

**GALEAN**

*Male:* Valen Danatar, Daniel Argorn, Morgan Barleysbrothe, Robert Skyye, Martin Lyonn, Samuel, Anderin, James Highwind, Donovan Jordan, Michael Longteller, Jerrin Kilgore, Waverly Avanon, Berk Harris, Danforth Roderic Steele

*Female:* Valinda, Chyrsalia, Koreena, Esmeralda, Shaina, Tanya, Rayn, Minerva, Penelope, Sandra

**OLARAN**

*Male:* Kern Helt, Gunther Olar, Sebastian Beck, Aevard Thatain, Mulner, Arjen Breck, Lars, Warrick, Rendar Kolle, Johan Marck, Krag Sorensen

*Female:* Helga, Anya, Erika, Heide, Dierdre, Helena Gildenholt,

**CAMONERE**

*Male:* Jean Dozzere, Luc, Eric Camon, Damon Severance, Bale Gressen, Chartren Guilherme, Niles Caruthers, Tharek D'Avenant, Renee Gendarre, Petyr Renault

*Female:* Iolie, Leale, Shalise, Antionette, Marie, Melisande,

**NAMES IN SHAIN TAR**

Although I am not going to list a long litany of "typical" names, I thought it would be useful to give a few examples of names I have liked for each of the language groups.

The list is not complete, nor is it particularly even. Much of it is pulled from player characters in my own campaigns. It is intended to spark your imagination, not limit it. It should, however, give you an idea of the kinds of names that capture the style of the regions of Shaintar.

**KALINESH**

*Male:* Azor, Harrak ki Dorgan, Sarrin Khol, Kezarin, Thalomin Garrsk, Dozir, Karzan ki Marrik

*Female:* Daisa, Zyaira, Zulya, Kira, Shayann

**ARADISH**

*Male:* Fandir amin Alamaris, Hajim amin Harradas, Akeed amin Kaheel, Hekeen, Undeel amin Izzanoor, Kezeed, Kasir, Evazir

*Female:* Youlara, Lizann, Issa, Vai

### **NAZATIR**

*Male:* Debian Caldera, Juan, Roberto, Miguel, Antony, Vincent, Leonardo, Sailerin Vaindiez, Rayoul

*Female:* Frela Torpela, Lania, Angelina, Sophia, Alessia, Maria, Julietta, Eva

### **FAE**

*Male:* Saiderin, Ursan Thay'thia, Phaidus Dimerian, Seremela Falassion, Targai Starborn, Bragen and Torgan, Evoran

*Female:* Clairen Mohdri, Cyria Eridor, Arianna Silvermist, Doreena Iliana, Rhocad Hawkclaw, Failia Moonsinger, Faesa, Fayshona

### **KORINDIAN**

*Male:* Kabaan, Makel, Darsh, Tor, Berris

*Female:* Melania, Kali, Annisa, Jen

### **DWARVISH**

*Male:* Boulder McCleaver, Kerf Mindril, Cork Granitehand, Gorsin Thunderarm, Kirth McCelfish, Cundern, Merrik, Ferrigan, Gann, Rourk

*Female:* Torga Ungart, Herra, Mira McCayhan, Layana

### **DREGORDIAN**

*Male:* Ss'kar, Ssorrin ne Brisstak, Ssithkara, Koress, Sskotoss, Or'ssol

*Female:* Illiass, Sseeva ni Hesstor, Youliss, Wynass

### **GOBLINESH**

*Male:* Gargium Ott, Trusk, Enoc, Kellian Tuck, Keth, Grundy, Falgor and Thorgrum Vhash, Uk the Axe, Trogash, Ogchar, Shulkralle, Gaark

*Female:* Shulla, Grinna, Bress, Ev'cha Hark

### **BRIN**

*Male:* Draax, Silvermane, Quickclaw, Quallin Silverclaw, Steelheart

*Female:* Amber, Marlain, Riza Greenfang, Kellis Runningheart

## **OTHER SPECIAL GEAR**

What follows are some specialized items that characters may come across, either in shops that cater to those involved in dangerous work, or in the stashes of folks they've had to do battle with. As well, a powerful patron might bestow one or more of these items on a group that is doing a perilous but important service for him.

As a general rule, the average general store should *not* have these items just "lying around." It should require some digging and exploring (an excellent time to make use of that *Streetwise* skill, or the Scrounger or Connections Edges). Use the prices listed (in copper pieces) as starting points; need and supply will always change things, sometimes dramatically, and a character with a high Charisma bonus and good *Persuasion* skills might get a bargain, if they are crafty enough.

## POTIONS

Normally found only in the larger towns and cities, alchemists can occasionally be discovered tucked away in some backwater village or off the beaten path. They will normally have only a very few of the lesser potions, and may have none of the more powerful ones at all.

Where the potion might have a Raise effect, the GM can go one of two ways; either decide that the alchemist is simply good enough that the Raise effect will always happen, or have the player roll a d6 when they actually use it. On a 5 or 6, the Raise effect occurs; otherwise, only the base effect happens. Normal durations apply as per the Power used, with no extended effects.

**Bottled Shadows:** By unstopping this ebony bottle, which is very cold to the touch, the user causes shadows to flow forth and fill the surrounding area. *Obscure, Large Burst* (2 PPs). Cost: 750

**Concentrated Essence:** Some alchemists have discovered the secret of distilling the pure Essence of magical materials into a cordial that can be ingested, giving the imbiber additional energy to cast spells with. Unfortunately, this is not a "universal" potion; it must be made for a specific style of magic. Those that are useful to Priests and Paladins have no effect for Mages, and those potions brewed for Adepts will not avail Druids. A creative interpretation of *Power Tap* (1 PP). Cost: 500

**Curative Cordial:** This bittersweet extract of hundreds of plants and fungi, if

consumed within 10 minutes of infection or exposure, can cure any disease or poison affecting the victim. This potion is not useful against wounds, however. *Healing* (3 PPs). Cost: 1000

**Elixir of Might:** Warm and bubbly, this concoction burns a bit as it goes down. *Boost Trait, Strength* (2 PPs). Cost: 750

**Elixir of Nimbleness:** This liquid goes down so fast, it's almost like swallowing mercury. *Boost Trait, Agility* (2 PPs). Cost: 750

**Elixir of Stalwartness:** Thick, and sometimes a little crunchy. *Boost Trait, Vigor* (2 PPs). Cost: 750

**Healing Salve:** This thick paste can actually be acquired from some druidic enclaves, as well as alchemists. It is applied directly to wounds, and must be used shortly (within 1 hour) after the wound is suffered. This salve is not useful for poisons or diseases, however. *Healing* (3 PPs). Cost: 1000

**Potion of Greater Healing:** This potion can be used to treat wounds that are hours, or even days old. *Greater Healing* (10 PPs). Cost: 3000

**Potion of Restoration:** This rare and very valuable concoction has a chance of healing otherwise permanent crippling injuries. When used, the GM must roll the Alchemy skill of the creator, or a d6. In the former case, the roll is at -4; in the latter, the potion only works on a 5 or 6. Either way, a

successful result requires 1d6 hours to take effect. *Greater Healing* (20 PPs). Cost: 7000

**The Little Bottle of Explosive Consequences:** Only a fool would dare carry too many of these small crystal vials around. To use it, you must shake the bottle rapidly, then throw it hard at the target. When it shatters, make sure you aren't too close... *Blast, Large Burst, 3d6* (6 PPs). Cost: 2000

### ESSENCE-BONDED ITEMS

These are the kind of items masters bestow upon their best students. Spirits may also guide a chosen druid or priest to find one. Faithful paladins and priests, sent out on a mission by the Church of Light, have been known to be granted such items as well. Typically, such a granted item starts with 5 (or, very rarely, 10) Essence contained within. These may be used by those with the same Arcane Background as an additional source of Essence, as per the Arcane Artificer Edge. Arcane Artificers skilled in the particular magical style the item is associated with may also add more Power Points to such items.

**Focus Crystals:** These crystal are crafted from raw *crysarium*, an oddly-malleable crystalline substance that has begun turning up in mines and digging sites all over Shaintar. This substance is important to Adepts, because it is very reactive to the mental energies they use. All Adepts begin play with a focus crystal; otherwise, their powers are far too taxing to use. These basic crystals, however, begin with no Essence bonded into them. Those lucky enough to find an Arcane Artificer schooled in The Way will endeavor to have Essence

bonded into their crystal, while others may be honored by their mentors with the gift of one when they begin their careers.

**Holy Symbols:** Lovingly and painstakingly forged by smiths loyal to the Church of Light, these White Silver pendants are particularly attuned to the flows of Light. These symbols are a great honor. They are given to the most promising Priests (and those Paladins who also draw from their Faith), and are almost exclusively reserved for those carrying the message of the Church into dangerous areas. The symbols are shaped in the image of the Church – a stylized blue sword, blade down, on a white background.

**Everwood Staves:** Most artificers who are skilled at imbuing Essence into items will state unequivocally that Everwood is the easiest substance to work with. It seems to just “soak up” the mystical power when the time comes to imbue it into the final product. Though wooden rods, wands, or pretty much anything else made of Everwood will hold Essence just fine, staves are by far the most popular form. This is mainly due to their overall utility, as a weapon, a walking stick, and more. Everwood is also unique another way. It is equally capable of holding the Essence of sorcery as that of druidic channeling. Alchemists and scholars are still puzzling out this peculiarity. A mage who is particularly pleased with his student may bestow such a staff on the apprentice as he sets out into the world, or on a quest for his teacher. Druids, on the other hand, often find Essence-bonded staves while on spirit quests during their meditations and training.



## NAMES IN SHAIN'TAR &amp; OTHER SPECIAL GEAR

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