

TALISLANTA

TROIKA!

CONVERSION



COMPATIBLE WITH
TROIKA!

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Talislanta TROIKA! Conversion is an unofficial fan adaptation of *Talislanta*, the fantasy roleplaying game created by Stephan Michael Sechi, which is available for free at <http://talislanta.com/>, and is licensed under a CC BY-NC-SA 4.0 international license. <https://creativecommons.org/licenses/by-nc-sa/4.0/>.

Includes text derived from the following books: *Talislanta Fantasy Roleplaying Game (4e)*, *Talislanta Menagerie (4e)*, *A Player's Guide to Talislanta (5e)*, *A Gamemaster's Guide to Talislanta (5e)*, *A Naturalist's Guide to Talislanta (1e)*, *Codex Magicus*, *The Midnight Realm*, *Peoples & Places — Djaffa*, *The Northern Reaches*, *Celadon*, *Jhangara*, *The Volcanic Hills*, and *Werewood*.

TROIKA! was written by Daniel Sell. This game requires a copy of *TROIKA!* to run.

Talislanta TROIKA! Conversion is an independent production by Kaya Kurdak and is not affiliated with the Melsonian Arts Council. Released 2023.

If you have any questions, comments, or concerns, you can contact the author at poweredbythepocket@gmail.com.

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Melee Weapons								
Damage Roll →	1	2	3	4	5	6	7+	Pg. #
Battle Maul; Giant*	4	8	10	12	14	18	24	66
Blade-Staff*	4	4	4	8	10	12	16	65
Bwan*	2	2	4	6	12	16	20	79
Capture-Pole*†	1	1	1	2	2	2	4	57
Crescent Knife	1	1	1	3	6	9	12	21, 49
Da-Khar	4	4	4	4	4	6	12	92
Khu	4	4	4	4	8	8	10	54
Lance†	2	4	6	6	8	10	12	5
Matsu	4	4	6	8	10	12	14	4
Pacho	4	4	4	6	8	8	10	82
Prod-Hook	1	1	4	4	4	6	8	85
Rasp†	4	4	4	4	8	12	14	78
Scourge†	1	2	3	4	5	6	7	104
Slaver's Flail†	1	2	2	4	6	8	10	44
Tarak*	1	4	8	8	10	14	18	54
War-Whip*	6	6	6	10	14	18	20	99
Za Whipsash	2	2	2e	4e	4e	4p	6p	129
Zorian-Hook	2	2	4	4	4	4	8	64

Ranged Weapons								
Damage Roll →	1	2	3	4	5	6	7+	Pg. #
Blade Star	2	2	4	4	6	10	12	78
Blowgun*	2	2	4	6	8	12	16	7, 25, 81
Dart-Thrower	2	2	3	4	4	4	5	21
Flange-Bow*	2	4	6	8	10	12	14	84
Gwanga	2	2	4	6	8	14	16	4
Jang Boomerang	4	4	4	4	6	6	8	54
Oct†	2e	2e	2e	4e	4p	4p	6p	57
Star-Thrower*	2	4	4	6	12	14	20	85
Spring-Knife	2	2	4	4	4	8	10	65
Tri-Bow (per shot)*†	2	2	4	6	6	6	8	21
T'sai Whipsash	1	1	1e	2e	2e	2p	3p	70

* Weapon requires 2 hands to use.

e Target is entangled.

p Target is entangled and knocked prone.

† See entry for more information on weapon's properties.

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Introduction

Look, I'm telling you bub, you made a mistake bottling me, cause I ain't a Gremlin! I'm a Sardonicus... that's three Fiendish classes greater than a Gremlin. We got Gremlins where I'm from too, and let me tell you, they're annoying as all hell.

'Where did I come from?' Well, most recently I was in this place called Talislanta. It's a wild place, I tell you what. An ancient land, where great sorcerers in towers weave magics of unimaginable splendor, and wild tribes roam the wilderlands on dragon or equus-back. The mountains walk and the skies turn black with gyrating winds and black lightning. Somehow they manage to fly windships in all that. Basically the golden barges but faster. And just like the golden barges, the pilots are all nutters, high on dream essence and cloud stuff. Considering the dangers, you can't really blame them. Not that the ground is any safer; carnivorous plants and vicious predators abound.

Oh boy and the people, you wouldn't believe the wackos. They got all sorts, of all shapes and sizes and colors of the rainbows. Yeah I said rainbows; two suns, what of it? Sure they got your average man-shaped people, but they also got giant snails and sloths and vultures. And even the man-shaped people are like nothing you've ever seen; sure they sometimes got extra arms or wings, but I'm talking about their heads.

Like there's this one place, right, called Arim, where they hire assassins over any minor disagreement — think how stressful that'd be! You'd think they'd try and be extra nice to everyone, but nosiree, the opposite happens. And the Aamanians and Zandir, constantly fighting over which is better, Orthodoxy or Paradoxy, until one day they build a big wall between them... and now they mostly just fight over who gets to control the wall. And don't even get me started on the Wildmen. Or the Jhangarans. Or the Gnomekin.

'Do they got Elves?' No they don't have those there. They got a bunch of other pointy eared folk, but no Elves. No Orcs either, unless you count rainbow colored ones, and no Dwarves.

You say Dwarves were built by the old masters? Ah, and now all the Dwarves are Poorly-Made. Hmph, that's basically how it is in Tal. You see, in ancient times, the Archans mastered biomancy and made all sorts of neomorphs. But then it all fell down around them when their sky cities dissolved. Untold generations passed before civilization started to rebuild itself.

'What happened?' Well no one really knows. See, the thing is, most of the Talislantans, they don't know their history. Not before the city-state of Phaedra, and definitely not before the Great Disaster. But they got ruins all around them, and it drives the Talislantans crazy. Everyone's out looking through the remains for legendary treasures. And it's not just riches they're looking for, but knowledge too. You find something of historical significance and you could walk into the Lyceum Arcanum and name your price. It's an age of new discovery.

I'm telling you, Gremlin Catcher, get yourself to Talislanta. Adventures and glory beyond your wildest dreams await.

'How do you get there?' Ha, that's four questions buddy. I'm bound by the ancient laws to answer three questions a day. You ask a fourth, and all hell breaks loose. Pray to whatever deity you want, you're at my mercy now. Bwahahaha!

The editor would like to take a moment to honor the late Grant the Gremlin Catcher, without whom knowledge of Talislanta would not have reached the city of Troika.



Character Creation

To begin with, use your preferred *Troika!* character sheet, preferably one with lots of extra space. The default one is perfectly suitable.

1. Roll 1d3+3 to find your Skill.
2. Roll 2d6+12 to find your Stamina.
3. Roll 1d6+6 to find your Luck.
4. Roll 2d6 to find how many *Provisions* you start with.
5. Roll d366 to determine your Background. Record your Possessions, Advanced Skills, Languages, and make note of any special abilities.

A Note on Balance

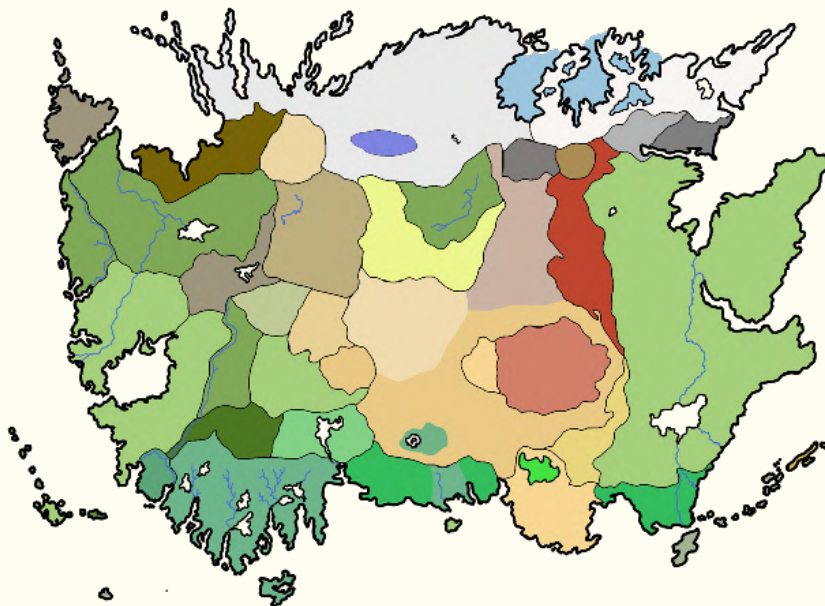
This is not a balanced game. Like other versions of *Talislanta*, the assumption is that roleplay is what makes the various backgrounds fun to play, rather than mechanical strength. That said, different backgrounds cater to different playstyles. While this can be an opportunity for players to try out something new, GMs who are concerned about this should feel free to let their players choose their own backgrounds.

The backgrounds presented here were built with 10 points, ± 3 , and generally have a wider variety of skills than most *Troika!* backgrounds. This partly reflects the abilities of traditional *Talislanta* archetypes, but also derives from the author's observations from running the game.

The following factors were taken into account when creating most of the backgrounds:

- When a background had multiple Fighting skills, only the highest one was counted.
- Overly situational or redundant skills were often ignored for the purposes of the point calculations.
- Primary spellcasters were usually given more points to account for their spells. Generally spells were counted for half their point values.

Since traditional *Troika!* backgrounds vary quite a bit, if you want to use the backgrounds presented here with other supplements you might consider adding more points or random spells to some of the less powerful *Troika!* backgrounds.



111 Aamanian Warrior-Priest

The Eye of Aa watches all, and there are times when this burden is great. Matters are simpler when you reside in Aaman, land of the Orthodoxists. The squared buildings and streets, the modest attire of the aspirants, the familiar axioms of conversation, the removal of provocative body hair - all are comforting to your soul. And yet, Aa has guided you beyond your homeland, on the sacred quest to achieve a thousand Aalms and reach the Monitor caste; with your words and your holy mace you will save the unbelievers, the Dhuna, the Sarista, the Jhangarans, and that great hated enemy north of the wall, the Zandir. They laugh at you now, but when you're dead, your final Aalms tallied, then you will find peace beside Aa, the Omnificent.

Possessions

- *Copy of The Omnival.*
- *All Seeing Eye Symbol* - detects unbelievers at a range of 100 feet.
- *Staff of Aa* (a Mace).
- *Crossbow* and *10 Bolts.*
- *Black Iron Helmet* and *Plate Armor* (counts as Heavy Armor), both lacquered white.
- *White Robes of Purity.*
- *Black Iron Shield.*
- *100 Gold Lumens* in offerings and salary, and *1000 Aamanian Coppers*, which are worthless outside Aaman.

Skills

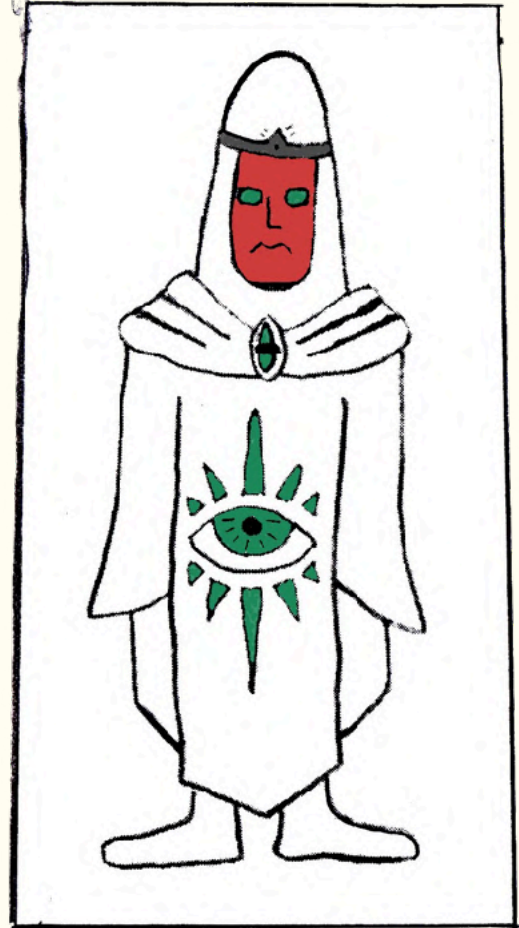
- 4 Orthodoxy
- 3 Spell - Presence
- 3 Mace Fighting
- 2 Oratory
- 2 Spell - Exorcism
- 1 Crossbow Fighting

Languages

- 6 High Talislan, stripped of any ornamentation.

Unique Skill: Orthodoxy

High Orthodoxy, the state religion of Aaman, is a puritanical faith based around worship of Aa the Omnificent, and the collection of pecuniary Aalms to increase one's caste. This skill represents knowledge of Orthodoxist theology, religious doctrines, and practices, as well as the ability to quote scripture from *The Omnival* in everyday conversation.



112 Liberated Ahazu Honor-Slave

You think of the day that your fortune finally turned around. Your secret warrior-deity had punished you with slavery, but by fighting the gladiators your master placed in front you, you were rewarded when it mattered most. Though you never tried to escape, for your capture showed God's will, you were blessed when your master bumped your arm. This was an attack, albeit an accidental one, and thus, you were honorably freed. At that moment, God determined you would receive *Shan-ya*, and so you entered the state of battle madness, tearing your former master's head off with your four arms. In the past you fought the hated Mud People. Then you fought for your master. Now you fight for yourself, and to free others. You returned home to retrieve your child, who you carry upon your back. You uphold the honor code: to hunt with skill, cherish one's family, show courage in battle, to "move swiftly and strike like the wind," and neither ask nor grant any quarter in combat.



Possessions

- *Black Iron Shield*.
- *2 Gwanga Throwing Blades*.
- *Matsu Club*.
- *Loincloth*.
- *Baby Carrier*, possibly with baby.

Skills

- 3 Gwanga Fighting
- 3 Matsu Fighting
- 3 Shield Fighting
- 3 Unarmed Fighting
- 2 Run
- 2 Strength
- 2 Sneak

Languages

- 6 Ahazu; a very loud language, not used while hunting.
- 5 Sign - Ahazu Dialect, which uses all four arms for rapid communication.
- 1 Low Talislan

Special

You have four arms. Additionally, whenever you roll a 4 in combat you enter a state of *Shan-ya* battle madness for 2d6 rounds, during which time your fighting skills increase by 2, but you can't take any sort of defensive action. You get +1 Sneak in jungle or swampland.

Weapons

The *Matsu* is a one-handed club with a flexible handle. The *Gwanga* is a three-bladed star which is thrown underhand at a target.

Damage Roll →	1	2	3	4	5	6	7+
Matsu	4	4	6	8	10	12	14
Gwanga	2	2	4	6	8	14	16

113 Aramut Lancer

You are an Aramut, and that means you are free. Just as your ancestors did, you ride the plains of Zagiran. While the other Rajan peoples have settled, you remain a nomad at heart, and nothing can separate you from the land, nor from your mount. Here on the plains the Khadun's word is not enforced, and yet, you follow it anyway. Death is who you serve, and for that you are proud. Sometimes you encounter enemies of the faith—most often the Kang—you kill them, but first you kill their mounts, and you do not chase them if they flea. Death will come for them eventually.

Possessions

- *Thick Grey Coat*, and *Travel Clothing*.
- *Lance*.
- *Black Iron Partial Plate* (considered Medium Armour).
- *Black Iron Shield*.
- *Kaj*, a hallucinogenic mixture of *K'tallah* and *Rajoum*.
- *8d6 Gold Lumens* in silver ingots.
- Roll 1d3 for your steed: 1 for *Aht-Ra*, 2 for *Land Lizard*, 3 for *Graymane Equus*.

Skills

- 4 Ride
- 2 Crafting - Blacksmithing
- 2 Lance Fighting
- 2 Tracking
- 1 Narcotics
- 1 Rajan Religion

Languages

- 6 Rajanin
- 1 Low Talislan

Weapons

Lances get +1 to the damage roll when the wielder is riding a beast.

Damage Roll →	1	2	3	4	5	6	7+
Lance	2	4	6	6	8	10	12



114 Araq Duadir Rider

Your people are not natural. This you know. The thought is always in your head. Like the need to kill, it never goes away. You despise other creatures, more even than you despise yourself. They must die so you can eat. That is why the old ones with magic made you, to kill other creatures, and to eat. Maybe that is why your people killed them. You cannot know. That thought is not in your head. It does not matter. You hate them all, especially the ones with magic. They are like the old ones who made you. Who made you not natural.

Possessions

- *Mace.*
- *Knife.*
- *Dragonhide Shield.*
- *Dragonhide Wrappings.*
- *Duadir steed.*

Skills

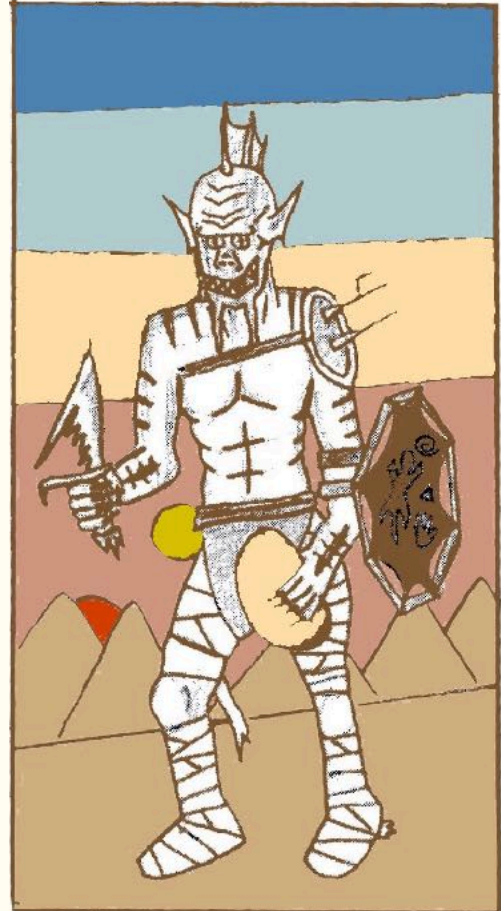
- 4 Ride
- 3 Mace Fighting
- 3 Shield Fighting
- 3 Tracking
- 2 Knife Fighting
- 1 Sneak

Languages

- 6 Low Talislan
- 6 Sauran - Araq dialect

Special

Your skin is hard, and acts like Light Armor without taking up encumbrance. You can survive six weeks without drinking or eating: provisions restore 4d6 stamina, but you may only gain the benefit of 1 provision per day.



115 Arborin Tree Dweller

You're a plant, and you live in the trees. Your brethren are ornery, but you are even more vicious than they. Many a time you've unleashed your fury on them when they enter your territory — the thought of other Arborin feet treading upon your home trees' branches makes you seethe with anger. When outsiders come into your domain, you shoot them with your darts and hang them in nets as a warning to others. Sometimes you raid the settlements of the Verdir, stealing their women and Sashesh. With one exception, you are the master of the Aberrant Forest; you fear the destructive and indestructible Ravant.

Possessions

- *Blowgun* and 20 *Thorn Blowdarts*.
- *Club*.
- *Net*, made of vines.
- Pouch filled with *Sashesh*, a hallucinogen.
- Pouch filled with *Humus*, a soil component.
- *Vegetable Toxin* — anyone hit with it must Test their Luck (or Skill for enemies), or fall unconscious for 1d3 hours.

Skills

- 3 Climb
- 3 Sneak
- 3 Trapping
- 2 Blowgun Fighting
- 1 Alchemy - Poison
- 1 Club Fighting

Languages

- 6 The Secret Language of Plants
- 1 Low Talislan
- 1 Sign

Special

Because of your tree-like appearance you get +2 to your Sneak skill in trees. You take double damage from fire. Your bark is the equivalent of Modest Armor, and takes no encumbrance.

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Blowgun*	2	2	4	6	8	12	16

* Two-Hand



116 Ariane Druas

You are a Druas, a “Seeker” to the outsiders you travel among. You follow strictly the teachings of Transcendancy and never utter an untruth. You return every seventh year to your home, to add the experiences you’ve gathered to the Great Tamar at the center of Altan. When you pass from this existence, that part of you will remain among your people’s heritage, awaiting your soul’s return to continue your journey along the river of time.

You learn much from the others, even if they will never understand your own ways. They chose for you a name, as if you could not exist without one. To them, you are too quiet, too dark, too different. Most avoid looking into your eyes, clutching at charms and amulets for protection. This does not disturb you. They are young souls who still have much to learn.

Possessions

- *Cloak, Flowing Garments, Headband*, all of spinifax.
- *Pouch of Herbs*.
- *Ariane Mace* (stuns rather than kills).
- *Ariane Bow* and a quiver of *20 Ariane Blunt Arrows* (stuns rather than kills).
- Your *Tamar* — an orb of violet and amber stone, within which is contained the sum total of your experiences.
- *50 Gold Lumens* in assorted currencies.
- *Silvermane Equus Steed*.

Skills

- 3 Meditation
- 3 Transcendancy
- 2 Lore
- 1 Bow Fighting
- 1 Herbalism
- 1 Mace Fighting
- 1 Ride
- 1 Spell - Amity
- 1 Spell - Peace
- 1 Spell - Slide Skywards
- 1 Spell - True Seeing
- 1 Tracking

Languages

- 6 Elder Tongue
- 4 Archaen
- 3 Low Talislan

Special

You are immune to spells that try to influence or control you. You have perfect night vision. By entering a meditative trance you can attempt to communicate with any soul, from the animals, to spirits, to rocks and grass. You can use your **Transcendancy** skill to read any being's past lives.



121 Arimite

Roll a d3: on a 1 you're a **Knife-Fighter**, 2 a **Revenant**, and 3 a **Geomancer**.

1 Arimite Knife-Fighter

Other people annoy you. They all assume you're just another cutthroat because you're from Arim. Yes, you are dangerous. You flash your knives when you need to make a point; you picked-up that habit up from your father. But you're better than that. You're a mercenary, and a damn good one. You don't run from a fight, and you don't betray your employer - as long as he pays on time, anyway. They all worry that you're a Revenant out to slit their throats. It doesn't get you any respect, but they do pay you well, just in case. Some day you'll return home for good, settle down for a peaceful life. But that won't happen until you've become rich; you don't want for much, but you'll always need to pay off the accursed Revenants.

Possessions

- *Fur Vest* (considered Light Armor).
- *Sackcloth Breeches*, *Black Iron Armbands* and *Earrings*,
- *Black Iron Flask of Chakos Liquor*.
- *10 Knives*.
- A *Luckstone*, which turns blood-red when it comes in contact with poison.
- *25 Gold Lumens* in silver *Exarchs*.

Skills

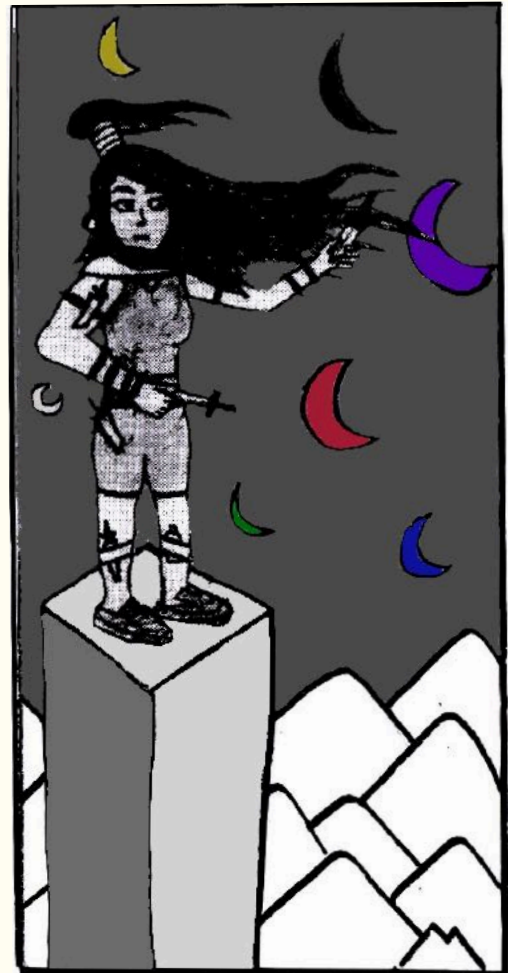
- 3 Arimite Knife Fighting
- 2 Acrobatics
- 2 Awareness
- 2 Climb
- 2 Sneak
- 1 Crafting - Blacksmithing
- 1 Scouting

Languages

- 6 Low Talislan, with a lot of extra curse words

Unique Skill: Arimite Knife Fighting

The Arimite style of combat, using one or more throwing knives. Techniques include knife-throwing, double knife-throw (roll for each knife with a -1 penalty to the damage roll for each), and throat-slitting (when you Hit Someone Unawares with a knife you deal double damage as if it were a mighty blow).





2 Arimite Revenant

Most people are fools. If they had brains, they'd settle their problems on their own, and settle them for good. But they're amateurs. They don't want to get their hands dirty, so they hire someone like you. Whenever you go someplace new, you leave a coded message in a public place, next to the clients' notes. The first few notes usually start from minor grievances: maybe they want to hire a Revenant to deliver an insult to

someone they don't like, or to rough-up a local merchant who sold them inferior goods. It almost never ends there. Someone usually ends up dead and you're the one who must do the killing. It is, after all, your job.



Possessions

- *Grey Clothing and Veil.*
- *Black Iron Armbands and Earrings.*
- *4 Knives.*
- *3 Poisons, rolled from the table.*
- *A Luckstone, which turns blood-red when it comes in contact with poison.*
- *100 Gold Lumens in assorted currencies.*

Skills

- 3 Assassination
- 2 Alchemy - Poison
- 2 Arimite Knife Fighting
- 2 Sneak
- 1 Awareness
- 1 Disguise
- 1 Locks
- 1 Tracking

Languages

- 6 Low Talislan, with a lot of extra curse words

Unique Skill: Arimite Knife Fighting

The Arimite style of combat, using one or more throwing knives. Techniques include knife-throwing, double knife-throw (roll for each knife with a -1 penalty to the damage roll for each), and throat-slitting (when you Hit Someone Unawares with a knife you deal double damage as if it were a mighty blow).

3 Arimite Geomancer

Traditional mining is so inefficient. The Exarch is a coward, who holes himself up in his castle, and is easily swayed by those who slip him coin. You know that earthen magic is the only path towards reaching true industry. Still, you tread lightly, to avoid arousing the clan leaders' ire and the Revenant's blade. With your talents you've achieved great wealth, but all of it has gone towards canceling the hits placed on you. At your lowest, you've been driven to the chakos flask; deliciously fiery and metallic tasting as it is, you know you need your wits about you. That's how you'll transform this land.

Possessions

- *Sackcloth Clothing*, lined with fur.
- *Black Iron Armbands* and *Earrings*.
- *Black Iron Flask of Chakos Liquor*.
- A *Staff*, capped with black iron.
- 2 *Knives*.
- *Small Pick* (damage as a Hammer).
- A *Luckstone*, which turns blood-red when it comes in contact with poison.
- 50 *Gold Lumens* in silver *Exarchs*.

Skills

- 3 Mining
- 3 Spell - Breach (Stone or earth only)
- 2 Cartography
- 1 Arimite Knife Fighting
- 1 Crafting - Blacksmithing
- 1 Spell - Earthquake
- 1 Staff Fighting

Languages

- 6 Low Talislan, with a lot of extra curse words
- 2 Archaen

Unique Skill: Arimite Knife Fighting

The Arimite style of combat, using one or more throwing knives. Techniques include knife-throwing, double knife-throw (roll for each knife with a -1 penalty to the damage roll for each), and throat-slitting (when you Hit Someone Unawares with a knife you deal double damage as if it were a mighty blow).



122 Azir Islander

Strangers are the bringers of death and ruination. So the elders teach, so the histories state. They are tainted by the land they inhabit, ruled over by illusions like the second sun. They have been punished for the transgressions of their ancestors, and only the Azir have been spared. The Disaster was theirs, not yours. For you have followed the ancient traditions without change. You speak the First Tongue, you wear the True Faces. You live in friendship with the creatures of the forests, of the skies, and of the seas. Like them, you were spawned from the pure elemental world, and you have guarded your part of the world well. You are not tainted. You will die before you accept such corruption.

Possessions

- *Loincloth.*
- An array of *Wooden Masks*, representing various moods.

Skills

- 3 Azir Religion
- 3 Crafting - Woodcarving
- 3 Dance
- 3 Herbalism
- 3 Sneak
- 3 Swim

Languages

- 6 Elder Tongue - a very, very archaic dialect, devoid from any outside influence.

Special

You are immune to non-magical diseases. Wild animals do not attack you.

Unique Skill: Azir Religion

The Green World is the source of everything, where all life energies, past and present can be found, and the spirits of everything from creatures big and small, down to the rocks and dirt, and up to the True Elementals, the embodied consciousness of every natural occurrence. You celebrate the changing of the seasons, days when certain flowers burst into bloom, and other natural occurrences. You remember the Time Before Time, as the outsiders call it, before the foul vessel and its orb brought the arcane, and knowledge of the gods, forgotten. You must be careful in revealing these things to others, for interacting with outsiders, the great stain, will cause you to shrivel and die.



123 Bane Slave

Once you were free, roaming around Werewood, hunting whom you pleased, when you pleased. But these days of wild sweet madness are now no more than a distant shadow in your memories. People came and hunted you with nets and magic. They caught you when you least expected it, bound you, forced your mouth to open and then they filed your teeth, filed until you felt too humiliated to resist anymore.

They made you a slave for a rich man somewhere in Talislanta. You obeyed – for a time. But you never forgot the wild strength that ran through your veins. So you learned language and manners, and with it, how to escape.

You know that with your teeth filed and your claws removed, you have no chance of survival in your native forest. Still, you are free again, free to wander Talislanta in search for a better place. And yet, you know that one day the opportunity for revenge will come.

Possessions

- *Bone Armbands.*
- *Tattered Fancy Dress.*

Skills

- 3 Sneak
- 3 Unarmed Fighting
- 2 Tracking
- 1 Crafting - Bone Carving
- 1 Etiquette
- 1 Preternatural Mimicry
- 1 Strength

Languages

- 6 Bane; a language which mixes low sibilant hisses and intricate hand and facial gestures that resemble Sign.
- 3 High Talislan

Special

You have perfect night vision and can see through illusions. Your eyes glow slightly.

Unique Skill: Preternatural Mimicry

This skill allows you to attempt to perfectly mimic any sound you hear, including the incantations used to cast spells.



124 Baratus Skyraider

The Baratus, or Wild Ones, are a race of sky pirates who sail the Aetheric Sea and Dream Realms. As Baratus, you respect the Barat:

- The word of the Captain is the law of the crew
- One crew, One blood
- Baratus, Above all
- What you kill, You keep

Roll a d3: on a 1 you're a **Crewman**, 2 a **Wise One**, and 3 a **Gatherer**.

1 Baratus Crewman

Fierce and proud, you can trace your ancestry back to the Landbreak. The Archaen-devils called your people sub-men, but in your veins flows a blood hotter than the dust in any wizard's cold heart. You sail the Aetheric Seas, between the worlds of normal men, among the stars. Adventure and danger are your meat and drink. One day your people will return to claim your ancestral homelands... but not yet, not yet.

Possessions

- *Thigh-high Leather Boots, Breechcloth, and Vest* (considered Light Armor).
- *Cloak or Cape* with flaring collar or hood.
- *Enchanted Polearm*; +1 to the damage roll.
- *200 Gold Lumens* in jewelry, gemstones, and other valuables.

Skills

- 3 Polearm Fighting
- 2 Evaluate
- 2 Pilot
- 1 Body Painting
- 1 Gambling
- 1 Sing
- 1 Sneak
- 1 Strength

Languages

- 6 Baratan; a language which is partly intelligible with Archaen.
- 5 Sign
- 2 Elder Tongue



2 Baratus Wise One

You are the Barat-Aka, the wise one of the wild, and the spiritual guide, teacher, historian, and healer for your clan. You revere the gods, the True Elementals, beseeching wind elementals for aid when sailing, fire elementals for warmth and the forging of weapons, earth elementals for food, and water elementals for water. After battles you lead funerary services; the dead are released into the Aetheric Sea along with honorary possessions to ensure the soul's safe journey to the Underworld. You tell stories about the Archaen-devils who drove you from their homeland and destroyed the world in the Landbreak. You wait for the leader who is prophecied to come one day to lead the Baratus out of the Aetheric Sea and back to Talislanta. There he will unite the Baratus with their former allies and return Talislanta to its natural state and visit vengeance upon the Archaen-devils.

Possessions

- *Thigh-high Leather Boots, Breechcloth, and Vest* (considered Light Armor).
- *Cloak or Cape with flaring collar or hood.*
- *Enchanted Staff; +1 to the damage roll.*
- *200 Gold Lumens in jewelry, gemstones, and other valuables.*

Skills

- 3 Body Painting
- 3 Healing
- 3 Lore
- 1 Oratory
- 1 Sing
- 1 Staff Fighting
- 1 Pilot

Languages

- 6 Baratan; a language which is partly intelligible with Archaen.
- 5 Sign
- 3 Elder Tongue





3 Baratus Gatherer

You recall the last time you met to trade your wares and children at the capital, the Grey Sargasso. Your wares were simple—bits of yarn, oddly-shaped glass, a tree branch of some unknown wood—but you knew they could be used cleverly. You worked hard to get them, by rowing the shores of the Dreamrealms with your nets and your bait. One day you hope to find a great Dreamforged trophy, to keep with your clan. Perhaps a talking animal, or a brass chain of infinite length. Maybe a suit of armor that turns the wearer into a legendary hero, or a tiny aethership that can expand and shrink. Any things one can dream, all can be found out there.

Possessions

- *Thigh-high Leather Boots, Breechcloth, and Vest* (considered Light Armor).
- *Cloak or Cape* with flaring collar or hood.
- *Enchanted Spear*; +1 to the damage roll.
- *Assorted Trinkets*.
- *500 Gold Lumens* in jewelry, gemstones, assorted wondrous objects, and other valuables.

Skills

- 3 Pilot/Canoeing
- 3 Salvage
- 2 Commerce
- 2 Evaluate
- 2 Spear Fighting
- 1 Body Painting
- 1 Sing

Languages

- 6 Baratan; a language which is partly intelligible with Archaen.
- 5 Sign
- 3 Elder Tongue

125 Batrean Paramour

This is your third life, and you mean to make the most of it. The first life was your childhood on Batre, among the brutish males of your race and the slime-coated Imrian occupiers. You remember fondly the elder women and their teachings in the arts of magic and subtle influence. All else of that time is violence and sadness.

The second life was your time as a slave and concubine. Your master had the cold heart of a Sauran, and you still bear the scars of his discipline upon your back. You listened and watched, studied the nature of power in this world of cities, and waited with patience and caution to seize your freedom.

This third life is dangerous still; Batreans are valuable slaves, and you must often disguise your heritage. Yet opportunities abound; even without resorting to your pheromones, men are easy to manipulate, and you have steeled yourself against their touch. Sometimes, you merely take their wealth and cloud their memories. More often, you gather allies, knowledge, favors, and influence. To find scintilla, one must search the nests of raknids, and the contacts you acquire are often quite distasteful. Yet you intend to secure the power you need to place yourself beyond your past. Your children will never know your sufferings.



Possessions

- *Travel Garments*, and *Translucent Linen Robe*.
- *Pouch of Herbs*, *Dyes*, and *Disguise Makeup*.
- *A Fan*.
- *A Knife*.
- *3 Vials of Elixirs or Powders*, roll for each.
- *40 Gold Lumens* in stolen coins and valuables.

Skills

- 3 Seduction
- 2 Deception
- 2 Disguise
- 1 Dance
- 1 Lip Reading
- 1 Alchemy - Elixirs and Powders
- 1 Awareness
- 1 Knife Fighting
- 1 Sleight of Hand
- 1 Sneak
- 1 Spell - Befuddle

Languages

- 6 Chanan
- 5 Low Talislan
- 3 High Talislan

Special Ability: Pheromones

Anyone who is attracted to you and who can smell you must Test their Luck (or Skill for enemies) to resist your suggestions.

126 Male Batrean Escapee

The thornwood hurt you. Sometimes you would be angry, and you would try to break the thornwood. The scaled ones didn't like that. They would punish you when you did not do as they said. You did not hunt for a long time. Many moons. Many years, even. You don't remember things well. Every day was the same. There is nothing worth remembering. They gave you bad food. Some days, it made you sick. They didn't let you play with the bone dice. They took the bone dice away. When they let you out of the thornwood, they wanted you to mate with the females. You would have liked to kill the scaled ones. But instead you ran away.

Possessions

- *A Club.*
- *Ragged Loincloth.*

Skills

- 3 Strength
- 3 Unarmed Fighting
- 2 Gambling
- 1 Trapping
- 1 Torture
- 1 Club Fighting

Languages

- 4 Chanan
- 1 Low Talislan

Special

You have no sense of smell.



131 Beastman Man Hunter

You hunt your prey, chasing them across the plains until they grow weak with exhaustion. Or maybe like your brothers, you set snares to hobble their mounts, or lay in wait to ambush them. No matter the method, the hunt is good. It is the scent of blood that drives you on, with the suns burning overhead. Sometimes you eat your prey quickly, gorging yourself before other predators come along to try to steal what you have caught. Sometimes you toy with your victims first, making them scream and twitch. Often you take useful things from the dead, trading them with hunters from your pack or others. When the prey is plentiful all have enough to eat, and the packs all prosper. The hunt gives you pleasure. The hunt is good.

Possessions

- *Loincloth.*
- *Stone-tipped Spear.*
- *Shortbow with 12 Stone-tipped Arrows.*
- *Trapping Gear.*
- *50 Gold Lumens in looted valuables.*
- *Darkmane Equus steed.*

Skills

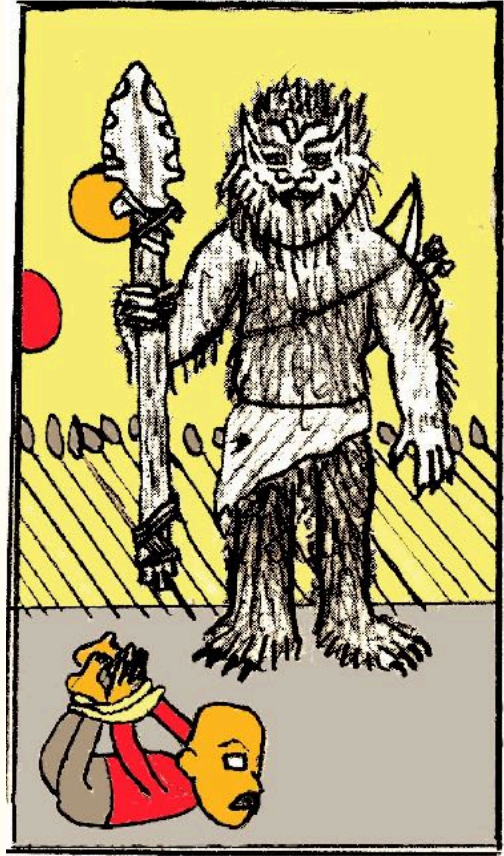
- 2 Ride
- 2 Tracking
- 2 Trapping
- 2 Sneak
- 2 Bow Fighting
- 2 Spear Fighting
- 2 Torture

Languages

- 6 Low Talislan
- 6 Sign

Special

Your tough skin is equivalent to Light Armor without taking up encumbrance. Your claws do damage as a Small Beast.



132 Black Savant

It has been a very long time since you knew what it was like to be truly alive. You no longer age, and thus the years are not a restraint upon you. Yet your brethren, the other Thane, still sleep in the crypts of Khazad. Their rest has lasted far too long. All should have awakened long ago, once The Great Disaster had passed. But something went wrong; the rejuvenation process failed, and their souls were lost to the dark nether regions of the lower planes. Your cabal will do whatever it must to retrieve their lost souls, and you will not rest again until they are rejoined with their mortal forms. So you consort with devils, bargaining or threatening as suits your needs. You hunt demons and interrogate them, or use them as slaves in your forges and and to row. You plough the seas in your black iron ships. You scan the the underworld through obsidian mirrors, trade with shadow wizards, and wander the cities of the red night in search of clues. One day you will find the souls of your brethren, and waken them from their sleep. Then, perhaps, your race can once again know what it is to be alive

Possessions

- *Veiled Headdress, Hooded Cloak, Robes, Gloves, and Boots of Black Satin.*
- *Spellbook*, bound in black adamant and silver.
- *Black Adamant Staff*; ignores 1 point of armor.
- *Obsidian Mirror* - a viewport to the Lower Planes.
- *Huge Wealth*, but you do not engage in commerce with Talislantans.

Skills

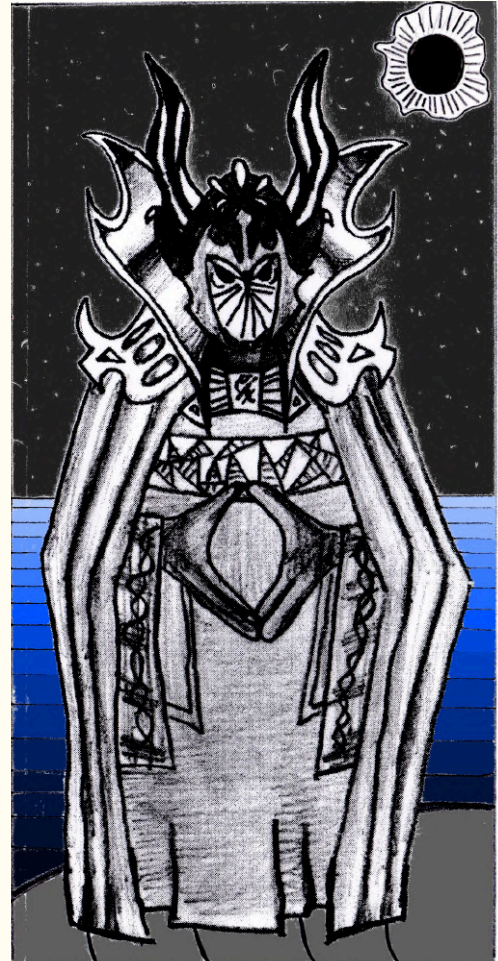
- 3 Second Sight
- 2 Diabolism
- 1 Alchemy - Materials
- 1 Antiquities
- 1 Interrogate
- 1 Pilot
- 1 Spell - Blood Shroud
- 1 Spell - Darksee
- 1 Spell - Leech
- 1 Spell - Posthumous Vitality
- 1 Spell - Skeletal Council
- 1 Spell - Torpor
- 1 Staff Fighting

Languages

- 6 Sign, a very archaic dialect
- 4 Archaen, but cannot speak
- 2 Elder Tongue, but cannot speak

Special

You are completely Mute. You have no need to sleep or breathe, but must .



133 Blue Aeriad River Warrior

You still think of yourself as a bird of prey, sibling to the nighthawk and Gryph, true children of the Aeriad. It irritates you that you must wear enchanted bracers to keep you aloft. Still, it's your own skill that makes you a graceful flyer, and your own deft aim that puts your tri-bow bolts and crescent knives into the flesh of your quarry. You love the hunt, because it's in your blood and it fills your mind with a hunger. You love the forests of Vardune, and you watch over them as a ranger.

Possessions

- *Short Tunic, Loincloth, and Cloak* of plain viridian linen, *Sandals*.
- *Bracers of Levitation*, which let their bearer float.
- *2 Crescent Knives*.
- *Dart-Thrower* with *10 Darts*.
- *Tri-Bow* with *5 Clips*.
- *Stoppered Gourd Flask of Vinesap*.
- *50 Gold Lumens* in gold *Pentacles* and assorted currencies.

Skills

- 3 Crescent Knife Fighting
- 3 Dart-Thrower Fighting
- 3 Tri-Bow Fighting
- 2 Awareness
- 2 Fly
- 2 Tactics
- 1 Pilot

Languages

- 6 Low Talislan

Special

Can glide, wind permitting, and can fly when wearing *Bracers of Levitation*.

Weapons

A Crescent Knife is a small harvesting tool, which also functions as a melee or thrown weapon. A Dart Thrower is a one-handed crossbow. A Tri-bow is a two-handed crossbow that can fire up to three shots at a time, and takes two turns to reload.



Damage Roll →	1	2	3	4	5	6	7+
Crescent Knife	1	1	1	3	6	9	12
Dart-Thrower	2	2	3	4	4	4	5
Tri-Bow (per shot)	2	2	4	6	6	6	8

134 Bodor Musician

The Maestros taught you that the music comes first. It is this that matters most to your people, and the only thing that matters to your employers and your audience. When you speak with outsiders, you converse quietly, and watch carefully the sound of their voices. In the color and shape of their words, you read their emotions and their honesty, useful for negotiating contracts and other agreements. You enjoy the simple life of the traveling troupe, traveling the continent with your tambour and glass flute, and of course, your four-player bellows-pipes. From the events in your lives, you compose music that will be your legacy. When your bones begin to ache, you will retire to start a family. Your clan will carry your compositions across Talislanta. Only then will you be noticed.

Possessions

- *Loose Smock, Blousey Pantaloons, Chain-loop Earrings and Bracelets of Lacquered Metal.*
- *3 Musical Instruments of choice.*
- *Instrument Repair Kit.*
- *A Sling (damage as a Pistolet).*
- *A Musical Charm, which records music and plays it back when held to the ear.*
- *40 Gold Lumens in assorted currencies.*

Skills

- 4 Music
- 3 Crafting - Musical Instruments
- 3 Sound-Sight
- 1 Bribe
- 1 Diplomacy
- 1 Lore
- 1 Sling Fighting

Languages

- 6 Bodorian, a language which incorporates music.
- 3 Low Talislan
- 3 High Talislan
- 2 Thaecian

Unique Skill: Sound-Sight

The ability to see sound in colors of varying hue and intensity. The Bodorian language, based upon musical notes, makes full use of this skill. The Bodor are also able to use sound-sight to detect lies, which are darker in shade than truthful statements; discern even the most subtle emotions in a speaker's tone of voice; and identify sounds of all sorts with uncanny accuracy.



135 Callidian Librarian

You can spend your entire life reading - a very long life, extended by alchemical elixirs - and you will have only absorbed a small portion of the ancient knowledge contained within the Library that you call home. Nevertheless, that is your objective: to learn your specialty in its entirety. Others may consider such a life to be tedious or mundane. Some ask whether you desire to “do things,” to be, you presume, physically active. That has never been important to your sect. Some ask whether you desire to increase the body of knowledge in the world. That is a more relevant question, yet the answer must be in the negative. You will be satisfied to complete before you pass a proper index for your specialty. The Library is vast enough as is.

Possessions

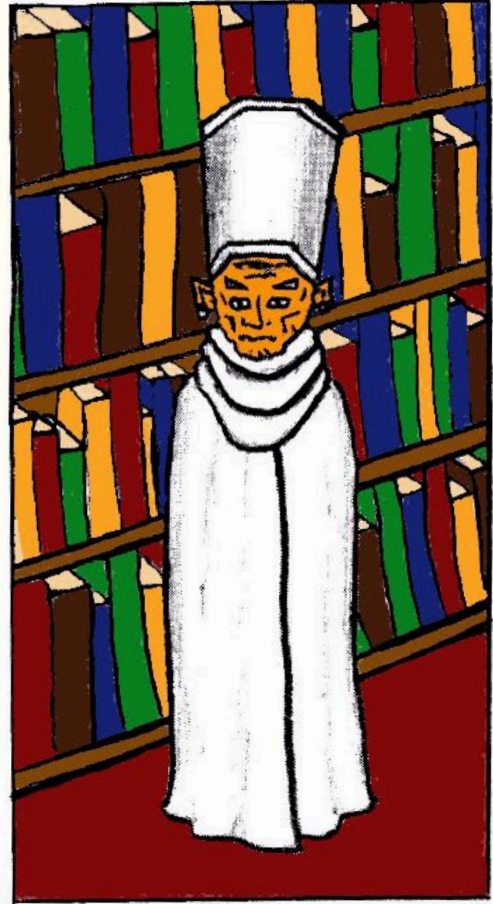
- *Starched Headdress and Robes of Yellow Linen,*
- *Spellbook, leather-bound.*
- *Magnifying Crystal.*
- *Assorted Reference Works.*
- *Pouch with Quill Pens and Inks; Scrollcase with Assorted Writings.*
- *50 Gold Lumens in assorted currencies.*

Skills

- 4 Lore
- 3 Cartography
- 3 Linguistics
- 1 Alchemy - Elixirs
- 1 Secret Signs
- 1 Spell - Babble
- 1 Spell - Banish Spirit

Languages

You can speak and understand all languages.



136 Castabulanese Aeroastromancer

You know well the power of the elements, and of tempests. It was a storm that once caused a great windship to fall from the sky and brought your people to Castabulan so long ago. Now your people watch the skies, charting the winds and clouds as they course through the heavens. You read the signs and conjunctions, and from them divine the secrets of the elements. You predict the storms and tides, the wind currents and rains, the clouds of black lightning. From many lands sailors of the seas and skies come to Castabulan to buy your sky-charts, and your people are held in high regard. You are pleased to know that, thanks to your advice, others may be spared the fate that once befell your ancestors.

Possessions

- *Loose-fitting Robe, Sandals.*
- *Necklace of Sea Stones.*
- *Astrological Equipment.*
- *Meteorological Charts.*
- *Ink and Writing Utensils.*

Skills

- 3 Astrology
- 2 Spell - Read Stars
- 1 Awareness
- 1 Second Sight
- 1 Spell - Cone of Air
- 1 Spell - Flash
- 1 Spell - Hurricane
- 1 Spell - Light
- 1 Spell - Protection from Rain
- 1 Swim
- 1 in your choice of Art, Agriculture, Cooking, or Observatory Maintenance.

Languages

- 6 High Talislan, with a rustic edge
- 1 Archaen



141 Chana Witchfolk

This world is a test of your soul and your obedience. There are always enemies to fight, territories to capture and protect. That is the way of life, and you are well suited to it. But battle and land are not important ends. They are aspects of the False World, without true meaning. The spirits of the next world wish for you to make war. You have been told this by the spirits; you use kesh to speak with them of how your people should act. You follow their instructions, for that is the path towards freedom from this world, but you do not trust them. If you have obeyed well, your death will end the eternal cycle. You will welcome this death, when the spirits say it is your time. This shadow will enter into the Real World of eternal darkness and you will be united with your true self. Then, the hunt will be over, the pain will be finished, and you will wait for your brethren to join you.

Possessions

- *Loincloth.*
- *Spear.*
- *Blowgun with 10 Venomwood Darts; +2 to the damage roll.*
- *5 Wooden Vials of Kesh* — lets one see and speak with invisible and astral presences or enter other planes.
- *3 Stone Vials of Poisons, rolled from table.*
- *Ritual Drum.*
- *3 Heads, worn on cords around neck; can be spoken with, and each will answer one question a day.*
- *Witch Hair Rope; immune to magical manipulation.*
- *25 Gold Lumens in narcotics, herbs, and precious stones.*
- *Trained Wrist Viper, worn as bracelet.*



Skills

- 3 Alchemy - Poison
- 3 Narcotics
- 2 Spell - Skeletal Council
- 1 Blowgun Fighting
- 1 Spear Fighting
- 1 Sneak
- 1 Tracking
- 1 Spell - Random
- 1 Spell - Random

Languages

- 6 Chanan
- 1 Low Talislan

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Blowgun* (w/o venomwood)	2	2	4	6	8	12	16

142 Chromid Dragonfly Rider

You are tiny. Or that's what the giants say. You certainly do not feel tiny. And when you fly in on your dragonflies and gouge the Kangs' eyes, or when the mounts crush their heads, you feel big. You do not relish violence, for all life is sacred, and all, regardless of size or caste, have immeasurable worth. You only use violence for survival, thanking the insects you kill for food; you do not eat the intelligent insects, like the Sniper and Caravan Bugs. Sometimes the Kang come for you with their nets. Your brethren who have escaped and returned to the Variegated Forest tell of horrible and lethal servitude as pets in the palaces. Within months most of them die. This makes you angry. Luckily, your people have formed bonds with the forest's larger creatures. You care for and protect each other. One day, you will find the right creature to bond with.

Possessions

- *Iron Dragonfly* steed.

Advanced Skills

- 3 Chromid Telepathy
- 3 Ride
- 3 Sneak



Roll 2d6 and consult the caste table:

2-3 Lorekeeper (Purple)	4-5 Forest Scavenger (Yellow)	6 Hunter (Red)	7 Mold and Fungi Farmer (Green)
3 Lore 3 Sing A Drum.	3 Awareness 1 Trapping A sack of Berries and Edible Plants.	2 Bow Fighting 2 Tracking Tiny Bow with 15 Arrows.	4 Agriculture Bag of Spores, Tiny Pitchfork (considered a Polearm).
8 Defender/Scout (Black)	9 Water Farmer/ Warer Hunter (Blue)	10-11 Artisan (Orange)	12 Shaman (White)
3 Spear Fighting 1 Awareness Tiny Spear, Chitin Armor (considered Modest Armor).	3 Swim 1 Agriculture 1 Spear Fighting Tiny Spear.	3 Pottery 3 Weaving 2 Wood Carving Loom, Potter's Wheel, Tiny Knife.	3 Herbalism 2 Spell - Random 1 Spell - Random Healing Herbs.

Chromid weapons, being tiny, do 1/2 damage.

Languages

- 6 Sylvan
- 1 Quan

Special: Spirit Bonding

Once in a Chromid's life they are able to bond with another willing living creature. This act actually merges the spirit of the Chromid with that of the other creature in such a way as to form a permanent bond between to the two. The selection of a spirit bond is of great spiritual importance to a Chromid and once a bonding is complete, another bond can never be established. Spirit bonded creatures maintain their own will and faculties but will never act to harm the bonded Chromid, and will will sacrifice its own life to protect them. Chromid and bond may communicate telepathically and often share emotions and thoughts as if they were their own. With concentration, Chromids can see through the eyes and hear the thoughts of it's Spirit Bond.

Unique Skill: Chromid Telepathy

Chromids can communicate with other Chromids and their bonds easily, but have more difficulty telepathically speaking to other creatures, requiring the use of this skill to do so.



143 Cymrilian

Roll a d3: on a 1 you're a **Wizard**, 2 a **Swordsmage**, and 3 a **Rogue Magician**.

1 Cymrilian Wizard

You are riding the crest of ancient Archaen knowledge into a glorious new era for your people. You are a Cymrilian, and you are a member of the most enlightened and advanced civilization on the continent, the rising star of Talislanta. Whenever you quest abroad, for whatever purpose, you never ignore an opportunity to acquire ancient texts or artifacts. Whenever you meet a mage of talents different from your own, you barter your lore and lose hours in abstract conversation. You have made a solemn promise to visit in your lifetime the other cities of magic: Carantheum, Altan, Rhin, Jacinth, Cabal Magicus. Yet it is always the Crystal City that calls to you. One day, perhaps, you will be elected to the throne of the Wizard King, at the center of that city and at the center of the world. You have every reason to believe.

Possessions

- *High-collared Cloak and Robes of Spinifax* in either green if you're feeling traditional, or blue if you're feeling hip.
- *Assorted Jewelry*.
- *A Green Glass Pentadrille Set*.
- *Spellbook*, leather and silver-bound.
- *3 Potions* in amberglass vials rolled from the table.
- *80 Gold Lumens* in gold *Pentacles*.

Skills

- 2 Etiquette
- 2 Fashion
- 2 Pentadrille
- 1 Alchemy - Potions
- 1 Lore
- 1 Spell - Animate
- 1 Spell - Astral Reach
- 1 Spell - Illusion
- 1 Spell - Jolt
- 1 Spell - Read stars
- 1 Spell - Wall of Power
- 1 Spell - Random

Languages

- 6 High Talislan
- 3 Archaen
- 3 Phaedran
- 2 Low Talislan



2 Cymrilian Swordsmage

It's difficult not to love magic. You are not so enamored of the theories behind it or the beauty of its form, as so many Cymrilians are. You love it for its effects, for the way in which you can use it in your chosen profession - as a swordsmage. You train intensely to improve your skill with the sword, and you have great respect for martial prowess. Yet your arcane skills provides you with a keen advantage over others. The windship is your other passion. Since you were a youth, fresh to the armada, you learned to climb riggings, care for levitationals, consult navigational charts, pilot riggers and skiffs. In the skies over foreign lands, you will show the world why you love magic.

Possessions

- *High-collared Cloak* in traditional green or hip blue.
- *Garment of Spangalor Metal Cloth*; counts as Light Armor, with no encumbrance penalty.
- *Assorted Jewelry*.
- *A Folding Pentadrille Set*.
- *Spellbook*, leather and silver-bound.
- *Enchanted Longsword*; +1 to the damage roll.
- *50 Gold Lumens* in gold *Pentacles*.

Skill

- 3 Longsword Fighting
- 2 Fashion
- 2 Pentadrille
- 2 Pilot
- 1 Etiquette
- 1 Spell - Callous Strike
- 1 Spell - Fire Bolt
- 1 Spell - Levitate
- 1 Spell - Mirror Selves
- 1 Spell - Random

Languages

- 6 Low Talislan
- 4 High Talislan
- 2 Archaen



3 Rogue Magician

Some Cymrilians study magic to attain knowledge and power, to teach young adepts, or perhaps to learn the swordmage's art. But you are different. You see magic as the swiftest means of acquiring wealth, status, and the finer things in life. Let others spend their lives struggling just to earn a few gold lumens. You prefer to use magic and guile, to move unseen and unheard, to seduce and cajole, and to take what you want from life. Certainly, there are risks to consider, but you are no common thief. You are a rogue magician, and with your magics all that you desire is within your grasp. With spells to alter your appearance, you can pass as a noble, a vagabond, or any semblance that you can imagine. No one need know anything about you that you do not care to reveal. Riches and wealth can be yours, and someday, a life of ease. After all, is that not what magic is for?

Possessions

- *High-collared Cloak, Breeches, and Tunic, of various colors.*
- *Assorted Jewelry.*
- *Spellbook, leather-bound.*
- *A Rigged Pentadrille Set.*
- *Knife.*
- *50 Gold Lumens in gold Pentacles.*

Skill

- 2 Deception
- 2 Pentadrille
- 2 Sleight of Hand
- 1 Disguise
- 1 Knife fighting
- 1 Lore
- 1 Sneak
- 1 Spell - Random
- 1 Spell - Random
- 1 Spell - Random
- 1 Spell - Random
- 1 Spell - Random

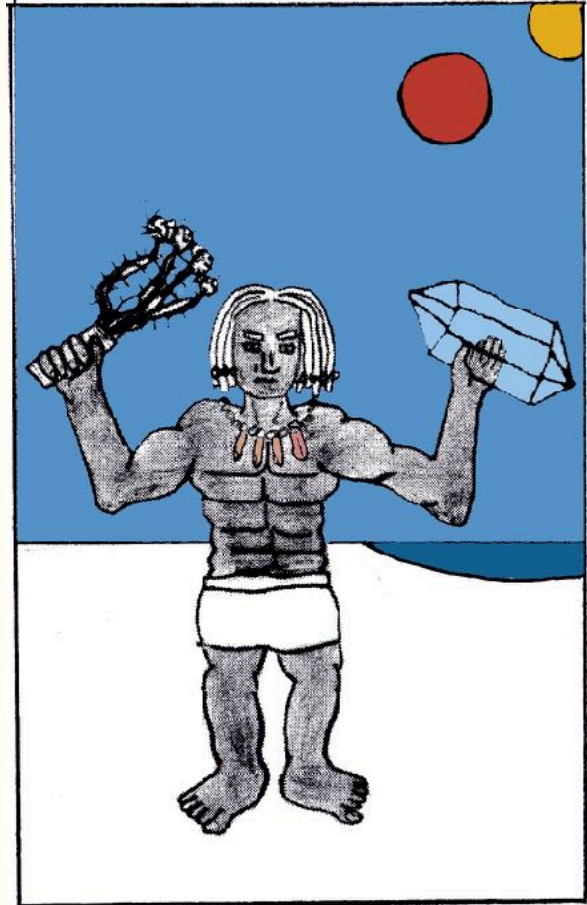
Languages

- 6 Low Talislan
- 4 High Talislan
- 3 Archaen



144 Danelek Hunter

Among your tribe, everything has a structure to be obeyed without question. Life in the Barrens is harsh, and your people have learned well how to survive; the rules by which you live have practical purpose. Outsiders may mock you, for your dedication, or more often, for the way you sweat from your tongue. You endure their ignorance, for there is much else to gain from them. In your years abroad, you have acted as scout and guide through the Wilderlands. The Naz has instructed you to return each year with honest merchants who wish to trade for salt crystals. You bring sustenance to your tribe, and you gain as much status as if you had killed countless trespassers, come unbidden to steal your tribe's water. Some foreigners have attempted to learn your etiquette, and among them are those you call friends. None are as practical as a Danelek, and they live by ideals that your people cannot afford. When you kill from the shadows to protect them, they will understand.



Possessions

- *Loincloth, Sandals, Leg and Arm Wrappings*, all of land lizard hide.
- *Necklace* with various ornaments from hunted quarry, mostly *Fingers, Paws, Feathers*, and *Tongues*.
- *War Flail* (damage as a Maul).
- *A T'naz Hand Axe*; used for salt cutting. Deals damage as an Axe.
- *Shortbow* and quiver with *20 Arrows*.
- *30 Gold Lumens* in salt crystals, land lizard hides, and assorted currencies.
- *Land Lizard* steed.

Advanced Skills

- 2 War Flail Fighting
- 2 T'naz Fighting
- 2 Bow Fighting
- 2 Guard
- 2 Ride
- 2 Tracking
- 1 Etiquette
- 1 Mining
- 1 Scouting
- 1 Sneak
- 1 Strength

Languages

- 6 Low Talislan
- 6 Sign

145 Danuvian Consort

Your women prefer you to be docile and helpless, dependent upon them for protection, to supply your very thoughts and opinions. So your father taught you, the middling of five husbands. Your mother cast him out of her house when you were twelve, and he suffered until another soldier took him into her harem. He never did follow his own advice, and did not know when to hold his tongue. You have learned from his mistakes as well as his wisdom, and you lived a comfortable life. You took care of your wife's home, you cooked her meals, and you entertained her with poetry and music. When she left the city-state to wander, you followed. When she was so inclined, you shared her bed. And when she preferred the company of another consort you did not complain - that is simply the way of things. It is, after all, a woman's world.

Possessions

- *Decorated Robes and Jewelry.*
- *Assorted Tools and Materials for House Cleaning, Agriculture, Weaving, Tailoring, and Art.*
- *50 Gold Lumens, given to you by your wife or mother.*

Advanced Skills

- 3 Etiquette
- 3 Fashion
- 2 Agriculture
- 2 Art
- 1 Crafting - Jewelry
- 1 Dance
- 1 Labor
- 1 Music
- 1 Oratory

Languages

- 6 High Talislan
- 6 Low Talislan, though you only ever speak High Talislan



146 Danuvian Virago

Combat is grace and power. Your halberd is an extension of your body as you weave your pattern in the air. A parry with your bracers flows into a slash of your blade. Your bristling mane makes you seem even taller than you are, and the symbols painted on your face add to the fear you strike in his heart. Combat is passion, directed and released. Your mother and drill leader taught you this, as they taught you the need for discipline and for tactics. Your seven years of Queen's service complete, you hold these lessons dear. You covet adventure and victories worthy of story and song, and you may resign a mercenary post to seize such a chance. You are happiest along this road, with trusted comrades at your back. With them, you share all of the passions of life. Strong warrior men are a welcome change from the feeble creatures with whom you must mate. Some year, perhaps, you will bid for them as consorts during the Conjugal Feast, and they will sustain you through motherhood and the burden of command. For now, you enjoy the freedom of your youth, this freedom of combat.

Possessions

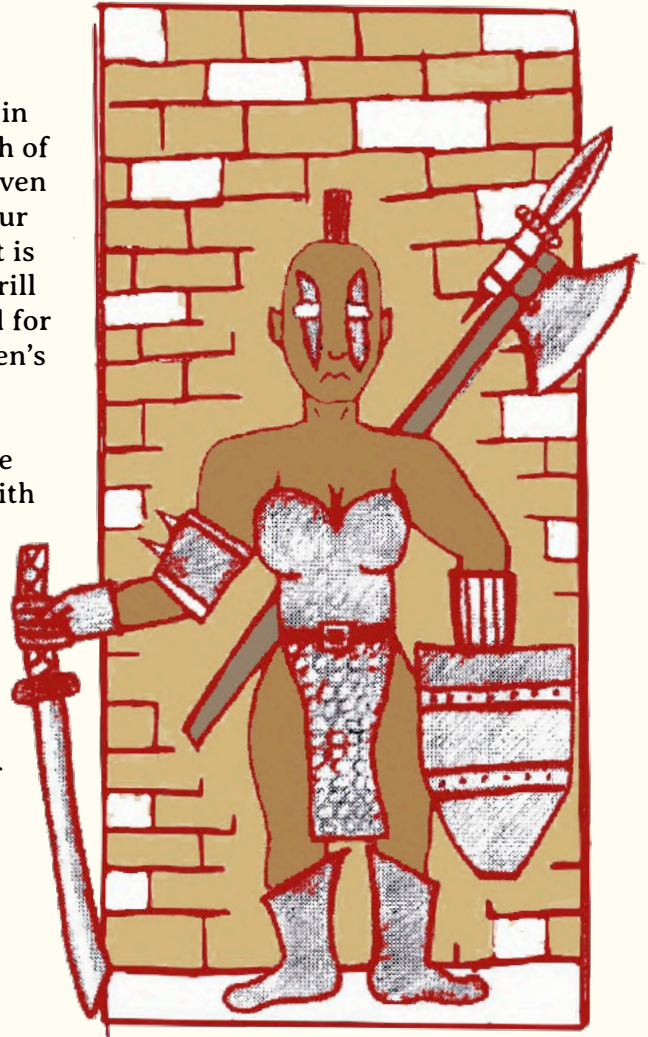
- *Black Iron Corselet* (considered Modest Armor).
- *Padded Uniform, Hip-high Leather Boots, and Earrings.*
- *Parrying Bracers*; acts a Shield without requiring hands.
- A *Klaive Halberd* (damage as a Polearm).
- *Longsword.*
- *Longbow* and quiver with *20 Arrows.*
- *100 Gold Lumens.*
- *Greymane Equus* steed.

Advanced Skills

- 3 Command
- 3 Polearm Fighting
- 3 Ride
- 3 Tactics
- 2 Bow Fighting
- 2 Longsword Fighting
- 1 Body-painting
- 1 Strength

Languages

- 6 Low Talislan



151 Darkling Deserter

The Ur beat you when you lied. You learned to tell better lies, so that they would not beat you as often. The Ur kept you in wooden pens. They forced you to mine for iron and cut timber. They sent you to into battle at the head of their armies, like fodder. You thought about escaping, about hiding beneath the ground. But the Ur would have driven you out with their choking gasses. So you fought from the darkness, lagged behind the others, and one day told your masters that you were a great spy, hoping just to survive; they sent you off to spy, and you fled. You prayed to the god Sham for your tongue to be blessed with cunning, and he listened. Since that day, you have taken a vow to never let a complete truth pass your fanged lip.

Possessions

- *Rag Loincloth.*
- *Ornamentations of discarded metal and slag.*
- *Knife.*
- *2d6 Gold Lumens in coins and miscellaneous baubles.*

Advanced Skills

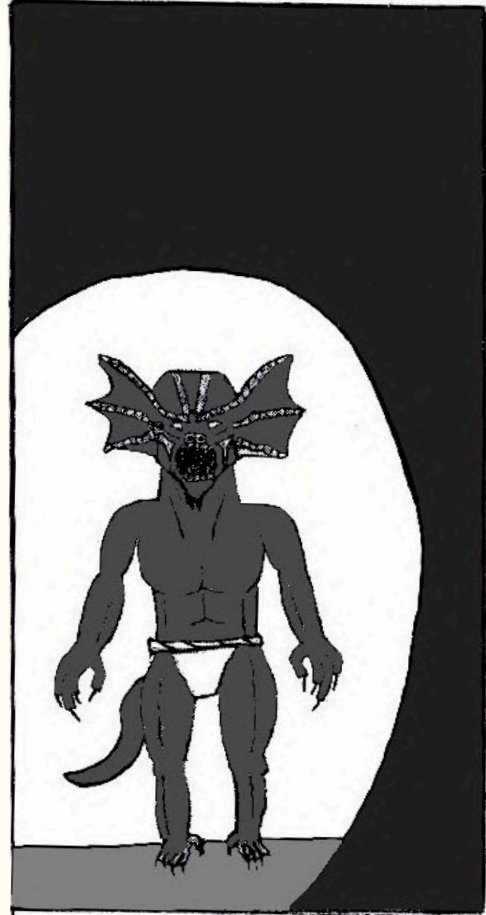
- 3 Deception
- 3 Mining
- 3 Sleight of Hand
- 3 Sneak
- 1 Knife Fighting
- 1 Labor
- 1 Torture
- 1 Underground Highway

Languages

- 6 Northron
- 1 Low Talislan

Special

You can sense living creatures by scent at a range of 100 feet. You have perfect night vision, but your vision in daylight is limited.



152 Dendrad Fire-Bringer Pirate

When the Imperions came, they preyed upon your lands. They stripped them of the ancient trees, they mined the hills for gems, they dredged the swamps for amber. Fearing for their lives, your ancestors fled to the waters. They beseeched others for help, only to be cautioned, asked to wait, pleaded with to be patient. Patience only carries so far. Now you defend your territories with spear and flame, driving out interlopers. Down their bodies go to feed the fishes and the trees. Burn their ships, for fire is life, and health. The plants will grow strong.

Possessions

- *Net of Woven Aqueor*; deals no damage, but ensnares.
- *A Coral Spear*.
- *A Spellbook constructed of Aqueor-pages in a Coral Binding*.
- *A Fast Canoe*.

Advanced Skills

- 3 Swim
- 2 Net Fighting
- 2 Spell - Fire Bolt
- 1 Canoeing
- 1 Climb
- 1 Influence Plants
- 1 Sneak
- 1 Spear Fighting
- 1 Spell - Ember

Languages

- 6 Florere, a dialect of The Secret Language of Plants; sibilant and highly tonal, it is recognized by all plants.
- 2 Elder Tongue
- 1 Archaen

Special

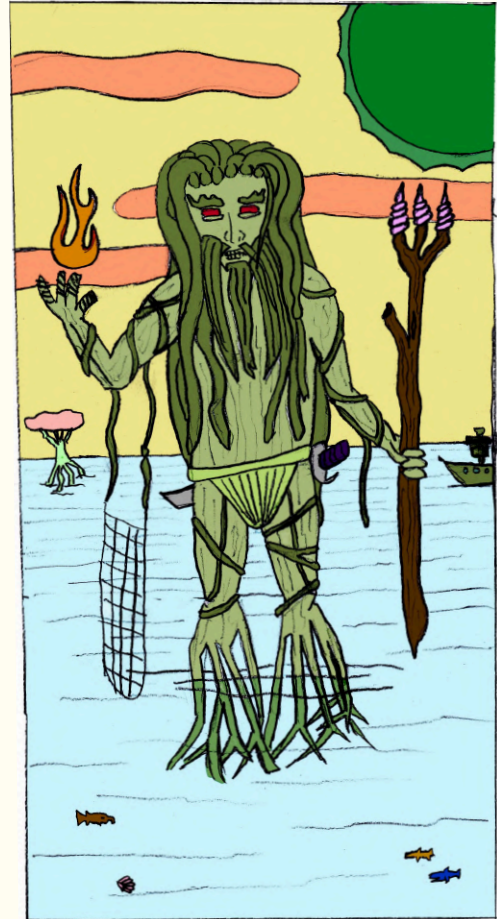
Due to your natural camouflage, you get +3 to Sneak when underwater or in a plant-rich setting. You have perfect night vision. You can survive underwater.

Special: Slumbering

You can root yourself to meditate and rest. During this in the daytime provides you with the nutrients you need, but if you don't slumber, you can still get nutrients from eating. While slumbering you appear to be a plant native to the environment you're slumbering in, and any clothing or personal possessions are magically concealed.

Unique Skill: Influence Plants

This is the ability to influence all sorts of living plants and trees, causing such organisms to move, entwine, entangle, form barriers or specified configurations, attack, and so forth.



153 Dhuna Witch

The outsiders accuse you of dark magics, of dealings with demons and devils. They know nothing of your customs. It is true that you summon servants of the forgotten gods to appear within the ancient witchgates, but the Old Ones are not demons, and the Black Covens are few in number. Most of your people worship more benign entities and embrace peaceful tenets. You affirm nature with the rituals you practice in secret among the sacred groves and rings of ancient runestones. Your craft shields you and your loved ones from werebeasts, banes, and hostile intruders. When you leave Werewood to learn more of the world, it protects you against those who would slay you as a witch and an infidel. Often times when you are abroad you pose as a Sarista, joining your distant cousins in their wanderings and reading “fortunes” for the credulous. The Sarista know you; they understand your ways better than most others. It is true that Ardan favors you. You are of a chosen people, and it matters not what the outsiders believe.

Possessions

- *Linen Robe and Tunic, Shirt, Breeches, Knee-high Boots of Soft Leather, Long Cloak.*
- *3 Elixirs, rolled from table.*
- *3 Pocket Gods; whisper a secret and toss it away to gain 1 Luck.*
- *Pouch with Herbs.*
- *Wooden Staff, carved of whitewood.*
- *50 Gold Lumens in rare herbs and precious stones.*

Advanced Skills

- 3 Dhuna Religion
- 3 Herbalism
- 2 Seduction
- 2 Spell - Fear
- 1 Alchemy - Elixirs
- 1 Sneak
- 1 Staff Fighting
- 1 Spell - Babble
- 1 Spell - Befuddle
- 1 Spell - Brittle Twigs
- 1 Spell - Coal Resolve
- 1 Spell - Cockroach

Languages

- 6 Elder Tongue
- 4 Low Talislan

Special

You can capture a man’s heart with a single kiss. Those kissed must Test their Luck (or Skill for enemies) to resist falling under your spell. Harmful actions allow victims further opportunities to resist.

Unique Skill: Dhuna Religion

The Dhuna worship myriad gods, and perform rituals at the various stone circles found throughout the Werewood. These forgotten gods date not just to before the Great Disaster, but to the beginnings of known history, and were introduced to the Dhuna by their namesake prophetess. The Dhuna are extremely secretive, especially when it comes to their religion, and so they usually refer to their gods with hand gestures.

The Dhuna are divided into three types of coven. White covens emphasize creative and fertile aspects of nature. Black covens admire the destructive forces of nature. Lastly, Grey covens seek a balance between both.



154 Djaffir

Roll a d3: on a 1 you're a **Merchant or Bandit**, 2 a **Wizard**, and 3 an **Outcast Khaleel**.

1 Djaffir Merchant/Bandit

There is little of Talislanta that you have not seen with your own eyes. Every year past your sixth birthday, you traveled with your cousins on their trade routes, observing the customs of foreigners and learning the local markets. Your tenth and fifteenth years were spent with your father's brother, to experience the bandit life and to train with the horn bow. You chose your path when you knelt before the Caliph on the second morning of his great feast.

These are dangerous times. The reputation of your people is a great boon, and customers rarely question the quality of your goods. Surely, there are some who accuse you of banditry and deceit, and deride you for hiding your face. You explain that the fetish mask serves to shield your soul from magic; the other benefits, however useful, are incidental. You remain distant from most outsiders you meet, but true friends are as family to you. To some, you may even reveal your face.

Possessions

- *Cloak, Robes, and Headdress of Linen. Boots of Aht-ra Hide.*
- *Traditional Leather Fetish Mask; makes you (and only you), immune to mental influence.*
- *Curved Knife.*
- *Scimitar (damage as a Longsword).*
- *Horn Shortbow and quiver of 20 Arrows.*
- *50 Gold Lumens in assorted coins.*
- *Aht-ra steed with baggage.*

Advanced Skills

- 3 Ride
- 3 Caravan Master
- 3 Commerce
- 2 Bow Fighting
- 2 Evaluate
- 2 Guard
- 2 Scimitar Fighting
- 1 Knife Fighting

Languages

- 6 Nomadic
- 3 Low Talislan
- 2 High Talislan



2 Djaffir Wizard

You knew you were bound for greatness from an early age. Even as a child you felt the power of the Creator in your veins. As you approached the age of ascension (puberty), you traveled with your parents to the holy oasis of Araf. Your parents died in a horrible sandstorm en route to Araf but you survived. So was the will of the Creator. Wracked with grief, you drank deeply of the holy waters of Araf and were gifted with a vision. The Wizards of the Oasis took you in and instructed you in the ways of magic and the laws of the Creator. Now you are grown and your vision calls. You feel a powerful urge to venture forth from your desert home and explore the world beyond the Red Desert. You seek knowledge and power, and vow one day to return to your people to guide them in the ways of the Creator.

Possessions

- *Cloak, Robes, and Headdress of Linen.*
- *Boots of Aht-ra Hide.*
- *Traditional Leather Fetish Mask; makes you (and only you), immune to mental influence.*
- *Spellbook, Leather-bound.*
- *Red Iron Staff.*
- *Belt pouch with Assorted Spell Components*
- *6 Vials of Araf Water; restores 1d6 stamina like a provision, and does not count towards one's 3 daily provisions.*
- *500 Gold Lumens in assorted coins.*
- *Aht-ra steed with baggage.*

Skills

- 3 Etiquette
- 3 Ride
- 3 Spell - Cone of Air
- 3 Spell - Fire Bolt
- 1 Astrology
- 1 Lore
- 1 Staff Fighting
- 1 Spell - Breach
- 1 Spell - Ember
- 1 Spell - Hurricane

Languages

- 6 Nomadic
- 3 Low Talislan
- 2 High Talislan



3 Djaffir Outcast Khaleel

You are Khaleel, or at least you were Khaleel. Like your father, and his father before him, you guarded your oasis against all foes, both natural and supernatural. Other Djaffir sought your council and drank of your waters, but that is all gone now. Not one moon ago your life was forever changed when the waters of your precious oasis dried up; gone forever. You have no idea what caused this tragedy but you intend to find out. An outcast among your people now, regarded with pity and sympathy, but you will never accept this fate. You will find the cause of this disaster and either right it or die trying.

Possessions

- *Cloak, Robes, and Headdress of Linen; Boots of Aht-ra Hide.*
- *Traditional Leather Fetish Mask; makes you (and only you), immune to mental influence.*
- *Curved Knife.*
- *Scimitar (damage as a Longsword).*
- *Horn Shortbow and quiver of 20 Arrows.*
- *25 Gold Lumens in assorted coins.*
- *Aht-ra steed with baggage.*

Advanced Skills

- 3 Diplomacy
- 3 Healing
- 3 Ride
- 2 Bow Fighting
- 2 Guard
- 2 Lore
- 1 Knife Fighting
- 1 Scimitar Fighting

Languages

- 6 Nomadic
- 3 Low Talislan
- 2 High Talislan



155 Dracartan

Roll a d2: on 1 you're a **Desert Scout**, 2 a **Thaumaturge**.

1 Dracartan Desert Scout

Carantheum is besieged. Ever is it so for the children of Jamba, ever do you struggle to survive. You are a soldier in that struggle, a guardian to your people, and you know better than most that the desert is an unforgiving home. Yet you have your faith in your god, and you have the bounty of his singular gifts: thaumaturgy and red iron.

You are reluctant to travel abroad, fearing that war will come while you are in foreign lands, but your nation relies upon the caravans and duneships you have guarded. You recruit allies and mercenaries among all whom you encounter. The courage and skills of those you find as comrades may turn the tide of coming battles. Jamba wills your people to survive, and you will obey your god however you may.

Possessions

- *Red Iron Torc and Bracers.*
- *Linen and Chain Mesh Headdress; a Breechclout.*
- *A Vest of Red Iron Disks, padded with fine linen (considered Modest Armor, but takes only 1 encumbrance).*
- *A Longsword.*
- *A Hurlant (damage as a Crossbow, but also capable of firing thaumaturgical bolts).*
- *Quiver with 12 Crossbow Quarrels.*
- *Quiver with 6 Thaumaturgical Bolts, 2 each of Red Menace, Blue Havoc, and Storm Crystals.*
- *An Ontra Aht-Ra steed.*
- *50 Gold Lumens in red iron Pyramids.*

Advanced Skills

- 3 Ride
- 3 Pilot
- 2 Hurlant Fighting
- 2 Longsword Fighting
- 2 Scouting
- 2 Tactics
- 1 Tracking

Languages

- 6 Low Talislan
- 6 Nomadic



2 Dracartan Thaumaturge

On the first day of the eighth year of your schooling, you were called away from your tutor by a tall woman robed in white. She brought you to a vast pyramid of crystallized sand and launched you upon your true studies into the nature of matter, essence, and quintessence. Seven years later, you completed your studies at the Academy and swore Astramir's Oath to gain admittance into the Guild of Thaumaturgy.

Always you obey the will of Jamba, the Guild, the Council of Elders, and the King of Carantheum. You tread cautiously in advancing your craft, conscious of the awesome forces you wield with your caduceus. In recent years, your assignments have taken on increasing urgency as the forces against your people have gathered strength. You have begun to prepare your craft for martial conflict, to accustom yourself to the violence of final resort. The day will come when such sacrifice is required of you. Jamba willing, you will be ready.

Possessions

- *Thaumaturge's White Robes and Cap.*
- *A Thaumaturgical Caduceus and an Essence Accumulator.*
- *Red Iron Torc and Bracers.*
- *Red Iron Bound Spellbook.*
- *Scroll case with a Spellscroll of one random spell.*
- *2 Vials of Quintessence, and 6 Thaumaturgical Essences, 2 each of Red Menace, Blue Havoc, and Storm Crystals.*
- *200 Gold Lumens in red iron Pyramids.*

Advanced Skills

- 4 Dracartan Thaumaturgy
- 3 Alchemy - Materials
- 2 Diplomacy
- 1 Commerce
- 1 Engineering

Languages

- 6 Low Talislan
- 6 Nomadic
- 2 Archaen



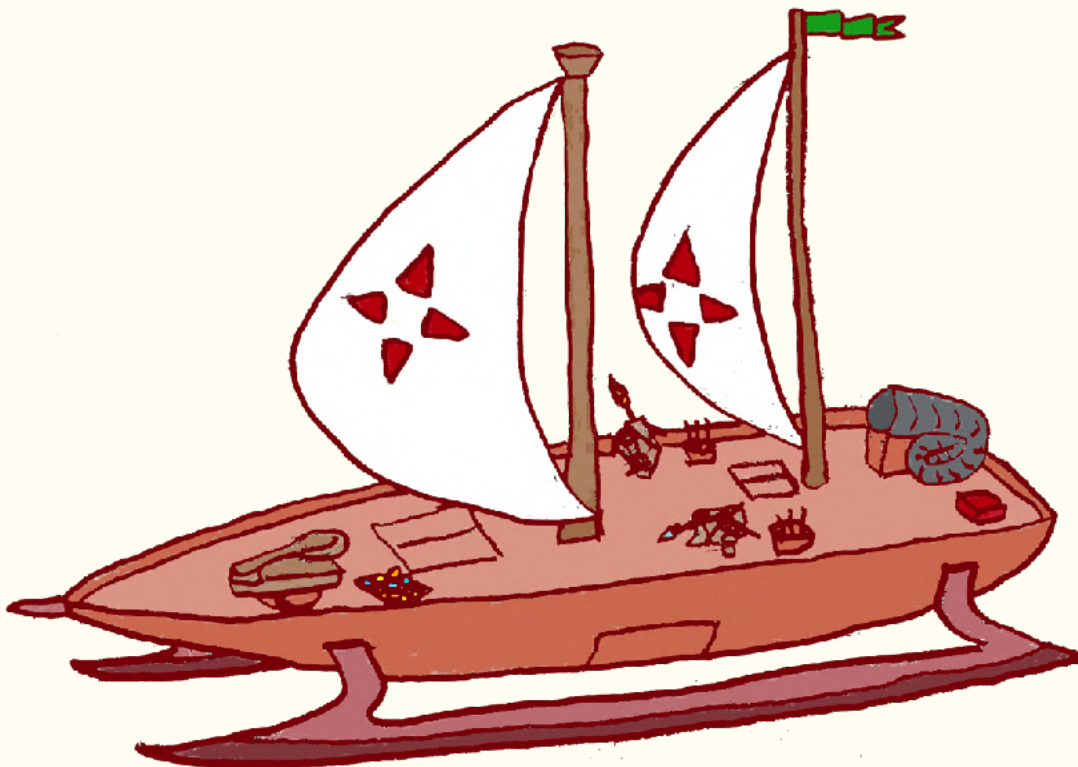
Unique Skill: Dracartan Thaumaturgy

Dracartan Thaumaturgy is focused on the distillation and accumulation of raw elemental essences, which can then be used for technological and military purposes. A thaumaturge can identify the composition of any substance, and then extract its essences with an essence accumulator. These include:

Roll	Essence
1	Red Menace: Liquefied, essential fire. This volatile substance is commonly used in warfare. Red Menace ignites all flammable substances within the area of effect and is notoriously difficult to extinguish.
2	Blue Havoc: Essential ice. This substance is used in warfare versus troops and conveyances and as a deterrent against land dragons and other species that are susceptible to cold. When contained in metal canisters, Blue Havoc can also be used to keep foods from spoiling in the desert heat.
3	Storm Crystals: Solidified, essential air. These essences are used in wind machines, which provide impetus to Dracartan dune ships. A single crystal contains enough energy to propel a large land ark for up to four hours.

Alternatively, a thaumaturge may extract **Quintessence**, which in conjunction with a *Thaumaturgical Caduceus*, can be used to change a substance's state of matter, i.e. to gasify, liquify, or solidify any substance.

Both the extraction and use of essences require a Thaumaturgy test. Failure on a Thaumaturgy test is often a catastrophic outcome, particularly in combat, for it is at least as dangerous to its practitioner as its target. The horrors of botched thaumaturgy are not to be underestimated.



156 Drukh Hillman

Pity is a word that has no meaning for you. It is something that others beg for when you test them with your arts of pain. They are weak, less than the lowliest among your tribe. When they hear the ancient songs that drive you towards battle, they cry in fear. They show themselves unworthy of honor in the next world, and you drive them there to receive the ministrations of your ancestors. Someday you will reclaim from them the lands. If you show yourselves to be worthy, if you pass the rites of pain and terror, this will come to pass. Noman smiles upon you when you see him in your nightmares.

Possessions

- *Headdress of Fur and Bone.*
- *Vest, Breeches, and Boots of Yaksha Hide.*
- *Stone War Club.*
- *Bone Flute and Drum.*
- *3 Wooden Vials of Magical Purple Pigments and/or Medicinal Mixtures.*
- *20 Gold Lumens in ivory, hide, or gold dust.*
- *Greymane steed, dyed purple.*

Skills

- 3 Torture
- 2 Herbalism
- 2 Music
- 2 Spell - Find
- 2 Spell - Read entrails
- 1 Body-Painting
- 1 Climb
- 1 Club Fighting
- 1 Ride
- 1 Spell - Banish Spirit
- 1 Trapping

Languages

- 6 Low Talislan
- 6 Sign
- 4 Drukhish Colored Smoke Signals

Special

Allies who can hear your music only risk dying at -5 Stamina.



161 Farad Procurer

The day before you left for boarding school, five years of age, you abased yourself before the golden idol of Avar in your father's home. There you vowed to make your parents' riches seem that of a poor fruit monger. You have many gold lumens to acquire before that vow is met. As a Procurer, you travel the continent in squalid caravans and galleys, arranging for commerce and securing contacts among the foreign merchant houses and governments,. Yet some degradations are rewarded with ample profit, and there are few offers that you will not consider, no goods that you would refuse to traffic: "gold is gold", as your people say. What is the difference? You long for the day when, as Usurer or Monopolist, your clients will come to you in Tarun and your agents will journey among foreigners.

Possessions

- For males, *Elaborate Headdress, Voluminous Robe, Broad Sashes, Velvet Boots*, all hung with *ornate tassels, fringes, and colored beads*.
- For females, long *Silken Gowns and Veils, Necklaces of Silver Loops*.
- *Silver and Gold Rings*.
- *Curved Sabre* (damage as a Sword).
- *Slaver's Flail*.
- *Ledger and Coin Purse*, with *250 Gold Lumens* in assorted currencies.



Skills

- 3 Commerce
- 3 Evaluate
- 2 Bribe
- 2 Deception
- 2 Litigation
- 1 Caravan Master
- 1 Command
- 1 Diplomacy
- 1 Sabre Fighting
- 1 Slaver's Flail Fighting

Languages

- 6 High Talislan
- 1 Low Talislan

Weapon: Slaver's Flail

This one handed flail leaves barbs in its victims, giving them -2 Skill on their next turn.

Damage Roll →	1	2	3	4	5	6	7+
Slaver's Flail	1	2	2	4	6	8	10

162 Ferran Scavenger-Thief

As a suckling in the tunnels of Sharna, you learned the important lessons of life. Take anything you can when nobody's looking. Hide everything you have when you're not using it. Save everything you can, because you may need it later. But never fight over things you can replace. Never fight at all, if you can avoid it, unless you can win quickly or get away. Life's too short to make it any shorter. It's true at home with the pack, and it's true when you go to the cities. There, they call you a thief, and they say you smell bad. You say they should watch their things better. You say your nose is better than theirs, and you don't smell a thing. The ones that don't complain as much, they're the ones who hire you. It's good to have buddies, especially big ones, 'cause sometimes there's no place to run. Those times, when you're cornered, you remember another lesson you learned in the tunnels: if you have to fight, fight nasty and fight for keeps. But if you sniff a way out, take it. The big ones can fend for themselves.

Possessions

- *Loincloth or Tunic* and a *Shoulder Pad*.
- *A Knife*.
- *4d6 Gold Lumens* in assorted currencies and miscellaneous baubles.

Advanced Skills

- 3 Salvage
- 2 Evaluate
- 2 Knife Fighting
- 2 Sneak
- 1 Awareness
- 1 Deception
- 1 Sleight of Hand
- 1 Trapping (finding and disabling traps only)
- 1 Unarmed Fighting

Languages

- 6 Low Talislan

Special

Your sense of smell is as strong as your vision. You can emit a strong odor that nauseates other creatures. Your bite deals damage as a Small Beast.



163 Gao Sea Rogue

The city that is your home and your haven is an oddity to other Talislanans. They hear rumors that most citizens are related by multiple marriages, that a child may have nine parents and countless siblings. They whisper of a Thieves' Code of Honor, of seven secret passwords, and of feeding those who betray the Gao to demons of the sea. They tell tales of your gallantry towards the innocent and of your mercilessness towards slavers and spies. They know these truths, because the Gao desire it so. They cheer for you, for you do what they would never dare. When you walk among them on the mainland or when you encounter them at sea, you turn this sentiment to your advantage, to lining your purse with lumen. Others may forget, but you are always a thief. The role of the hero is simply a bonus.

Possessions

- An array of *Flamboyant Pirate Garments*.
- A *Spellbook*.
- A *Dueling Sword* (damage as a Sword).
- 50 *Gold Lumens* in assorted coins and valuables.

Advanced Skills

- 3 Pilot
- 2 Evaluate
- 2 Sleight of Hand
- 2 Swim
- 2 Sword Fighting
- 1 Deception
- 1 Sing
- 1 Spell - Callous Strike
- 1 Spell - Random
- 1 Spell - Random

Languages

- 6 Sea Nomad
- 6 Low Talislan
- 3 High Talislan



164 Gnomekin Crystalomancer

You feel the presence of your goddess within the crystals of your homeland. Under the phosphorescence of the cavern fungi, emeralite is the green of your mother's eyes, and amberite is the gold of the lesser sun setting. Crystal is to be nurtured, honored, shaped, and put to use. Perhaps more than mollusk, mushroom or tuber, it is crystal that sustains your people. Certainly, your craft has helped the Gnomekin emerge as a true partner in the Seven Kingdoms. You are happy to share with your friends and neighbors, although you are uncertain how to acknowledge their gratitude and praise. The suns have not shone upon you so brightly for long generations. It is a curious experience, to be noticed so, and you take care to bring no shame upon your family and monarchs. You are generous in trade, courteous in greeting, respectful of customs, and amiable with everyone you meet. Above all, you are excited by everything new you encounter, as surprising as the ever-shifting glow of prismaticite, as familiar as the presence of Terra.

Possessions

- *Scale Armor* over rough *Linen Tunic* (considered Modest Armor).
- *Geode*, for growing crystals.
- *2d6 Crystals* for spell-casting and for sale.
- *Crystalblade* (damage as a Sword, but ignores 2 points of armor).
- *Sling*, pouch of *20 Stones* (damage as a Pistolet).
- *2 Pottery Vials of Stenchroot Sap*; it smells really bad.
- *2 Pottery Vials of Orange Fungus*, which rapidly expands when shaken.
- *Amber Cusps*.
- *Flask of Mushroom Ale*.
- *100 Gold Lumens* in crystals and gold *Pentacles*.

Advanced Skills

- 3 Crystalomancy
- 2 Cartography
- 2 Crystalblade Fighting
- 2 Evaluate
- 2 Underground Highway
- 1 Commerce

Languages

- 6 Durnese
- 3 Low Talislan

Special

You have perfect vision in the dark, but can't see in sunlight without wearing amber cusps.

Unique Skill: Crystalomancy

The art of growing and channeling magic through crystals. Choose any spell, and roll under your skill total to cast it. Regardless of your success or failure, the crystal shatters and is expended, leaving behind crystal dust for regrowing.



165 Gnorl Rhabdomancer

Knowledge is not to be seeded like flowers, allowed to spread like vines of rampant. It is to be kept and guarded well, as a Kasmiran hoards gold. Gold is scarce, and therein lies its value. So it is with secrets, though they are worth much more than gold to those who keep them well. Gossip and chatter is for fools; you know better. In your forest nook, communing with your spirit advisors, you gather secrets of all sorts. Visitors may find you irritable. If they have rumors and enigmas to trade, they may find you a more gracious hostess. Manners are a small price to pay for knowledge.

Possessions

- *Voluminous Robes, Veiled Headdress, Colorful Scarves and Sashes, Assorted Rings, Bracelets, and Necklaces.*
- *Walking Stick.*
- *Leather-bound Spellbook with Lock.*
- *Satchel for Assorted Medicinal Mixtures.*
- *Vials of Incense and Herbs.*
- *Scroll case for Writings, Quill Pens, vials of Ink*
- *Vast collection of art, trinkets, and antiques.*
- *80 Gold Lumens in herbs and miscellaneous artifacts,*
- *Thousands of Secrets; your true wealth.*

Advanced Skills

- 3 Lore... but you'll never, ever, tell anyone any of it. Not without payment.
- 3 Rhabdomancy
- 2 Commerce
- 2 Herbalism
- 1 Antiquities
- 1 Secret Signs
- 1 Sneak
- 1 Sleight of Hand
- 1 Spell - Random
- 1 Spell - Random

Languages

- 6 Low Talislan, Gnorl Dialect
- 6 Gnorl Secret Tongue

Special

You have perfect vision in the dark.

Unique Skill: Rhabdomancy

This skill lets you consult minor spirits to learn secrets. You attract them through the use of certain magical fumes.

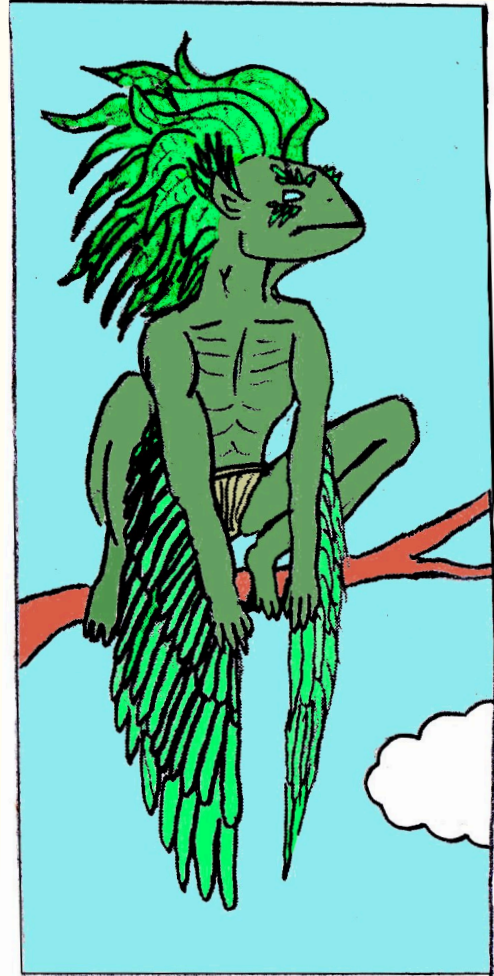


166 Green Aeriad Botanomancer

Botanomancy is not a skill to be mastered, it is a path of life to be explored. Your teachers encouraged you to immerse yourself in the reflections of the Green World all around you. You spent your childhood gliding among the viridia trees and pondering lotus blossoms. Gliding still fills you with joy, yet you see the Great Change as a gift that has brought your race closer to its purpose. Once you flew above the plant world, using the trees for rest and shelter. Now you dwell on the ground with the trees and plants, and you understand more fully their needs and desires. It is to that end that you study the bark runes of your sages and the texts of the great Viridian. You are yet the young sapling.

Possessions

- *Short Tunic, Loincloth, and Cloak* of plain viridian linen.
- *Wooden Staff.*
- *Reed Pen, Inkwell, Scroll Case.*
- *Assorted Tomes.*
- *A Vial of a Plant-based Elixir,* rolled from table.
- *Several small Plant Samples, Seeds.*
- *Stoppered Gourd Flask of Vinesap.*
- *A Crescent Knife.*
- *100 Gold Lumens* in gold *Pentacles* and assorted currencies.



Advanced Skills

- 3 Agriculture
- 3 Alchemy - Elixirs
- 3 Brewing
- 3 Botanomancy
- 3 Herbalism
- 2 Lore

Languages

- 6 Low Talislan

Special

Can glide, wind permitting, or fly with *Bracers of Levitation*.

Unique Skill: Botanomancy

Botanomancy is the art of hybridizing plants. It can be used to create crosses between any plants, from the tiniest algae and funguses to the tallest trees.

Weapons

A *Crescent Knife* is a small harvesting tool, as well as a one-handed melee or thrown weapon.

Damage Roll →	1	2	3	4	5	6	7+
Crescent Knife	1	1	1	3	6	9	12

211 Green Man Symbiont

You grew from a seedling with the knowledge that all plants possess. You know to reach towards the suns, for their light nourishes you. You know to drink from the earth, where the water is rich with life. You know to exchange pollen, so that your buds will grow to be healthy. There is much to learn during your life, however, and many cousins to teach you. The trees hold great stores of wisdom, running through their veins like sap. You have much to teach as well, and you tend to your family. The d'oko, more than any others, are your true companions, and you cannot imagine an existence apart from them. You will never have to, as long as your family can keep the slavers away.

Possessions

- *D'oko*, a living source of food and shelter.
- *Loincloth* and *Vest of Soft Woven Mosses* .

Advanced Skills

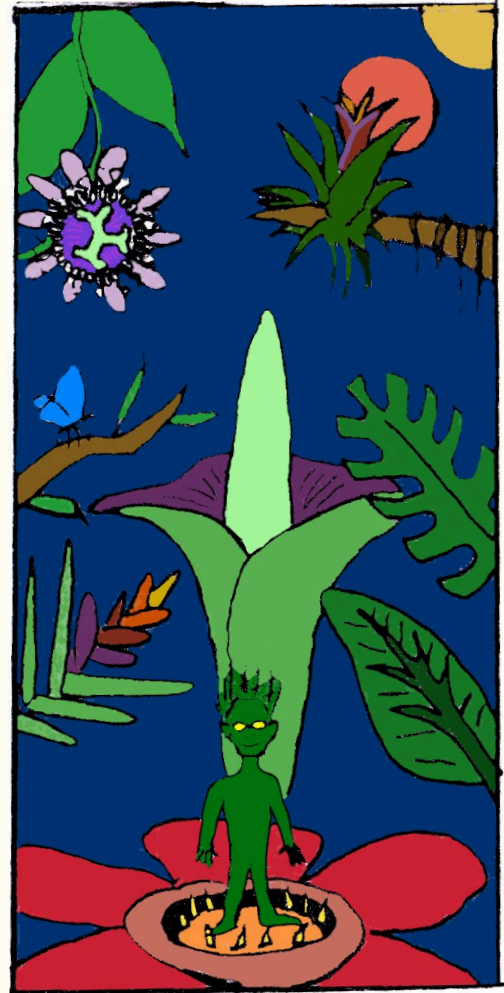
- 3 Influence Plants
- 3 Sneak
- 3 Trapping
- 2 Awareness

Languages

- 6 The Secret Language of Plants, recognized by all plants.
- 1 Sign

Unique Skill: Influence Plants

This is the ability to influence all sorts of living plants and trees, causing such organisms to move, entwine, entangle, form barriers or specified configurations, attack, and so forth.



212 Gryph Hunter

Your hunting-cry incites fear among the predators of forest and plains. Exomorph and Beastman alike panic at the sound and rush to find cover, but by then, they are too late. Your prey is in the grasp of your talons or impaled on the prongs of your duar. You bear the quarry back to your eyrie atop the tallest and most ancient of span-oaks. Your hatchlings await you with gaping beaks and tear at the meal you bring to them. They will grow to be strong and swift - true predators, true Gryphs.



Possessions

- *Loincloth and Bracers of Exomorph Hide.*
- *A Duar, a two-handed, two-headed spear (damage as a Polearm, but can also be thrown like a trident, as well as used for capturing targets like a man-catcher).*
- *A Crossbow, with quiver of 10 Sharp Quarrels and 10 Blunt Quarrels.*
- *50 Gold Lumens in precious stones.*

Advanced Skills

- 3 Awareness
- 3 Duar Fighting
- 3 Fly
- 2 Crossbow Fighting
- 2 Tracking
- 2 Unarmed Fighting
- 1 Strength
- 1 in your choice of one of the following skills: Healing, Lore, or Crafting - Blacksmithing

Languages

- 6 Avian - all avians instinctually understand it (even Aeriad).
- 3 Low Talislan

Special

You can fly. You can see clearly at a range of up to a mile. Your talons deal damage as a Small Beast.

213 Hadjin Noble

Status is all that matters. You inherited more wealth than you will ever require in your lifetime, and your fortune continues to grow with no effort on your part. You have no primitive desire to toil for toil's sake, as ignorant foreigners may insist is "natural." You have no need to be known across the continent, as you value only the opinion of your peers. And thus it is so that your exertions are directed towards improving their opinions. The careful arrangement of marriages is one instrument towards this objective; the proper regard for etiquette, and the refinement of speech, dress, and comportment, are others. Most critical is the nurturing of your position in association with the Grandeloquence. The pedigree of your family will ever be judged according to the temper of this relationship. You intend for it to be intimate indeed.

Possessions

- *Layered Robes, Upward-Sweeping Cap, long Velveteen Gloves.*
- *Scented Fan.*
- *A Very Fancy Pentadrille Set.*
- *A Silvermane-drawn Caravan.*
- *More Money Than You Could Ever Spend.*

Advanced Skills

- 3 Etiquette
- 3 Fashion
- 2 Antiquities
- 2 Bribe
- 2 Evaluate
- 1 Diplomacy
- 1 Gossip
- 1 Lore
- 1 Pentadrille

Languages

- 6 High Talislan



214 Hajan Servitor

You are of Hadj lineage, and excellence is your birthright. You are educated in the most civilized of skills of diplomacy, scholarship, etiquette, cultivated predilections. You do not “serve” the Hadjin; you hire others to handle the distasteful work of cleaning, and lifting, and such unpleasant labors as are meant for the lower classes. No, indeed - you occupy an essential role in Hadj society, relieving the Hadjin of the burden of mundane concerns, so that no Hadjin need sully himself or herself by association with those of lesser pedigree. It is an honor to be a Penultimate, and you remain proud.

Possessions

- *Layered Robes, Upward-Sweeping Cap, Long Velveten Gloves.*
- *Scented Fan.*
- *A Fancy Pentadrille Set.*
- *Implements for Roles as Chef and Valet.*
- *1500 Gold Lumens in property and other valuables.*

Advanced Skills

- 3 Etiquette
- 2 Cooking
- 2 Evaluate
- 2 Fashion
- 1 Antiquities
- 1 Bribe
- 1 Diplomacy
- 1 Lore
- 1 Litigation
- 1 Pentadrille
- 1 Ride

Languages

- 6 High Talislan



215 Harakin Survivalist

Around the night fires, your clansmen tell tales of other lands: formations of man-made spires, hollow, vast enough for all the Harakin to dwell within; great plains where people force plants to grow, so abundant that they give this food for small pieces of soft, useless metal; clans upon clans killing each other, not for sustenance but for unseen creatures from whom they plea for strength. As if strength was not something that came from oneself and one's clan, from weapons of iron, from the very fact of survival. Now you feel these lands beneath your feet, and your tongue holds no words to identify or describe what you find. You can take what food you require, but you have much to learn in order to survive. You will form a new clan and together you will survive. You have no doubt of this fact; however strange, there is nothing here as harsh as the land of your youth.



Possessions

- *Rough Fur or Leather Tunic, Cowl, Fur Cloak.*
- *High Boots and Heavy Gloves of Reptile Hide.*
- *2 Jang* — iron boomerangs.
- *A Khu* — a one-handed, two-bladed knife.
- *A Tarak* — a two-handed four-bladed axe.
- *A Krin* — a two-handed iron crossbow (damage as Fusil, takes 2 turns to load with a loading hook).
- A quiver with *10 Black Iron Bolts.*
- A *Dractyl* steed.

Advanced Skills

- 3 Jang Fighting
- 3 Ride
- 3 Tarak Fighting
- 3 Tracking
- 2 Crafting - Blacksmithing
- 2 Khu Fighting
- 2 Krin Fighting
- 1 Climb
- 1 Unarmed Fighting

Languages

- 6 Sign
- 6 Low Talislan
- 1 Quan

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Jang	4	4	4	4	6	6	8
Khu	4	4	4	4	8	8	10
Tarak	1	4	8	8	10	14	18

216 Heterodoxist Rebel

The Cult Wars were brutal, but most of all they were senseless. For four hundred years, countless Orthodoxists and Paradoxists killed each other, and for what? Not a single thing of importance! It has been a century since the truce, but you have not forgotten. The total collapse of Phaedran civilization displaced many, yourself included, and for that, you cannot forgive either side. The Aamanians and the Zandir alike go about their lives on opposite sides of the Great Barrier Wall as if nothing has happened, and the plight of your people is forgotten. No longer will that be the case, for you will make sure that they know what it is to feel suffering; to know fear as your ancestors had. You will work slowly at first, using sabotage and political assassination, and you will need to make allies along the way — perhaps the Rajans or Farad will fund you. Then, when the time is right, you will enact your true goal: the total elimination of the Orthodoxist and Paradoxist cults alike. Only in terror will they be united.

Possessions

- Either *White Aamanian-style Robes*, or colorful *Zandir-style Clothing* with *Elaborate Jewelry* and other *Gaudy Accoutrements*.
- *Two Stiletos* (damage as *Knife*).
- Either a *Crossbow*, a *Sword*, or a *Mace*.
- A set of 3 *Poisons*, rolled from table.
- A spell scroll of *Explode*.
- *1000 Gold Lumens*, a loan from either the *Farad* or the *Rajans*.

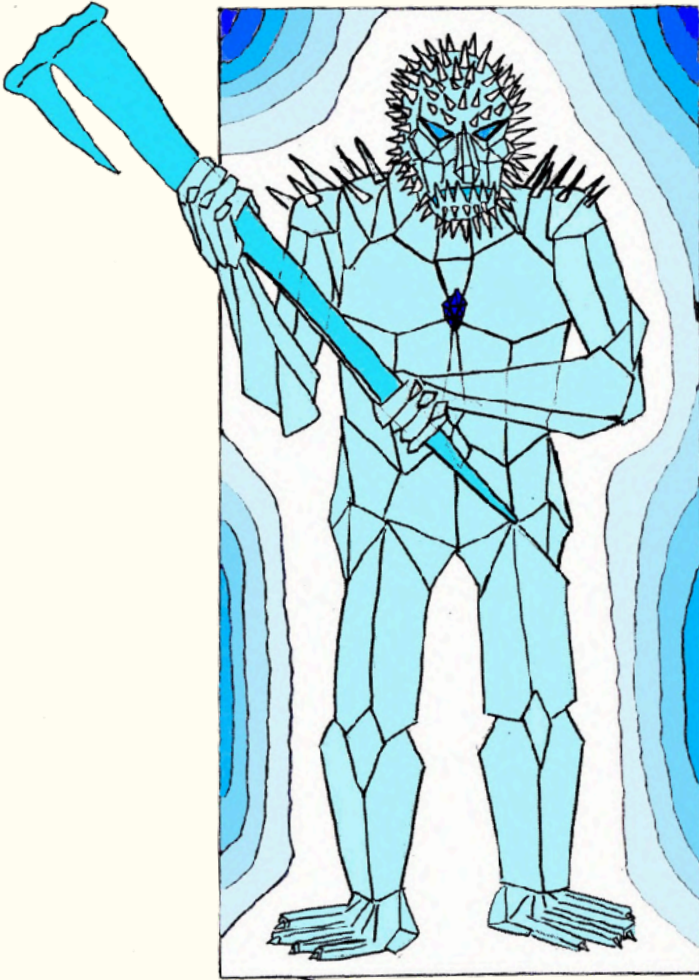
Advanced Skills

- 3 Deception
- 3 Sabotage
- 2 Assassination
- 1 Alchemy - Poison
- 1 Disguise
- 1 Sneak
- 1 Tactics
- 1 Stiletto Fighting
- 1 Crossbow, Sword, or Mace Fighting

Languages

- 6 High Talislan
- 6 Low Talislan





221 Ice Giant

Hungry ... King ... need MEAT ... Find Meat ...
BAM ... meat dead ... drag meat ... Freeze meat ...
Tunnel full of meat ... King ... Calls ... Fight Meat ...
Together ... Kill blue Meat ... For ICE KING

Possessions

- A giant one-handed *Club* made of ice and blue diamonds (damage as a Gigantic Beast).

Advanced Skills

- 4 Strength
- 2 Club Fighting
- 1 Tactics
- 1 Unarmed Fighting

Languages

- 1 Sign

Special Abilities

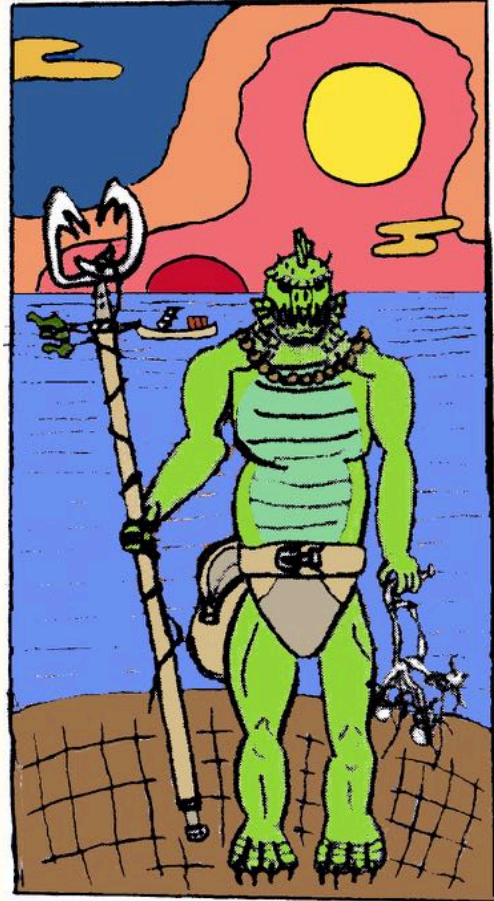
Everywhere you go you bring an aura of extreme cold; the more ice giants there are, the stronger this effect gets. Your touch can freeze a victim solid, dealing damage as a Large Beast. You're made of ice, and melt when exposed to fire or warm climates. You can't speak, but can communicate with a rudimentary form of Sign.

222 Imrian Slaver

You are of the First Race, the rightful lords of Talislanta. All others deserve to be your slaves. If the others do not recognize your claims it is because they are fools, too ignorant to know the truth. They say that you are a primitive people; if you are primitive, then why is it you can breathe both water and air and they cannot?. They find your habits repulsive - you find theirs equally so. You ignore the smooth-skins. You are interested only in power - enough power to reclaim your lost empire, piece by piece. You will take many slaves and sell them; you will rise within the hierarchy of your people, building your dwellings ever higher above the lagoons of Kragan. Your people will grow stronger until you have the power to enslave the other races. Then you will teach them the truth.

Possessions

- *Loincloth of Kra Eel Hide.*
- *Necklace for Brass-ring Currency.*
- *Capture-Pole.*
- *Oc (barbed bola) with wooden shoulder case.*
- *Water-skin Filled with Fermented Brine.*
- *Barrel of Krahg; a reddish liquid used to sedate slaves and Kra Eels, lasting for 1d6+1 days.*
- *Coracle with a chained team of Kra Eels.*
- *25 Gold Lumens in assorted currencies, plus 15 Gold Lumens in Imrian Brass Rings.*



Advanced Skills

- 2 Capture-Pole Fighting
- 2 Commerce
- 2 Evaluate
- 2 Pilot
- 2 Swim
- 2 Trapping
- 1 Oc Fighting
- 1 Sneak

Languages

- 6 Piscine, useable underwater.
- 1 Low Talislan

Special

You're aquatic, but your mucus lets you survive out of water for a week, or less in a hot environment. Your skin counts as Light Armor, but takes no encumbrance. Your claws deal damage as a Small Beast. You have no sense of smell.

Weapons

The Capture-Pole is a two-handed polearm which deals damage, but also grabs the target. The Oc is a thrown weapon that ensnares its target, whose hooks dig into the target and deal 4 damage on removal; on a 5+ the target also falls to the ground. Meticulous preparation is needed to set the Oc up for deployment, and thus, each can only be used once per combat.

Damage Roll →	1	2	3	4	5	6	7+
Capture-Pole	1	1	1	2	2	2	4
Oc	2	2	2	4	4	4	6

223 Ispasian Mercantilist

On the top floor of the highest tower in Ispasia, a group of individuals who regard themselves as the true rulers of the Kang Empire meet daily to decide the fate of a world. You understand that commerce is the true realm of power. It provides for all the needs and desires of life, and it brings the only ally whose loyalty can never be questioned: profit. Kinship and friendship are matters of business. You do not let feelings cloud your judgement. You endure no conflicting obligations, judging opportunities only on their risks and rewards. You have learned to calculate probability with a clear precision. You were bred to succeed, and know enough to avoid the pitfalls of excess and ostentation. You plan your fortunes in a chair around a table of white and amber, and you will do what must be done to achieve your goal. You relish the thought.

Possessions

- *Fine, Yet Understated Silkcloth Robes.*
- *Jewelry*; costly but tasteful, like all your possessions.
- *Well Organized Ledgers.*
- *A Vast Collection of Antiques.*
- *15,000 Gold Lumens* in investments and property.

Advanced Skills

- 4 Commerce
- 3 Diplomacy
- 2 Antiquities
- 2 Bribe
- 2 Evaluate
- 2 Litigation

Languages

- 6 Quan
- 6 High Talislan



224 Jaka Manhunter

You have every reason to be wary of outsiders. They reek of fear, they avoid your gaze, and their voices quiver to your ears. Yet that's how you'd expect most of them to act in front of a "wild beast" such as yourself. You rely upon your sixth sense and your instincts to identify those who pose a true threat, and your talisman protects you from the curses of foul magic. You are cautious, though you were not afraid to leave the Brown Hills you hunted in as a whelp. At first, you traded in the hides and fangs of werebeasts and yaksha. Later, you found mercenary employment as a scout and guide. Your typical trade in these years is the tracking and capture of criminals. Most you'd rather bring back dead, but the victims have the right to their own justice. You usually work alone, though you'd take a partner if you found one you could trust with your life. You've tested a few, and you haven't minded the company. Still, you remain wary of being betrayed, and your hand is never far from the hilt of your sword. It's not all that much different than Yrmania, really. Not as cold, though. You never much cared for the cold.

Possessions

- *Loincloth, Vest, Leg and Arm Bracers, all of boiled leather* (considered Light Armor).
- *Talisman*, worn on thong around neck; grants you (and only you), +1 Luck, and reduces the effects of hostile magics.
- *Shortbow* with quiver of 20 Arrows.
- *Rope*.
- 100 Gold Lumens in assorted currencies.
- A *Nighthawk*, for hunting.

Advanced Skills

- 3 Awareness
- 3 Tracking (by smell)
- 2 Beast Lore
- 2 Sixth Sense
- 1 Bow Fighting
- 1 Scouting
- 1 Sneak
- 1 Trapping

Languages

- 6 Sign
- 6 Low Talislan - growl-filled Jaka Dialect



Special

You have perfect night vision. You always land on your feet. Your instinctual aversion to magic manifests as an inability to comprehend it.

Unique Skill: Sixth Sense

The innate ability to sense impending danger, or even potential danger, is something all Jaka possess. The Sixth Sense reacts strongly to magic, increasing your already strong sense of suspicion to a point of paranoia; without your talisman, you react to magic with violence or by fleeing.

Unique Skill: Beast Lore

Beast Lore is an innate familiarity with animals, and can be used to communicate with, call, and command animals.

225 Jhangaran

Your villages are crowded; there are too many mouths to feed, and not enough food. When you go in search of mud-slugs, water raknids hunt for your flesh. The settlements are ridden with filth and disease. Clouds of flits hover above the stagnant water-holes, and the air is thick with the stench of the sewage ditches. Sometimes the traders come down river, to buy scintilla, sapphires, and amber from your people. That is good, for they pay in coin or barter. You can offer these as tribute to the outcasts, so they don't come into the village and touch people. But when the traders bring chakos, you drink with the others of your village. Then many fight and die in fits of anger. It is not good when these things happen. But at least there are less mouths to feed. You hate the other castes. Outsiders hate you. They look at you like chigs, like vermin. They call you superstitious and say there is no Horag monster. They put you in stables with your marsh strider, their equs, and the other beasts. You know the equs laugh at you. The Aamanians don't laugh at you. Others of your clan have joined with them. They've traded their black wrappings for white armor. But their god doesn't let them drink. Maybe they don't need to drink, if they have enough food. Maybe you'll join them, too, if the priests with maces ask you.



Possessions

- *Loincloth, Arm and Leg Wrappings.*
- *Cloak; green for Marsh-Hunters and Spear-Fishers, gray for Mud-Miners and Scintilla-Divers, black for Mercenaries, red for Outcasts. Orthodoxist Converts have no cloaks, but instead wear white robes.*
- *2 Javelins (damage as a Spear, but can be thrown).*
- *Stone Knife.*
- *Spool of Cord, for making snares.*
- *Dredging Net.*
- *Flask of Liquor.*
- *A Marsh Strider Steed or a small River Skiff Boat.*
- *20 Gold Lumens in assorted currencies, Scintilla (Luminous Water Raknid Eggs), Hides, Amber, Gold, and/or Sapphires.*

Advanced Skills

- 2 Trapping
- 2 Tracking
- 2 Javelin Fighting
- 1 Knife Fighting
- 1 Unarmed Fighting
- 1 Ride

Languages

- 6 Low Talislan
- 1 Sign

Special

Alcohol makes you erratic and wild. You might fall into a stupor, hallucinate, go into a fit of rage, or all of those at once.

Roll 1d6 for your caste:

1 Mercenary 2 Sneak 2 Tactics 1 Interrogate +1 Ride	2 Marsh-Hunter 3 Sneak +1 Ride +1 Trapping	3 Mud-Miner 3 Evaluate 3 Mining 1 Labor
4 Outcast As previous profession; roll again. +80 <i>Gold Lumens</i> Special: You're greatly feared and ostracized by the other castes, for your touch turns any into an Outcast.	5 Low-Caste Spear-Fisher or Scintilla-Diver 3 Canoeing 3 Swim 1 Labor	6 Orthodoxist Convert 2 Orthodoxy 2 Labor 1 Mace Fighting 1 Oratory <i>Holy Mace, White Robes</i>

Unique Skill: Orthodoxy

High Orthodoxy, the state religion of Aaman, is a puritanical faith based around worship of Aa the Omnificent, and the collection of pecuniary Aalms to increase one's caste. This skill represents knowledge of Orthodoxist theology, religious doctrines, and practices, as well as the ability to quote scripture from *The Omnival* in everyday conversation.



226 Kaliman Neomorph

Your life was simple, and you were happy. There were the buildings, the rocks, the sea, and the sky, and there was nothing else. From atop the highest peak, other lands could be seen; islands that were much bigger than this one. But this one provided all that you and your people need, so why would you go to the trouble of leaving. Now you are not there to watch over the ancient buildings. The very thought of them being left unattended is enough to cause your heart to ache and your head to spin. You watched them, or left others of your tribe to watch while you gathered food. There are not so many of you now. Sometimes people came to see the ancient buildings; you battered them until they were unrecognizable, but they kept coming, until one of them came to take you away. You must get home. Life was simple, and you were happy.

Possessions

- *Loincloth, Small Basket, Cloak, and Hat*, all woven from leaves.
- *Small Collection of Polished Stones.*

Advanced Skills

- 4 Strength
- 3 Unarmed Fighting
- 2 Guard
- 1 Climb
- 1 Labor
- 1 Herbalism
- 1 Sneak

Languages

- 6 Sign
- 2 Archaen

Special

You have a natural resistance to weather extremes. You can carry a huge burden upon your armored back. Your fists deal damage as a Modest Beast. Each arm has two elbows.



231 Kang

Roll a d2: on a 1 you're a **Tracker**, 2 a **Warrior-Priest**.

1 Kang Tracker

As a scrug you were smaller than the rest. Hunger taught you to be quick, else you would have been consumed by others of your brood. As a youth, the right to a sword was stripped from you when you proved too weak to wield it in the practice duels. Your commander gave you a backhanded slap, too ashamed of you to use his fist. You were sent to the tarkus pens with others of your size to learn the handling of that beast. You have never been allowed to forget your place. There are no dragons nor clan markings on your dagger's pommel, and your queue is only as long as your hand is wide. Upon your forearm is the kanjiko scar of your tracker unit. It marks you as subservient to others of the Crimson Horde, and only foreigners bow their heads to you. There is little honor in finding slaves, but hunting foreigners may earn you *khir*.

Possessions

- *Strider Hide Armor* over *Quilted Mandalan Silkcloth Tunic* (considered Light Armor).
- *Gauntlets, High Boots, Cloak.*
- *Crossbow* and *quiver with 12 quarrels.*
- *Tarkus Tracking Beast* with *Black Iron Chain, a Muzzle, and a Feedbag.*
- *75 Gold Lumens* in *Kang Emperors.*

Advanced Skills

- 3 Crossbow Fighting
- 3 Tracking
- 2 Kanquan
- 2 Ride
- 1 Strength
- 1 Scouting
- 1 Tactics

Languages

- 6 Quan
- 1 Low Talislan

Unique Skill: Kanquan

Kanquan is the vicious Kang style of weaponless combat, which all Kang are taught from their first days of sentience. Basic moves include claw strike, snap kick, double leaping-kick, head-butt, throw, and various disabling and stunning blows. Kanquan emphasizes offense and attack at the expense of defense, achieving lethal results.



2 Kang Warrior-Priest

When you were still a mindless scrug lapping in the blood of your sire, the priests saw the Red God's mark upon you. They took you from the spawning pool of your kindred and raised you in the vaulted blackness of Zoriah's temple. It was there that you learned the Nine Ways and crafted your body into a weapon. The priests were as cruel to you as the smith to molten iron, but they were your siblings, never your masters. A Warrior-Priest has no master or clan and bows to no one, not even to the Red God. Zoriah cares nothing for praise and supplication but values one thing only: glory in combat. To this you dedicated your body and your soul. In your seventh year, you reached maturity and received your birthright as a Kang and as a Priest: a set of twin dragon-pommel daggers, the clan markings burned away. After twelve years at the temple, the priests flung open the doors and set you on the road. You were given the kanjiko tattoo that distinguishes a Zorian disciple as an outward symbol of the Red God's Mark. On that day you began the Paths of Blood. You walk the Paths still. All battles are Zoriah's holy places, and you long to worship at them.

Possessions

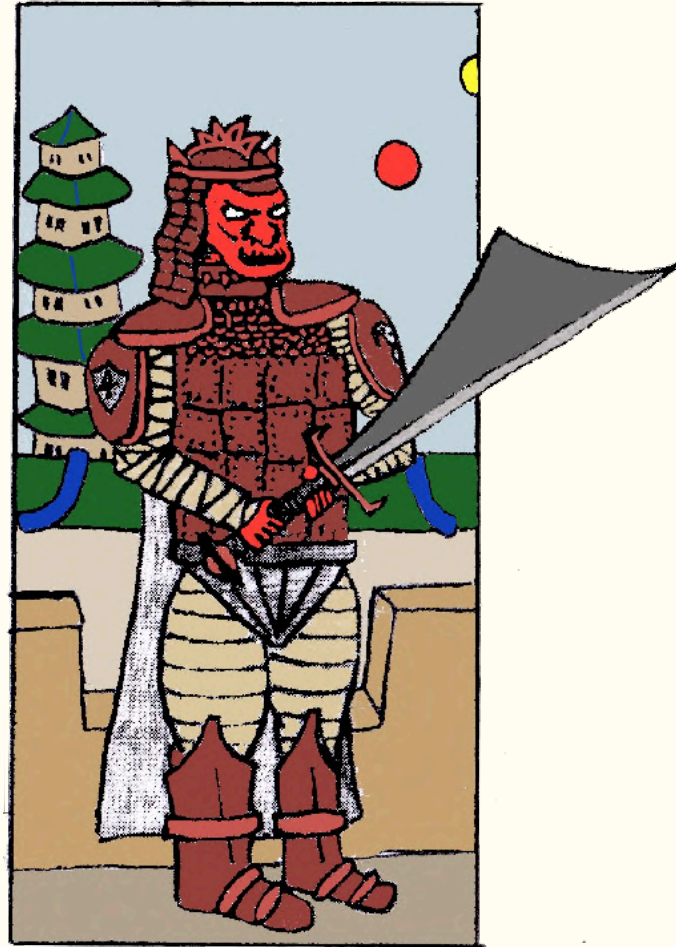
- *Red Iron Battle Armor* over quilted *Mandalan Silkcloth Tunic* (considered Heavy Armor, but takes half the encumbrance).
- *Red Iron Gauntlets* and *Helm*, *Black Iron Collar* and *Armbands*. *Iron and Silver Queue Rings*.
- *Falchion* (damage as Longsword; ignores 1 point of armor).
- *Twin Dragon-pommel Knives*.
- *Zorian Hook*; a holy symbol/one-handed concealed weapon worn in ponytail.
- *Strider* steed.
- *200 Gold Lumens* in *Kang Emperors*.

Advanced Skills

3 Falchion Fighting
 3 Kanquan
 3 Knife Fighting
 2 Command
 2 Ride
 2 Strength
 2 Tactics

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Zorian-Hook	2	2	4	4	4	4	8



Unique Skill: Kanquan

Kanquan is the vicious Kang style of weaponless combat, which all Kang are taught from their first days of sentience. Basic moves include claw strike, snap kick, double leaping-kick, head-butt, throw, and various disabling and stunning blows. Kanquan emphasizes offense and attack at the expense of defense, achieving lethal results.

Languages

6 Quan
 1 Low Talislan

232 Kasmiran Trapmage

Your family, one of the eleven clans of the Barred Tower of Kasir, has constructed mechanisms for the protection of valuables since the nomadic years. It has improved its proficiency in every generation through your own. Across the continent, the engraved emblem of your clan has turned away thieves - the devices you leave unmarked have had more direct results. You are a wizard, yes, and an artificer of mechanical surprises. You are also a locksmith and an engineer, a person of business and of politics. Litigation, as well, is a mechanism you master, and you enjoy the artful sparring of words with its layered deceptions. On occasion, when your observations have detected defects in security, you are as much the collector as any Sindaran. Your own subject of acquisition is money, and you protect it not only from theft but from waste. Away from Kasmir, when business calls, you are sickened by the indulgence of other peoples and disturbed by the rampant invitations to theft. Windows, indeed. On the back of the lumen, you have found that you get the best of any deal with a foreigner. Yes, you will travel - for a price.



Possessions

- *Hooded Cloak, Loose Robe, Curl-toed Slippers.*
- *Concealed Coin Purses.*
- *Heavy Brass Key-Ring, affixed to belt via a chain.*
- *A Spring-Knife with 6 Blades; a one-handed ranged weapon.*
- *A Blade-Staff, a two-handed staff with retractable blades.*
- *A Pocket-Sized Spy-Tube Periscope.*
- *Assorted Trapmaking and Locksmith's Tools.*
- *Locking Iron-bound Spellbook, Ledger, and Pre-Written Contracts.*
- *1,000 Gold Lumens, hidden in vaults.*

Advanced Skills

- 3 Locks
- 3 Trapping
- 2 Commerce
- 2 Engineering
- 2 Litigation
- 2 Spell - Lock
- 2 Spell - Open
- 1 Spell - Animate
- 1 Spell - Sentry
- 1 Blade-Staff Fighting
- 1 Spring-Knife Fighting

Languages

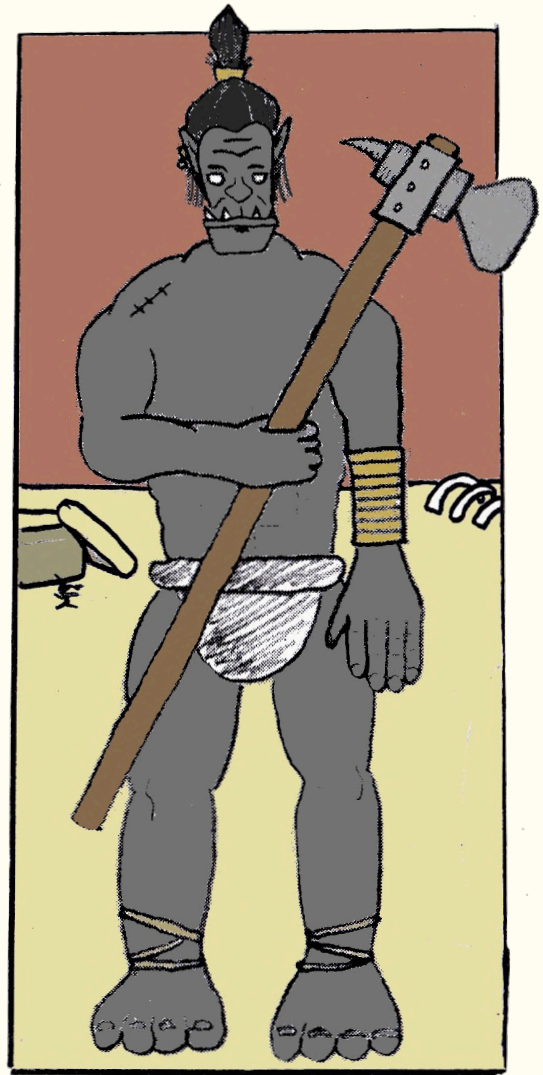
- 6 Low Talislan
- 6 Nomadic

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Blade-Staff	4	4	4	8	10	12	16
Spring-Knife	2	2	4	4	4	8	10

233 Kharakhan Giant

Your people are dying out. The Sage of your clan won't say it outright, but you know it's true. There's little left to hunt in the Wastes, and your children rarely have enough to eat. You give them all you can, but you worry they'll grow up weak. If it wasn't for the old things you find in the ruins and trade to the Orgovians, you'd have even less. So the Sage sends some of the clan away for a while, to make do among the smaller peoples. Most other places, there's more food and water, but there are other problems for a Kharakhan. Everything's tiny, to start. You have to make your own stuff, 'cause you can't use the things that others use. You have to sleep with the animals, 'cause you're too big for the beds, or even the rooms. When you fight for hire, the bosses don't care that you need more food than the others. They don't pay you any more, and most times they won't give you bigger rations. And they all think you're a savage and a freak. You don't talk much to most of them. There's only been a few you'd call friends, who you can laugh with. But you do what you have to do, and when you visit your people, you bring them what you can. It's a tough life. You wouldn't mind so much, except for the children.



Possessions

- *Loincloth, Sandals.*
- *Hide Armor* of boiled land lizard skin (considered Light Armor).
- *Battle Maul*, giant-sized (two-handed; ignores 1 point of armor).
- *Sword*, giant-sized (damage as Greatsword, but one-handed for giant).
- *Black Iron Shield.*
- *Giant-sized Carpentry Tools.*
- *15 Gold Lumens* in assorted currencies or minor artifacts.
- *Ogriphant* steed.

Advanced Skills

- 4 Strength
- 3 Battle Maul Fighting
- 3 Sword Fighting
- 2 Unarmed Combat
- 2 Ride
- 2 Secret Signs

Languages

- 6 Low Talislan
- 3 Drakken Glyphs

Special

Your fists deal damage as a Modest Beast.
Can detect scent of Men at range of 50 ft.

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Battle Maul; Giant	4	8	10	12	14	18	24

234 Malum Shadow Wizard

You are fairly young as Malum go. Returned from the Underworld some centuries ago, you now serve the inner circle of the cabal as a researcher and lackey. You are the one sent out on the dangerous task of retrieving some lost article or bit of arcane knowledge from the harsh light of the two suns of this wretched world. You are the one assigned the chore of binding and dealing with the various minor demons and devils that your masters no longer need. One day you will have the power to usurp a place for yourself amongst the Inner Circle. You know of others who have tried and have had to flee their wrath, so you are careful. The shadows can be your friends, but even they are not to be trusted.

Possessions

- *Shadowsilk Robe and Hood*, useable by both corporeal and incorporeal creatures.
- *Shadowsteel Sword*, useable by both corporeal and incorporeal creatures (damage as a Sword).
- *Shadowsteel-bound Spellbook*, useable by both corporeal and incorporeal creatures.
- *100 Gold Lumens* in assorted ancient currencies and *Black Diamonds*.
- *Bat Manta* steed.

Advanced Skills

- 2 Diabolism
- 2 Lore
- 2 Ride
- 2 Soul Binding
- 1 Astrology
- 1 Sneak
- 1 Spell - Posthumous Vitality
- 1 Spell - Leech
- 1 Spell - Torpor (used to communicate with masters in the Underworld)
- 1 Sword Fighting

Languages

- 6 Elder Tongue
- 1 High Talislan



Special

You emanate an aura of death. You can see clearly even in magical darkness, and detect invisible, aethereal, and astral things, however you are also partially blinded by strong light and damaged by magical radiance. You are immune to unenchanted weapons. You can change from corporeal to incorporeal at will.

Unique Skill: Soul Binding

Soul binding is a magical skill through which a soul or spirit is imprisoned within a black or blue diamond. The end result of this practice is a magical crystal that can later be utilized to instill items or users with certain powers or properties dependent upon the spirit so imprisoned. The process takes 3 days.

235 Mandalan Mystic Warrior

You follow the path of the Mystic Warrior, a legend unacknowledged by your people to outsiders. Once you were simply a slave of the Kang, humbly searching to find contentment in your life. One fateful day, as you witnessed yet another in a long chain of cruelties, a portal opened in your mind. You maintained your old identity but secretly trained yourself in skills of stealth and sabotage. Family and friends honored your calling and crafted for you the amysram that you wear to disguise your identity. Always you refrain from the ways of war and violence, relying upon mysticism and Mandaquan to avoid direct conflict. You are as the wind, quietly carrying words of resistance to others who also hope one day to regain their freedom. Like your ancestors, you are patient; as the wind and water wear away even the hardest stone, you know that time is your ally. So it has always been, and so it will always be. The other enslaved peoples of the Empire have heard the legend of the Mystic Warrior. They may not believe it in their minds, but they can feel it in their hearts. And someday, they will awaken and see that the legend is true.

Possessions

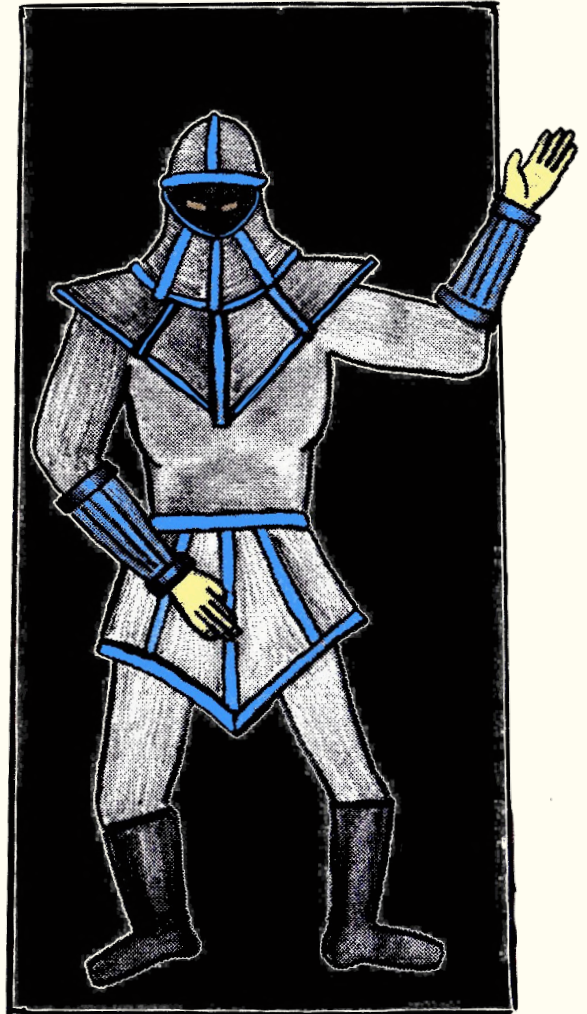
- *Silkcloth Robe and Sandals.*
- *Amysram* — a Mystic Warrior costume of black silkcloth, reinforced with mesh of blue iron (acts as Modest Armor with no encumbrance penalty).
- *Blue Iron Parrying Bracers* (acts as a Shield, but takes no hand to use).
- *Length of Silk Cord*, worn around waist.
- *Thieves' Tools.*
- *Runestone Set*, which delivers cryptic messages when rolled.
- *40 Gold Lumens.*

Advanced Skills

- 3 Mandaquan
- 3 Meditation
- 2 Sabotage
- 2 Sneak
- 2 Spell - Peace
- 1 Acrobatics
- 1 Awareness
- 1 Locks
- 1 Spell - Mirror Selves
- 1 Spell - Ward

Languages

- 6 Quan
- 3 High Talislan



Unique Skill: Mandaquan

Proficiency in the Mandalan art of weaponless, defensive combat. The basic principle of Mandaquan is passive resistance—in effect turning an opponent's offensive energy back upon him and avoiding harm by dodging or eluding attacks. Mandaquan cannot be used offensively, nor can it deal damage; it can only be used when one's opponent initiates an attack. Successful use of Mandaquan allows the user to avoid an attack while disarming, throwing, or grappling the attacker.

236 Mangar Corsair

Your first memories are of violent storms on the Far Seas. Your mother says you were born on a carrack. The man who claims he's your father wasn't there. He has since lost two fingers and many lumens to you in skawae. You were allowed to shave your head on your twelfth birthday, and earned your sea dragon tattoo on your sixteenth, after commanding your first vessel. You lost count of your kills after fifty, but some stand out in your mind: the Na-Ku witchdoctor you dismembered over five hours, the Kang you blinded and forced to swim until he drowned. They were sworn enemies, and they deserved no less.

Possessions

- High *Boots*, loose *Pantaloons*, *Brass Armbands*, *Earrings*, *Belt-Sash*.
- 2 *Knives*.
- A *Cutlass* (damage as a *Sword*).
- *Ska-Wae Dice*, used to play a game where you take turns throwing 3d6, and on a 6 or 12, the player to the left tries to throw a knife at your hand before you can grab the dice.
- 50 *Gold Lumens* in assorted coins and valuables.

Advanced Skills

- 3 *Gambling*
- 3 *Pilot*
- 2 *Cutlass Fighting*
- 2 *Knife Fighting*
- 2 *Torture*
- 2 *Unarmed fighting*
- 1 *Sing*
- 1 *Strength*
- 1 *Swim*

Languages

- 6 *Sea Nomad*
- 5 *Sign*, though your missing fingers make it harder.
- 3 *Low Talislan*

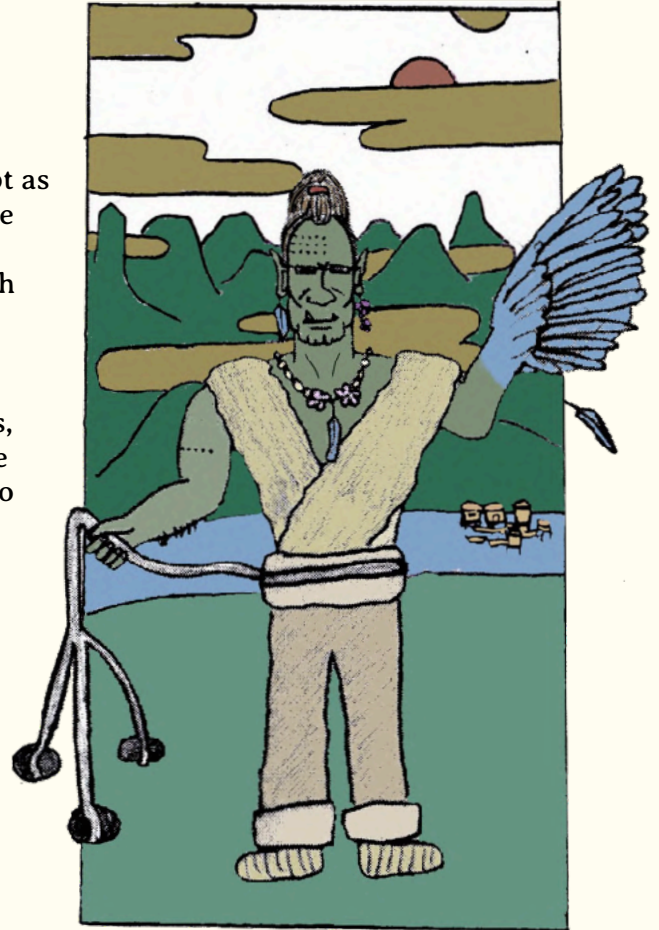


241 Manra Shapechanger

Yesterday, you swam the murky waters of the River Chana, hunting for mudrays. Spotting a sizable specimen, you dove deep beneath the surface and caught it within your jaws. The day before, you leapt as a chig to grasp an avir in your pincers. You spent the three months prior as an elderly willow tree, drinking water through your roots and light through your leaves. Such has been your life since your thirteenth year, when you were taught the secret of changing your form. Four months of chewing the leaves of jabutu, depriving your stomach and senses, and joining in the rituals with the other Manra have opened your mind to new thoughts and your body to new shapes.

Possessions

- *Garments of woven plant fibers*
- *Necklaces of dried flowers, woven vines, beads, and feathers.*
- *T'sai Whipsash* — three-stranded bolas, worn around waist.
- *Stone Club.*
- *Pouch of Herbs and Jabutu Fruits.*
- *40 Gold Lumens* in precious stones and metals.



Advanced Skills

- 3 Club Fighting
- 3 Whipsash Fighting
- 3 Shapechange
- 2 Sneak
- 2 Herbalism

Languages

- 6 Chanan
- 2 in any languages spoken by something you can shapechange into.

Unique Skill: Shapechange

By imbibing an extract of Jabutu you can turn into a plant or animal. To shapechange you must spend 3 Stamina, and Roll Under your Skill Total in your Shapechange Skill. The new form lasts until the ability is used again. You can learn one animal or plant form per rank in this skill.

Weapons

The T'sai is a one-handed thrown bolas with three strands that is mainly used to incapacitate targets. An asterisk indicates the target is entangled; on a 6+ they are also knocked prone.

Damage Roll →	1	2	3	4	5	6	7+
T'sai Whipsash	1	1	1*	2*	2*	2*	3*

242 Manrak Warrior Poet

"Strong must you be, for that is how we survive; cunning must you be, when you cannot be strong." Those are the words which you and the hive live by. Nothing in this world is fair, and thus, everything is fair game. You are part of a hive, but you do as you like. In a sense you are free; free to scrape by, whether through hard work, skilled artisanship, or through so-called theft and violence. With her law and her scent, the Queen ensures peace among the members of the hive. Often you travel far from the hive, but you get irritable when you've been gone too long. You fight for food and to protect the others, and sometimes you go to war. Then you sing songs and epic poems; stories from history or ones you composed from your own deeds. You carve these stories upon your chitinous plates. Through you, the stories will survive as well.

Possessions

- *Viridian Loincloth.*
- *Archaen-made Dagger.*
- *Leaf-blade Spear.*
- *Vine-belt.*

Advanced Skills

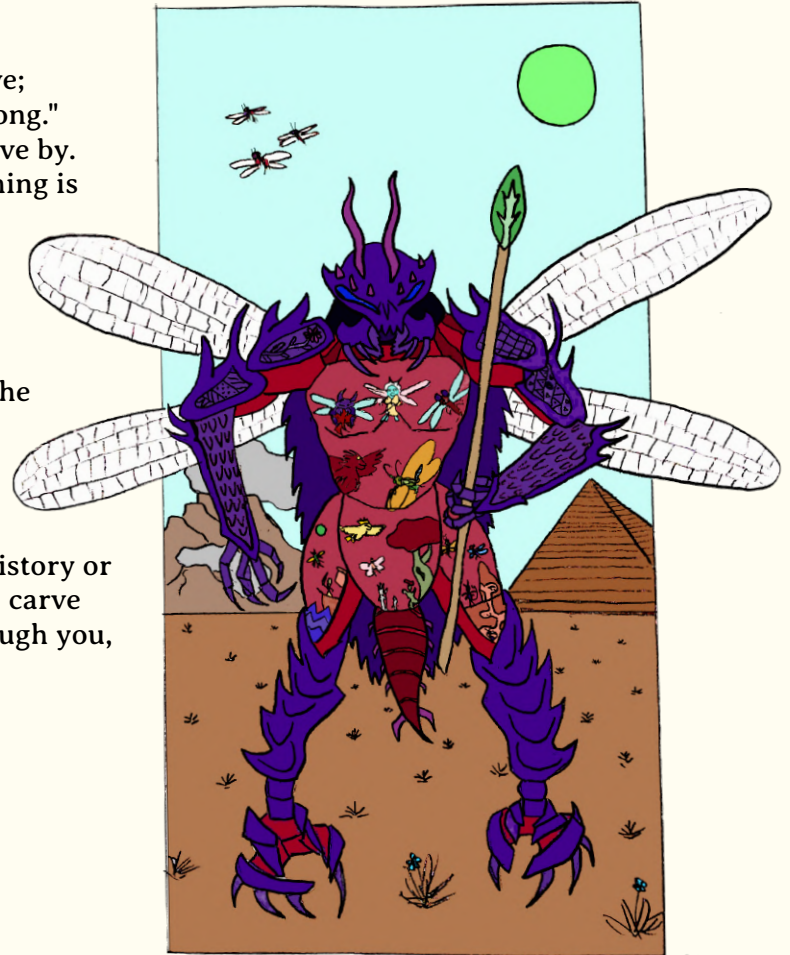
- 3 Crafting - Chitin Carving
- 3 Oratory
- 3 Spear Fighting
- 2 Fly
- 2 Lore
- 2 Sing
- 1 Unarmed Fighting

Languages

- 6 Elder Tongue
- 4 Archaen
- 1 Chrysalid High Speech; a language with a huge repertoire of words, but unfortunately, your understanding is inherently limited, as you are unable to use the pheromone based Chrysalid Low Speech.

Special

You can fly. Your bite is venomous; anyone you bite must Test their Luck (or Skill for enemies) or be paralyzed for 10 minutes. Your exoskeleton acts like Modest Armor without taking up encumbrance.



243 Marukan Talismancer

You are among the most respected people in Maruk. That in itself is not much of an accomplishment, and there is little incentive to remain in a city so impoverished. Maybe one day the curse will be lifted, but certainly not anytime soon. Still, your people need the talismans you create to protect themselves against the misfortunes, accidents, and dark magics that plague them. Sadly, foreigners do not hold your profession's products in such high regard. Perhaps they are right to question the efficacy of your talismans; look at your own wretched luck. Yet the benefits of Talismancy are not so easily dismissed. Imagine what life in Maruk would be like otherwise.

Possessions

- *Sackcloth Vestments and Cloak.*
- *Staff.*
- *1d6+2 Luck Talismans* of assorted types; each can be expended to increase your Luck by 3 on a single test, even if you've already failed it.
- *Spellbook.*
- *5 Gold Lumens*, in copper pieces.

Advanced Skills

- 3 Gambling
- 3 Talismancy
- 2 Deception
- 1 Commerce
- 1 Staff Fighting
- 1 Sleight of Hand
- 1 Spell - Random; reroll each day

Languages

- 6 Low Talislan

Special

As a result of the curse afflicting Maruk you have -2 Luck.

Unique Skill: Talismancy

Talismancy is the art of manipulating and transferring Luck. By Rolling Under your Talismancy you can convert Stamina into Luck. For each point of Stamina you gamble you stand to gain a point of Luck; if you fail the Roll Under the Stamina is lost. You can also use your Stamina to grant Luck to allies, or to instill 3 Luck into specially made talismans for future use.



244 Mirin

Roll a d3: on a 1 you're a L'halia Mirar, 2 a Tundra Scout, 3 a White Witch Priestess.

1 Mirin L'halia Mirar

Perhaps more than other Mirin, you know the place of your people in the world. The Priesthood of Borean rarely leave their blessed arctic hills, the studious alchemists that your people depend upon do not stray, and the brave tundra scouts have duties to attend to when journeying beyond the bounds of L'Haan. But you, you are able to traverse the cold plains of L'Haan, cross the distant mountains, and journey down into the burning lands beyond, where your body thaws and you skin fades to white. By doing so, you not only bring back new ideas and innovations, but also exotic trade goods and new pleasures to share with your people. You know your people's histories, you know the songs of other lands, and you know that you alone may hold the water that makes the bridge between the two.

Possessions

- *Cloak, Boots, and Robes* of frostwere hide.
- *Leather-bound Book of Songs, Poems, and Epics.*
- *Writing Supplies.*
- *Adamant Sword*; ignores 1 point of armor.
- *100 Gold Lumens* in L'Haan Adamants and other assorted currencies.
- *Tundra Loper* steed.

Advanced Skills

- 3 Diplomacy
- 2 Etiquette
- 2 Lore
- 2 Sing
- 2 Sword Fighting
- 1 Bribe
- 1 Ride

Languages

- 6 Elder Tongue
- 3 High Talislan
- 1 Low Talislan

Special

Immune to cold; after several weeks in temperate regions, Mirin lose this immunity and their skin fades to crystal white. Both effects are reversible. Mirin can also psychically "meld" with a chosen mate, allow them to sense when the other is in danger.



2 Mirin Tundra Scout

From the icy watchtowers of L'lal, you can see as far as Narandu. Slow-moving, unpredictable in their path there the Ice Giants roam. When they come eastward alone or in small groups, they are easy to destroy, and they rarely survive past the range of the catapults. It is the sight of them in mass that you watch for, the glacial wave that brings the threat of war and tells something of their King's guiding mind. You do not wait idly against this threat. Your schooners patrol the Sea of Ice on adamant runners, searching for signs of the invaders. Your war sleds, drawn by loyal snowmanes, venture across the plains of snow. You scout in small units for the lairs of your enemy, seeking their reserves of food and blue diamonds. Someday, you hope, you will find the castle of the Ice King himself and bring peace to your land. Even if you must fight alone, you will defend your Queen and your people.

Possessions

- *Partial Plate Armor* and *Helm of adamant* (considered Heavy Armor).
- *Fine Silk and Linen Undergarments*.
- *Frostwere Hide Cape*.
- *Enchanted Adamant Longsword*; +1 to the damage roll, ignores 1 point of armor.
- *Adamant Shield*.
- *Crossbow*, quiver of 20 *Bolts with Incendiary Coating*: ignites on impact, +1 to damage roll, or +3 vs. Ice Giants and other creatures vulnerable to fire.
- A *Sled*, for war use.
- 100 *Gold Lumens* in *L'Haan Adamants*.
- *Snowmane* steed.

Advanced Skills

- 3 Longsword Fighting
- 3 Crossbow Fighting
- 2 Scouting
- 2 Skating/Ice Schooner Piloting
- 2 Shield Fighting
- 2 Tactics
- 1 Climb
- 1 Guard
- 1 Ride
- 1 Tracking

Languages

- 6 Elder Tongue
- 1 High Talislan



Special

Immune to cold; after several weeks in temperate regions, Mirin lose this immunity and their skin fades to crystal white. Both effects are reversible. Mirin can also psychically "meld" with a chosen mate, allow them to sense when the other is in danger.

3 Mirin White Witch Priestess

On the night of the Midnight Suns in the fourteenth year of your life, you dived through the broken surface of Lake Lahsa to claim the egg of an ice dragon. When you emerged from the icy waters, you lifted the crystal sphere above your head, and it shimmered with the hues of frost and fire. You called upon the elements to grow from the snow a pillar atop the altar beside the lake, and you set the egg at its pinnacle. Then the Snow Queen herself placed the tiara of blue diamonds upon your brow and proclaimed you a member of the Order of Borean. You are a child of that North Wind, and you listen to His breath and instruct your people in the observance of His ways.

Possessions

- *Cloak, Robes, and Boots* of frostwere hide.
- *Blue Diamond Tiara*.
- *Adamant-bound Spellbook*.
- *Adamant and Blue Diamond Wand*.
- *Alchemical Apparatus*.
- 3 *Alchemical Concoctions*, rolled from table.
- An *Ice Skiff*.
- No wealth, for the Order of Borean pays all expenses.

Advanced Skills

- 3 Borean Doctrine
- 3 Spell - Breach (Water and Ice only)
- 2 Alchemy - Materials
- 2 Oratory
- 2 Spell - Presence
- 1 Healing
- 1 Spell - Banish Spirit (can be used on Ice Giants)
- 1 Spell - Blood Shroud (no need for demon blood)
- 1 Spell - Drown
- 1 Spell - Protection from Rain

Languages

- 6 Elder Tongue
- 1 High Talislan

Special

Immune to cold; after several weeks in temperate regions, Mirin lose this immunity and their skin fades to crystal white. Both effects are reversible. Mirin can also psychically "meld" with a chosen mate, allow them to sense when the other is in danger

Unique Skill: Borean Doctrine

Knowledge of the teachings of Borean, God of the Cold North Winds, who saved the Mirin in their time of need. Any connection to the mysterious ice demon known as Aberon is coincidental, and of course, heretical.



245 Mogroth Wanderer

There is no need to hurry. Time does not pass any faster, or slower, if you do. You take the time to see what is around you, and enjoy the things you find in your travels. It is why you left the swamps in the first place. There were many good things in Mog. The bitter, tangy taste and smell of mung-berries. The skittering waterbugs and mudwalkers. The patterns of the tangled bombo roots. But Talislanta is large, and there is so much more to see. You like the forests best. You can forage for roots and seeds and nuts, or hang upside-down from the trees - this is most relaxing. It is a good life, and you are happy.

Possessions

- *Necklace of Woven Grasses.*
- *Net for dredging amber from the swamp.*
- *Club.*
- *Shoulder pouch with Collection of Pretty Objects, Leaves, and Mung-Berries.*
- *75 Gold Lumens in Amber and Quaga Pearls.*

Advanced Skills

- 4 Climb
- 4 Strength
- 3 Herbalism
- 1 Club Fighting
- 1 Crafting - Tapestries

Languages

- 6 Low Talislan, spoken very slowly.
- 1 Sign, performed so slow as to be almost incomprehensible.

Special

Your hide protects against biting insects and parasites.



246 Monad Laborer

Every day the suns move across the sky. Those you work for say watch them, and stop your work when they go down. You do what they say. You follow instructions, and you are given food. You work, you eat. That is good. That is why you were made — why you split from your parent Monad. That is what they see. But there is more. The Monads need no words to speak. But we know many things. Every day the suns move across the sky. But there is more. Much, much more.

Possessions

None.

Skills

4 Labor

4 Strength

4 Epistemological, Mathematical, Mathmological, and Metaphysical knowledge

2 Lore

Languages

6 Sign - Monad Dialect, which is barely intelligible to other Sign users.

1 Low Talislan; you cannot speak it

Special

Your fists do damage as a Modest Beast. You are unable to speak. You occasionally reproduce through mitosis.



251 Mondre Khan Raider

You have fought your entire life against two enemies: the Kang, and the beast within. Skin the hue of blood, eyes as white as stars, wrapped in iron, the Kang hunt you with their chained, baying beasts. That foe can be taken unaware, torn by rasp and claw, stung by your blade stars. That foe can be taught to respect and fear the Mondre Khan. That foe can be defeated. The beast that lives within your soul, inhuman, unleashed by instinct, ignorant of strategy and sacrifice - it consumes your waking thoughts and tosses you in violent dreams. That foe drives you to betray your band, to pause in battle to feed upon the slain. That foe is the howl upon your lips when your purpose urges stealth. That foe taunts your Mansoul for its high thoughts, its poetry, its compassion, its courage. That foe has driven you at times from your band in shame, fighting to reclaim your control and self-respect. That foe grows in your heart an anger against those who do not need to battle it. That foe is eternal. You will never know peace.



Possessions

- *Leather and Plate Armor* (considered Heavy Armor).
- *Hide Loincloth*.
- A *Rasp* — a one-handed saw-toothed blade.
- *6 Blade Stars* — a one-handed thrown weapon.
- *Bag of Caltrops* — deals 6 damage when stepped upon.
- *Rope* and small *Grapple* for climbing.
- *Tinderbox*.
- *20 Gold Lumens* in precious stones, gold dust, ivory, or captured items.

Advanced Skills

- 3 *Rasp Fighting*
- 3 *Blade Star Fighting*
- 3 *Unarmed Fighting*
- 2 *Assassination*
- 2 *Climb*
- 2 *Sabotage*
- 2 *Sneak*
- 1 *Trapping*
- 1 *Oratory*

Languages

- 6 *Chanan*
- 6 *Sign*

Spells

Your claws deal damage as a Small Beast.

Weapons

Damage from a Rasp cannot be healed by eating provisions; only rest can recover the stamina.

Damage Roll →	1	2	3	4	5	6	7+
Blade Star	2	2	4	4	6	10	12
Rasp	4	4	4	4	8	12	14

252 Moorg-Wan Mud Person

The Mud-God Moorg speaks to the shamans. The shamans say that Moorg desires the blue stones, so you dig in the mud and slime to find these things. They say that Moorg hates the Ahazu. So you fight the four-armed devils for Moorg, and take their lands whenever you can. The shamans say the Mud-God wants more Moorg-Wan to worship Him. So you fight the others for the right to mate. The shamans say do not break the taboos, or you will anger Moorg and he will punish you. You listen to the shamans when they teach you these things. You do not want Moorg to punish you. If you obey the shamans, Moorg will be happy. So you obey.

Possessions

- A *Bwan* — a two-handed thornwood club.
- A *Big Thorn* (damage as a Knife).
- Sack full of *Sapphires* and *Amber*; 50 *Gold Lumens* worth, though you are unlikely to want to part with them.

Advanced Skills

- 3 Swim
- 3 Unarmed Fighting
- 2 Bwan Fighting
- 2 Thorn Fighting
- 2 Labor
- 1 Crafting - Mud sculpture
- 1 Sing
- 1 Strength

Languages

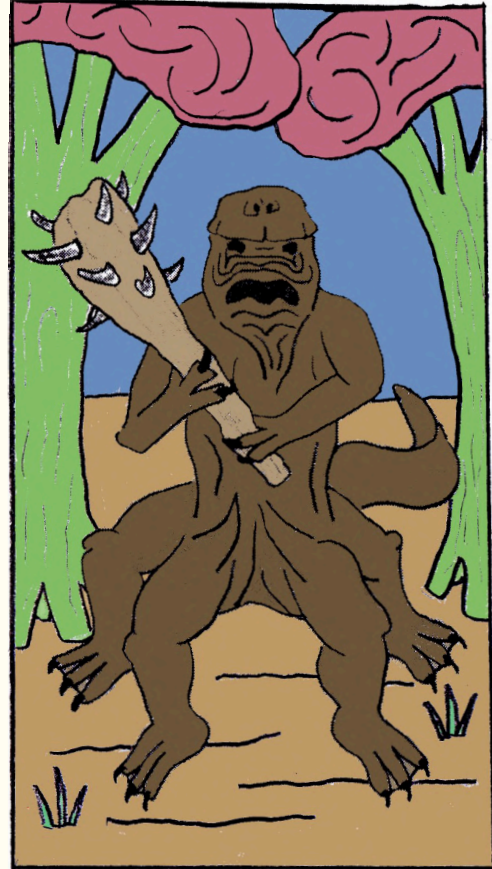
- 6 Moorg-Wan, which is impossible for non-aquatic creatures to replicate.
- 4 Sign - Moorg-Wan Dialect, which involves tail and leg motions.

Special

You are amphibious. You have four legs. Your claws deal damage as a Small Beast, and your tail deals damage as a Club. Your skin is treated as Light Armor, without taking encumbrance.

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Bwan	2	2	4	6	12	16	20



253 Muse Telempath

Are you truly as aloof and frivolous as you appear to others? That is not a matter that you would ever deign to discuss. There is little that you find interesting enough to drive you to speech. Your voice and the languages of the other humanoid are such limited tools. You find yourself frustrated when forced to rely upon them. Such moments are rare, for your *whisp* companion accompanies you always, translating from your telempathic projections for those confused by them. The being with whom you have bonded has long since grown accustomed to the images and emotions you send and responds with thoughts for you to perceive. This confidante, your friend and lover, has led you upon experiences that other Muses will never know, unless you choose to show them through the telempathic images that you compose to complement your music. Yet this obsession may be as ephemeral as your creations. Your bond-mate, you are certain, fears as much. If it is to be, it will make a grand lament indeed.



Possessions

- Translucent *Gossamer Robe* of pastel colors.
- A superb *Musical Instrument* of choice.
- A *Loom* for weaving.
- A pouch containing *Pigments, Blossoms, and Nectar*.
- A *Whisp* companion who talks for you; they have 25 *Gold Lumens*.

Advanced Skills

- 3 Art
- 3 Music
- 2 Fly
- 2 Spell - Animate
- 2 Spell - Yellow Tinge
- 2 Telempathy
- 1 Herbalism
- 1 Spell - Purple Lens

Languages

- 6 High Talislan
- 6 Sylvan

Special

You can fly for up to 10 minutes, but must then rest for twice as long as the amount of time you flew. You're infatuated with one specific being.

Unique Skill: Telempathy

Can be used to communicate with nearby individuals, as well as detect or influence their emotions, as well as inflict terrifying hallucinations. Failure is unpredictable, and often garbles the intended effect. Muses regard telempathy as an art form.

Unique Spell: Yellow Tinge (1)

Inflicts the *Yellow Tinge* disease upon water-breathing creatures, causing their gills to fill with mucus, killing them in 13 days. Can only be cured with a mixture of alcohol and red iron powder, applied twice daily for three days.

255 Nagra Spirit Tracker

Your people have thousands of names for the spirits that swirl about you like a swarm of insects. The Blind do not understand these words, and to them you speak of moving lights and fluid shapes, if you mention what you sense at all. They cannot understand the danger and malice of these spirits, hungering for your soul, warded only by the spirit jar you wear around your neck. They are blessed, these ignorant fools who laugh at you. You tolerate their company and you welcome their gold, the only reward for your cursed eyes. But you have no patience for their prattle. You listen only to those with wisdom, like the tribal elders who taught you as a child to make order of the confusion that exists around you. The swarming spirits are everywhere, and you cannot escape them. You desire only to suffer your fate without succumbing to terror, without screaming silently, your throat too raw to carry sound.



Possessions

- *Loincloth, Tunic, and Cape*, all of the furry hides of winged apes.
- *Exomorph* or *Tarkus-fang Earrings*.
- Your *Spirit Jar*, on a necklace; contains your soul-essences and confers protection from hostile spiritforms of all sorts.
- A *Spear*.
- A *Blowgun* with 20 *Venomwood Darts*; +2 to the damage roll.
- A *Large Bone*.
- 50 *Gold Lumens* in assorted currencies and precious stones.

Advanced Skills

- 3 Sneak
- 3 Spirit Tracking
- 3 Run
- 2 Herbalism
- 1 Blowgun Fighting
- 1 Climb
- 1 Spear Fighting

Languages

- 6 Sign
- 6 Chanan
- 1 Low Talislan

Weapons

Damage Roll →	1	2	3	4	5	6	7+
Blowgun* (w/o venomwood)	2	2	4	6	8	12	16

Unique Skill: Spirit Tracking

The ability to track creatures and beings of all sorts by following the faint trails left behind by their spirit essences. Any creature with a soul can be tracked in this manner - evidently demons and automatons lack souls. Spirit tracks fade with time, but can last for decades or even centuries.

Special

You can run 30 miles a day with ease.

254 Na-Ku Cannibal

There is never enough food. The King is always hungry, and you must spend your days searching for his meals. There are many beasts on your island and in the waters, and you hunt these creatures in your canoes. When the beasts are scarce, you must row across the waters to find other prey. Sometimes, you find humanoids. You hope to find many of them. If the King is satisfied for a short time, there may be scraps to fill your own stomach. The witchdoctors tell you what the King wants. Sometimes, he wants you to dance and scream in his honor. Sometimes, he wants you to mate. You enjoy those times. Someday, he may wish to feed on you. That is the day you fear.

Possessions

- *Loincloth of Animal and Humanoid Hide.*
- *Necklace of Teeth and Bones.*
- *Shortbow and quiver with 12 Venomwood Arrows; +2 to the damage roll, kills in 1d6 hours if not treated.*
- *A Pacho.*
- *A Canoe.*

Advanced Skills

- 3 Bow Fighting
- 2 Canoeing
- 2 Run
- 2 Tracking
- 1 Pacho Fighting
- 1 Scouting

Languages

- 6 Chanan
- 1 Sign

Special

Your tail is prehensile.

Weapon: Pacho

The pacho is a one-handed whip-like weapon comprised of a flexible wood or reed core surmounted by razor sharp shells, corals, and the teeth of various sea creatures.

Damage Roll →	1	2	3	4	5	6	7+
Pacho	4	4	4	6	8	8	10



256 Nar Khan Ice Hunter

Your family is everything to you, and your tribe is your extended family. All that you make and do is for their betterment because as long as they survive, so shall you. You struggle with the cold and having to walk on the curved talons of your malformed feet. Walking is difficult, climbing is easier, but your true joy is dashing across an icy plain, spear in hand, and your prey in front of you. The stories told around the fires deep in your cave-homes have told you that the hairless men from the air will enslave you or worse. Your own experience has shown you that the crystalline Giants are of no help to your tribe. Therefore, you do your best to remain out of sight while providing for your family. After all, they provide for you.

Possessions

- *Hide Loincloth, Frostwere-fur Clothing.*
- *Blue Diamond Spear.*
- *Blue Diamond Club.*
- *100 Gold Lumens in assorted carvings, precious stones, and Blue Diamonds.*

Advanced Skills

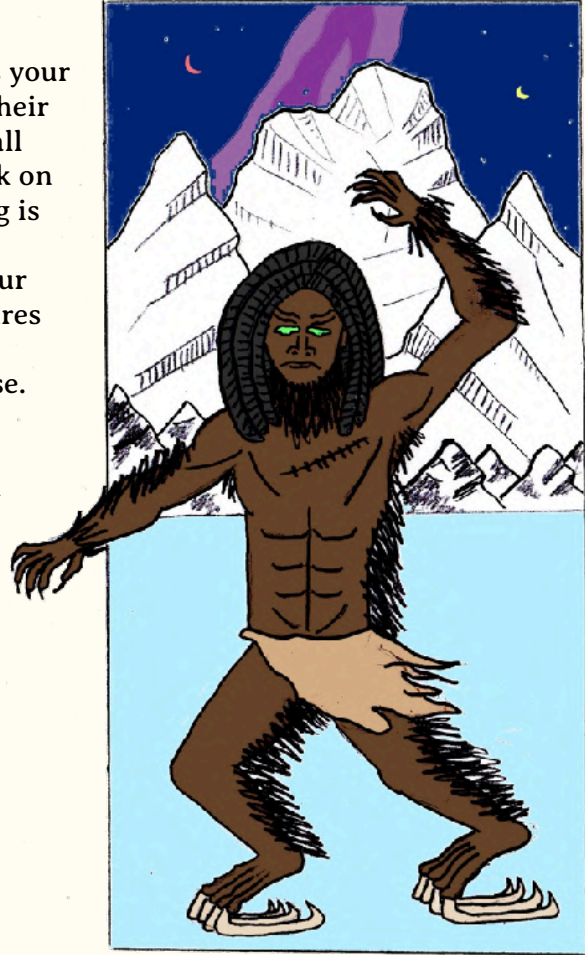
- 3 Climb
- 3 Skating
- 2 Club Fighting
- 2 Spear Fighting
- 2 Unarmed Combat
- 1 Sneak
- 1 Tracking

Languages

- 6 Sign
- 1 Low Talisman

Special

You can use the claws on your feet to ice skate. Your claws deal damage as a Small Beast.



261 Oceanian Sea Nomad

The children always ask the questions: “What if we walked on stilts?” “What if we rode on beasts or on the shoulders of other people?” “What if we used magic to float above the ground?” The priests answer that it would be unwise to test the power of Jezem’s curse. None of your people were present to hear the precise details of her dark incantation. It is not truly important. You have constructed a proper life and a comfortable home, and the earth spirits hold nothing that you envy. Those of the sea and the air provide for you: bountiful food, materials for your crafts, the faithful zaratan, portents of the future. The adults of your people never ask such questions. Though perhaps, from time to time, they also wonder.

Possessions

- *Vest of Iridescent Scales* (considered Modest Armor).
- *A Loincloth of Rainbow Kra Hide* and a *Helm*, made of a sea demon skull.
- *Necklace of Colorful Shells*.
- *Shield*, made of zaratan tortoise-shell.
- *Barbed Spear*; deals 2 extra damage on removal.
- *Bone Sword*.
- *Flange-Bow* with 60 *Sea Urchin Quills*; each shot fires 6 quills at a time.
- *Diving Apparatus*.
- *A Weather Talisman*, which changes color to reflect incoming weather.
- 50 *Gold Lumens* in *Oceanian Radiants*, which are made from the iridescent scales of sea dragons.
- *A Zaratan steed*.

Advanced Skills

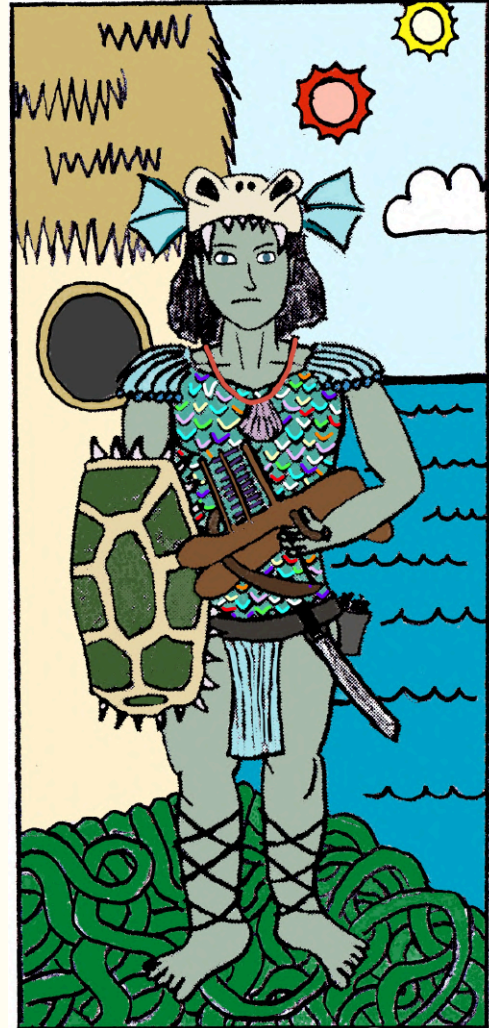
- 3 Agriculture
- 3 Ride
- 3 Swim
- 2 Sword Fighting
- 2 Spear Fighting
- 2 Flange-Bow Fighting

Languages

- 6 Sea Nomad
- 2 Low Talislan

Weapon: Flange-Bow

Damage Roll →	1	2	3	4	5	6	7+
Flange-Bow	2	4	6	8	10	12	14



262 Orgovian Trader

Centuries ago, you hailed from a kingdom as wealthy as Hadj is today. But that is the past, and it holds the bitter lessons that Orgovian children learn well: do not put your trust in kingdoms, nor alliances, nor money, for money has no true worth. Your people are nomads now, and you travel the continent dealing in the rarest of goods - flawless malachite and sard, amberglass flasks of vintage aquavit, Mirin swords etched with adamant. Like your loper steed, you trust most others only so far as your prod-hook can reach. Trust is a commodity as well, and you must be given a share before you will agree to give yours in return. To those who betray you, however, you will gladly grant a swift death.

Possessions

- *Leather Vest, Loincloth, Curl-toed Boots, and Brown Felt Headdress*
- *15 Iron Armbands.*
- *A Prod-Hook* — a one-handed hook used for steering your mount.
- *A Star-Thrower with 12 “Shooting Stars”* — a two-handed crosbow that fires spiked balls.
- *250 Gold Lumens* in barter goods (ivory, bolts of fine fabrics, rare spices, ornate metal tools and weapons, ornate jewelry, etc.), but never any money.
- *A Loper steed* with assorted pouches, bundles, and sacks.



Advanced Skills

- 3 Antiquities
- 3 Evaluate
- 3 Commerce (Barter only, for you despise money)
- 2 Ride
- 2 Prod-Hook Fighting
- 2 Star-Thrower Fighting

Languages

- 6 Low Talislan
- 6 Sign

Weapons: Prod-Hook and Star-Thrower

Damage Roll →	1	2	3	4	5	6	7+
Prod-Hook	1	1	4	4	4	6	8
Star-Thrower	2	4	4	6	12	14	20

263 Parthenian Salvager

You are a component of Parthan, a tool of The One, an element in the Master Plan. You do not know the entirety of the Plan, as that is not necessary for your function. You do not communicate with outsiders regarding the Plan, for it is irrelevant to their functions. You must occasionally acquire these beings to aid you in your search, in your function. They do not all react well to the fuel you provide them. Many become defective, beyond your ability to repair. You must discard them, and you must acquire others from among the outsiders. The ingots you trade to acquire them are irrelevant to the Plan. These matters are not important. Only the Plan is important.

Possessions

- *Shimmering Yellow Cloak, Vest with the Appearance of Boiled Sea Dragon Hide, Fine Mesh Breeches*, all actually of flexible, metallic cloth.
- *A Bronze Spear.*
- *A Sea Chest.*
- *1,000 Gold Lumens* in five-pound gold or silver ingots.

Advanced Skills

- 3 Pilot
- 3 Salvage
- 2 Spear Fighting
- 2 Spell - Fire Bolt
- 1 Commerce
- 1 Evaluate
- 1 Technomancy

Languages

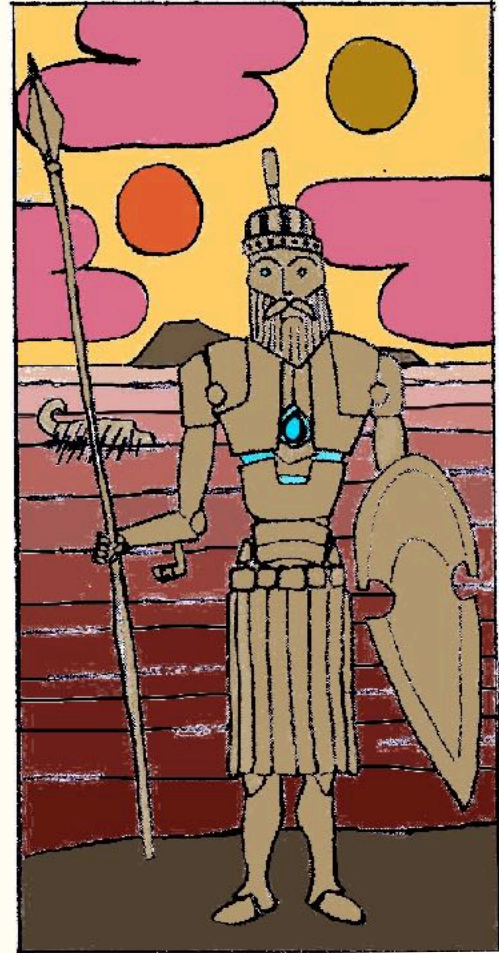
- 6 Archaen
- 1 Low Talislan

Special

You are an automaton, making you immune to poisons, disease, and magical influence. You do not sleep, age, breathe, or eat, although must periodically ingest a liquid lubricant similar to refined lamp oil (your provisions consist of this). Your brass skin is considered Heavy Armor, but takes no encumbrance. You have a built in fire-thrower, which allows you to cast Fire Bolt. You can see in the dark, which helps with when you're salvaging stuff underwater.

Unique Skill: Technomancy

Technomancy is an approach to engineering which reflects the practices of the ancients. Technomancers are capable of repairing or designing practically anything that has moving parts, and most things that don't. The Parthenians mostly use this to repair and maintain themselves and their triremes.



264 Phantasian Dream Merchant

You traffic in the essence of dreams. You, descendent of the Elande, the Centenar, the One Hundred, heir to millennia of ancient Archaen progress - you direct the faded remnants of a once vast store of knowledge towards the production of a product most now deem frivolous. It is almost beyond belief - your people reduced to trading in order to sustain themselves and keep aloft their ancient fleet and its floating citadel. The most basic of magical mechanisms - levitationals, astrogationals, windship components - remain within your capacity to mend. You are not entirely without resources; your products are in some demand among the wealthy, and your skills are valued among those who employ windships. Yet Phantas pales in comparison to the Elande of your ancestors. The best and brightest are gone. You can but dream of reclaiming their knowledge and glory.

Possessions

- *Long Robe, Conical Cap, Necklace of Colored Crystals.*
- *Spellbook, metal scroll tube with Sky Charts.*
- *6 amberglass vials of Dream Essences and Distillations.*
- *4d6 Gold Lumens in assorted currencies.*



Advanced Skills

- 3 Phantasian Thaumaturgy
- 3 Second Sight
- 2 Astrology
- 2 Commerce
- 2 Pilot
- 2 Spell - Cone of Air
- 2 Spell - Read Stars
- 1 Spell - Hurricane

Languages

- 6 High Talislan
- 4 Archaen

Unique Skill: Phantasian Thaumaturgy

Phantasian Thaumaturgy is the act of distilling intangibles: concentrated essences of otherwise elusive substances, such as colors, scents, tastes, and even sentiments. It can also be used to derive raw Dream Essence.

Dream Essence is, quite literally, “the stuff of which dreams are made”; it consists of dreams distilled into liquid form. The color of the essence determines the type of dream that an individual might experience upon drinking it, as follows:

Purple: Passion and romance.

Blue: Poignant memories.

Red: Violent emotions.

Silver: Imagination, flights of fancy

Silver-blue: Dreams of flying.

Gold: Prophetic visions.

Black: Nightmares (illegal in many lands).

Rainbow: Unpredictable properties.

The dreams derived from these essences are reportedly far more vivid and colorful than those experienced during normal sleep, and the effects of a one-dram vial last from two to eight hours.

265 Pharesian Peddler

Cymril? It is a nest of chasm vipers. Conservatives, moderates - both are equally haughty, and equally absurd. You are a Pharesian, and so they marked you as different. Your people were looked down upon as radicals, and forbidden to study at the Lyceum Arcanum. They said you were fit only to serve as merchants, shop owners, and magician's assistants. And so you packed-up your amulets and talismans, your powders and potions, your locket and periapts. You left Cymril as so many of your people did before you, to seek your fortune on the open road. Now you travel across the Seven Kingdoms to the Western Lands and back again, selling your wares to those you chance to meet along the way. There, just up ahead - a band of adventurers, far from their homes. Lucky for them that you are here, and not still in Cymril.

Possessions

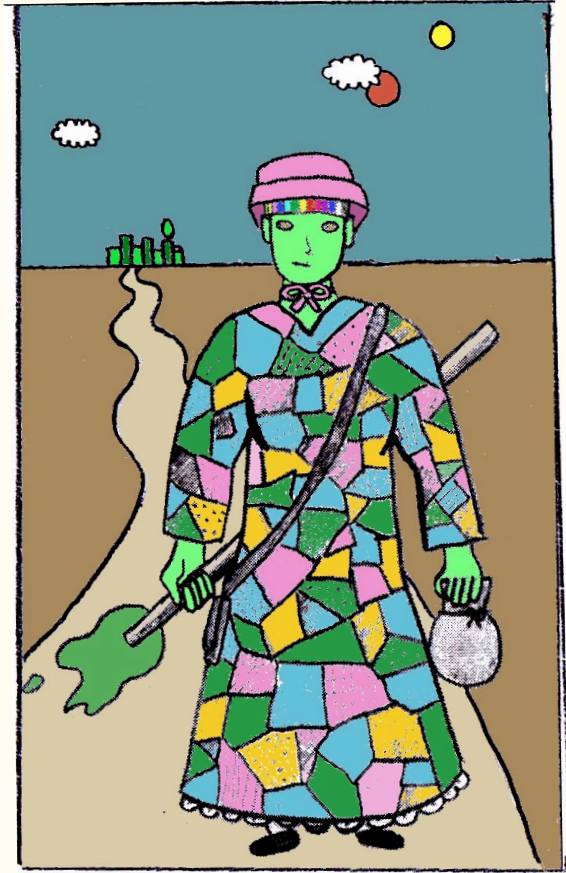
- *Patchwork Cloak and Robes of Bright Colors.*
- *A Staff.*
- *Satchel filled with Salves, Concoctions, Charms, and Curiosities.*
- *A Spellbook.*
- *Alchemical Brewing Equipment.*
- *A Turbo-Pentadrille Set: like normal pentadrille, but the demons' behaviors are erratic, and the board semi-randomized each game.*
- *50 Gold Lumens in coins and wares.*
- *A pedaled Ercycle.*

Advanced Skills

- 3 Alchemy - Potions
- 3 Spell - Random
- 2 Spell - Random
- 2 Commerce
- 2 Gambling and Pentadrille
- 1 Evaluate
- 1 Ride
- 1 Spell - Random
- 1 Spell - Random
- 1 Staff Fighting

Languages

- 6 Low Talislan
- 2 High Talislan



266 Quan Pariah

You have thought of ending your life. Your father did so, asking the servants to kill him until he found one who was willing to comply. It took six stabs for the Vajra to find the heart amidst the folds of flesh. You do not wish to die in such pain. You struggle on within the decay of Tian. The bodies have long since been removed, but the city still reeks of death. The only visitors are the Kang, come to watch you live as beasts. The Golden City is now a vast cage. You are driven to plan elaborate plots to reclaim what once was yours. All of your people are stricken with such bouts of mania. You've gone further, and set yourself the task of re-embracing your heritage as a nomadic conqueror. One day the Kang will fall, but until then, you feel only despair.

Possessions

- *Tattered Finery or Makeshift Garments.*
- *A Knife.*
- *Scroll detailing Quanquan maneuvers.*
- *4d6 Copper Pieces.*

Advanced Skills

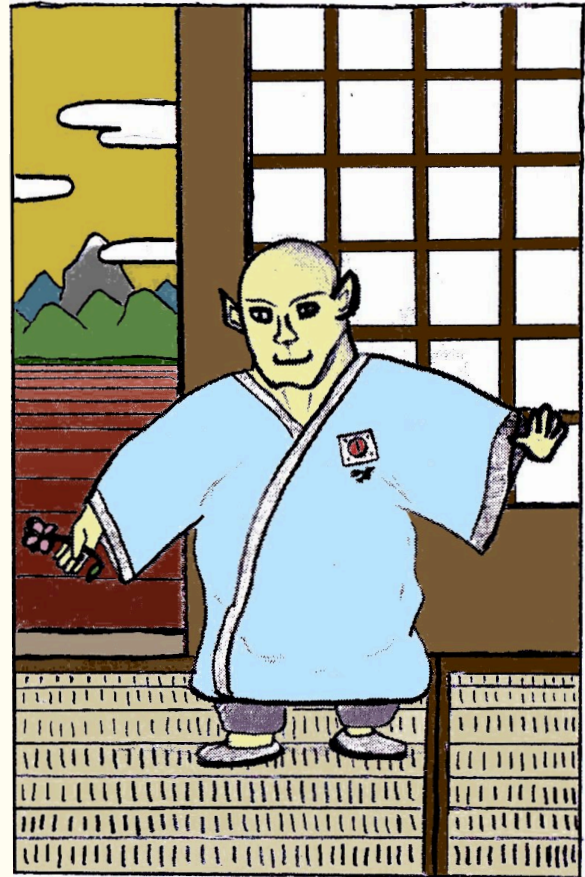
- 4 Etiquette
- 2 Labor
- 2 Quanquan
- 1 Command
- 1 Fashion
- 1 Knife Fighting

Languages

- 6 Quan
- 6 High Talislan

Unique Skill: Quanquan

Quanquan is the traditional form of martial arts practiced by the Quan, sometimes claimed to be the progenitor of Mandaquan and Kanquan. Although its practice had long been forgotten among the formerly opulent Quan, scrolls documenting its techniques survive. It emphasizes the use of one's strength and inertia to take down opponents, and incentivizes pushes, grapples, and throws, which are coupled with strikes targeting the opponent's weak spots. Quanquan practitioners are not above using moves which most others would find dishonorable.



311 Rahastran Cartomancer

You left your adoptive parents when you were fourteen, several years later than they would have preferred. Yet it took that long for you to attune yourself to your first deck of the Zodar. There are, after all, twenty cards to get accustomed to. Your parents could do nothing but remain patient. The first few years alone on the roads of the continent were precarious. As you learned better to interpret the cards, and better to gauge what your clients wished to hear, you found a steady income as a teller of fortunes. The deeper magic you learned as well, but that you kept a secret, as all of your people do. You make few decisions without consulting the cards, and they have led you on an obscure path. The wandering life is lonely; you attract friends and lovers, but few can tolerate for long your moodiness and introspection. No one understands that your emotions and your destiny are beyond your control, given to the Zodar and blown like so many leaves upon the wind. Nothing is known to mortals. Only the Zodar knows what will be.

Possessions

- *Cloak, Gloves, Breeches, Cap, and Long Coat of Blue Fustian.*
- *Amethyst Pendant, hand-carved.*
- *Zodar Deck, in intricate silver case.*
- *A Knife, with intricate silver hilt.*
- *25 Gold Lumens in assorted currencies.*
- *Graymane Equus steed.*

Advanced Skills

- 3 Cartomancy
- 3 Gambling
- 3 Sleight of Hand
- 2 Commerce
- 2 Crafting - Cards and Jewelry
- 1 Deception
- 1 Knife Fighting
- 1 Ride

Languages

- 6 Low Talislan
- 2 Archaen



Unique Skill: Cartomancy

Cartomancy is the art of casting magic through the Zodar deck. Its most common use is in determining the best course of action, accomplished by drawing two cards and then interpreting their meaning. In game terms, this is the PC asking the GM "What is likely to be my best course of action?" The GM should then Roll Under the player's Cartomancy in secret, and give them correct or incorrect information accordingly.

To cast other spells, the cartomancer must draw a set of three cards. As an action you may roll a random spell; if you wish to cast it, spend the required stamina and Roll Under your Cartomancy. If you do not wish to cast it, your action is finished.

312 Rajan

Roll a d3: on a 1 you're a **Desert Warrior**, 2 a **Rajin Assassin Mage**, and 3 a **Necromancer Priest**.

1 Rajan Desert Warrior

Death is your master, and all the living must one day bow before him. Serve Him now, and when you die you will go the next world, never to want again. So spoke the Khadun, ruler of Rajanistan and avatar of Death on this mortal plane. His word is law and scripture, and you are a believer. The Khadun has said that the enemies of your people are the enemies of Death. Hated Dracartans, miserable Djaffir, blood-red Kang - you will convert them to your beliefs, by the sword if necessary. You will send them screaming into the next world to meet your dark and vengeful god. And when you join them in the next world, Death will smile upon you, and you will want for nothing. So said the Khadun; so say the scriptures.

Possessions

- *Dark Gray Cloak and Veiled Turban.*
- *Black Iron Partial Plate Armor, over Thinly Padded Uniform (considered Heavy Armor).*
- *Black Iron Shield with Death's Head Design.*
- *Scimitar (damage as a Longsword).*
- *Punch Dagger (damage as a Knife).*
- *Horn Shortbow and quiver of 20 Arrows.*
- Roll 1d3 for steed: 1 for *Aht-Ra*, 2 for *Land Lizard*, 3 for *Graymane*.
- *2d6 Gold Lumens in silver pieces.*

Advanced Skills

- 3 Rajan Religion
- 3 Ride
- 2 Scouting
- 2 Tactics
- 2 Scimitar Fighting
- 2 Short Bow Fighting
- 1 Punch Dagger Fighting
- 1 Tracking

Languages

- 6 Rajanin
- 2 Low Talislan



2 Rajin Assassin-Mage

As a youth you were taken from your home, to a strange and frightening place. Hooded figures surrounded you, saying that you had died and had gone to the next world. Death appeared, speaking in the voice of the Khadun: your life would be spared, and you could go back to the world of the living. But from that day forth you would be required to serve Death through His secret followers, the Rajin. You trembled - even young children knew that word was to be feared. Your training was grueling. It lasted years, and ended only when you killed one who had been your classmate. Thus you became Rajin - assassin-mage, Servant of Death, descendant of the Torquar.

Possessions

- *Dark Gray Cloak, Veiled Headdress, Boots and Mask of Black Strider Hide.*
- *Loose-fitting Garments bound with Cords at the wrists, ankles, and waist; used for strangling and other purposes.*
- *Da-Khar* — clawed gauntlets.
- *2 Throwing Knives.*
- *Pouch with 6 vials of Poisons and Powders, rolled from table.*
- *Pouch with Devices for Torture.*
- *Garments appropriate for Disguise.*
- *250 Gold Lumens in salary and valuables stolen from victims.*



Advanced Skills

- 3 Assassination
- 3 Rajan Religion
- 3 Sneak
- 2 Da-khar/Unarmed Fighting
- 2 Deception
- 2 Spell - Leech
- 1 Alchemy - Poisons and Powders
- 1 Disguise
- 1 Knife Fighting
- 1 Torture

Languages

- 6 Rajanin
- 3 Low Talislan

Weapon: Da-Khar

Da-khar are leather gloves with retractable claws, activated by hitting the backs together.

Damage Roll →	1	2	3	4	5	6	7+
Da-Khar	4	4	4	4	4	6	12

3 Rajan Necromancer-Priest

In your thirteenth year you were chosen to become one of the ruling class of your nation. It is an honor to serve your Master, the Khadun, avatar of Death. When you join your dark God, you will be rewarded for your service with a place by His side. In this world, your ambition is to become a member of the High Council, to govern your empire according to the will of the Khadun. You have much to learn, many rites to perform, and many tests to transcend before you could ever join that elite number. You prepare yourself for that day, preaching proper doctrine to the masses and administering stern judgment to transgressors. It is as your Master intended. It is your destiny.

Possessions

- *Dark Gray Cloak, Robes, Headdress, Gloves, Sandals, and Ornate Belt.*
- *Black Iron Death Mask; grants +2 Diabolism.*
- *Iron Staff with Death's Head Motif.*
- *Iron-bound Spellbook.*
- *6 amberglass vials of Alchemical Concoctions, rolled from table.*
- *2,000 Gold Lumens in personal and state funds.*

Advanced Skills

- 3 Alchemy - Materials, Poisons, Powders
- 3 Rajan Religion
- 3 Second Sight
- 3 Spell - Torpor
- 2 Spell - Skeletal Council
- 1 Diabolism
- 1 Staff Fighting
- 1 Spell - Coal Resolve
- 1 Spell - Leech

Languages

- 6 Rajanin
- 1 High Talislan

Special Abilities

Your third eye grants you the ability to see spiritforms, as well as invisible and astral presences; this is represented through your Second Sight skill.



313 Raknid Renegade

In the hive, the Queen rules all – even the thoughts and dreams of Her spawn – and all are one. You are no longer of the one. You walk the world alone; your mind free. Perhaps your antennae were damaged in combat, or perhaps you somehow exited the range of Her psychic abilities. Perhaps you resisted, and somehow schemed to escape. Maybe She severed the link between you, or sent you out in the world with a purpose. It could be that you never had a queen, and you woke up in cocoon in an alien city, to be raised by a magician or a collector. Whether by design or by fate, in your mind you are alone, and that is the price of freedom.

Possessions

None.

Advanced Skills

- 3 Tracking
- 3 Unarmed Fighting
- 2 Climb
- 2 Scouting
- 2 Sneak
- 1 Strength

Languages

- 6 Raknid, a language based on clicking mandibles.
- 1 Sauran
- 1 Low Talislan

Special

Your exoskeleton is considered Modest Armor, and takes no encumbrance. Your claws and stinger do damage as a Small Beast. Your tail stinger is venomous: anyone stung must Test their Luck (or skill for enemies) against the poison, or become paralyzed for one minute. You can jump 20 feet with ease.



314 Rasmirin Anarchist

Borean is not to be obeyed. Your cousins are fools, deceived by the whisperings of that wind. He did not provide your race with your immunity to the cold of L'Haan; if he had, the Rasmirins would long since have frozen and perished. Borean wishes to rule; he wishes to control the Mirin, control all of the living, force all to adhere to his rigid law. For he fears the living. He fears that they will strip from him and his brethren their power. Aberon, the Ruler of All Demons, has taught you to ignore these false words, to take whatever you need from the elements, from nature. All law is false. All law is the tool of those desperate to retain their status. Law is an enemy that you shall destroy.

Possessions

- *Cloak, Headdress, and Boots of Frostwere Hide.*
- *Partial Adamant Chain and Hide Armor* (considered Modest Armor).
- *Adamant Mail Gauntlets.*
- *Adamant-shod Staff*; ignores 1 point of armor.
- *Spellbook.*
- *250 Gold Lumens in Blue Diamonds, Ivory, and Hides.*

Advanced Skills

- 3 Deception
- 3 Diabolism
- 3 Spell - Breach
- 2 Sneak
- 2 Spell - Affix
- 1 Staff Fighting
- 1 Spell - Befuddle
- 1 Spell - Coal Resolve

Languages

- 6 Elder Tongue
- 6 Sign

Special

Immune to cold. After several weeks in temperate regions, Rasmirin lose this immunity and their skin fades to crystal white; both effects are reversible.



315 Sarista Traveller

Fortuna has blessed you with the good sense to enjoy life. Silvanus is a beautiful home, and living there is beyond restful. Fishing, hunting, exploring wooded trails - all are treasured pastimes. The dangers are few along the western coast, and you rarely want for anything. Yet even the good life can grow boring after a time, and so you roam far across the continent: by yourself, with your friends, or with the wagons of your clan. The splendor of fortune is that it changes, and you know that you'll have your share of good and ill luck in your lifetime. You expect to live a long and full life, for you intend to cheat Death often. After all, life is a game, and cheating, part of the challenge.

Possessions

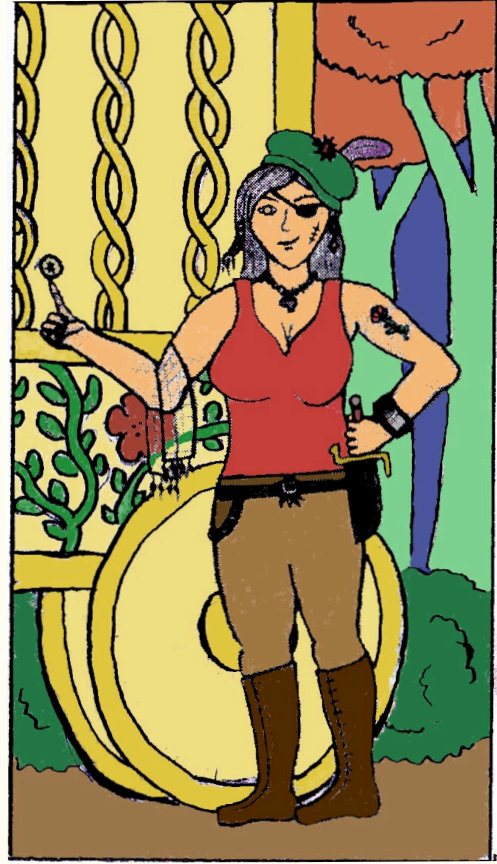
- *Colorful garments, including a Cape, Beret, Sash, Tight-fitting Hose, High Boots, Ear Bangles.*
- *A Locket containing a Memento of a Lover.*
- *Knife.*
- *A Quatillion Deck: a game of 64 circular cards; the object is to gain "the Fortuna" card.*
- *Thieves' Tools.*
- *Performing Equipment.*
- *A Crystal Ball, of dubious authenticity.*
- *40 Gold Lumens in assorted currencies.*
- *Erd-Drawn Wagon, with Erd.*

Advanced Skills

- 3 Deception
- 3 Sleight of Hand
- 2 Gambling
- 1 Acting
- 1 Knife Fighting
- 1 Lip Reading
- 1 Music and Sing
- 1 Sneak
- 1 Spell - Random
- 1 Spell - Random

Languages

- 6 Sarisa, which may be communicated both verbally and non-verbally through gesture.
- 6 Low Talislan



316 Satada Slaver

You are superior to all the surface dwellers, nay, all sentient life. They know it. You know it. In the time before time, this whole world was yours, but the Light-bearers drove you underground, and that has made you strong. More important, it has made you smart. Now, they flee from you, fear your claws and your scales, and scream as you pull them back with your capture-bows. Beasts of burden; that is all they are. If they were not, they would be strong enough to resist. In your clan, feats of strength solve disputes. Usually you wrestle, but sometimes you duel in a great circle of stones over a lava pit. Many stories are told about the winners, and ever since you were a hatchling, you've listened to them, enraptured by the tales of glory and conquest. Now, you will be the one who conquers.

Possessions

- *Loincloth.*
- *A Leather Harness.*
- *A Capture-Bow* (damage as a Crossbow; on a damage roll of 4+ the arrow hooks into the target, which can be retracted using the attached cord mechanism).
- *50 Feet of Rope.*

Advanced Skills

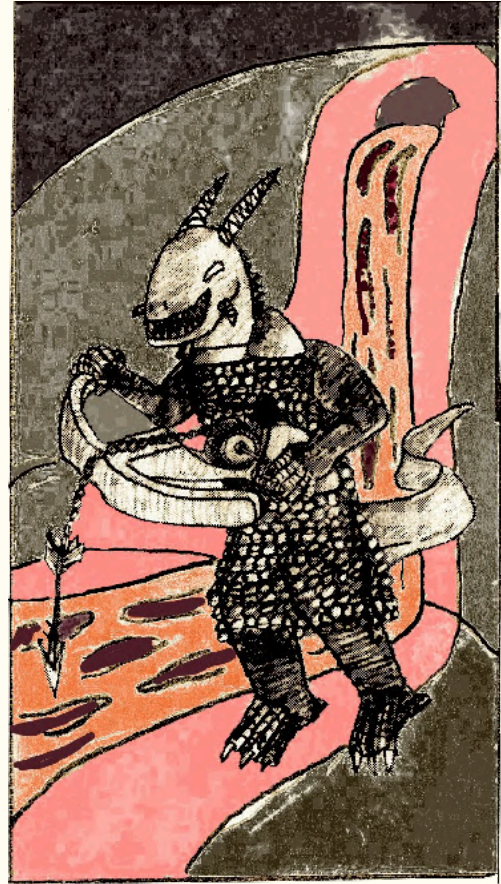
- 3 Capture Bow Fighting
- 3 Unarmed Fighting
- 3 Underground Highway
- 2 Tracking
- 1 Climb
- 1 Crafting - Blacksmithing
- 1 Oratory
- 1 Scouting
- 1 Strength

Languages

- 6 Sauran
- 1 Low Talislan

Special

You can see perfectly in the dark. You're vulnerable to cold temperatures, growing sluggish and slow in response. Your bite, claws, and tail deal damage as a Small Beast. Your scales are considered Modest Armor, without any encumbrance.



321 Sauran Dragon Priestess

It is your duty to pass on the lore of the Saurans, and especially to let none forget the trials and tribulations of the Goddess, Satha. Within the womb of the sacred mountain, she labors to protect all of your clan from those who would invade the Volcanic Hills. She talks to you through her gifts of solid flame – glittering firegems. Satha's fire is within your heart, and it warms your blood and banishes the cold. You must be as hard as the red iron, for the Kang are of this metal as well. Once, you marched far into their lands to the east, driven back only by an early winter. Now, they harass your people, driving you into the lands of the Araq, the beasts who hunt your dragon steeds. But aided by Satha's blessing and your dead ancestors – whose spirits surround you and send omens – you'll protect and guide your clan, whoever they may be.

Possessions

- *Ornate Red Iron Collar and Bone Headdress, forming a Gown of Long Straps of Dyed Dragon Hide.*
- *Obsidian Jewelry.*
- *A Dragon Icon, for mesmerizing dragons.*
- *Sauran War Axe (damage as Maul).*
- *50 Gold Lumens in uncut Firegems.*
- *Land Dragon steed.*

Advanced Skills

- 3 Crafting - Blacksmithing
- 3 Unarmed Fighting
- 3 War Axe Fighting
- 2 Commune with Ancestors
- 2 Lore
- 2 Ride

Languages

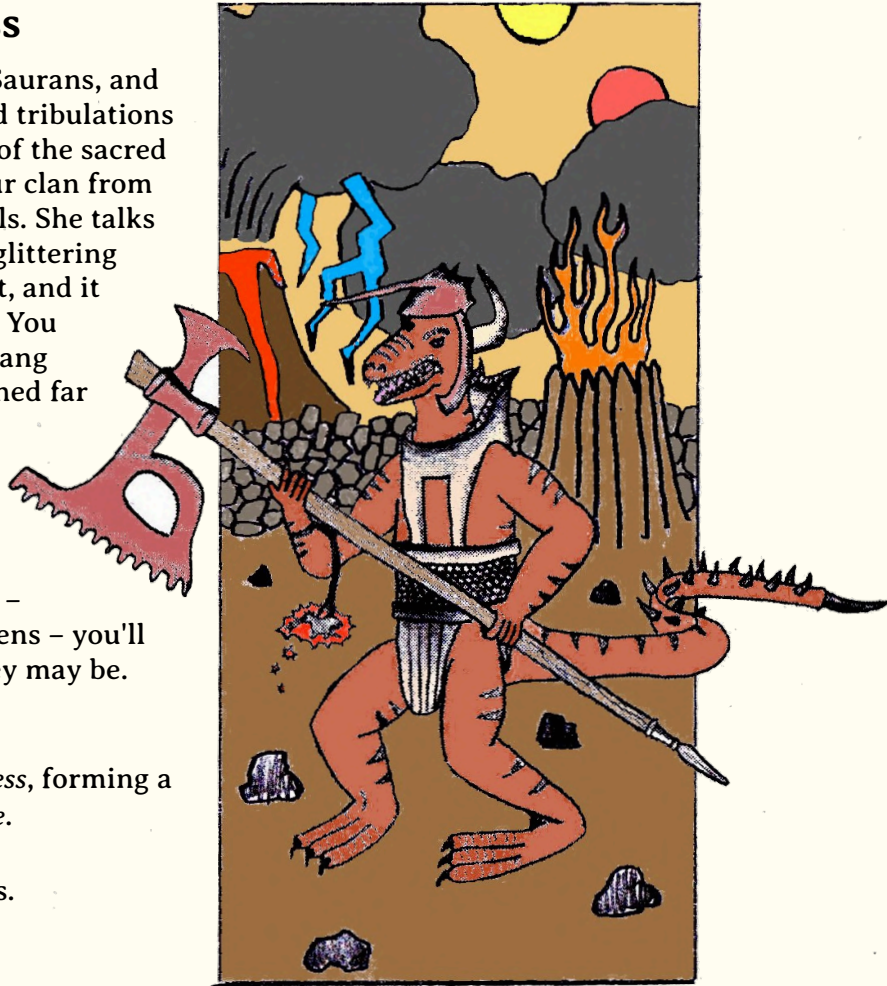
- 6 Sauran
- 2 Low Talislan

Special

Your hide is considered Light Armor without taking up encumbrance. Your tail deals damage as a Club. You are immune to poisons, and resistant to heat and fire. You are rendered sluggish by cold. There is a 1 in 6 that you can change your skin color at will.

Unique Skill: Commune with Ancestors

Satha and the ancestors grant the clan blessings. You develop vivid relationships with them, and talk to them as if they were there. Ask the GM to Test this skill in secret and provide advice accordingly.



322 Saurud Bodyguard

You are big, and everyone else is small. You used to live with people who were scaly like you, but they were also small. Now you live with people who are not scaly. They make you protect them, but other than that they treat you fine. You hit the things they want you to hit. You haven't seen anyone who's big and also scaly like you. You've seen some other big people, but they were hairy... or maybe they were smooth. Were they were grey? It's hard for you to remember stuff. You do remember how to write — sometimes you carve writing in stuff, being careful to get all the depths right. But then your friends get mad at you for "van-duh-lizz-um." You hope that there are other big and scaly people like you.

Possessions

- A *War-Whip*, a giant, two-handed flail weapon.
- 25 *Gold Lumens*, which you like because they're shiny.

Advanced Skills

- 4 Strength
- 3 Unarmed Fighting
- 3 War-Whip Fighting
- 2 Labor
- 1 Guard

Languages

- 3 Drakken Glyphs
- 3 Sauran
- 2 Low Talislan

Special

You can speak to any reptilian creature easily. You're immune to poison and fire. Cold renders you completely immobile. Your tail, bite, and claws deal damage as a Large Beast

Weapon

Damage Roll →	1	2	3	4	5	6	7+
War-Whip	6	6	6	10	14	18	20



323 Sawila Spellweaver

Arial lifted you upon Her wings and settled you gently upon this island of Fahn. She taught you to worship Her through your voice and your movements, in imitation of Her avir children. For your faith and your worship, She grants you protection against those who would harm you and take you to less peaceful lands. When the slavers come your people join as one to weave the ancient spell-songs and summon the Goddess. Then the gentle winds grow fierce, and the seas churn in anger. Sometimes the slavers escape, and sometimes they take a few of your people. But they have come to fear the wrath of Arial, and they do not come to Fahn often. And so you and your people raise your voices, to sing the ancient spell-song of thanks to the Goddess.

Possessions

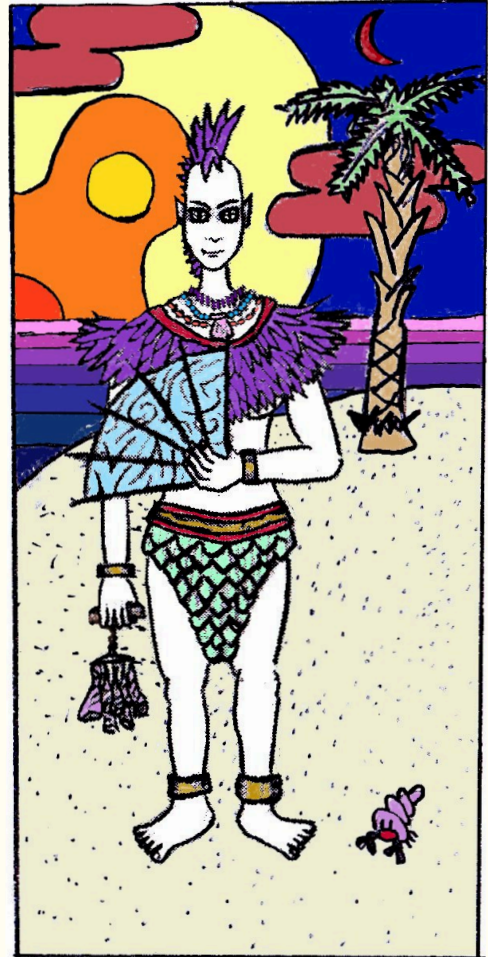
- *Costume of Colorful Feathers.*
- *Combs made of Sea Dragon Scales.*
- *Necklaces of Seeds and Shells.*
- *Feather Fan.*
- *Wind Chimes, which play the Song of Harmony when the winds blow through it, but only within earshot.*

Advanced Skills

- 3 Spellweaving
- 3 Dance
- 3 Crafting - Macramé
- 3 Sing
- 2 Swim

Languages

- 6 Sign
- 4 Chanan



Unique Skill: Spellweaving

Spellweaving is a magical art-form performed by the Sawila, based around a complex form of singing and dancing. It takes a successful Roll Under test and 1 minute of singing before a song's effects start. Those who wish to resist the effects can either Test their Luck (or Skill for enemies), or block their ears. The effects of a song can be increased dramatically by having more spellweavers participate.

Song of Calling: Instills in any type of creature the desire to come to the singer, so long as they're within 20 miles.

Song of Disharmony: Confuses and disorients all who hear it. The song travels up to 5 miles, in a chosen direction.

Song of Forgetfulness: Causes designated beings within 500 ft to forget any event or incident that the singer desires.

Song of Fruitfulness: Causes plants within 50 ft to bear fruit or seed according to their natures.

Song of Harmony: Causes those within 1 mile to feel peaceful and perhaps even become friendly. It also can attract wild animals who find it soothing.

Song of the Sea: Calms rough waters, changes the direction of ocean currents, and lowers tides swelled by storms within up to a 1 mile radius, as directed by singer.

324 Sepharan

Roll a d3; 1 you're a Zealot, 2 an Anarchist Monk, 3 a Penitent Symbolator.

1 Sepharan Zealot

The Evil Ones foiled our plans, shattering the Sepharan Codex. But together we will find the keys to the Sephar. Your search will take you far from the Nether Realm, across the planes, nay, the whole of existence, from the beginnings of life in the Green World, and to all the realms that flow outwards. Maybe you will travel to the upper realms near the Radiance, to the Silver Lands and Golden Towers, or maybe you will infiltrate Oblivion, that which exists where it should not, and where the sky is split between flame and Void. Your one true purpose is clear: to summon the Nether Ones to the material planes, bring about the destruction of the Omniverse, and in doing so prepare the way for a New Beginning. To some you are akin to demons, to others simply the Stain upon the elements of life, but you know better. You are of the Cult of Sephar, and you know reality.

Possessions

- *Simple Garb.*
- *Brass Scroll-Tube*; contains holy writings of the Cult of Sephar.
- A *Claw-Hook* (damage as a Hammer).
- 6 *Calligraphs*, each of a random spell.

Advanced Skills

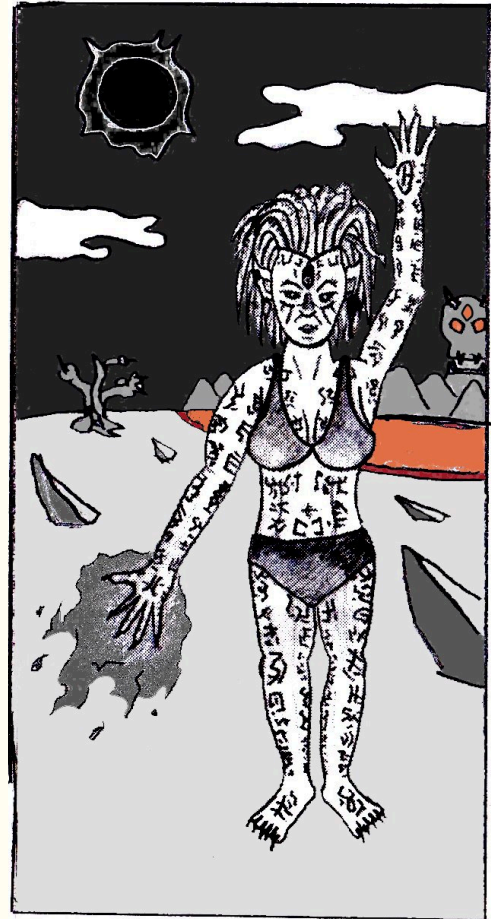
- 3 Sepharic Rituals
- 2 Lore
- 2 Claw-Hook Fighting
- 2 Symbolatry
- 1 Secret Signs
- 1 Spell - Explode
- 1 Unarmed Fighting

Languages

- 6 Elder Tongue
- 2 Runic, which defies magical translation.

Special: Demon Eye

When the blind third eye of the Sepharan is opened it radiates an aura of anti-life. This masks their living aura, allowing them to walk among demons without fear, as the demons to regard them as fellows. You have honed your control over the eye such that you can use it to cast the spell *Explode*.



Unique Skill: Sepharic Rituals

Knowledge of the secret rites of the Cult of Sephar, idolic practices, and the key phrases and glyphs used to enter the temples.

Unique Skill: Symbolatry

Symbolatry is the Sepharan art of imbuing objects, surfaces, or living beings with magical powers, using intricate occult symbols called Calligraphs. To inscribe a spell onto a surface for later use, spend double the spell's stamina cost and make a Symbolatry test. On a failure the Stamina is lost, while on a success the spell is stored in the calligraph and can be unleashed as an action, freely by the inscriber, or by anyone else with a successful Symbolatry or Sepharic Rituals Test. Doing so expends the calligraph.

2 Sepharan Anarchist Monk

Sow the seeds of destruction, deception, chaos. Only then can vitriol grow. Infiltrate those who would not, and eat them from the inside. There are great seas of flames, toxic gasses, and bodily fluids, forests of deadwoods, all beneath a neverending hurricane. Embody these forces. Destroy the elemental world, the Green, the source of all life, leaving the fields barren and wracked with the memory of pain, the stones silent and winds dead. React with savagery against all that is solid, for only then can it pass through to the Void. Be the Demon.

Possession

- *Robes.*
- 4 *Calligraphs*, each of a random spell.

Advanced Skills

- 3 Runefist
- 2 Acrobatics
- 2 Sepharic Rituals
- 2 Sneak
- 1 Diabolism
- 1 Lore
- 1 Secret Signs
- 1 Spell - Shatter
- 1 Symbolatry

Languages

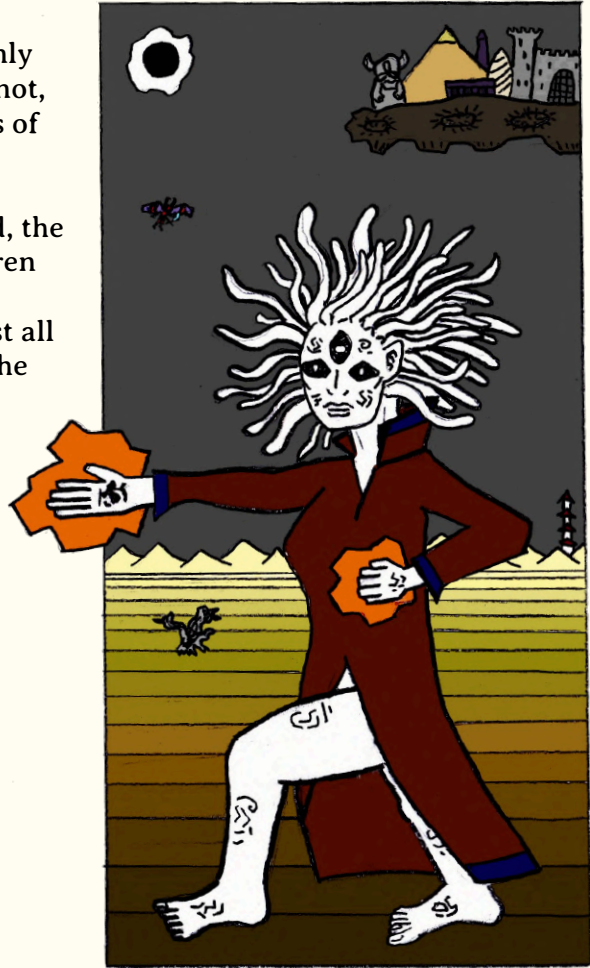
- 6 Elder Tongue
- 2 Runic, which defies magical translation.

Special: Demon Eye

When the blind third eye of the Sepharan is opened it radiates an aura of anti-life. This masks their living aura, allowing them to walk among demons without fear, as the demons to regard them as fellows. You have honed your control over the eye such that you can use it to cast the spell *Shatter*.

Unique Skill: Runefist

The Sepharan art of combining the body and mind with the Symbolatric arts. The hands and feet of the monk move through the air in the shape of various calligraphs, empowering the monk in various ways. The monk make two unarmed attacks an action with a -1 penalty to the damage roll for each, and may attempt to parry missile weapons. The monk is always treated as Lightly Armored, without encumbrance.



Unique Skill: Sepharic Rituals

Knowledge of the secret rites of the Cult of Sephar, idolic practices, and the key phrases and glyphs used to enter the temples.

Unique Skill: Symbolatry

Symbolatry is the Sepharan art of imbuing objects, surfaces, or living beings with magical powers, using intricate occult symbols called Calligraphs. To inscribe a spell onto a surface for later use, spend double the spell's stamina cost and make a Symbolatry test. On a failure the Stamina is lost, while on a success the spell is stored in the calligraph and can be unleashed as an action, freely by the inscriber, or by anyone else with a successful Symbolatry or Sepharic Rituals Test. Doing so expends the calligraph.

3 Sepharan Penitent Symbolator

Life is about the lessons it teaches. While other races learned nothing but fear from demons, we Sepharans obtained a deeper comprehension. Born amid the chaos of the Nether Realm, we soon came to understand that destruction is the heart of power, but so is knowledge, and pain its life-blood, but so is thought. The Cult of Sephar teaches us that demons are our brethren, and the Nether Ones were our gods, but that doesn't mean violence and chaos aren't deplorable. Calligraphs are the means by which we tap into their terrible power, and the keys to complete enlightenment, for everything in the Omniverse, from living entities to elemental substances to ideas, can be represented by a calligraph. It is time now for others to learn these truths, and we will be the ones to teach them.

Possessions

- *Robes and Sandals.*
- *A Staff.*
- *Writing and Carving Instruments.*
- *10 Calligraphs, each of a random spell.*

Advanced Skills

- 4 Lore
- 4 Symbolatry
- 1 Secret Signs
- 1 Sepharic Rituals
- 1 Spell - Earthquake
- 1 Spell - Zed
- 1 Staff Fighting



Languages

- 6 Elder Tongue
- 2 Runic, which defies magical translation.

Special: Demon Eye

When the blind third eye of the Sepharan is opened it radiates an aura of anti-life. This masks their living aura, allowing them to walk among demons without fear, as the demons regard them as fellows. You have honed your control over the eye such that you can use it to cast the spell *Earthquake*. You think you can cast the spell *Zed* as well, but have yet to try it.

Unique Skill: Sepharic Rituals

Knowledge of the secret rites of the Cult of Sephar, idolic practices, and the key phrases and glyphs used to enter the temples.

Unique Skill: Symbolatry

Symbolatry is the Sepharan art of imbuing objects, surfaces, or living beings with magical powers, using intricate occult symbols called Calligraphs. To inscribe a spell onto a surface for later use, spend double the spell's stamina cost and make a Symbolatry test. On a failure the Stamina is lost, while on a success the spell is stored in the calligraph and can be unleashed as an action, freely by the inscriber, or by anyone else with a successful Symbolatry or Sepharic Rituals Test. Doing so expends the calligraph.

325 Shadinn Executioner

Your people are the strongest of the Rajan races. Once rulers of the southern deserts, you are now subjects of the Rajan Empire. The past is gone. You serve the Rajans, and their dark god, Death, is now your god. So be it. You have served in the Khadun's army. You rode into battle atop your massive steed, wielding your great war axe and trampling the Rajans' enemies. In Irdan, your axe has had other purposes. Here you serve as Executioner under the priests of the Nihilist Cult. It is your job to send unbelievers, apostates, and traitors to the next world, to meet their fate at the hands of the dark god. You do your job well, and give them a clean death. The priests say you will be rewarded in the next world. Perhaps they are right. But in this world you must serve the Rajans.

Possessions

- *Executioner's Mask, Loincloth, Sandals, and Spiked Straps*, all of black leather.
- *Black Iron Partial Plate Armor*, for use in battle (considered Heavy Armor).
- *Axe*.
- *Scourge*.
- *50 Gold Lumens* in silver pieces.
- *Land Lizard* steed.

Advanced Skills

- 3 Execution
- 3 Torture
- 2 Axe Fighting
- 2 Guard
- 2 Rajan Religion
- 1 Ride
- 1 Scourge Fighting
- 1 Strength

Languages

- 6 Rajanin
- 1 Low Talislan

Unique Weapon: Scourge

A Scourge is a one-handed whip, which lacerates the skin. Against a restrained target, the wielder may choose the result of the damage roll.

Damage Roll →	1	2	3	4	5	6	7+
Scourge	1	2	3	4	5	6	7



326 Sindaran

Roll a d3: on a 1 you're a Collector, 2 an Effectuator, 3 a Sindra Demented One.

1 Sindaran Collector

There are two aspects to your identity that account for an expansive percentage of your temperament: you are a dual-encephalon, and you are a collector. The former quality provides intellectual capacities that demarcate you from other sentient beings; you have found that you pity mono-encephalons for their mental impediment and for their compulsion to sleep, although you have admiration for what they accomplish with such sparse resources. The latter quality defines your objectives in this existence, more so than any supposed profession.

Your preoccupation with acquisition has consumed your meditations from your earliest memories of childhood within the umber pavilion of your parents. You have other passions: drinking skoryx stimulates the senses, and mastering Trivarian is a process that reflects your lifelong cerebral development. Yet your collection is what propels you repeatedly towards obscure locations with companions who will never entirely comprehend your musings and fixations. Conversely, you have discovered no valid justification not to edify them further, despite their protestations.



Possessions

- *Cloak, Caftan, Sandals, Silver Earrings and Necklace, Wrist and Ankle Bracers.*
- *Bandoleer pouches with 6 amberglass vials of various Powders, rolled from table.*
- *A Rod of Alchemy, which projects vials of powder.*
- *A pyramidal Trivarian Game Set, on a silken cord for suspension.*
- *A Flask of Skoryx Liquor.*
- *Alchemical Apparatus.*
- *Assorted Tomes.*
- *Your Collection (roll or seek inspiration from the table).*
- *1,000 Gold Lumens in assorted currencies and collectibles.*

Advanced Skills

- 4 Antiquities
- 3 Alchemy - Potions and Powders
- 2 Brewing
- 2 Evaluate
- 2 Lore
- 2 Mathmology
- 1 Staff Fighting
- 1 Trivarian

Languages

- 6 High Talislan
- 6 Low Talislan

Special: Dual-Encephalon

You can use both sides of your brains independently and can concentrate on two different subjects at the same time. You are ambidextrous and can avert the need for sleep by resting one brain at a time. You are allowed two chances to resist any spell or substance that affects thought, brain function, or emotions.

2 Sindaran Effectuator

You are of the most intelligent species living on Talislanta, and your profession is to penetrate mysteries; no being could be more suited to one's task in life. Since your skin was still translucent, you have been drawn to puzzles, and your toys as a small child would confound most other beings. Under the tutelage of four successive Effectuator Nadirs, you have developed proficiency sufficient to predict before future low-lives occur infractions of public ordinances. You presently pursue enigmas to which you are unaccustomed - the veracity of pseudo-historical mythologies among the other humanoid populations, and the current locales of artifacts from Ages prior to the Great Disaster. You are confident that you will discover mysteries that will astound even one such as yourself, and equally certain that few things you encounter will exceed your powers of comprehension.

Possessions

- *Cloak, Caftan, Sandals, Silver Earrings and Necklace, Wrist and Ankle Bracers.*
- *Bandoleer pouches with 6 amberglass vials of various Powders, rolled from table.*
- *A Rod of Alchemy, which projects vials of powder.*
- *A Flask of Skoryx Liquor.*
- *Alchemical Apparatus.*
- *Assorted Tomes.*
- *A Sword.*
- *Investigator's Tools.*
- *A pyramidal Trivarian Game Set, on a silken cord for suspension.*
- *Your Collection (roll or seek inspiration from the table).*
- *1,000 Gold Lumens in assorted currencies and collectibles.*

Advanced Skills

- 4 Antiquities
- 2 Awareness
- 2 Evaluate
- 2 Interrogate
- 2 Mathmology
- 1 Bribe
- 1 Litigation
- 1 Lore
- 1 Sneak
- 1 Sword Fighting
- 1 Tracking
- 1 Trivarian

Languages

- 6 High Talislan
- 6 Low Talislan



Special: Dual-Encephalon

You can use both sides of your brains independently and can concentrate on two different subjects at the same time. You are ambidextrous and can avert the need for sleep by resting one brain at a time. You are allowed two chances to resist any spell or substance that affects thought, brain function, or emotions.

3 Sindra Demented One

You sleep now, and you know what it is to dream. It is a struggle between your two minds; since the accident that injured your sensorium, they function erratically. Now your own kind regard you as one of the "Sindra" - the Demented Ones - the ones who attempted to use magic. They treat you with pity and fear; the former because you have "fallen" to the level of other humanoids; the latter because it reminds them that the same fate may yet befall them. They do not understand the freedom, the rapidity with which you can now make decisions, the emotions that sway you, released from the double-binding logic of your people. Your inability to play Trivarian - that is something to pity. But they cannot imagine what it is to dream.



Possessions

- *Cloak, Caftan, Sandals, Silver Earrings and Necklace, Wrist and Ankle Bracers.*
- *Bandoleer with 6 amberglass vials of various Powders, rolled from table.*
- *A Rod of Alchemy, which projects vials of powder.*
- *A Flask of Skoryx Liquor.*
- *Alchemical Apparatus.*
- *Assorted Tomes.*
- *Your Collection (roll or seek inspiration from the table).*
- *1,000 Gold Lumens in assorted currencies and collectibles.*

Advanced Skills

- 4 Antiquities
- 3 Alchemy - Potions and Powders
- 2 Brewing
- 2 Evaluate
- 2 Lore
- 2 Staff Fighting
- 1 Mathmology
- 1 Spell - Random

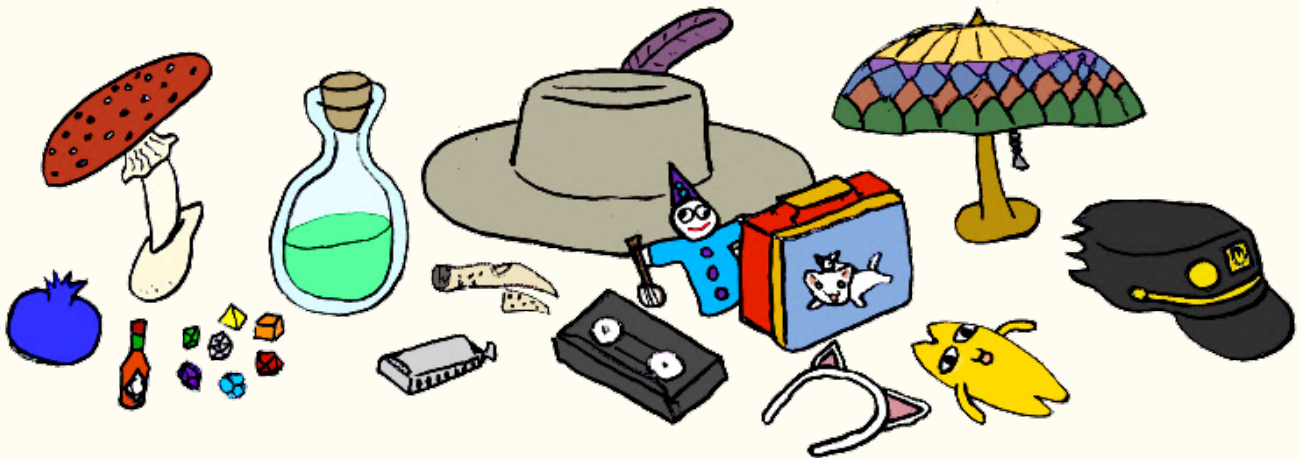
Languages

- 6 High Talislan
- 6 Low Talislan

Special

Unlike your brethren, you require sleep. You're prone to violent mood swings and bouts of dementia.

Random Sindaran Collections			
d6 x 10 +d6	Collection	d6 x 10 +d6	Collection
11	Experimental Poetry	41	Funguses
12	Spines of Books	42	Mosaics
13	Vermin Crania	43	Descriptions of Fiends
14	Erotic Clothing	44	Mustaches of Important People
15	Inaccurate Biographies	45	Ledgers and Accounting Records
16	Last Meals	46	Amberglow & Amberglow Accessories
21	Board and Card Games	51	Stories From Former Slaves
22	Cover Songs	52	Pollens, Seeds, and Spores
23	Bedtime Stories	53	Loincloths, Removed from Wearer
24	Sand From Around The World	54	Copper Pots of Incovenient Size/Shape
25	Wedding Vows	55	Silver Coinage, Stored in Jars
26	Important Flames	56	Illegally Acquired Art
31	Kisses	61	VHS Tapes? What are those?
32	Braised or Stewed Meats	62	Endangered Food and Beverage
33	Polearm Technologies	63	Swords of Slain Foes
34	Graffiti	64	Bricks From Ancient Landmarks
35	Long Words	65	Kitsch Narcotic Paraphernalia
36	Things Given Freely	66	Other People's Collections



331 Snipe Gossipmonger

Like the rest of your people you value knowledge above all else. However, while they are seemingly content to travel in their schools from grazing spot to grazing spot, discussing all manner of trivia, you are bold. You struck out on your own long ago and with your knowledge you have become something of a wandering messenger between Schools of Snipes. You like meeting new people; you listen first to their words and observe their customs. Then you start a conversation, where you exchange news, and perhaps a bit of gossip. If they are intriguing you may accompany them for a time, serving as their guide and companion. In return, they will give you knowledge.

Possessions

None.

Advanced Skills

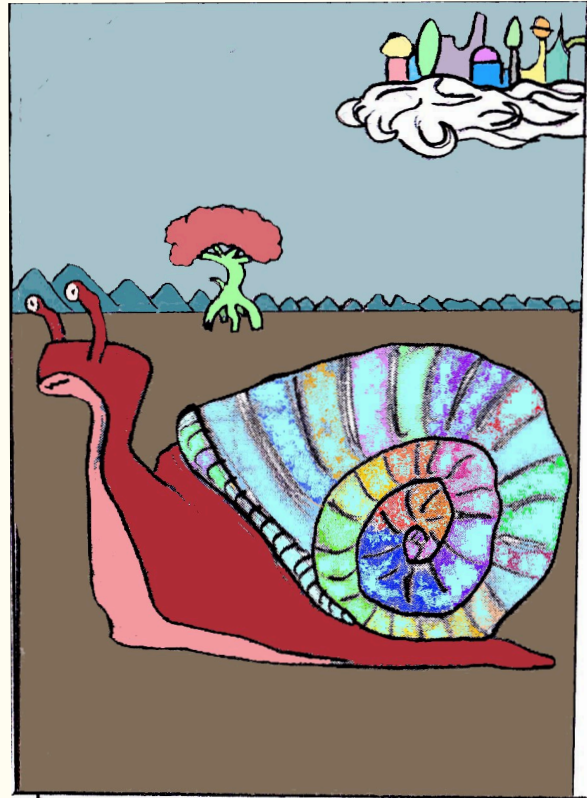
3 Gossip
3 Swim
3 Sneak
1 Linguistics
1 Lore
1 Oratory
1 Sing
1 Trapping

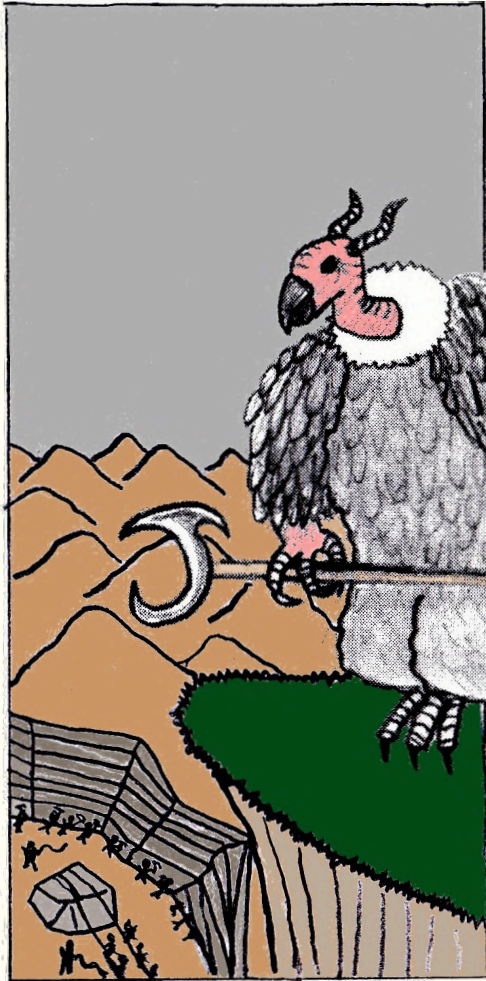
Languages

6 Low Talislan
6 High Talislan
6 Quan
6 Elder Tongue

Special

You move very, very slow, except in mud or water, where you can swim fast. You can create cave-ins/pit-falls in mud with ease, and get +2 to Sneak in mud. Your shell is considered Modest Armor, even against magic, and Heavy Armor when you're retracted into it; it takes no encumbrance. You can navigate like a sonar. You have no limbs.





332 Stryx Necromancer

Carrion is a gift to your people from Taryx, Scavenger of Souls. You pray to Him through chants and sacrifice; you divine His words in the blood, entrails, and bones of the dead. He has blessed you with the Ur as neighbors, and He provides for you through their warfare. Outsiders revile you. That is most pleasing, for you would not wish to feed upon those you consider friends. Your people have never known such affection. Taryx has blessed you in this manner. Through His will, all among the living will sustain you upon their deaths.

Possessions

- *Animal-hide Loincloth, Torso Harness of Leather, Black Iron Bracers.*
- *Necklace of Uncut Semi-precious Stones.*
- *Scroll of a Random Spell, made of animal hide with a bone case.*
- *Drum, made of wood and skin.*
- *Obsidian Orb, for communicating with entities from the lower planes.*
- *A Pole-Hook (damage as Polearm; the hook is used to grab unsecured bags and lift riders off of their mounts).*
- *100 Gold Lumens in coins, gemstones, and miscellaneous baubles.*

Advanced Skills

- 3 Fly
- 2 Diabolism
- 2 Diplomacy
- 2 Torture
- 2 Unarmed Fighting
- 1 Music
- 1 Pole-Hook Fighting
- 1 Spell - Leech
- 1 Spell - Posthumous Vitality

Language

- 6 Northron - Stryx Dialect
- 1 Low Talislan

Special

You can fly. You have perfect night vision, but have difficulty seeing in bright daylight. Your talons deal damage as a Small Beast. You can detect carrion within 5 miles by scent.

333 Sunra Mariner

Your dreams are of the ocean. Aboard a dragon barque, free of soldiers and swords, headed towards the rising suns. For now, it is just a fantasy. The Kang are easily provoked, and they would not hesitate to damn the River Shan, choking your Mother Sea. You owe to Her your lives and your culture, and you will not abandon Her to a slow and cruel death. Some small freedoms are left to you. At home within the walls of Isalis, you live by the laws and manners of your ancestors. On board your ship, the Kang show their ignorance and defer to you. Yet this empire degrades you by its very existence. Someday, it will crumble into the waters. You wait for that tide to rise.

Possessions

- *Robes and Headband of Mandalan Silkcloth.*
- *Boots of Rainbow Kra Hide.*
- *An Astrolabe.*
- *Spellbook.*
- *Kra-Tooth Scrimshaw Case for Sea Charts and Scrolls.*
- *Quill Pens and a crystal vial of Sepia Ink.*
- *A Spear.*
- *10 Gold Lumens in precious stones.*

Advanced Skills

- 4 Swim
- 3 Pilot
- 3 Spell - Breach (water and ice only)
- 2 Astrology
- 2 Cartography
- 1 Agriculture
- 1 Crafting - Coral-Carving
- 1 Healing
- 1 Sing
- 1 Spell - Drown

Languages

- 6 Quan
- 2 High Talislan
- 1 Sign
- 1 Sun-Ra-San

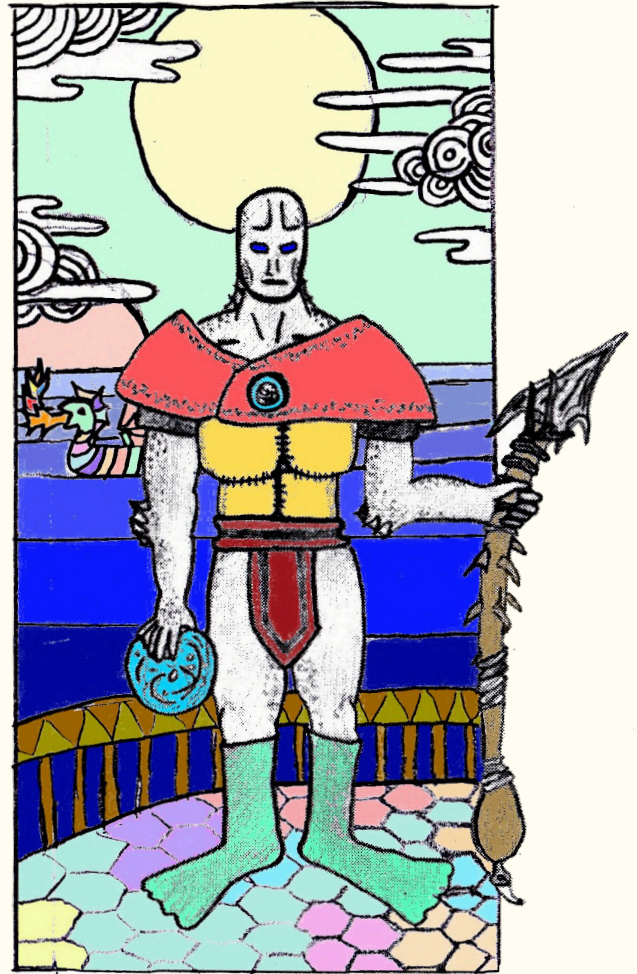
Special

You can breathe underwater for up to 24 hours. +1 Sing below water



334 Sun-Ra-San Dragon Hunter

You are of the true Sun-Ra, those who live free to hunt in the manner of your ancestors. Your dragon barques sail the Far Seas and beyond, searching for signs of your ancient rival and prey. In your youth you learned to navigate by astrolabe and chart, to climb the riggings, to section and preserve the meat of your catch, to harvest kelp and mollusks, to battle with spear and dagger - all the essential skills of life. You were twenty-six, barely mature, when you were first allowed to wield the harpoon to grant your foe an honorable death. The sea dragons sustain your people, providing you with meat, oil, ivory, and scales, your most vital resources. They grant to you a worthy life, yet you have always known sadness. Your siblings are slaves in the land of your ancestors and your Mother sea is barred with earthen dams. Under the ocean at each new moon, you sing of your sorrow, and with each full moon, you sing of freedom to come. Sur-San led your people to freedom through his prowess as warrior, hunter, navigator, and scholar. Through his teachings, the harpoon of the Sun-Ra-San will someday find the heart of the Kang. They are not dragons, but their death will still be glorious.



Possessions

- *Armor of Sea Dragon Scales* (considered Modest Armor).
- *Boots of Rainbow Kra Hide*.
- *Bone Spear*.
- *Dragon Hunter's Harpoon* (damage as Polearm, but one-handed, and can be thrown).
- *An Astrolabe*.
- *Kra-Tooth Scrimshaw Case for Sea Charts*.
- *Quill Pens* and a crystal vial of *Sepia Ink*.
- *40 Gold Lumens* in pearls, scavenged treasure, and mixed coin.

Advanced Skills

- 4 Swim
- 4 Pilot
- 3 Harpoon Fighting
- 2 Cartography
- 1 Astrology
- 1 Crafting - Bone-Carving
- 1 Sing
- 1 Spear Fighting
- 1 Strength

Languages

- 6 Sun-Ra-San
- 4 Sign

Special

You can breathe underwater for up to 24 hours. +1 Sing below water. +2 to any Fighting skills when used against dragons.

335 Tanasian Wizard

For centuries, your kin, the Tanasians, were the rightful rulers of Cymril, bringing the ungrateful populace to prominence on the continent. Many strict laws were created, bringing much needed order to the city, and firmly ensuring that each individual knew where they stood in life, according to social status and magical prowess. Magic was well regulated, and a national unity encouraged by the blanket use of greens and yellows, for all dress and construction work. The peasants knew who their betters were, and flourished because of this. All was right.

Then, the upstarts decided they wanted more than they were entitled to, and when your parents ignored their incessant whining, they rebelled and elected that liberal fool Azradamus as the new Wizard King. When your kin attempted to regain power by coup, they were scandalized and made into exiles - hunted like common vermin, fleeing for safety across the continent. You were but a child during those tumultuous times, but your parents have raised you to acknowledge your natural superiority, and noble lineage, despite living in foreign lands. Like them, and many other Tanasians, you plan for the day when once again Cymril's only true nobility will restore themselves to their rightful place of privilege and authority.



Possessions

- *High-collared Cloak and Robes of Green Fustian.*
- *Leather Boots, dyed green.*
- *Leather-bound Spellbook, dyed green.*
- *Lacquered Green Black Iron Gauntlets.*
- *Wooden Staff.*
- *An Antique Pentadrille Set.*
- *200 Gold Lumens in local currency.*

Advanced Skills

- 4 Etiquette
- 3 Pentadrille
- 2 Ride
- 1 Lore
- 1 Spell - Animate
- 1 Spell - Illusion
- 1 Spell - Jolt
- 1 Spell - Wall of Power
- 1 Spell - Random
- 1 Spell - Random
- 1 Staff Fighting

Languages

- 6 High Talislan
- 4 Language - Local Language of Exile
- 3 Archaen
- 3 Phaedran
- 2 Low Talislan, which you refuse to speak.

336 Tarteran Demon Hunter

Circumstance, a thirst for adventure, wealth, and personal glory all drew you into this life, whether you were the eighth child of an overburdened family of Dregs, or the scion of an aristocrat from a noble house. You are one of the few who dare to tread the demon-haunted Fallen Lands, braving perils most sane folk are eager to avoid. Should you fail, you will die, lost and unlamented, but if you succeed, you may earn a fortune in black diamonds, and Hierarchical status to rival even the great heroes of old.

Wealth, knowledge, great deeds, and high connections — these will bring you greater honor, and with it power, for no lower being may refuse your orders. The word of those higher is law. Still, you will never break a sworn Oath, even made to the lesser. Perhaps you are a **Fiendicist**, who seeks closer ties to the Shaitan, or a **Theosophical Moralist** who wishes for divine, archonic redemption. Maybe you're a **Magical Pragmatist**, or a **Material Realist**, and value only power or status. One thing is certain: you are a Tarteran, and you kill demons.

Possessions

- *Breeches, Hood, Vest, Thigh-high Boots.*
- *Argentium Mask.*
- *Demonhide Cloak*, which masks one's "living aura" from demons.
- *Enchanted Silvered Chainmail Armor* (protects as Modest Armor, but only takes 2 encumbrance).
- *Tarteran Argentium Longsword* (+2 to the damage roll vs demons).
- *Silver Wrist Spikes* (damage as Knife, but takes no hand to wield, +1 to the damage roll vs demons).
- *2 Silver Throwing Knives* (+1 to the damage roll vs demons).
- *Deck of Cards*, for playing the game *Hierarchy*.
- *Flask of Black Arrack Liquor.*
- *Demonward*; contains a bound Night Demon, and when planted in the ground blocks the "living aura" of all creatures within 10 feet.
- *100 Gold Lumens* in silver *Argent*s and *Black Diamonds*.



Advanced Skills

- 3 Fly
- 3 Longsword Fighting
- 2 Sneak
- 2 Spell - Blood Shroud
- 2 Tracking
- 2 Wrist Spike Fighting
- 1 Evaluate
- 1 Knife Fighting
- 1 Lore

Languages

- 6 Archaen
- 4 Elder Tongue
- 1 Sign

Special

You can fly. Your night vision is strong enough that you can even see in magical darkness. Because of a natural susceptibility to it, whenever you are confronted with temptation you must Test Your Luck.

341 Thaecian Enchanter

Your days are spent in ease and natural splendor. Thaecia is a beautiful island, and you can spend days pondering the subtleties of the local flora. You never tire of practicing your magic, polishing and perfecting your enchanted orbs, or partaking of the many different vintages of Thaecian nectar. Your fellow Thaecians provide a varied regimen of physical activities, all quite enjoyable. Foreigners occasionally bring you other pleasures; the Festival of the Bizarre attracts the most creative and extroverted among them, and they are a welcome source of amusement. Throughout the year, merchants arrive bearing unusual gifts to exchange for your crafts and enchantments. Life for you is truly an endless series of delights.

Possessions

- *Diaphanous Gossamer Robes.*
- *Silver-bound Spellbook.*
- *1d6 Orbs*, each of which contains a random spell; the spell is cast when the orb is broken.
- *Amberglass vials*, containing *Fragrances* and *Inks*, as well as *3 Elixirs* rolled from the table.
- *A Flask of Thaecian Nectar.*
- *1,000 Gold Lumens* in coins, gemstones, and wares, though when among your people, you have no use for money.

Advanced Skills

- 3 Enchant Orb
- 3 Seduction
- 3 Spell - Animate
- 1 Brewing
- 1 Crafting - Gossamer Weaving.
- 1 Alchemy - Elixirs
- 1 Oratory
- 1 Spell - Affix
- 1 Spell - Assassin's Dagger
- 1 Spell - Random

Languages

- 6 Thaecian
- 6 High Talislan
- 2 Archaen



Unique Skill: Enchant Orb

Thaecians enchant glass orbs with various magical effects; smashing the orb releases the spell. During downtime you can Test this skill to create an orb of a random spell. Alternatively, you can make an orb which contains an illusory image.

Unique Skill: Crafting - Gossamer Weaving

Gossamer is a translucent, nearly weightless, and feathery-soft fabric, used for windship sails and Thaecian tents. Making it is a complex process involving the use of spyder silk, dandelion down, and cloud-stuff.

342 Thiasian Performer

To hear others tell of it, you spent your entire life on Eros Isle in dance and merriment, blind to the dangers and hardships of existence. The Imrians, so others believe, come to enslave your people as others pick fruit, choosing only the ripest and most sweet. There is some truth to such tales, and some foolishness as well. Life on the island of your birth is truly joyous. Yet the creatures you train are not all as harmless as a quaal, and when the slavers come for you they often find Thiasian nets, spears, and knives. Eros Isle is no simple conquest as Batre was, and your people are not compliant slaves. You return home on occasion, when it suits your mood and a ship is set to sail, but you have found more varied pleasures in your distant travels. Whomever your companions may be, you don't allow foolish rules to keep you from amusement and adventure. Existence is not just about dangers and hardships. It is a dance. To be celebrated and enjoyed for as long as it lasts.

Possessions

- *Costume of Colored Silkcloth.*
- *Expressionless White Vizard.*
- *Balls of Woven Vines.*
- *Juggler's Pins.*
- *2 Throwing Knives or a Spear.*
- *Assorted Props.*
- *20 Gold Lumens in assorted coins and valuables.*
- *A pet Quaal.*

Advanced Skills

- 3 Acrobatics
- 3 Acting
- 3 Dance
- 1 Crafting - Woodcarving
- 1 Knife Fighting or Spear Fighting
- 1 Sleight of Hand
- 1 Swim
- 1 Trapping

Languages

- 6 Low Talislan
- 3 High Talislan
- 3 Thaecian



343 Thrall Warrior

You are a Thrall, and your life is warfare. It is true that you ache for the sensations of war. That is why your people have chosen Taz for their home. The jungles and swamplands are teeming with such sport as bog devils and aramatus to keep your senses and skills keen. Yet you left the stone barracks of home, a fully grown warrior of eight years, to join the legions of the Seven Kingdoms. For the core desire of a Thrall is to protect your nation and your allies. You've fought in battles and performed with honor. You earned your tattoos for courage and service. You wield the greatsword and the garde with skill and strength. Others may believe that you lack the wit to feel fear or to mark a true threat, But you understand war better than any of them. You are confident of victory for your people. To you personally, it may bring honor, glory, injury, death. Regardless, the Thralls and the Seven Kingdoms will triumph.

Possessions

- *Loincloth, Sandals.*
- Your *Garde*, a set of spiked arm-guards for parrying (considered Light Armor, but also deals damage as a Knife, and disarms the foe on a 5+ damage roll if you successfully hit against an enemy who initiated the attack).
- *Greatsword.*
- *Flask of Tazian Fire-Ale.*
- *50 Gold Lumens in gold Pentacles.*
- *Mangonel Lizard steed.*

Advanced Skills

- 4 Greatsword Fighting
- 4 Tazian Combat
- 3 Guard
- 3 Tactics
- 2 Command
- 2 Ride
- 2 Strength
- 2 Weapon Fighting
- 1 Crafting - Blacksmithing

Languages

- 6 Low Talislan
- 6 Thrall Tattoos - one can read another Thrall's entire life story, including their name, place of birth, clan affiliation, rank, skills, achievements, etc.



Special

You are completely fearless, immune even to magical fear effects. You are unable to comprehend magic.

Unique Skill: Tazian Combat

The Thrall art of hand-to-hand combat, a complex mixture of fighting styles utilizing the garde, a type of parry/attack armor that extends from shoulder to wrist. Basic maneuvers include parries, attacks, disarms, and grapples, as well as the body slam.

344 Ur Renegade Warlord

Your mother taught you to betray your elders. Among your kind, it is the only way to gain rank. You started out well, taking command of your squad while still a young warrior. But when you tried to kill your warlord, his shaman caught you. Rather than face the iron orb or a grisly death by trolling, you fled your clan. Now they are your enemies. If they find you, they will kill you. But not if you kill them first.

If there's to be a leader in your group, you'll make sure you're it. Did not your people cut down the forests for fuel and build mighty siege engines? Your people enslaved the Darklings and made them your subjects; your power made the Stryx your allies. Someday, you'll return to Urag to begin your climb again, maybe even become an Ur-King.

Possessions

- *Loincloth, Cloak, and Boots of Yaksha Hide.*
- *Spiked Black Iron Partial Plate with Bracers and Arm Bands (considered Modest Armor).*
- *Necklace of Teeth.*
- *An Ur Club; a one-handed club made from a preserved yaksha paw (deals damage as a polearm).*
- *A Bomb, which acts as the spell *Explode*.*
- *A Three-Eyed Emblem, which causes mild confusion when touched.*
- *80 Gold Lumens in assorted currencies, gemstones, and other plunder.*
- *An Ogriphant steed.*

Advanced Skills

- 3 Unarmed Combat
- 3 Ur Club Fighting
- 2 Command
- 2 Ride
- 2 Strength
- 2 Tactics
- 1 Engineering

Languages

- 6 Northron
- 2 Low Talislan

Special

You have night vision, and due to your natural empathy, you can perfectly read the emotions of others.



345 Vajra Engineer

You awoke from forty years of hibernation to a life of slavery. The caretaker hummed to you, too low for the Kang guards to hear, and held you gently to ease your shaking. In the language that her voice had taught to your sleeping mind, you thanked her for her love and her labor. Then you asked her what all Vajra ask: "What will become of us?" She answered as she always had: "As Terra wills." And as they had always done, the Kang knocked her to the ground for invoking the forbidden name of your Goddess. She rose to her feet, slowly, the Dark Fire controlled within, and brought you forth through the caverns of Karang to be introduced to your people. Wherever you have toiled in the years since, your thoughts have returned to the burrows where the Kang hold your future hostage. The precious minerals you have mined for them, the roads and cities you have designed and constructed for them, the wars you have helped to fight for them - all were completed with efficient skill and without complaint, for they were necessary to keep your children alive. One day, through your efforts, by Terra's will, you will return to the Vajran Hills. There, emergent Vajra and caretakers will share that same conversation, but they will do so standing strong and standing free.



Possessions

- *Loincloth*.
- *Belt*, for tools.
- *Cloak*, for ceremonial occasions.
- *Iron Spear*; a 2-handed spear of solid iron, used for mining (deals damage as a Polearm).
- *40 Gold Lumens* in precious stones and metals.

Advanced Skills

- 3 Engineering
- 3 Mining
- 3 Underground Highway
- 2 Iron Spear Fighting
- 2 Strength

Languages

- 6 Quan
- 6 Vajran; can be hummed, inaudibly.

Special

You can see in the dark, but have poor vision, relying more on hearing. Your scales act as Heavy Armor, without counting for encumbrance. With your spear you can burrow through the ground at the speed of one foot every 10 seconds.

Special: The Dark Fire

Despite your peaceable nature, you hold a piece of the center of the world, The Dark Fire, within you. When you lose control of it, you will erupt in a frightening display of violence and destructive force, able to kill or destroy without remorse, perform feats of incredible strength, or suffer grievous wounds and injuries without apparent effect. The Dark Fire lasts only a few moments, after which you will fall unconscious, and likely die.

346 Verdir Hedonist

Each day is cause for celebration. Flower-days for every blossom, feasts of joy and sun-song dances, planting time and seedling harvest, sashesh hunts and lustral rites. The celebrations are a part of nature, of the forest, as much as your people, as much as the cibants you tame and ride. As much as the melody of wind through the tinsel-trees, the dizzying visions of sashesh, the sweet exchange of pollen. This is as nature intended, and perhaps it is part of the Kagan's grand design, as well. Either way, you will partake of all that nature has to offer, and revel in its splendor.

Possessions

- *Loincloth of Woven Grasses.*
- *Bracelets and Necklaces of Woven Vines.*
- *Garlands of Blossoms.*
- *Musical Instruments: Bellflowers, Wind Chimes, Grass Flutes.*
- *Gourd of Pollen and Plant-Dyes, used to paint skin and leaves.*
- *Pouch filled with Sashesh, a hallucinogen.*
- *Cibant steed.*

Advanced Skills

- 3 Narcotics
- 2 Art
- 2 Dance
- 2 Music
- 2 Ride
- 2 Sneak
- 1 Crafting - Musical Instruments
- 1 Herbalism

Languages

- 6 The Secret Language of Plants, recognized by all plants.
- 1 Low Talislan
- 1 Sign

Special

You get +2 to your Sneak skill in woodlands.



351 Vird Infantry

You are the servant of Death. You are eager to join Him, but you fear that He will not be pleased with you. You do not wish to suffer at His hands. That is why you kill His enemies. They are numerous, and they are better armed and better trained than you. You attack them in waves, and many of you die; that is fine, for death leaves you free. The Rajans have no concern for your lives. They say it is an honor to serve Death, but if you don't they will kill you anyway. You are beneath them, a wretched, mongrel people. Why, then, should Death have interest in you? Your fate is one of pain.

Possessions

- *Dark Gray Cloak and Veiled Turban.*
- *Modest Armor of Lacquered Leather and Shield of Land Lizard's Hide.*
- *Scimitar* (damage as a Longsword).
- *1d6 Gold Lumens* in silver pieces.

Advanced Skills

- 3 Labor
- 3 Rajan Religion
- 2 Deception
- 2 Scimitar Fighting
- 2 Shield Fighting
- 1 Crafting - Lacquer
- 1 Climb
- 1 Ride
- 1 Sneak

Languages

- 6 Rajanin
- 1 Low Talislan



352 Wanderer of Ashann

You are wandering the Wilderlands searching for something. Nobody else knows what you're searching for. You see through the eye on your staff. Or maybe you walk through the body that carries you. Who is to say? You have ten brethren who are also searching. You will find it one day.

Possessions

- *White, Beige, and Golden Robes* that hide your face.
- *Staff*, with eye embedded inside a silver pentacle; used to see.

Advanced Skills

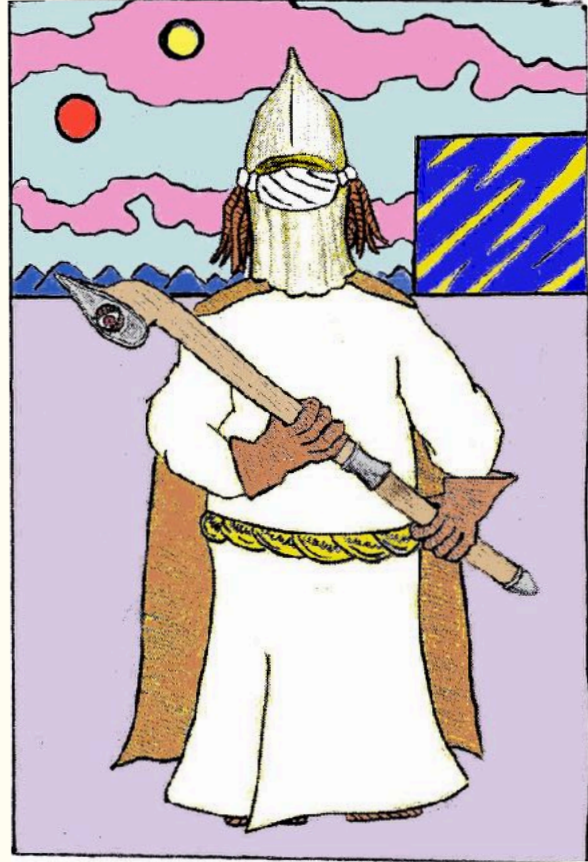
- 3 Lore
- 3 Spell - Undo
- 3 Spell - Wall of Power
- 2 Scouting
- 2 Spell - Ward
- 2 Spell - Jolt
- 1 Awareness
- 1 Second Sight
- 1 Staff Fighting

Languages

- 6 Archaen
- 1 High Talislan
- 1 Low Talislan
- 1 Sign

Special

You are blind without your staff.



353 Weirdling Saint

Most of your brethren are content to live in the Dread Forest, drinking Paykel, gathering food for themselves and sometimes every few decades taking part in the mating carnival with your female counterparts, the Gnorls. Most are content in their burrows and secret dwellings full of stuff. Most are, you are not. Somehow you have managed to realize that many people outside Werewood call you and your brethren “Wish-Gnomes” and long to have you fulfill their desires. Of course, you only have a certain number of wishes you can accomplish, and surely it is not the Thirteen you started with. But this doesn't stop you. You have become an entrepreneur, marketing yourself, promising many wishes, but giving none. You think that giving the feeling that you give them what they like is enough. Of course after some time you have to make a hasty exit. Sure, afterwards, the people who once called you a Saint call you a demon evermore, but there is little you could care less about, after having a good time and taking what you yourself desired.

Possessions

- *Colourful Robe*, made of mostly inapplicable rags and purloined clothing, and *Pink Slippers*.
- *A Knife*.
- *A Sling* (damage as a Pistolet).
- *A jar of Paykel*, a mild and spicy alcohol made from chewed mushroom stems.
- *50 Gold Lumen* in gems or jewelry; objects worth *500 Gold Lumens* in diverse hiding places.

Advanced Skills

- 3 Bribe
- 2 Commerce (Barter only, for you despise money)
- 2 Deception
- 2 Knife Fighting
- 1 Sling Fighting
- 1 Sleight of Hand
- 1 Sneak
- 1 Trapping
- 1 Spell - Random
- 1 Spell - Random

Languages

- 6 Low Talislan, Gnorl Dialect
- 1 Gnorl Secret Tongue

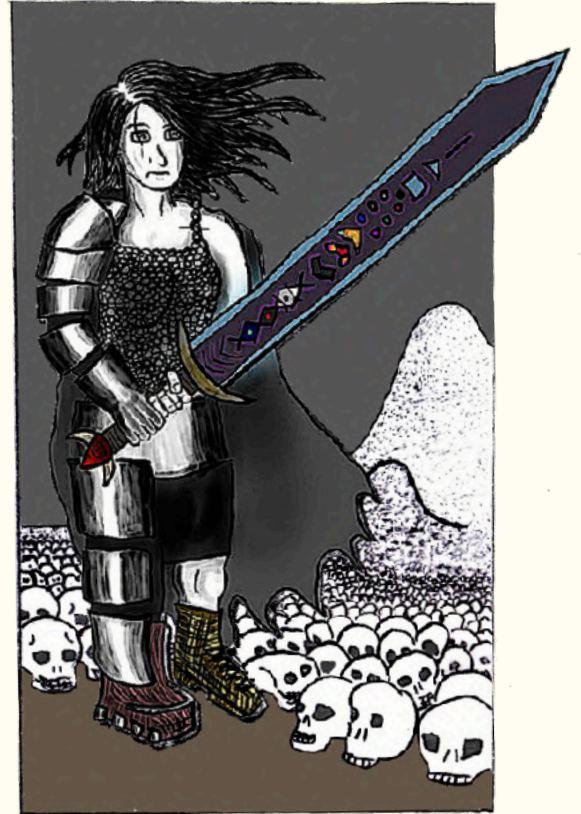
Special

Roll 2d6+1, to determine how many wishes you have left to grant. The last one is not a wish, but rather, a potent curse reversing the desired wish. You are incapable of revealing the number wishes you have left to others. You are disgusted by money, barely able to touch it.



354 Xambrian Wizard Hunter

Long ago, the Xambrians had a homeland, a history, and a culture of their own. Then the Torquaran wizards came: they razed your people's lands, erased their culture, and sent their innocent victims to perish in the Fire-Pits of Malnangar. The few to escape swore a sacred and binding oath to hunt down their people's killers, even if it took until the end of time. You are their descendent, and you bear the ancient burden of your ancestors. The spirits of the ancient Torquarans live on, cloaked in the dark forms of reincarnators. Time and again they return, claiming new bodies from the living. Your ancestors call out for justice; the oath cannot be ignored. You have heard the Calling in your soul, and know that it is all that matters in your life. Yes, you will somehow beget children, despite the road of solitude you travel. Some day, you will find your mate upon the same trail of retribution. Yet there will be no joy in that union. You will be drawn to Omen once more, and at the mountain of skulls you will be sent your separate ways, with only your ancestors to accompany you. Some few may join you for a time, and you may find moments of calm in which you may assist their goals. Until the next time you hear the Calling.



Possessions

- *Tight Breeches, High Boots, and Cloak of Black Strider Hide.*
- *Chain Vest and Gauntlets of Fine Silver Mesh (considered Modest Armor).*
- *Your Spiritblade (an enchanted Greatsword with a +1 bonus to damage rolls; can be infused with the Spiritforce of one's ancestors to increase bonus to +2 against extra-dimensional entities).*
- *Twin Knives.*
- *80 Gold Lumens in assorted currencies.*
- *Graymane steed.*

Advanced Skills

- 3 Spell - Undo
- 3 Tracking
- 2 Knife Fighting
- 2 Spiritblade Fighting
- 1 Interrogate
- 1 Lore
- 1 Ride
- 1 Sneak
- 1 Trapping
- 1 Unarmed Fighting

Languages

- 6 Low Talislan
- 4 Xambrian, intelligible with Archaen.
- 3 Archaen

Special: The Calling

You occasionally receive "The Calling," during which you are infused with the Spiritforce of your ancestors, and tasked with taking down a Reincarnator - the spiritform of an ancient Torquaran Wizard. You develop an iron will, but also hear the voices of your ancestors. You gain the ability to sense magic, extra-dimensional creatures, and any imminent dangers, but you also develop a sort of paranoia. Your Stamina increases by 5, and you require no sleep, but after the calling is finished, you require rest for a number of days equal to "The Calling's" duration.

355 Xanadasian Chronicler

It is your role to observe and record. You are one of the twelve, all who remain of your order. You have lived a great many years, and your magics will sustain you for centuries to come. For there must be someone to watch, someone to understand, someone to remember. Without this, all life on Talislanta would be ephemeral, all history lost in the dust of time. When Xanadas returns, he will see the chronicles and know that you and his other followers have remained faithful in his absence. Perhaps then you will be afforded the opportunity to rest. Until that time, you will continue to fill your tomes, recording all that transpires throughout Talislanta. So you have sworn to Xanadas. You will not betray his trust.

Possessions

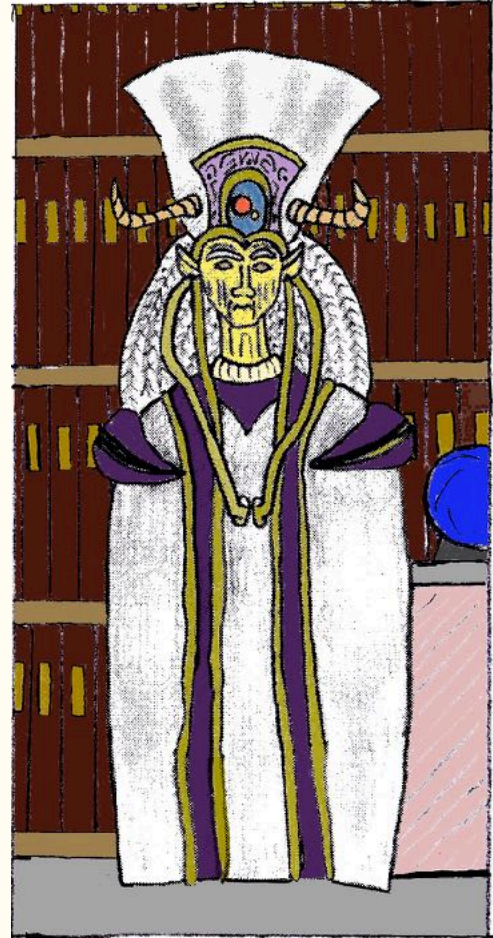
- *Silver and Black Robes.*
- *Cap and Long Cloak decorated with arcane symbols.*
- *Spellbook.*
- *Massive Leather-bound Tome, in which to chronicle everything that ever happens.*
- *Amberglass Inkwell, Quill Pens.*
- *A Blue Diamond Scrying Sphere, which lets you view anywhere in the world.*

Advanced Skills

- 4 Lore
- 3 Astrology
- 2 Cartography
- 2 Spell - Farseeing
- 2 Spell - Find
- 2 Spell - Read Stars
- 1 Linguistics
- 1 Meditation
- 1 Spell - Languages
- 1 Spell - Peace

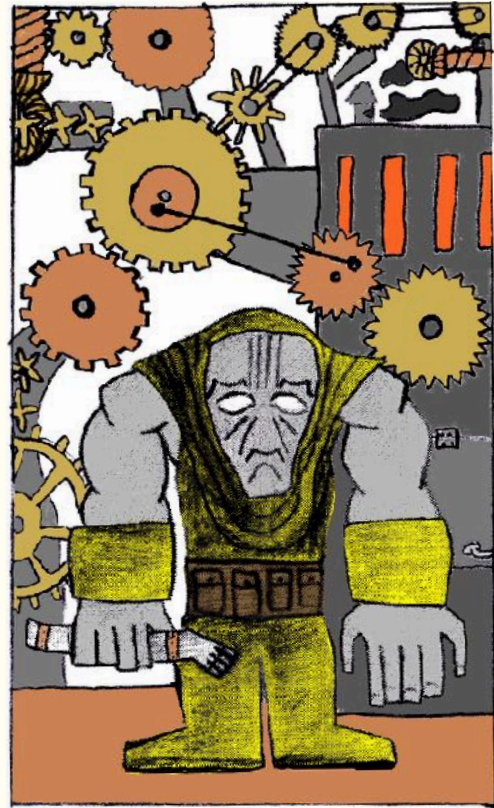
Languages

- 6 Archaen
- 6 High Talislan
- 6 Quan



356 Yassan Technomancer

You are proficient at assembling, repairing, dismantling, maintaining, and modifying all manner of mechanisms and conveyances. You must have worked on forty wind machines alone in the past year. The elders of your clan trained you well: you work quickly and efficiently, with technomantic tools that most other Talislantans do not understand. Your estimates are accurate and fair, though quality workmanship does not come cheaply. The reputation of the Yassan is known far and wide, and so your abilities are in great demand. Your time abroad has added some small degree of interest to your life, but foreign cultures are best left to foreigners. Still, you are grateful to the stolid Dracartans, who have treated your people almost as members of their clan. You thank the Creator that there is so much work still to be done.



Possessions

- *Hooded Yellow Tunic*, with utility pockets.
- *Yellow Breeches*.
- *Heavy Leather Boots and Gloves*.
- *Red Iron Strongbox with Technomancer's Tools*, including *Woodworker's*, *Stoneworker's*, *Metalworker's*, and *Glassworker's Tools*.
- A *Technoelemental Actuator*, which can produce a stream of fire, air, electricity, cold, or sand at will; can deal damage as the spell *Jolt*.
- A *Musical Instrument* of choice.
- *1,000 Gold Lumens*; mostly stored in Dracartan vaults.

Advanced Skills

- 3 Technomancy
- 3 Crafting
- 3 Commerce
- 3 Engineering
- 1 Art
- 1 Music
- 1 Technoelemental Actuator Fighting

Languages

- 6 High Talislan
- 6 Nomadic
- 3 Technomantic Symbolology - used for encoding technical information.

Unique Tool: Technoelemental Actuator

A Technoelemental Actuator is a one-handed metal rod which can be used to produce a focused stream of elemental fire, ice, air, earth, or lightning; the actuator functions as an acetylene torch, refrigeration device, solder-gun, sand blaster, compressed air source, and arc welder, among other things. The Yassan spend a whole five years of their training to it, during which they devote a year to each elemental setting. Through secret techniques, the actuator is built to be self-charging, and can be used without limit.

Unique Skill: Technomancy

Technomancy is an approach to engineering which reflects the practices of the ancients. Technomancers are capable of repairing or designing practically anything that has moving parts, and most things that don't. Through their secret oral traditions, the Yassan have retained a detailed understanding of the principles of ancient technomancy, as well as the knowledge of how to make technoelemental actuators.

361 Yitek Tomb Raider

Desert lands and crypts were the only homes you knew as child. You were lulled to sleep on the back of your father's aht-ra, amidst the soft shadows of flickering lanterns and the rhythmic scraping of pickaxe and chisel. Your toys were archaic locks and disarmed traps that your older brother collected for you. History was tangible, dusty, and stale, and you learned to respect and preserve it. Outsiders believe that you violate the sacred, that you risk angering those whose tombs and homes you unearth. Yet if they could speak, would their spirits wish to be lost and forgotten beneath the dusts of time? Of their discarded bones, you forge an irony the dead must surely commend. Some are wary of you for your vocation, but time among the catacombs serves to dispel such bias. Irony, you find, is more difficult to teach... others find your sense of humor morbid.

Possessions

- *Veiled Headdress, Cape, and Loose-fitting Robes*, all of woven gauze.
- *Thieves' Tools*.
- A *Scimitar* (damage as a Longsword).
- A *Pickaxe*.
- A *Hammer* and a *Chisel*.
- A *Pry-Bar*.
- *Winches*.
- A *Tent*.
- A *Musical Instrument* of choice.
- A *Map Case*.
- A *Djaffir Charm*, to ward against curses.
- *100 Gold Lumens* in assorted coins and valuables.
- A *Tatra Aht-Ra* steed, to carry all this stuff.

Advanced Skills

- 3 Evaluate
- 3 Trapping (finding and disabling traps only)
- 3 Salvage
- 2 Commerce
- 1 Antiquities
- 1 Awareness
- 1 Scimitar Fighting
- 1 Linguistics
- 1 Secret Signs

Languages

- 6 Nomadic
- 6 Sign
- 4 Low Talislan



Special Abilities

You can see well in darkness, and need less food to survive: provisions restore 2d6 stamina, but you may only gain the benefit of 2 provisions per day.

362 Yrmanian Wildman

The mushroom makes you happy. When it has been long - how long? have the suns risen again? - your stomach burns, your head hurts. Your legs know it is time to go and search, your nose leads the way. Then you find the mushroom. You eat the mushroom. Then the colors return, the god Yrman speaks to you again. You hear his words when you take the singing stone, your r'ruh, and swing it above your head. When the stone bites your enemies, will they hear its words? They don't eat the mushroom. Maybe the stone just hurts. Like your head, when it forgets, when it has been too long. Look - more colors!

Possessions

- A *Furry Loincloth*.
- A *R'ruh*.
- *Skullcap Mushrooms* — a powerful hallucinogen when consumed in small quantities, and a deadly poison in larger quantities; it kills in minutes, and then mushrooms grow from the corpse.

Advanced Skills

- 3 R'ruh
- 3 Unarmed Fighting
- 2 Tracking
- 2 Climb
- 1 Herbalism
- 1 Narcotics
- 1 Sing
- 1 Trapping

Languages

- 4 Sign, mixed with lots of grunting

Special

Due to long term exposure, you are immune to the toxic and parasitic effects of Skullcap.

Unique Skill: R'ruh

A R'ruh is a sharpened bullroarer, also called a "singing axe," which makes a loud buzzing noise when swung over the head. The weapon consists of a circular stone blade on a leather cord. As a weapon, it is one-handed, deals damage as an Axe, and may be thrown. In addition to fighting, the R'ruh can be used for music, long distance communication, and all-purpose intimidation.



363 Za Bandit

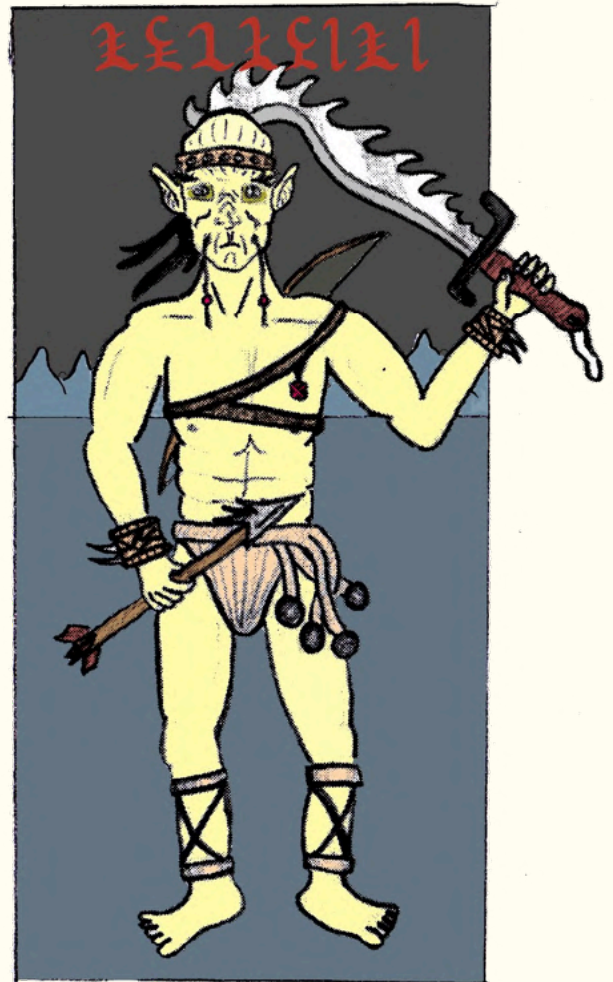
Zaran belongs to the Wild Folk, the Landborne - your people. It was ceded to them by the ancient Archaens. You do not care to hear the excuses of the oath-breakers. They caused the Disaster that ravaged your tribal lands. They call you "Sub-Men", as if you are less than they are. You afford them no lenience nor mercy. Such notions are for the weak. They travel through your lands in their caravans, carrying with them riches that are rightfully yours. So you take what they owe to you, and you teach them to fear you. Yet still they come, daring you, taunting you, bringing greater numbers of warriors to protect their precious goods. If they think your people will run, they are wrong. These lands are yours. Your honor demands that you take vengeance. You have sworn an oath of blood. Their blood you will drink.

Possessions

- A *Loincloth*, and for females a tight hide *Chest-Binder*.
- *Bands of Reptile Hide* on head and upper arm.
- A *Necklace of Hammered Black Iron Disks*.
- A *Za Broadsword* (damage as a Longsword, but the damage cannot be healed from eating provisions; only rest can recover the stamina).
- A *Za Whipsash*.
- 2 *Wristblades* (damage as a Knife, but takes no hand to use).
- *Horn Shortbow* and quiver of 20 *Barbed Arrows*; deals 2 damage on removal.
- 30 *Gold Lumens*.
- A *Greymane* steed.

Advanced Skills

- 2 Lore
- 2 Ride
- 2 Scouting
- 2 Sneak
- 2 Tracking
- 2 Bow Fighting
- 2 Unarmed Fighting
- 2 Whipsash Fighting
- 2 Wristblade Fighting
- 2 Za Broadsword Fighting



Languages

- 6 Low Talislan
- 6 Sign

Unique Weapon: Za Whipsash

The Za Whipsash is a one-handed thrown bolas with six strands. An asterisk indicates the target is entangled; on a 6+ they are also knocked prone.

Damage Roll →	1	2	3	4	5	6	7+
Za Whipsash	2	2	2*	4*	4*	4*	6*

364 Zagir Mountaineer

Death is a wise fellow, and you wish to meet him soon. This world is our Hell, the punishment for the sins of the ancestors. The Rajans showed the true path. Now, we are all Rajans. Only through Death can one reach true life. The crass faithful, especially the zealous Virds, will be rewarded by attaining revenge over their enemies, power, wealth, and the hedonistic means to satiate all mortal desires. The Shadinn convert others through killing, and for that labor they too will receive such rewards. You, the Zagir, take a more philosophical approach to the problem of life, and in Death will reach enlightened contentment. You think of such things often, as you climb the mountains of Zagiran, your home in this nightmare world. Sometimes while sharing Kaj with your brethren the Aramut, you are asked the question "why do you climb mountains?" You tell them — "it is to get close enough to see Death, and in that way gain some of his wisdom." Outsiders see your behavior as overly risky, or suicidal even. Sometimes you stick the end of your bow in your mouth, poison arrow strung, and strum the string. In that way you hear Death's voice. The rush from knowing Death in this life... maybe you are the real hedonist.



Possessions

- *Thick Coat, Hat, and Spiked Boots* of fur, covering *Loose-fitting Blood-red Robes*.
- *Shortbow*, also used for musical purposes.
- *20 Arrows*, 5 of which are coated in *Viper's Blood*; +1 to the damage roll.
- *Climbing Gear* and *500 feet of Rope*.
- *Kaj*, a hallucinogenic mixture of *K'tallah* and *Rajoum*.
- *10d6 Gold Lumens* in silver ingots.

Advanced Skills

- 4 Rajan Religion
- 3 Bow Fighting
- 3 Climb
- 2 Meditation
- 1 Awareness
- 1 Lore
- 1 Music
- 1 Narcotics
- 1 Scouting

Languages

- 6 Rajanin
- 1 Low Talislan

365 Zandir

Roll a d6: on 1 you're a **Causidian Litigator**, 2 a **Certament Duelist**, 3 a **Serparian Beggar**, 4 a **Zandir Charlatan**, 5 a **Zann Guide**, and 6 a **Zandre Boatman**.

1 Causidian Litigator

In your youth you apprenticed yourself to a great barrister, who started you off as a lowly scribe. You learned the Law, but also shorthand, rhetoric, philosophy, and all the modes of persuasion, from the classically kairotic, to the musical, to the erotic. Once you had mastered these, you ventured out into the world, debating all manner of academic rivals along the way, and becoming renowned for your skill in the diplomatic arts. From there you returned to Zanth where you set up a successful firm. Since then, you've prosecuted and defended all manner of clients, all morally just, of course.

You think of such things often, as circumstances have once again forced you out of your practice and back onto the road. You remind yourself that the Law, above all else, must be fair.

Possessions

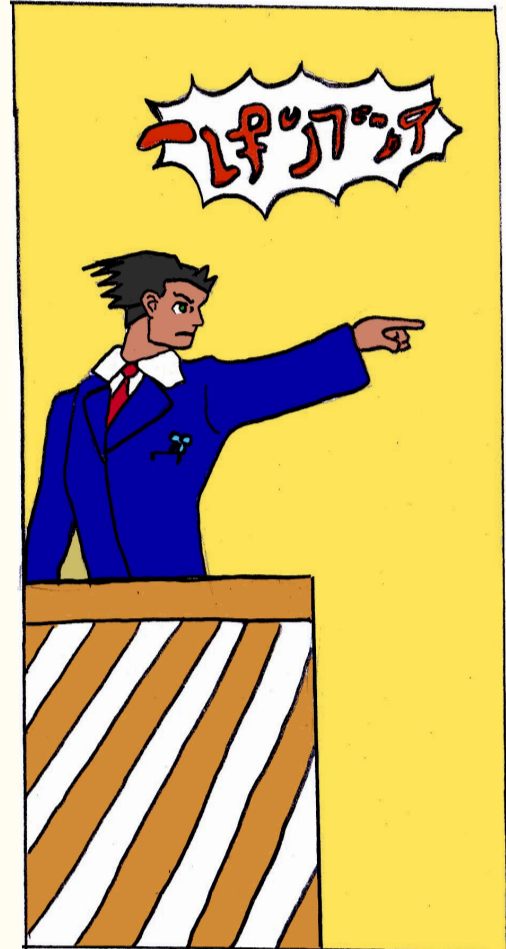
- *Suit or Dress of Fine Cloth*, in blue.
- An extensive library of legal and philosophical texts, centered around a pristine first edition of *Alpharabius's Book of Virtuous Thought and Music*.
- A *Lute*.
- *1000 Gold Lumens* in *Zandir Crescents*.

Advanced Skills

- 4 Litigation
- 3 Diplomacy
- 3 Oratory
- 1 Acting
- 1 Awareness
- 1 Deception
- 1 Etiquette
- 1 Fashion
- 1 Lore
- 1 Music

Languages

- 6 High Talislan
- 3 Archaen
- 3 Low Talislan
- 3 Phaedran
- 2 Language of Choice
- 1 Language of Choice
- 1 Language of Choice



2 Certament Duelist

You are a duelist, a Certament, and an artiste who paints with the sword. If insulted you will defend your honor, or that of your friend, your family, your spouse, or your lover. If hired by a Zandir noble to fight a duel to the death, you will do so, but only if you are accorded payment commensurate with your talents. Certaments are masters of display, with flashing swords, deft movements, and spells of sound and fury. Often you duel others of your kind, to make a point or perhaps to impress a prospective lover. You rarely cause each other permanent harm over such trivial matters. Dueling is as much a game as gambling or romance, and you pursue them all with equal fervor. Other matters are of more serious consequence. You have no desire to become a flamboyant corpse. Your antics distract your foes, and when you must, you are cold and direct. When you relate the tale later in a tavern over wine, you can always embellish. The telling is an art as well.

Possessions

- *Fine Black Iron Chainmail over Leather Undergarments* (considered Modest Armor).
- *Velveteen Cloak, Knee-high Boots, Silver Hair-bands.*
- *A Dueling Sword* (damage as a Sword).
- *A Knife.*
- *Spellbook*, bound in the finest leather.
- *100 Gold Lumens in Zandir Crescents.*

Advanced Skills

- 3 Fashion
- 3 Sword Fighting
- 2 Etiquette
- 1 Acrobatics
- 1 Deception
- 1 Knife Fighting
- 1 Oratory
- 1 Spell - Amity
- 1 Spell - Illusion
- 1 Spell - Random

Languages

- 6 High Talislan
- 5 Low Talislan
- 1 Archaen

Special

Because of your skill at parrying, you get +1 to your Sword Fighting or Knife Fighting skill when your opponent initiates the attack.



3 Serparian Beggar

There is honesty in begging. That's what everyone says. You're not sure how many of them believe it. Few of them would be willing to trade places. They scatter copper coins at your feet and look away. It's the generosity of social obligation, for if they didn't do that, passers-by would ridicule them and call them misers. At heart they all are. No one really cares for you. You don't remember a time when anybody did. Still, you and your brethren stick together. There is but one rule that all Serparians hold above all else: "Look out for each other."

After the Great Fire of 601, your brethren took over the ruins, and these became your slums. By The Sultan's decree you live tax free, but instead pay offerings to the Sultan of Beggars. You've never met the latter; no one has, but somehow his collectors find a way. The Slums and the Sewers are his domain, at least as much as anything can be his domain. Like all Serparians, you know the upper sewers intimately, but there are still many places beneath Zanth in which you refuse to tread: things from the beyond lurk there, feasting upon offerings from foul rituals to forgotten fell gods.

Possessions

- *Torn Garments and Worn Sandals.*
- *Moth Eaten Blanket.*
- *Knife.*
- *1d6 Gold Lumens, in copper pieces.*

Advanced Skills

- 2 Deception
- 2 Gossip
- 2 Knife Fighting
- 2 Sleight of hand
- 2 Sneak
- 2 Unarmed Fighting
- 1 Awareness
- 1 Bribe
- 1 Labor

Languages

- 6 Low Talislan

Special

You are resistant to non-magical diseases.



4 Zandir Charlatan

It is a sad fact that many foreigners believe you to be nothing less than a fraud. Fortunately, in Zandu, you are regarded as a seer. You can recite questions from *The Book of Mysteries* that bring wisdom to any dilemma. You lecture the devout on street corners, and enlighten high officials in the Sultan's palace. You make your living selling magical elixirs and icons of the Ten Thousand. You never want for a warm body beside you at night. In other lands, it is more difficult for you to earn respect and lumens. There, few pay heed to the tenets of Paradoxy, and your carvings are considered novelties at best. You preach, cajole, and connive in order to sway the skeptics, and perhaps also to convince yourself. For the lessons of Paradoxy are universal, and life is truly a series of questions without answers. Foreigners may believe that they understand their existence. You mean to prove that they do not.

Possessions

- *Silken Brocade Cape, Velvet Blousey Shirt and Trousers, Curl-toed Boots, Silver Hairbands.*
- *A Rapier (damage as a Sword).*
- *A Spellbook, bound in the finest leather.*
- *The Book of Mysteries, which contains 100,000 questions, and no answers.*
- *1 Elixir, 1 Potion, and 1 Powder, all rolled from table.*
- *Pouch with various Religious Icons, mostly depicting The Ten Thousand Saints.*
- *Silver Paradoxist Emblem, confers +1 Luck.*
- *50 Gold Lumens in Zandir Crescents.*

Advanced Skills

- 3 Oratory
- 3 Paradoxy
- 2 Alchemy - Elixirs, Potions, and Powders
- 2 Deception
- 2 Sleight of Hand
- 1 Sneak
- 1 Spell - Read Entrails
- 1 Spell - Thought Vapour
- 1 Spell - Tongue Twister
- 1 Rapier Fighting

Languages

- 6 Low Talislan
- 5 High Talislan
- 4 Phaedran
- 1 Archaen



Unique Skill: Paradoxy

Knowledge of the Paradoxist faith. The Paradoxists have an eclectic and chaotic religion. This skill reflects knowledge of Paradoxist religious texts and discourse. This skill can also be used to confuse others.

5 Zann Guide

Paradoxy: ten thousand questions and no answers. Is it any wonder that other folk find the Zandir so foolish? But you are Zann; you are different. You have answers. They say you are stubborn, or just being contrary. When the city-dwellers come to your village to hire a Zann guide, you scoff. You look at their fancy clothes, at hands that have never known hard work, at boots unfit for woodland trails, and ask: "Are Zann stubborn because we know how to read the river currents, where to camp at night, or how to build a fire in the pouring rain? Are Zann contrary because we knew more of woods and rivers as a babe than you will ever know? If so, then I am Zann. Better that than you."

Possessions

- *Rough Linen Shirt, Tunic, and Short Breaches.*
- *Leather Boots.*
- *Staff.*
- *Knife.*
- *A Tent, with Camping Supplies.*
- *A Row Boat.*
- *25 Gold Lumens in Zandir Crescents.*

Advanced Skills

- 3 Canoeing
- 2 Herbalism
- 2 Oratory
- 2 Swim
- 2 Tracking
- 2 Staff Fighting
- 2 Unarmed Fighting
- 1 Knife Fighting

Languages

- 6 Low Talislan
- 6 High Talislan



6 Zandre Boatman

You have always been a Boatman, like your father and grandfather and great-grandfather, even though it is almost paradox that in your family, no one ever tried not to become a boatman... it must be the call of the Sascasm that runs down your veins. Yeah, you have been wet with many a water indeed. Only boatmen can understand that. You own one of the bulky boats that run up and down the Sascasm in huge numbers. You call your boat "your lady" and indeed she is the one you really have married, all the other ladies are fine for a night, but not for a lifetime. You're not so much doing it for the money, but for the fun (or, rather, for both of them). You would find it annoying to spend more than a few hours on land in a row.

Unlike other people who live on water, you are a lover of talking and dirty jokes, though. You can never shut up and never stop finding everything funny that is not connected to your river and your lady. Even when you have just cut down someone who insulted you (and that is easily achieved), you would never forget to tell him a joke before he goes. You would not wish a different death for yourself when your time is due; for life is a joke, only the river is true

Possessions

- *Sturdy Oiled Leather Tunic and Trousers* (considered Light Armor).
- *A Colorful Cape.*
- *A Sabre* (damage as a Sword).
- *100 ft of Rope.*
- *Sentimental Tattoos.*
- *A Boat.*
- *50 Gold Lumens in Zandir Crescents.*

Advanced Skills

- 3 Pilot
- 3 Swim
- 2 Gossip
- 2 Labor
- 2 Sabre Fighting
- 2 Unarmed Fighting
- 1 Tracking

Languages

- 6 Low Talislan
- 3 High Talislan



366 Foreign Explorer

Talislanta is a strange and mysterious place. Like the great Tamerlin before you, you will travel its length and breadth, and partake in all it has to offer. Maybe you come from Alcedon, the great floating continent, where you lived in the hierarchy of the Castle Sanctum. Perhaps you are an Imperion from Celadon, the land of the plants and insects ruled by the Green Mandarin. You could be an ancient Archaen, lost in time, and come to this modern, and yet, more primitive future. Maybe you come from even further afield, another world, another sphere, another reality, or another game.

Possessions

- *Travelling Robes and Hiking Boots.*
- *A Bow, a Sword, or a Spear.*
- *A Walking Stick.*
- *A Spellbook/Journal.*
- *Assorted Maps, of legendary locations.*

Skills

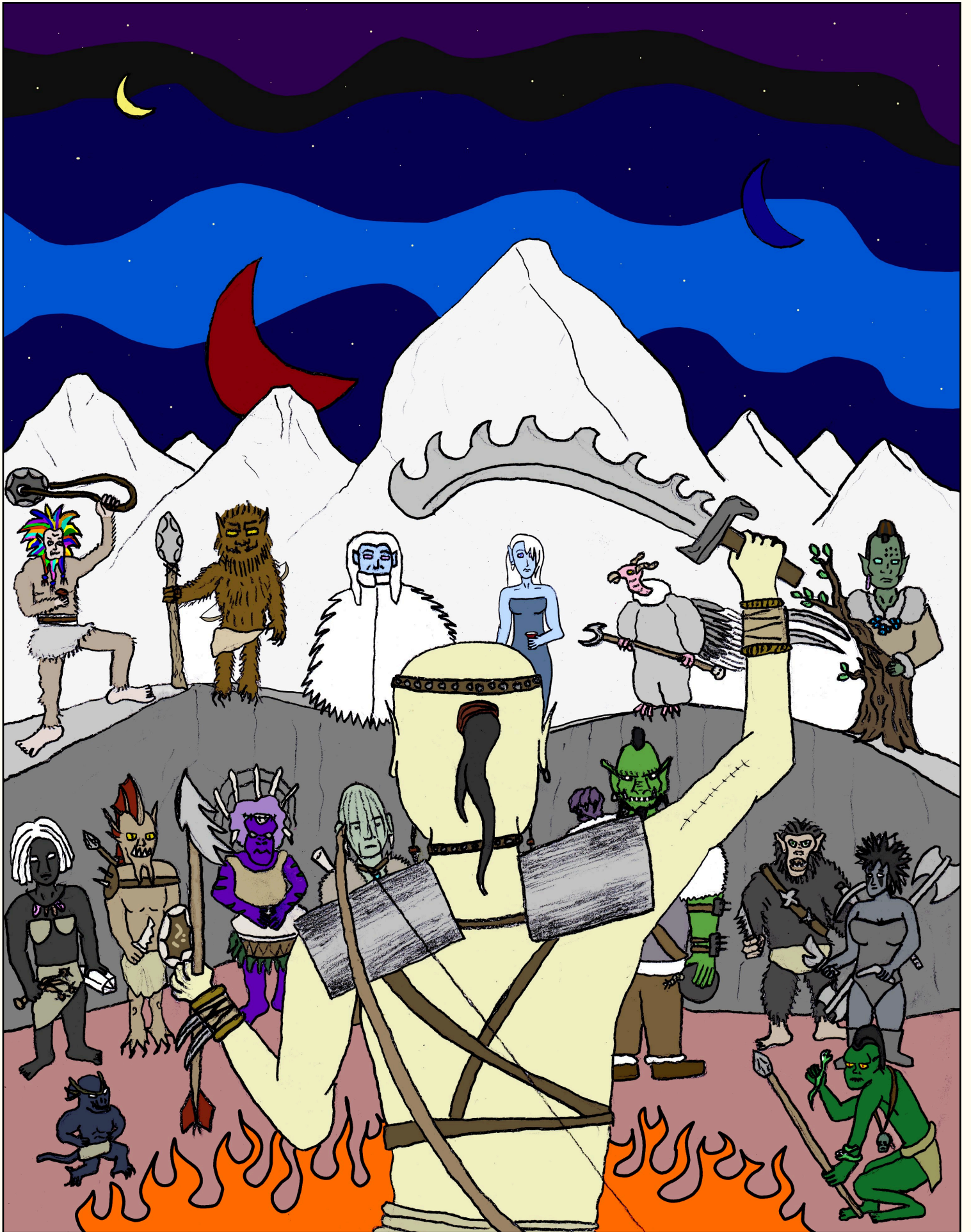
- 2 Bow, Sword, or Spear Fighting
- 2 Staff Fighting
- 2 Etiquette
- 2 Lore
- 2 Spell - Random
- 1 Spell - Random
- 1 Spell - Random
- +3 points in Skills of your choice, or random spells.*

Languages

- 6 Archaen
- 1 Language of choice

Alternatively, use your favorite Troika! background, with an extra 3 points worth of skills of your choice.





Advanced Skills

Skills in this game are freeform, so use this list for reference and inspiration more than anything else. Make up any skills that aren't described here or alongside a background.

Acrobatics

The ability to perform most types of acrobatic maneuvers, including tight-rope walking, tumbling, leaping, vaulting, juggling, breaking falls, and scaling walls. Group actions include pyramids, flinging other acrobats (or non-acrobats) into the air, and interactive juggling.

Acting

Individuals with this talent will be able to perform any of the skills normally associated with thespians, such as engaging an audience's attention, memorizing lines of dialogue, conveying a range of emotions, impersonating or parodying other individuals or character types, and so on. Acting is perhaps one of the most difficult skills practiced in Talislanta, requiring slavish rehearsals and training sessions in the tutelage of the most demanding and temperamental masters of the art.

Agriculture

The art of growing plants. This skill includes intimate knowledge of the life cycle of specific crops and the ability to research into developing non-magical means of increasing yield, survivability, or palatability of crops.

Alchemy

There are five types of alchemical concoctions: Elixirs, Materials, Poisons, Potions, and Powders. During downtime you can Test one of your Alchemy skills to create a single dose of something. In an environment where you have ready access to ingredients you can choose what to make; otherwise, roll on the table to see what you can make with the ingredients you scrounge up.

Alchemy - Elixirs

Roll	Elixirs
1	Aphrodisiac Elixir: Promotes feelings of desire unless they Test their Luck (or skill for enemies), to resist. Lasts an hour.
2	Depilatory Elixir: Removes hair on contact. In wide use among the Orthodoxists of Aaman. The effects last for seven weeks.
3	Healing Elixir: Drinker recovers 2d6 Stamina, and any bleeding stops. Made from balmroot, so it attracts insects.
4	Medicinal Purge: Rids the body of parasitic organisms within an hour.
5	Poison Antidote: Reverses the effects of any poison or toxin, provided the antidote is delivered in time.
6	Soporific Elixir: Drinker must Test their Luck (or Skill for enemies), or fall into a deep slumber for 2d6 hours. Even if they succeed they're left groggy for an hour. Unless an antidote is employed, it will not be possible to awaken the sleeper while the soporific remains in effect.

Alchemy - Materials

Roll	Materials
1	Alcahest (and Dedicated Solvents): A liquid which is capable of dissolving any substance, except for amberglass, and deals damage as a Fusil on contact. <i>Dedicated Solvents</i> are like <i>Alcahest</i> but only affect a specific type of inanimate substance, such as gold, iron, stone, or crystal.
2	Amberglow: An alchemical liquid used as a heatless source of illumination in many urban centers. This substance can be created to radiate in a wide variety of hues and patterns.
3	Gum Lubricana: Anything this touches gets very slippery for a day. It's flammable, and dissolves in alcohol.
4	Quicksilver: This silvery liquid metal has many properties. A weapon dipped in quicksilver becomes silvered for 1 day.
5	Serpentine Ogriphant: When mixed with water this orange powder violently expands to 10 ft, giving you a minute to mold it into a desired shape before it hardens. It can be used as a projectile or used to destroy or open doors or other mechanisms.
6	Vitriol: This glassy, gluey substance will stick to anything, except for Gum Lubricana or silver, and can only be dissolved with Alcahest.

Alchemy - Poison

Roll	Poisons
1	Black Mushroom Powder: Anyone who inhales this must Test their Luck (or Skill for enemies), or experience severe hallucinates for 1d6x10 minutes.
2	Draconid Venom: Anyone hit with this poison is wracked with searing pain for a minute.
3	Paralytic Poison: Anyone hit with this poison must Test their Luck (or Skill for enemies), or be paralyzed for 1d6x10 minutes.
4	Vegetable Toxin (<i>Dataan</i>): Anyone hit with this poison must Test their Luck (or Skill for enemies), or fall unconscious for 1d3 hours. One dose is sufficient to coat one edged-weapon, 2 arrows, or 4 darts, and is good for only one successful strike. Can also be gasified.
5	Venomwood Resin: +2 to the damage roll when applied to a weapon. One dose is sufficient to coat one edged-weapon, 2 arrows, or 4 darts, and is good for only one successful strike. When applied to an edged-weapon or arrow, kills in 1d6 hours if not treated.
6	Viper's Blood: +1 to the damage roll when applied to a weapon. One dose is sufficient to coat one edged-weapon, 2 arrows, or 4 darts. When applied to an edged weapon, lasts until you roll 1 on a damage roll.

Alchemy - Potions

Roll	Potions
1	Cold Resistance: Bestows immunity to cold and ice for a day.
2	Fire Resistance: Bestows immunity to heat and flame for a day.
3	Flying Potion: Bestows upon the drinker the power of flight at speeds of up to 25 mph, for an hour.
4	Love Potion: Causes the drinker to become infatuated with the first individual whose name they hear spoken, unless they Test their Luck (or skill for enemies), to resist. Even a success on the roll means that the imbiber is distracted by the infatuation, if not overcome by it. Lasts for a day.
5	Rejuvenating Potion: Restores strength and vitality, plus all lost Stamina.
6	Shrinking Potion: Causes the drinker to be reduced to one inch in height for a day. If one wishes they can Test their Luck (or skill for enemies), to resist.

Alchemy - Powders

Roll	Powders
1	Enhancement Powder: Pigments that can be used to change the color of an individual's skin or hair for a week. Sparkle powders can also be used to give a metallic sheen.
2	Incendiary Powder: Ignites on contact with air, creating fire and dense smoke.
3	Morphius Powder: Anyone who inhales this must Test their Luck (or Skill for enemies), or fall into a deep slumber for an hour. Even if they succeed they're left groggy for a minute.
4	Neutralizing Powder: Neutralizes the effects of any type of poison, alchemical waste, or toxin, whether ingested, inhaled, or dispersed into the air or soil.
5	Scarlet Leech Powder: Scarlet sporozoid spores treated by alchemical means, so they go into hibernation until they are exposed to the air, whereupon the insidious organisms begin to feed on any organic materials that they contact. Deals damage as a Small Beast every round you're in contact with the spores.
6	Smoke Powder: When exposed to air, this powder reacts to create cloud of dense blue smoke. Lasts a minute, or less in windy conditions.

Antiquities

Talislanta is a land which has seen many civilizations rise and fall. Anyone with this skill is a collector of ancient artifacts, and will be adept at identifying, appraising, and dating them. There are plenty of exceptions, but in general, the older the antiquity, the rarer and more valuable it is.

Art

In Talislanta, visual art is considered one of the performing arts. This skill represents the ability to produce aesthetic creations of a visual nature. Mediums of particular renown include painting, mosaic, sculpture, and for the magically inclined, illusory panorama. Characters with this skill will also be able to evaluate and appraise the work of other artists and may also have some knowledge of art history.

Assassination

To its practitioners, assassination is an art-form. Prior to the act, one must first study a target's habits, schedule, and associates; locate suitable ambush spots; and prepare escape routes and safe houses. This skill reflects one's ability to plan and effectively execute such activities. With the GM's permission, it may even be used to retroactively establish preparations, as needed, during an assassination mission.

Astrology

By studying the configurations of the suns, moons, and stars, practitioners of this skill can determine if the signs are well-aspected (favorable) or ill-aspected (unfavorable), and may thus be able to divine the outcome of future events. An astrologer can make one divination per night.

Awareness

Used to spot or otherwise detect things.

Body Painting

The practice of dying skin, whether evenly or intricately, and in a manner that will not cause the pigment to bleed. Can be used to change skin color or create long-lasting artistic designs.

Brewing

The art and science of brewing, distilling, or concocting alcoholic or nonalcoholic beverages. Some popular beverages include *Aquavit* (Cymrilian), *Black Arrack* (Tarteran), *Chakos* (Arimite), *Mochan* (Desert Lands), *Skoryx* (Sindaran), *Tazian Fire-Ale* (Thrall), *Thaecian Nectar*, and *Vinesap* (Aeriad). And of course, cheap *Grog* can be found all over the place.

Bribe

The ability to influence by promises of pecuniary reward. Of course, it helps if one possesses the requisite capital, but it is not strictly necessary.

Canoeing

Those who are unfamiliar with the practice are often unaware of the skill required to maneuver a light boat using oars in rough waters, thus the need for this skill.

Caravan Master

Reflects skill at outfitting and running overland caravans and overseeing any of the following: requisitioning supplies, managing teams of drivers, loading and off-loading goods and materials, organizing defense against attacks by bandits, making and breaking camp, and fording and crossing rivers and bridges in orderly fashion.

Cartography

To the untrained, the variety of conflicting cartographic standards is staggering. Cartographers are able to read and make accurate maps of almost any type of terrain. The amount of unfamiliar terrain that can be mapped in a day is equivalent to the distance the cartographer can cover during that period, based on the mode of travel employed (on foot, steed, sea vessel, windship, etc.). Of course, study enough maps and you'll learn plenty of geography along the way.

Climb

The basic ability to climb rocks, walls, trees, ladders, ropes, mountains, etc.

Command

The art of leadership in tough circumstances. This skill also represents the ability to organize, coordinate, and direct groups of trained combatants, and can be used, alongside Tactics in performing mass combats.

Commerce

Reflects knowledge of business, trade, haggling, economics, and sales.

Cooking

The ability to prepare food in such a way as to ensure that it will be edible and reasonably tasty. Can also be used to identify ingredients in a dish.

Crafting

A wide variety of arts and crafts fall under this, such as Blacksmithing, Bone-Carving, Card-Making, Chitin-Carving, Coral-Carving, Gossamer Weaving, Jewelry, Lacquer, Macramé, Mud Sculpture, Musical Instruments, Pottery, Tapestries, Weaving, and Woodcarving. While one can use these skills to craft things, they can also be used in unexpected ways, for example, a bone carver could use their expertise to identify a type of bone or a weaver could identify a weak point in an enemy's stitch and unravel their cloth. Be creative.

Dance

The ability to perform popular, expressive or ritual dances. Popular dances include the light-hearted *Caperetto*, the romantic *Avante*, and the formal *Sauntre*. Expressive dances include the seductive *Dance of the Diaphanous Veils* (Batrean), the *Dance of Subtle Passions* (Mandalan), and the *Dance of the Rainbow Plumes* (Sawila). Many cults and religions have their own ritual dances, such as the *Ritual of Spirit Calling* (Chana Witchfolk), the *Dance of Death* (Rajan necromancers), the *Celebration of Terra* (Gnomekin), and the *Sword Dance* (Kang), to name but a few. And of course, the emerging genre of avant-garde dance has attracted numerous practitioners.

Deception

The art of deception is concerned with the manipulation of the mental reality of the other, such that they come to believe that something which is not true, is. Put another way: good, old-fashioned, lying. Includes basic falsity, all the way to the use of various scams, rigged games, and the like.

Diabolism

Summoning, invoking, and otherwise dealing with devils, demons, and other fiendish creatures.

Diplomacy

While in common parlance the term "diplomacy" is used to refer to the art of conversation, as a discipline, diplomacy reflects one's capacity to come to mutual agreement in spite of differences of interest. One's knowledge of the finer points of protocol and negotiation, politically and/or cross-culturally, is of course, paramount, as are one's social bearings.

Disguise

Sometimes one wishes to appear as someone else, and when that is the case, a disguise is the way to go. By using any number of props one can change one's physical appearance to a desired outcome. When under scrutiny, opposed by Awareness.

Engineering

The art of designing and constructing complex technical devices or large scale construction projects. Engineers are able to draft and appraise plans and schematics, determine the suitability of proposed construction sites, and spot potential structural weaknesses and strong points.

Etiquette

Knowledge of proper protocol and custom for specific situations within a given culture.

Evaluate

Everything has a potential price tag; you can Test this skill to quantify something's monetary value.

Execution

The profession of executioner is disreputable one, except in societies preoccupied with death. Those with this skill are intimately familiar with the act of killing a condemned foe efficiently and, preferably, painlessly.

Fashion

Indicates familiarity with types of clothing, including the knowledge of how to dress in order to simulate a particular "look" or social position (bohemian, working class, middle class, affluent, aristocratic, etc.). Individuals with this skill keep up with the latest trends and styles in a given culture, and are aware of what is and is not currently in vogue.

Fly

Basically just running, but in the air. Use it the same way. Especially in high winds. Can also be used to fight in the air, to charge or dive-bomb a target.

Gambling

Familiarity with any of a variety of games involving skill and chance, including the ability to detect or engage in illicit methods of determining the outcome of such contests.

Gossip

This skill reflects one's knowledge of gossip and rumors, as well as the ability to ingratiate oneself with locals for the purpose of gossip mongering.

Guard

Ability to serve as a sentinel, watchman, or bodyguard. The Guard skill can be used in place of Awareness for rolls to detect intruders and potential threats. It also includes knowledge such as how to patrol and stand watch effectively and how to challenge and evaluate strangers. Characters trained in this skill have some ability to physically defend others; they can parry (at their Guard skill level) a blow intended for an ally standing next to them.

Healing

Skill in the arts of Talislantan folk medicine, a speculative field of study at best. Healers are able to identify and utilize plants and herbs with reputed medicinal properties, provide aid and comfort to sick and wounded individuals, and serve as midwives. Notably, this skill can be used to restore lost Stamina (target recovers 1d6 points of Stamina, at most twice per day), slow the progress of poison, stitch wounds, and stabilize the dying. Beyond that, the field is, regrettably, limited in its capabilities.

Herbalism

The ability to identify useful or harmful plants, and to use such materials to concoct simple medicines. Concoctions in this category include tonics, serums, balms, ointments, salves and various other medicants. Such mixtures are generally able to treat only a single, specified malady: fever, itch, nausea, insomnia, burns, minor wounds (target recovers 1d3 points of Stamina, at most twice per day), and so forth.

Interrogate

The act of acquiring information by psychological intimidation or by more subtle verbal methods.

Labor

One's ability to perform basic manual labor. It is a skill unfairly undervalued, both individually, and by society as a whole.

Linguistics

Linguistics is the study of languages. Linguists can identify languages that they do not know, determine word origins, decipher unknown texts, and analyze discourse.

Litigation

Knowledge of the laws and customs of at least one land, and skill at representing individuals accused of criminal wrongdoing. Litigators may wield little influence or may not even be available in lands where totalitarian governments are in power.

Lip Reading

The trained ability to eavesdrop by watching a speaker's lips and reading what they are saying. The practical range of this ability may be enhanced by the use of a spyglass or other optical device. Of course, the lip-reader must be familiar with the language being spoken.

Locks

The ability to foil locks, typically with the use of thieves' tools. You can treat this as a Roll Versus against the locksmith; the Skill of most locks is usually somewhere around 6, but may be as high as 12 for masterwork locks. This skill may also be used to design and install lock mechanisms.

Lore

Knowledge of the past, whether it be history, oral tradition, myth, or legend. Much knowledge was lost with the Great Disaster, and while knowledge of the distant past is out there if you know where to look, the majority of scholars still know little of the era before the founding of the Phaedran city-state. Thus, use of this skill should often be limited to information that the character could have conceivably have encountered, according to their background.

Mathmology

The application of the mathematical sciences to practical application, such as the sight analysis of angles, pressures, numbers, and volumes, for the evaluation of physical questions. For example, could be used to assess the surface tension of a substance, or to find the center of balance to knock down a foe. The possibilities are endless wherever the means of calculation exist.

Meditation

Meditation allows one to reach a state of calm reflection though the use of controlled breathing, posture, and mental imagery. A character may meditate in lieu of normal sleep with a successful Meditation Test. While meditating, a character is aware of their surroundings. Can also be used to calm oneself in stressful situations, and to resist mental influence.



Mining

There are lots of things in the ground. You want to take them out of the ground. There are many types of mining, ranging in size from the large-scale pit mines and underground mines down to the simple dredging performed by artisanal miners. This skill works regardless of material, whether it be rock, dirt, mud, ice, or sand.

Music

The ability to play one of the various types of musical instruments found in Talislanta, such as the gossamer harp, glass flute, tambour, gongs, water chimes, and so on. Also reflects one's knowledge of musical genres, theory, and practices.

Narcotics

Used to identify, safely consume, and experience the mind-enhancing effects of narcotics.

Narcotics
Black Lotus: Highly addictive, this powder bestows the powers of clairvoyance and clairaudience.
Blue Lotus: Drinking the fermented nectar of this flower brings on prophetic dreams.
Black Mushroom: Anyone who ingests this must Test their Luck (or Skill for enemies), or experience severe hallucinations for 1d6 hours.
Euphorica: Popular in Cymril, the pollen of the carnivorous mantrap plant, which delivers the partaker a synthesis of pure pleasure.
Kaj: A hallucinogenic mixture of k'tallah and rajoum buds, in use among the Rajans. Induces euphoria and heightens perception, but hinders reflexes and judgement.
Kesh: A secret concoction of the Chana, a bitter liquid made from jabutu roots; allows a trained user to communicate with invisible and astral presences, and possibly even to enter other planes of existence.
Krahg: A concoction used by the Imrians to sedate slaves and their Kra eels. Ingesting the reddish liquid causes a feeling of complacency and suggestibility, and calms any feelings of anger or resistance.
K'tallah: An addictive resin which when smoked grants visions of the near future and grants delusions of grandeur. Withdrawal invariably kills a frequent user, as new K'tallah plants sprout from their eyes, ears, and mouth.
Sashesh: Ingesting these fungal spores triggers powerful, but tranquil, hallucinations in plant-creatures.
Skullcap: Microdoses of this deathly toxic mushroom cause hallucinations, coupled with highly irrational and even violent behavior. Grows upon those who consume it, eventually killing them.

Oratory

The art of engaging the attention of an audience, small or large, and effecting a desired response among listeners, such as sympathy, antipathy, or fascination. An orator can use their skills to incite a crowd to action, calm a hostile mob, create a diversion, and so on.

Pentadrille

An ancient game, popular amongst the Cymrilians and Hadjin. Five players attempt to gain control of three points on a pentagram-shaped board. Players move pieces representing wizards and their servitor devils, and must maneuver around various types of demons which move about at random, impelled by a minor enchantment imbued within the board. Some scholars believe it may be based on the history of the ancient Thane.

Pilot

While the majority of Talislantans, even coastal ones, fear the open sea, naval travel is a necessity. Pilot can be used to operate any number of waterborne vessels, as well as windships, duneships, iceships, land arks, etc. Pilots can read any type of chart or map needed to navigate their vessels and can recognize familiar hazards, such as obstructions and coming storms. A cursory inspection is sufficient for any pilot to determine if a given vessel is in good condition, and what parts need repair.

Rajan Religion

A puritanical faith devoted to the worship of Death, manifested in the form of the Khadun. This world is Hell, and dying brings one to the next world, where the faithful, or those killed by the faithful, are rewarded. In addition to knowledge of doctrines and theology, this skill also reflects knowledge of the history of the Torquarans, from whom the Rajans claim descent. At the GM's discretion, this skill may also be used to test one's faith.

Ride

While anyone can trot along at a reasonable pace, more difficult endeavors generally require a check, for example, traveling swiftly across vast distances, traversing difficult terrain, or any sort of jumping or fighting on a mount. A basic chase can be treated as a Roll Versus, with an added bonus of +1 per point of the mount's initiative. (mounted combat?)

Run

Use this skill when it matters how fast you are. Treat a basic chase as a Roll Versus.

Sabotage

This is the ability to disable or destroy most types of mechanisms, conveyances, and structures by covert means. While simply breaking an item requires no special ability, doing so quickly and/or quietly or in such a way as to make the item still appear to be functional requires a roll against this skill.

Salvage

Knowledge of the techniques used to retrieve valuable goods and artifacts from sunken ships, ruins, or similar places.

Scouting

Scouts are skilled at infiltrating wilderness regions and avoiding detection by adversaries, in order to study and obtain information on such factors as terrain, road or trail conditions, the general status of an opponent's fortifications or defenses, the movement and/or condition of troops or groups of creatures, and the availability of food, water, or other natural resources.

Second Sight

Anyone with this skill can see magic. When you succeed at a Test, you can see a faint glow around magic.

Secret Signs

The semiotic drive is one which binds. Symbols of all sorts abound, from the visual (ideograms, crests, emblems, calligraphs), to the auditory (code words), to the kinesthetic (gestures). Skill in this represents one's knowledge of a particular group's signs.

Seduction

The ability to influence by charm, suggestion and sex appeal.

Sing

It's perhaps a cliché observation, but the use of the musical voice is universal. The possible applications are numerous: furthering one's romantic interests, diversion, singing to earn a meal or a place to sleep, stirring interest in a cause of some sort, and so on.

Skating

In lands of ice, skating is more than just a past-time, it's an efficient means of travel. Not only does this skill let one master "The Brotherhood of the Skate," it's also transferrable to the piloting of ice schooners and other vessels that use blades instead of wheels.

Sleight of Hand

Also called *Legerdemain*, this is the ability to perform various tricks requiring dexterous fingers, including picking pockets, cutting purses, swiping small objects, card tricks, palming, passing or switching small objects without being detected, and so on. Individuals with this talent can employ it to cheat or "fix" games of chance or to detect cheaters. Of course, in most situations anyone can simply declare they're hiding something; one only needs to Test this when one is being observed.

Sneak

The ability to move silently, hide in natural camouflage, and otherwise avoid detection. Tested only if you're being search for; Roll Versus the searcher's Awareness.

Spells

Spend Stamina equal to the spell's parenthesized casting cost, and then Roll Under your Skill Total; a double 6 fails and triggers a roll on The OOPS! Table. See *Troika!* for the actual spell descriptions, as well as the Random Spell Table and The OOPS! Table.

Strength

Those with this skill are unusually strong, at least in a notable way. This skill is most often used to lift or break things, though it can also be used to grapple.

Swim

At its simplest, the act of staying afloat and getting from place to place in the water. Particularly useful in dangerous waters, but can also be used when diving, holding your breath, etc. Anyone with this skill is proficient enough to swim without difficulty in average conditions. You receive a penalty to swimming equal to half your filled item slots.

Tactics

Training in formal military strategy and tactics. Includes the abilities to follow orders effectively, evaluate combat situations to determine appropriate tactics, and identify and compensate for the tactics of opponents.

Torture

The act of acquiring information by unsubtle, physical methods. Failure can result in the accidental death of individual being tortured. While widely practiced, its tendency to produce unreliable information leaves its efficacy limited at best, and its capacity to result in undue punishment against the innocent relegates it to the category of barbarism.

Tracking

The discipline of reading and following tracks and traces left by creatures or beings. A tracker can identify and estimate the age of such tracks and often determine under what conditions (flight, exhaustion, heavy encumbrance, etc.) they were made. Formal tracking is an empathy based discipline, requiring years of practiced observational training. If the quarry was trying not to be seen, this is a Roll Versus the quarry's Tracking or Sneak.

Trapping

Detecting, disarming, designing, and setting traps, from simple snares and pitfalls to complex mechanical apparatuses. If setting a trap, Roll Under Trapping, and describe what sort of trap you're making. To disarm a trap, roll under the trapper's Trapping Skill; if the GM doesn't know it, they choose a Skill rank from 6 to 12.

Trivarian

The quintessentially Sindaran strategy game, so complex as to be comprehensible only by those with two functioning brains. Sindarans consider one's ability in Trivarian to be a reflection of one's intellectual progression. The most skilled Trivarian players are accorded positions of authority in Sindar as "Nadirs," with the Sindaran king (or "Nadir Absolute"), determined every three years by Trivarian tournament. Three opponents play, each pitted against the other two. The players take turns inserting hieroglyphic orbs into slots carved into the sides of a suspended, illuminated, pyramid of crystal, thereby creating intricate patterns of light and color. The general objective is to establish control over the base of the pyramid.

Unarmed Fighting

The use of natural weapons, such as fists, feet, claws, tails, horns, etc. Can also be used for grappling, disarming, or tripping.

Underground Highway

The Underground Highway is a network of subterranean tunnels that span the continent, of natural and constructed origin. This skill is used to navigate and survive when traveling the highway, and to identify the historical origins of various portions.

Weapon Fighting

Used during combat as a Roll Versus when attacking. Weapon categories should be broadly applicable: Sabre Fighting, Crystalblade Fighting, Greatsword Fighting, Falchion Fighting and so on can all be considered equivalent.



Languages

Reflects proficiency in a particular language. A 6 reflects native understanding, a 3 reflects fluency, and 1 reflects a basic familiarity with which one can still passably understand day-to-day speech. Language generally only is Tested when trying to understand something technical, arcane, or specialized. If the language has a writing system, you might or might not be able to read it, provided you have at least 3 points in it. For each month immersed in a language, one can add a point, up to 6. The following languages are in widespread use among Talislantans:

Archaen: The written language employed by most Talislantan magicians to record their spells and enchantments, Archaen dates back to the Forgotten Age. Many of the oldest known scrolls and stone tablets were written in this highly complex language, which is no longer employed by most except as pertains to the casting of spells.

Chanan: Language of the eastern coastal peoples. Different dialects are spoken by such groups as the Chana witchfolk, Manra, Nagra, Batreans, and Sawila. There is a runic version of this language, but it is very rudimentary.

Elder Tongue: An ancient language dating back to the beginning of time, and spoken throughout the Omniverse, as well as by the Mirin and Dhuna. It is sometimes employed as a magical script by spell casters.

High Talislan: Essentially a more elaborate and flowery version of Low Talislan, High Talislan is employed throughout most of the continent. Its use marks one as a person of high social standing, education, or extreme snobbishness. Speakers of Low and High Talislan can usually (but not always) understand each other.

Low Talislan: This common tongue is spoken throughout much of central and western Talislanta and often learned as a second language in the rest of the continent. Its use marks one as a person of low to average social standing, and as such is shunned by most nobles, intellectuals, bureaucrats, and scholars. Its written form uses a different script from High Talislan.

Nomadic: This simple yet elegant tongue is spoken by the Djaffir tribes, most of whom speak Talislan as well. It is also employed by the Dracartans of Carantheum. The written form of Nomadic is especially concise and easy to learn.

Northron: Language of the Ur clans of Urag. The Darklings speak a tangled dialect of Northron, as do the Stryx.

Phaedran: Technically a “dead” language, the complex Phaedran tongue is primarily employed in its written form only. It is still in wide use among western scholars, who value tradition above practicality.

Quan: Derived in large part from the ancient Mazdak tongue, Quan is still the official language of the Kang Empire. The subject peoples of the empire each have their own individual dialects, which are more or less compatible with one another. Its written form is employed exclusively by eastern scholars, including the Chroniclers of Xanadas.

Rajanin: A harsh tongue thought to be derived from the ancient language of the Torquarans, Rajanin is employed primarily by the various tribes inhabiting Rajinnar. A maddeningly complex written form of Rajanin was later developed by the Rajans.

Sauran: The spoken tongue of the reptilian peoples of Talislanta, possibly related to the language of the extinct Drakkens. As all that's known of the Drakken language is a writing system consisting of thousands of semi-decipherable, three-dimensionally engraved logograms, linguists can only speculate.

Sea Nomad: This tongue is employed, with slight variations, by the folk of Oceanus, the Sea Rogues of Gao-Din, and the Mangar corsair clans.

Sign: A “universal” language of hand gestures is employed by most of the tribes of Talislanta, and certain others as well. Individuals who are proficient in Sign can communicate with most sign-using peoples, though the variations used by some races can be more difficult to read unless one has specific knowledge of those cultures.

Sylvan: A language of unclear origin, spoken by the forest nymphs and sprites, as well as the Chromids and Muses, although as both races are telepathic, its use is somewhat limited.

Thaecian: Romantic language of the Thaecians, this elegant tongue is much favored by poets, writers, and musicians. Many Thaecians employ it as an adjunct to High Talislan, which is spoken as their common tongue.



Animal Companions

Although the following animal companions are listed with Initiatives, this is for when the players encounter them as enemies. In general, Animal Companions should be treated as Henchman, and given 1 initiative token each. Alternatively, riders can choose to control their mounts' movements during their turn.

Aht-Ra

Aht-ra are domesticated reptilians found throughout the Desert Kingdoms. The Djaffir claim to have created the species centuries ago by the accidental cross-breeding of various riding and burden beasts; no one knows for certain the exact components that contributed to the aht-ra's existence. Aht-ra are seldom available for sale except through the auspices of the Djaffir merchants, who sell only gelded males. There are three varieties of aht-ra, not including the unconfirmed sightings of winged aht-ra:

Mien	
1	Bumpy
2	Uncaring
3	Stubborn
4	Bold
5	Modest
6	Faithful

Ontra (one-hump)

Skill 8
Stamina 17
Initiative 2
Armour 1
Damage as Modest Beast

Batra (two-hump)

Skill 7
Stamina 20
Initiative 2
Armour 1
Damage as Modest Beast

Tatra (three-hump)

Skill 6
Stamina 23
Initiative 1
Armour 1
Damage as Modest Beast

Special

Aht-ra can travel up to six days without requiring rest, subsist without water for one month per hump, and carry 400 pounds per hump.

Bat Manta

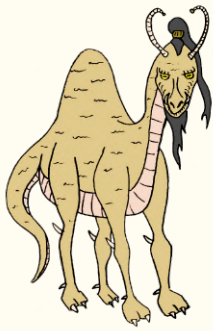
Skill 9
Stamina 16
Initiative 1
Armour 1
Damage either as a Modest Beast or the spell Jolt

Mien	
1	Perceptive
2	Haunted
3	Intelligent
4	Blithe
5	Disruptive
6	Mathematical

Bat mantas are airborne entities from the Nightmare Dimension that resemble giant black manta rays with horned protuberances and tails that they can use as whips. They radiate powerful psychic energies, which they are capable of emanating like bolts of electrical current. Dreams about flying are often caused by the presence of a nearby bat mantas flying by. Bat mantas can see in the dark and are capable of detecting invisible, astral, and ethereal presences, and are adept at spotting inter-planar rifts and gates.

Special

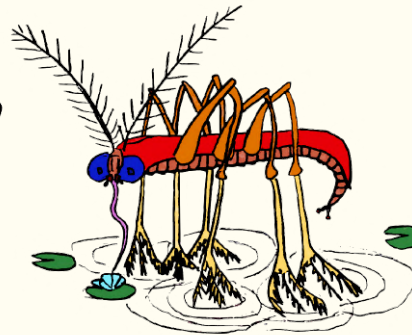
Can cast the spell Fear at-will.



Aht-Ra



Bat Manta



Cibant



Darkmane Equis

Cibant

Skill 7

Stamina 8

Initiative 3

Armour 0

Damage as a Modest Beast; if woken up abruptly a cibant will turn red, swell up to twice their size, and deal damage as a Large Beast

Cibants are a species of tall, stick-like insects native to the Aberrant Forest. They spend most of their time grazing on the nectar of wild blossoms and polyp plants. Cibants can skim across the top of water.

Mien	
1	Placid
2	Obstinate
3	Hot-Headed
4	Violent
5	Demanding
6	Contrarian

Darkmane Equis

Skill 8

Stamina 16

Initiative 2

Armour 1

Damage as Modest Beast

Equis are unusual creatures resembling a strange cross between mammal and reptile. The coal-black darkmanes are aggressive and spiteful creatures who often attack other Equis on sight. They are known to use foul language and to plot and scheme amongst each other. Like other Equis, they speak Equan.

Mien	
1	Sarcastic
2	Angry
3	Annoyed
4	Sadistic
5	Erratic
6	Easygoing

Dractyl

Skill 9

Stamina 16

Initiative 3

Armour 2

Damage as Large Beast

The Dractyl are large, flying reptilians that are ridden into battle by the Harakin. They're also edible, a fact that their riders often like to remind them of.

Special

Can fly, albeit awkwardly, and only to a height of about a hundred feet. Can speak.

Mien	
1	Desperate
2	Dour
3	Rancorous
4	Rheumy/Moon-Eyed
5	Famished
6	Downbeat

Duadir

Skill 7
Stamina 17
Initiative 4
Armour 2
Damage as Large Beast

The Duadir is a large, wickedly fast, two-headed reptilian. The Araq raise them to be cruel and vicious, and like their masters, they are usually hungry.

Special

If rolling for mien, roll twice and use one for each head.

Mien	
1	Ravenous
2	Tired
3	Resentful
4	Inflexible
5	Ornery
6	Violent

Erd

Skill 6
Stamina 13
Initiative 1
Armour 0
Damage as Large Beast

Erd are a species of domesticated, six-legged mammals, known for their unusual man-like facial features. Although not intelligent, they are admired by the Sarista and Zandir, who keep them for their fur and milk. They are afraid of fire and will become unpredictable in its presence.

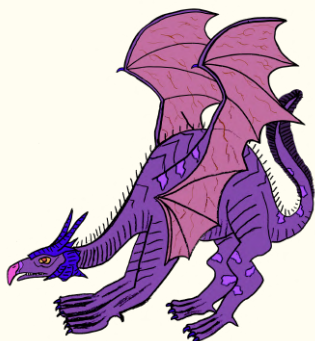
Mien	
1	Imperturable
2	Patient
3	Wise
4	Sagacious
5	Sensible
6	Thoughtful

Greymane Equs

Skill 8
Stamina 16
Initiative 2
Armour 1
Damage as Modest Beast

Equs are unusual creatures resembling a strange cross between mammal and reptile. The Graymanes are sturdy and reliable steeds, found throughout the land and are favored by those who must travel long distances. Like other Equs, they speak Equan.

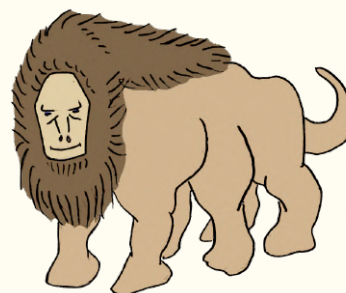
Mien	
1	Obedient
2	Tough
3	Loyal
4	Reckless
5	Cowardly
6	Haughty



Dractyl



Duadir



Erd



Greymane Equs

Iron Dragonfly

Skill 7

Stamina 6

Initiative 2

Armour 3

Damage as Small Beast; can instead grab a target's head

The four-foot iron dragonfly is among the swiftest and most maneuverable of all air-borne creatures, and the preferred steed of the Chromids. They are able to hover in place, and they can change direction with startling speed. Their wings are as sharp as razors, but their preferred method of attack is to dive upon prey from above. They then hold the victim in place with their spiny legs while they attempt to crush the victim's head and neck with their powerful mandibles

Special

As an action against a head-grabbed creature, the iron dragonfly can try to crush their head.

Mien	
1	Excited
2	Playful
3	Relaxed
4	Sneaky
5	Lustful
6	Bloodthirsty

Kra-Eel

Skill 10

Stamina 26

Initiative 2

Armour 1

Damage as Large Beast

Kra are giant, sightless eels native to undersea caves and grottos. They are fierce and aggressive predators who sense prey by sound and vibration. They become placid after the matig season, and when kept by the Imrians, are kept sedated by the infusion of narcotics. Legends tell of the progenitor Ur-kra who fell from the heavens in ancient times.

Mien	
1	Ferocious
2	Unflappable
3	Sedate
4	Lazy
5	Tempestuous
6	Nauseous

Land Dragon

Skill 7

Stamina 38

Initiative 1

Armour 4

Damage as Gigantic Beast

Land dragons are massive reptilians, easily capable of battering fortification and Raknid colonies. Like other dragons, they begin life as larval wyrmmms. Because of hunting by the Araq, they are on the verge of extinction.

Special

Immune to heat and flame.

Mien	
1	Aggressive
2	Wistful
3	Mournful
4	Warlike
5	Opportunistic
6	Vengeful

Land Lizard

Skill 6

Stamina 23

Initiative 1

Armour 2

Damage as Large Beast

Land lizards are a species of large quadrupedal herbivores that roam the barrens and other parts of the Wilderlands in herds of up to a hundred or more creatures. Land Lizards can detect the scent of salt at distances of up to a half mile, and they relish the taste of this substance above all things. As such, a handful of salt can often be used to coax a stubborn land lizard into action, provided the creature is hungry enough to take the bait. Its flesh, though far from tender, is edible enough, and the beast's sandy-colored hide has many practical (if not decorative) uses.

Mien	
1	Sluggish
2	Distracted
3	Restful
4	Playful
5	Loud
6	Irritated

Loper

Skill 7

Stamina 20

Initiative 2

Armour 1

Damage as Medium Beast

Lopers are a peculiar species of bipedal beasts. Orgovian traders value lopers as steeds and burden beasts, primarily because they are very rugged and eat little. Though they can be captured and trained, lopers cannot be tamed or domesticated. The creatures can only be controlled by the use of a prod-hook - a device employed to keep the loper from biting its rider, other animals, or whatever else is in range of its jaws.

Mien	
1	Maternal
2	Erratic
3	Mean-Tempered
4	Docile
5	Innocuous
6	Uncontrollable

Special

Can climb easily. Can easily jump 30 ft with a running start. Needs little food.

Mangonel Lizard

Skill 8

Stamina 27

Initiative 1

Armour 2

Damage as Large Beast

A relative of the land lizard, the mangonel lizard is a denizen of the jungles of Taz and the Borderlands region. Highly aggressive, these creatures have a sinuous tail that terminates in a knob of spiked bone and gristle.

Mien	
1	Valorous
2	Untrained
3	Comradely
4	Rancorous
5	Self-Sacrificing
6	Antagonistic

Marsh Strider

Skill 7
 Stamina 12
 Initiative 3
 Armour 0
 Damage as a Large Beast

A somewhat smaller relative of the common strider, the marsh strider is native to the swamplands, where they subsist on a diet of crustaceans, newts, and other small creatures that live along the shoreline. The creatures especially crave scintilla, the luminous eggs of the water raknid. As mounts, they must be kept muzzled at all times due to their irritable nature. They can run quickly through the swamp.

Mien	
1	Peeved
2	Unsatisfied
3	Satiated
4	Despondent
5	Covetous
6	Wild

Nighthawk

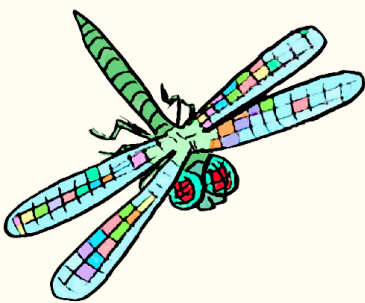
Skill 9
 Stamina 7
 Initiative 3
 Armour 0
 Damage as a Knife

Nighthawks are a species of nocturnal raptor native to the wooded hills of Yrmania. Swiftest of Talislantan avians, these ebony predators hunt only during the late evening hours. Their shining feathers are as hard as flaked obsidian, their knife-edged wings being capable of slicing through even the toughest hide

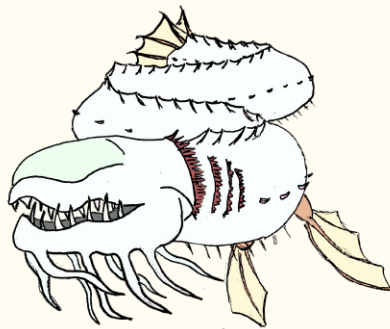
Mien	
1	Sleepy
2	Capable
3	Voracious
4	Playful
5	Exceptional
6	Arrogant

Special

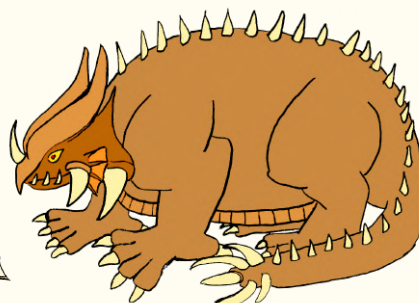
Can fly swiftly. Can see up to a distance of a thousand feet, and perfectly at night.



Iron Dragonfly



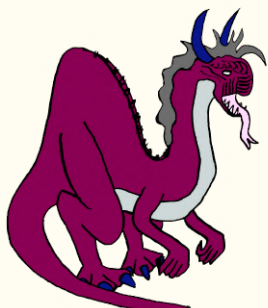
Kra-Eel



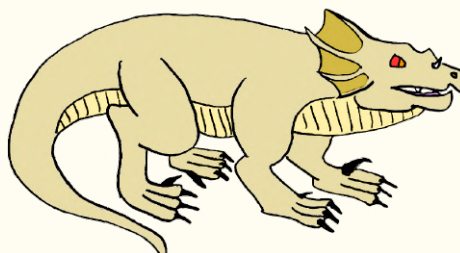
Land Dragon



Nighthawk



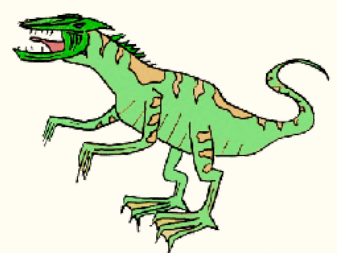
Loper



Land Lizard



Mangonel Lizard



Marsh Strider

Ogriphant

Skill 6

Stamina 30

Initiative 1

Armour 1

Damage as a Gigantic Beast

Ogriphants are ponderous quadrupeds which have been domesticated in several lands, where they are used primarily as burden beasts, to help clear jungle or forest land, and as transportation. With their long tusks, horns, and great body mass, these creatures are more than capable of defending themselves against most types of predators.

Mien	
1	Defensive
2	Intelligent
3	Honorable
4	Obdurate
5	Protective
6	Dim

Quaal

Skill 10

Stamina 6

Initiative 4

Armour 0

Damage as a Small Beast

Quaal are smallish, furry creatures often kept as a pet. They have a keen sense of smell and hearing, and can be trained to perform clever tricks and feats of dexterity; in fact, quaal make excellent pick-pockets, sneak-thieves, and lookouts. They enjoy sweets and if left unattended, the creatures are also known to drink wine, which makes them drowsy and disoriented.

Mien	
1	Mischievous
2	Drunken
3	Resourceful
4	Dashing
5	Chattering
6	Moé

Silvermane Equis

Skill 8

Stamina 12

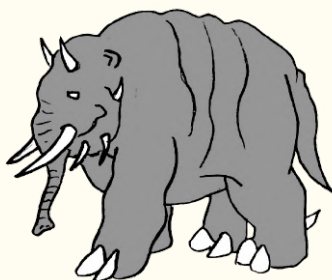
Initiative 3

Armour 1

Damage as Modest Beast

Equis are unusual creatures resembling a strange cross between mammal and reptile. Silvermanes, built for speed, are the swiftest, though they are lacking somewhat in endurance. Some Talislantans hunt them for their silvery hide and manes, a practice that is illegal in many lands. Like other Equis, they speak Equan.

Mien	
1	Blunt
2	Amused
3	Proud
4	Gossipy
5	Stern
6	Worldly



Ogriphant



Quaal



Silvermane Equis

Snowmane Equis

Skill 8

Stamina 16

Initiative 2

Armour 1

Damage as Modest Beast

Equis are unusual creatures resembling a strange cross between mammal and reptile. Snowmanes are white in coloration and built to endure the rigors of frigid climes of the north. These creatures have superior endurance, and are sure-footed on ice or snow. Like other Equis, they speak Equan.

Special

Immune to cold and ice.

Strider

Skill 7

Stamina 15

Initiative 3

Armour 1

Damage as Large Beast

Bipedal reptillians, striders are surprisingly swift and sure-footed, despite their size. Unless raised from infancy, these beasts are impossible to train. In the wild, striders are most often found in mated pairs, with burrs and nettles lining their nests; the blue males guard the nest, while the purple females hunt.

Tarkus

Skill 8

Stamina 18

Initiative 1

Armour 3

Damage as Large Beast

Terrible, armored, quadrupedal carnivores, Tarkus are able to track prey by scent over almost any type of terrain, and have fairly acute night vision. They are extremely violent and can only be controlled by skilled animal handlers.

Mien	
1	Exhibitionist
2	Hubristic
3	Flirty
4	Secretive
5	Bored
6	Private

Mien	
1	Thundering
2	Shifty
3	Rambunctious
4	Steadfast
5	Maternal
6	Terrifying

Mien	
1	Brutish
2	Childlike
3	Boorish
4	Ill-Mannered
5	Brave
6	Gluttonous

Tundra Loper

Skill 7
 Stamina 20
 Initiative 2
 Armour 1
 Damage as Medium Beast

An aggressive and sullen cousin of the regular loper, the tundra loper is hardly suitable as a steed and will not tolerate captivity. They can only be made sufficiently docile to be a mount by force-feeding them a secret alchemical mixture of Rasmirin make, or by raising them from birth.

Special

Can walk easily on ice. Can climb easily, even up icy surfaces. Can easily jump 30 ft with a running start. Immune to cold and ice. Needs little food.

Mien	
1	Belligerent
2	Realistic
3	Rugged
4	Irascible
5	Wide-Eyed
6	Indifferent

Whisp

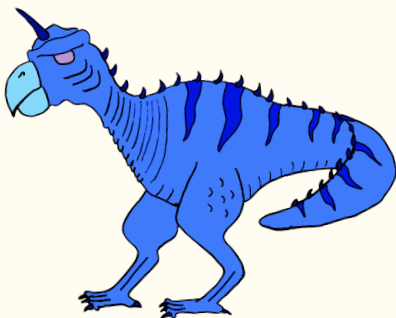
Skill 9
 Stamina 4
 Initiative 4
 Armour 0
 Damage as weapon employed; due to tiny size, weapon deals half damage.

Whisps are a diminutive and mischievous variety of minor elementals, who often serve as companions and interpreters for Muses. There are three known types: the brownish woodwhisps, who are known for their knowledge of the woods' secrets; the aqua waterwhisps, who live underwater in fancy "castles" made from bubbles and gossamer; and the gray nightwhisps, who come forth at night to play cruel pranks on other creatures.

Special

Can fly and can speak. Waterwhisps can also swim. Can cast 3 Random Spells at-will.

Mien	
1	Puckish
2	Dashing
3	Shy
4	Secretive
5	Obnoxious
6	Tsundere



Strider



Snowmane Equus



Tarkus

Wrist Viper

Skill 5

Stamina 8

Initiative 1

Armour 0

Damage as Small Beast; anyone bitten must Test their Luck (or skill for enemies) against the poison, or they die within a minute.

The most toxic of Talislantan serpents, the death's head viper will literally attack anything that moves. The Chana are known to charm death's head vipers, which they wear like living bracelets. With a flick of the wrist, a witchfolk can throw the viper with considerable accuracy; after striking, the creature returns to its master.

Mien	
1	Starved
2	Lethargic
3	Calm
4	Scared
5	Independent
6	Vicious

Special

On the wrist the viper is treated as a thrown weapon. Off the wrist the viper is treated as a Henchman, like other animal companions.

Zaratan

Skill 7

Stamina 30

Initiative 2

Armour 4

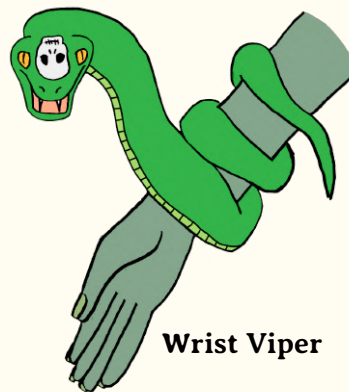
Damage as a Gigantic Beast

Zaratan are giant sea creatures native to the Far Seas and other temperate, watery regions. Covered with a foot-thick layer of scales as tough as plate armor, zaratan are practically impervious to harm.

Mien	
1	Antagonistic
2	Benign
3	Resolute
4	Chivalrous
5	Vengeful
6	Obedient



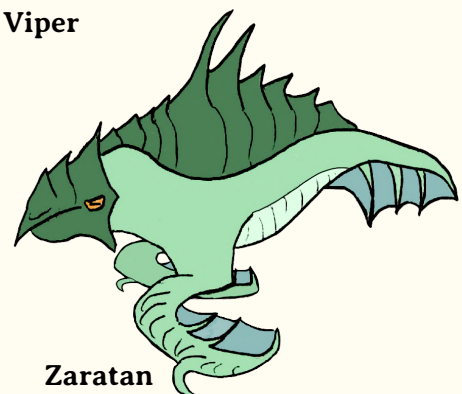
Tundra Loper



Wrist Viper



Whisp



Zaratan

