantages: Weak Will -1.

Fields of Study: Alchemy, Astromancy, Thaumaturgy, Wizardry.

Pharesian +45 points

Advantages: IQ+1, DX+1, Alertness +1, Magery 2.

Disadvantages: Curiosity (Magic).
Fields of Study: Wizardry.

Quan -69 points

Advantages: IQ+1, (Wealth is recommended).

Disadvantages: DX-2, HT-2, ST-2, Charisma -1, Decreased Move -2, Weak Will -

1.

Fields of Study: None.

Rahastran +51 points

Advantages: IQ+2, Alertness +2, Magery 3.

Disadvantages: Weak Will -1.

Fields of Study: Cartomancy.

Rajan +15 points

Advantages: DX+1, Increased Move +1.

Disadvantages: None.

Fields of Study: Alchemy, Invocation, Necromancy.

Raknid +90 points (+110 for Water Raknids)

Advantages: ST+2, DX+1, HT+3, DR 2, Claws, Hive Mind, Striking Tail, Venom, Immunity to Mind Control, Amphibious (Water Raknids only).

Disadvantages: IQ-3, Slave Mentality.

Fields of Study: None.

Rasmirin +75 points

Advantages: DX+1, HT+1, IQ+1, ST+1, Immune to Cold, Magery 2.

Disadvantages: None.

Fields of Study: Invocation, Witchcraft, Wizardry.

Sarista +50 points

Advantages: DX+2, IQ+1, Charisma +1, Magery 1.

Disadvantages: None.

Fields of Study: Witchcraft.

Satada +60 points

Advantages: IQ+1, ST+2, DX+1, Alertness +1, Claws, Cutting Teeth, DR 1, Striking Tail, Increased Move +1.

Disadvantages: Cold-Blooded, Odious Racial Habit (Cannibalism).

Fields of Study: None.

Sauran +65 points

Advantages: HT+2, ST+2, Chameleon (Level 1), DR 1, Immune to Poison, Striking Tail.

Disadvantages: DX-1, Cold Blooded, Decreased Move -1.

Fields of Study: None.

Sawila +15 points

Advantages: IQ+1, Alertness +1, Charisma +4, Magery 1.

Disadvantages: ST-1, HT-1, Pacifism (Self Defense Only).
Fields of Study: Spellweaving.

Shadinn +35 points

Advantages: HT+2, ST+3, Claws.
Disadvantages: IQ-1, DX-1, Charisma -1, Decreased Move -1.
Fields of Study: None.

Sindaran +55 points

Advantages: IQ+4, Ambidextrous, Doesn't Sleep.
Disadvantages: ST-1.
Fields of Study: Alchemy.

Stryx +60 points

Advantages: Acute Smell +5, Alertness +2, Enhanced Move (Flight x 2), Night Vision, Winged Flight.
Disadvantages: Odious Racial Habit (Carrion Eater).
Fields of Study: Necromancy and Primitive Enchantment.

Sunra +60 points

Advantages: IQ+1, ST+1, Alertness +1, Enhanced Move (Swimming x 2), Semi-Aquatic.
Disadvantages: None.
Fields of Study: Aquamancy.

Tanasian +49 points

Advantages: IQ+1, Magery 3, Strong Will +1.
Disadvantages: None.
Fields of Study: Any.

Thaecian +50 points

Advantages: IQ+2, Alertness +2, Charisma +1, Increased Move +1, Magery 1.
Disadvantages: Weak Will -1.
Fields of Study: Enchantment and Wizardry.

Thiasian +41 points

Advantages: DX+3, IQ+1, Charisma +1.
Disadvantages: Weak Will -1.
Fields of Study: None.

Thrall +53 points

Advantages: DX+1, HT+2, ST+2, Imperturbable, Increased Move +1, Strong Will +2.
Disadvantages: IQ-2.
Fields of Study: None.

Ur +35 points

Advantages: HT+3, ST+2, Empathy, Night Vision.
Disadvantages: IQ-1, DX-1, Bad Temper, Bully.

Fields of Study: Alchemy, Primitive Enchantment and Shamanism.

Vajra +74 points

Advantages: DX+1, HT+2, IQ+1, ST+2, Acute Hearing +2, DR 2, Tunneling.

Disadvantages: Charisma -1, Near Sighted, No Sense of Humor.

Fields of Study: None.

Vird -10 points

Advantages: Alertness +1.

Disadvantages: IQ-1, Charisma -1.

Fields of Study: None.

Werebeast +95 points

Advantages: ST+4, HT+2, Alertness +2, Cutting Teeth, Claws, Acute Hearing +5, Night Vision, DR 1.

Disadvantages: IQ-3, Decreased Move -1.

Fields of Study: None.

Whisp +56 points

Advantages: IQ+1, DX+4, Alertness +2, Enhanced Move (Flying x 2), Magery 2, Winged Flight.

Disadvantages: ST-5, Fragile, Inconvenient Size, Weak Will -1.

Fields of Study: Natural Magic.

Xambrian +64 points

Advantages: IQ+1, ST+1, Alertness +1, Magery 2, Spirit Guidance, Strong Will +1.

Disadvantages: Charisma -2.

Fields of Study: Mysticism.

Xanadasian +0 points

Advantages: As original race.

Disadvantages: As original race.

Fields of Study: Astromancy.

Yassan +100 points

Advantages: IQ+1, ST+1, Alertness +1, Manual Dexterity +5, Magery 2.

Disadvantages: None.

Fields of Study: Technomancy.

Yitek +35 points

Advantages: DX+1, HT+1, IQ+1, Alertness +1, Night Vision

Disadvantages: Charisma -2.

Fields of Study: None.

Yrmanian +19 points

Advantages: DX+2, HT+3, ST+1, Increased Move +1, Strong Will +3.

Disadvantages: IQ-3, Charisma -2, Inattentive -2, Insanity.

Fields of Study: None.

Za +6 points

Advantages: HT+1, ST+1

Disadvantages: IQ-1, Weak Will -1

Fields of Study: None.

Zandir +21 points

Advantages: DX+1, IQ+1, Increased Move +1.

Disadvantages: Weak Will -1.

Fields of Study: Alchemy and Wizardry.