

## Fun In-Game Examples of Talents and Advantages

### TALENTS (plus a few that are now Skills)

#### Use of Heightened Awareness

Indara the owl, an agent of the city's Magistrate has hidden herself in the shadows on a rooftop near a dockside warehouse, hoping to catch two criminals she has been following as they leave the dark building with the contraband they are trying to smuggle. The GM asks her player to make an Observation skill roll (she has a dice pool of 4), to determine if she notices which of the three exits the criminals attempt to leave from. Observation is a skill based on Perception, and Indara's player asks the GM if she can add her Heightened Awareness dice (which are 2) to the roll. The GM considers this to be an appropriate moment for such an addition, and allows Indara's player to roll a total of 6 dice, which may just allow her to notice that one of the criminals has fled from the back exit, while the other is actually limping out of the front, dripping blood.

#### Use of Ambidexterity

Vanúsah, a golden eagle, has suffered a disabling blow to her right hand, which she normally uses to wield her crystal sword. Her opponent gloats because he thinks he now has the upper hand. The smirk quickly dissolves from his muzzle as he watches the eagle deftly slide her sword's twin from the sheath between her wings using her left hand, twirling it with amazing skill. Vanúsah has the Talent Ambidexterity, and will now show her opponent just what her years fighting in the Spiral Arena have taught her.

#### Use of Keen Focus

Jasahn, a Vaylah sharpshooter, has slipped away from a combat in which his friends are engaged in an attempt to find higher ground from which to try to take snipe shots at their foe. After finding a prime location atop a nearby crumbling wall, Jasahn levels his Vaylah rifle at the leader of the enemy battling in the ruins below. His player asks the GM if he may add his Keen Focus dice (3) to the attempted shot (his Firearm Combat normally using 6 dice). Because Jasahn is no longer technically in the middle of the combat, his Action would normally take 1 round (six seconds) to perform. But, since the GM has ruled he may use his Keen Focus to take special aim, he will multiply the time it will take to perform by 3, meaning that Jasahn will aim for a full three rounds (18 seconds). He has the chance, however, to get an exceptional shot, since not only does he get to add his three Keen Focus dice, he ALSO may take an ADDITIONAL +1 die as shown in the Time Bonus Table (see Extra Time), making his total roll for the shot 10 dice to determine success!

Under normal circumstances, because Jasahn is using his Firearm Combat skill, any Defense roll he would make would use his standard Evade rank. As he is aiming, he notices that an enemy has attempted to climb up on his left in an effort to stab him with a spear. The GM decides that, because he has been allowed to use Keen Focus, any Defense he must roll before making the shot will be at a -3 dice penalty. He may choose to either stop aiming, thus allowing him to attack or defend at full strength (though he will lose his bonus to fire the gun), or he may merely try to squirm out of the way of the spear strike while trying to maintain his concentration enough to squeeze the shot off, thus causing him to make a Defense roll of Evade at -3, but keeping the bonus to his Firearm Combat skill roll if the spear strike misses him.

### Use of Diplomacy (now a Skill)

The Chamberlain Ursi has been overseeing the meeting between her lord, the Aryah Mailanu, and a rich merchant from Ullésh for the last hour or two and has noticed that tempers are beginning to flare. Though her Aryah is very wise, he is unfamiliar in the ways of this foreign merchant, and the Chamberlain realizes that it is up to her to figure out why their guest has become so vexed over this simple trade agreement. Ursi's player wishes to make an Etiquette skill roll to see if she realizes what is going wrong, and asks the GM if she may use Diplomacy as a Complementary Skill to her Etiquette. Considering that this is the Chamberlain's specialty, the GM agrees, and both rolls are a success. The Chamberlain suddenly realizes that the Aryah has failed to pour the merchant another drink, allowing the merchant's tea to become cold, a true insult of business negotiations in his land! Ursi quickly prostrates herself before her lord, exclaiming that she has foolishly failed to refill the kettle (which is actually quite full) so that her lord may serve their honored guest more tea. The old tea is whisked away by knowing servants, after which the now savvy lord pours the merchant a new cup from the steaming kettle, saving face for them both, and allowing the trade agreement to come to a happier conclusion.

### Use of Eidetic Memory

Inbiruh, a skilled Vaylah weapons artisan, attended a recent demonstration at the Academy in Nilám pertaining to the crafting of a particularly beautiful style of pistol which he would like to duplicate so as to make a gift for his son. He wishes to recall the exact methods of fabrication he observed being used by the master craftsman of the Academy, and his player asks the GM if he may add his Eidetic Memory dice to the Characteristic Roll based on his Wit characteristic. The GM agrees, and, since Inbiruh has a Wit of 6 letting him roll 6 dice to generally remember something, he may add his 2 more Eidetic Memory dice for a final roll of 8 dice to recall with precise clarity all the steps necessary to craft such a beautiful weapon for his son.

### Use of Empathy

The Master of the Honor Guard has asked one of his pupils Avarni, to attend the questioning of a prisoner caught climbing over the palace walls into their gardens. The prisoner is dressed in the rough clothes of a simple peasant, and acts quite scared, claiming to have been so hungry that he was hoping to steal food from their gardens unnoticed. Avarni's player has a special tactic he wishes to use to interrogate the prisoner, asking the GM if he may add his Empathy dice to his attempt to use the Intimidation skill to force the whole story from him, while simultaneously scrutinizing the peasant's reactions to the threats. The Gamemaster smiles, and allows this to occur, meanwhile rolling dice of his own. The intimidation attempt seems to succeed, and the shaking peasant goes on to describe, through flowing tears, how he also intended to steal a beautiful statue he had seen in the garden, and begs them to allow him to plea for mercy before their lord. However something seems amiss. What the player does not know, is that the "thief" is actually only acting scared (using the Acting skill), for reasons the player cannot guess because the player's Interrogation roll did not beat the successes of the intruder's Acting roll. However, since the player did roll several successes, and used his Empathy to do so, the GM tells the player that Avarni suddenly realizes that, though the peasant seems frightened half to death, his eyes betray a crafty intent and a cool, calculating undercurrent of emotion. Avarni takes

his Master aside, warning him that it would be incredibly unwise to take this fellow before their lord, since this “peasant” is not what he seems.

### Use of Serenity

At a gathering of a War Council, prior to a major engagement, the lines have been drawn for battle, and plans are being made as to the most appropriate method of attack. Several of the generals are engaged in a heated argument over whose plan will be more effective. Sadly, because of the emotions involved, each one’s plan seems to be turning more and more chaotic and aggressive, and may lead to tragic losses if either are adopted. Luckily, Vanayah, a skyship captain in the Line of Inuvkah, steps forward to speak. Though the leopard’s tale twitches, because of his impatience with the two argumentative generals, he has the Talent of Serenity, and his voice is calm. He enters into the discussion using his Persuasion skill, to which the GM has allowed him to add his Serenity dice. Due to the success of his role, not only are the generals swayed by his words, his calm demeanor has actually allowed them to reconsider their rash decisions, and work together to form a more cohesive battle plan.

### Use of Virtuoso

Mudranim the stone mason had made a name for himself as a competent maker of strong archways in some of the finest noble houses. However, only on rare occasions was he able to truly let his passion for a particular form of artistry shine. As a child he enjoyed sticking colorful stones and crystals in the simple stucco walls of his home, delighting his parents with his imaginative designs. As he grew, his simple works became a natural talent at mosaics. Sadly though, as an adult, his artisanship was limited to the more utilitarian work of architecture, since most nobles already had a Crystal Master in their employ to adorn and ornament his simple works. Still, one could easily see the pure, almost divine, inspiration that seemed to flow from him, manifesting in elaborate imagery, often hidden inside the homes of his modest relatives. He was born, it seems, a veritable Virtuoso of crystal mosaic artisans.

Mudranim’s player realizes that this Talent is the link in the current storyline that will carry his character forward into his newest task, which is why he has asked the GM to allow him to add his Virtuoso dice to his Artistry (sculpting) skill while finishing his most recent, truly artistic work, an immense mosaic of the Veils of the Goddess Krilárah. Mudranim’s roll indicated that this has been one of his best endeavors yet. No wonder why the Satyan priest, visiting the artist’s “ailing” aunt, was so impressed, and why soon there came an honored summons for the commissioning of a piece of artwork for the Grand Temple itself. How glad Mudranim’s true employers, the “Hands of Shadow”, will be to know that in no time whatsoever their guild of thieves will have access to the secret architectural plans for the Great Satyan’s very own treasure vaults.

### Use of Fast Reflexes

A young couple’s attempted getaway is abruptly halted in a narrow alley blocked by construction. The young male cheetah Bramasi swiftly turns to confront the gang of hoodlums that have been pursuing them, only to notice a glimmering crystal shard hurtling toward his beloved’s back! With lightning speed Bramasi snatches a nearby loose plank and attempts to block the projectile’s path (using his own Evade as a defense for his partner). The cheetah has Fast Reflexes, and asks to add those dice to his Evade skill roll. The GM

agrees, and the roll is a success, completely negating all of his opponent's successes with his own roll. The wooden board, merely inches from her body, vibrates as the throwing shard, laced with an oily black poison, sinks deeply into it. Dropping the board, Bramasi dons his twin chitin punch-daggers, eyeing the huge, bristling mastiff that threw the deadly blade, the former "lover" of the quivering female beside him.

With nowhere left to run, the GM calls for an Initiative Roll as the combat round begins. The cheetah's player rolls a die, adds his Martial Arts skill, and finally adds 3 more for his Fast Reflexes, hoping that this final Initiative score will be enough to give him the advantage of striking first. It may be the only chance that he, and the mother of his unborn cub, now has.

### Use of Immunity

Having been hurled in to a sand-filled fighting pit in an illegal gambling den, a pair of friends suddenly realizes they are in terrible danger. Hissing and chittering out of the gloom of an adjoining tunnel, a huge scorpion-like makri emerges, rushing toward them on its eight legs, the twin stingers on the deadly tails weaving like reeds in an angry storm, both glistening with hideous poison. One of the friends, a raccoon, is pierced in the gut and actually lifted up by one of the tails as he is flung to the side. The other person, a mortified impala, is backed against the filthy wall of the pit, eyes wide as he awaits the fall of the terrible stingers. Suddenly, from his left comes a blur of black and grey fur as his stripe-tailed friend, amazingly unharmed by the terrible makri venom, buries his crystal spear deep into the giant suthra's head. It shrieks its horrible insect shriek as it scuttles backward toward its lair, vainly attempting to grasp and snap at the spear haft. The raccoon smiles at his amazed friend, secretly glad that he had been taking small doses of makri poison most of his adult life.

### Use of Natural Leader

Captain Pravani of the skyship Scarlet Moon has chosen to address his crew mere minutes before battle. A corsair ship from foreign lands is careening towards them out of the eastern skies, and will soon be opening fire. The seagull captain realizes that their brightest hope lay in directly boarding them to fight hand to hand, avoiding the barrages of the pirates' mighty cannons. He wishes to inspire his crew with the confidence necessary to take on this terrible foe, and his player wishes to add his Natural Leader dice to the necessary Oratory roll as Pravani stands boldly upon the upper deck to deliver his words. The roll is then made with great success, and the GM decides that each of the successes rolled may be added either individually, or all together, at any point in the upcoming battle that the character sees fit, as his inspiring orders are given and acted upon.

### Use of Natural Mimic

Lazzhüm, a mynah bird, has narrowly escaped capture after successfully stealing a priceless necklace from the boudoir of the Isvar's favorite concubine, but has yet to get to a window to effect his escape by wing. The guards swarm through the palace seeking him out, their harsh calls echoing through the maze-like inner halls through which he flees. Seeing menacing shadows ahead and behind, he quickly ducks into a servant's chamber in hopes of avoiding his pursuers. Inside he sees what must certainly be the room of an elderly person, and he hears a frail, aged voice from an adjoining room call out to him, enquiring who is there. Ignoring the question, he looks around the room at the cane, cloak, and very

dark spectacles sitting by the bedside. He hazards a glance into the other room and sees an elderly female crow, who had been knitting by a warm brazier, stand and begin groping blindly across the room toward him. Lazzhüm's eyes glitter, as a slow smile forms at the edges of his beak.

Out in the hallways, several huge guards turn a corner in pursuit of the filthy thief. They nearly run over old Mother Ama, the servant's blind midwife, as she taps her way down the hall wearing her tattered cloak. The old crow caws and clutches her frail heart. The winded guards hurriedly ask her if she has seen any intruders, to which she chuckles, telling the burly soldiers that they know quite well that she has "seen" nothing. Disgruntled, they charge past her down the hall. "Mother Ama" then hobbles just a little further before coming to a balcony overlooking the glittering city below. In moments, the old crow is gone, and Lazzhüm is sailing away into the night sky. His player is very glad of the Natural Mimic dice his GM allowed him to add to his Acting skill.

### Use of Direction Sense

The huntsman, a stag named Duryanum, has been tracking his prey, a crafty wild kellédu whom he hopes to capture and train, for nearly four hours now since picking up its trail. He finally realizes he has made a mistake, and has gotten close enough for the suthra to detect his presence. He knows he is near the marshes where it dens, but the kellédu has begun to circle back upon itself using wild patterns in an attempt to shake him from the right direction. He asks the GM to allow him to add his Direction Sense dice to his Tracking skill roll, since he wishes to re-orient himself toward the direction of the distant marshes, where he knows the kellédu will eventually flee. His roll being a success, the GM describes the distant crystal peak, which tells Duryanum he is heading in the right direction. Shortly thereafter, due to the success of the roll, the GM also informs him of the chance to capture his prize, which is now unknowingly approaching him from the side, believing it had lost him a ways back.

### Use of Mystic

Visútya, Seer of the House of Pünim, has been asked to look into the past using her Ritual of Dreamwalking. This would normally be a relatively easy task for the old owl since her Magic Ritual skill roll uses 10 dice, but in this case, the event her lord the Aryah Pünim wishes to see, is the murder of a trusted spy that occurred within the walls of an enemy house. The house's own seer, Istvan, has placed wards of protection upon the house using his own rituals, and Visútya will need to loosen them enough for her magics to peer briefly through. Her player asks the GM to allow her to use her Mystic Talent dice to augment her roll, since she will be pitting her successes against those of Istvan when he created the magical wards. Visútya is old but very powerful, and has an amazing Talent of 7, which the GM allows her to add. Her roll is incredible, and she easily casts aside the complex wards within Dream, and gazes in eager interest as the haunting murder from the past plays itself out before her eyes.

### Use of Intrigue (now a Skill)

As the slaves of the Governor watch their master playing a "friendly" game of cards with her guest the Tishínian Ambassador, they notice that Governor Vitrah is becoming more and more angry. Vitrah loves gambling, and rarely loses at her favorite game of Devah's Doctrine. And this specific game will decide whether she will profit from or lose

money on a certain deal the Ambassador has come to discuss. But she has just suddenly realized that her guest is winning, which **MUST** mean that he is cheating. She knows this because **SHE** is cheating, and yet he is **STILL** winning! Her eyes dart back and forth at his hands, and yet she can perceive no evidence of his methods, nothing as simple as deft fingers. As she looks up at his face, her blood truly begins to boil as she notices his smirk; he's looking her right in the eyes. He **KNOWS** she knows! **ENOUGH** of this!! The Governor tenses to react violently just as the Ambassador begins to speak, telling her that he is enjoying the game immensely, but if she would prefer to stop, he understands, and would be glad to entertain her other guest with some of his stories instead. At that moment he pauses, and she notices that he has just laid down a card which reveals an image of one of the female devah, whose face has been masterfully repainted to exactly resemble the countenance of the Magistrate's wife, whom Vitrah had secretly assassinated to enable her own rise to power. A chill passes through the Governor as she sourly replies that it would be an honor to lose the game to such a worthy opponent. Of course, the GM allowed the Ambassador's player to use his Sleight of Hand skill as a Complementary Skill roll to aid his simple Gaming roll to win in this game against the wily Governor. But the true victory of this moment came with the successful use of his Intrigue skill roll weeks ago, which is how he discovered Vitrah's terrible and potentially damaging secret, and when he had his "special" deck of cards made just for this occasion.

### Use of Toughness

The rhino Mókujoh is a character feared and renowned, throughout all the lands, as an unparalleled spiral arena fighter. There are endless stories of his skill in combat, but even more detailing the countless wounds and injuries he has sustained over the years. He seems capable of taking endless terrible damage without flinching, and though often covered in his own blood by the end of each grueling battle, he usually is found standing over the crumpled form of his opponent, which lay unmoving in the sand. Seeing his proud form, crimson and steaming, stride wordlessly like a moving mountain from the arena is a spectacle in itself.

## **ADVANTAGES**

### Use of Contacts (for the purchase of a useful business connection)

Subrani, a wily free-merchant and captain of the ship "Manu's Destiny" is attempting to form a profitable relationship with, and garner the good will of, the Great Aryah of the Line of Onamsah. Having such a relationship will enable the captain to trade with all of the Houses of that Line in several cities, thus enabling his profits to swell enormously. His desire to form that relationship in the first place came from a casual conversation in a busy teahouse with a Contact he has within one of the Houses of the Line of Onamsah, wherein he learned that, not only is the Great Aryah looking to secure trade with a dependable skyship captain, he **ALSO** has a particular love of exotic (and expensive) silks from far-away lands. This prompts Captain Subrani to send a message to his other Contact, the silk merchant Vuryanam, who may be able to provide him with just the fabric the captain needs to secure and sweeten the deal.

### Use of Contacts (for the purchase of a powerful ally)

Bandaru lived in Samüdra as a child, growing up, and training with, Inkevuh the son of the Aryah Rajnah. Across the Sea of Vigára, Bandaru traveled when he had become one of the most honored arena fighters in all of Tishínia. Bandaru would send letters to Inkevuh, telling him of his many victories, as well as some of the more humorously sticky situations he had been in. There was no-one more proud of Bandaru than his longtime friend Inkevuh, now Aryah of his House, when news came that his friend had been given the honor of fighting in the Kramahn Games. There was no explanation, however, for the silence that followed. No more letters came, and ill luck seemed to follow any servant that was sent to find Aryah Inkevuh's missing friend. Today, however, a parcel was delivered to the Aryah, by a runner from far away Tiari, where the friends had trained when they were boys. There were but two things in the parcel which he hadn't laid eyes on in over five years, an old medallion that Bandaru and he had found in the secret ruins of a monastery in the hills south of the Dagora school, and a small written note penned by his friend which said simply, "I must have time to pray".

Bandaru's character has Inkevuh as a Contact at a cost of 5 (meaning the Contact is one of Great Value), and has additionally spent 6 more Story Points over time to increase the starting Ranking of that Contact (normally 3 Action Dice) to 6, which is the roll used to determine how successful Bandaru's call for help would be when that parcel was put together. The phrase penned on the note in the parcel has deeper meaning to the friends, since if either said that to one another in their youth, it meant to meet at their secret ruined monastery to escape from the drudgery of the strict training regimen. The Aryah, however, now fears that his friend needs to escape something far more dire. That next morning, his personal skyship whisks Inkevuh southward, toward the hill-country of Tiari, and to Bandaru's aid.

### Use of Contacts (for the purchase of a knowledgeable mentor)

Istvan, Seer of the House of Arhidásah, has come to realize through several enigmatic visions that a terrible danger grows secretly within the ranks of his lineage, the Line of Inuvkah. Though Istvan is fairly powerful, he cannot seem to be able to pierce through the veils of Dream to see into the heart and identity of this threat. What he does know is that this sinister figure that skulks beyond the reach of his vision may threaten the very life of their Great Aryah Rajtármi. Determined to uncover the secrets of this mystery before it is too late, Istvan turns to another seer more powerful than he, but more importantly, one whom Istvan can truly trust with the delicacy of the situation, his revered Mentor Senúdah, an aged crow and legendary Seer who has served the House of Rajtármi loyally for many years. Istvan knows he has but to ask, and his old Master will assist him in the rigorous task of breaking through the powerful Wards of magic that conceal the identity of their lord's enemy. Little does Istvan know that this may be his elderly Mentor's last journey into the Dream.

### Use of Contacts (for the purchase of a generous patron or matron)

Ekávuh is a nightingale with a beautiful voice, despite his somewhat plain appearance. The vassals of Lady Invira, wife of the Aryah Andváhti, happened to be drinking in Kahvah's Leaf, a local teahouse, when they heard an amazing vocal performance by the unlikely little Ekávuh. Knowing their Lady's love of song, they soon brought her word of the talented singer, and within hours Ekávuh received an invitation to personally

perform at the House of Andváhti. The Lady Invira was overwhelmed by the charming voice of the little nightingale, and showered her bewildered guest with gifts of silk and monies. Insisting that he become one of her personal retainers. The GM informs Ekávuh's player that, if they wish, they may spend the Story Points necessary to have the Advantage of Lady Invira as a matron Contact. The player agrees, and purchases the Advantage at cost of 3 (making the lady a Contact of Significant Value) and spends eight additional points to give her patron Contact a Ranking of 7 Action dice, making the Lady's love of his talents great indeed! She seems to be willing to give in to his every whim! Not only is he provided a room of his own in the palace of Andváhti, he is given status as a member of the household, a stunning array of fine clothing to offset his somewhat plain appearance, and a stipend of crystal dalán to spend as he wishes! Now, if only he could find a way to convince his new Lord, the Aryah, to appreciate his presence as much as his wife seems to.

### Use of Status (for the purchase of Caste)

The GM has announced that a new campaign she is beginning will center on the cast of characters that serve a particular House's common mercantile needs. Each of these characters will have skills specific to their trade, and may additionally have different "special" skills that set them apart from other members of their trade (thus making them "worthy" of being player characters). The GM wants to give the players the sense of being average people living their day-to-day lives, who then are thrust, through various exciting circumstances, into the events and intrigues of the Sunborn and their families and retainers. Sometimes they will find themselves within the walls of powerful individuals, perhaps hearing things they should not hear or seeing things they should not see, and sometimes they will be plying their trade in the marketplace only to be swept up in some scandal pertaining to the House to which they provide their services. The GM informs the players that they must all purchase the Status of Trade Caste as an Advantage, and then later proceeds to give each of them the details of the particular trade they have chosen, and the societal duties and meaning involved.

### Use of Influence (through one's famous reputation)

Vaitin, a scarlet snake, Dance Master of the House of Arhidásah, earned his fame while dancing in the courts of northern Visedhárah, before the Jade throne of Benáng, and in many households of mighty lords all throughout Dárdünah. It was during a festival in Tishínia that he first performed before the kind and generous Aryah Arhidásah, of the line of Inuvkah. The old bear Arhidásah was delighted by the sinuous movements of the incredibly talented Vaitin, asking his chamberlain Sadbhúta to enquire as to whether the dancer's services could be retained on a more permanent basis for his House. Though Vaitin's talents certainly speak for themselves, it is when the Chamberlain recognizes him because of his fame that she is influenced to gladly offer Vaitin some well-deserved incentive to become a treasured and respected member of the House of Arhidásah.

### Use of Influence (through one's political prestige)

The Mángai Karubahn, a kindly priest of Muhjǫbh, has seen how the poor peasants suffer in the slums outside of the city of Samüdra. One of the larger wells that supply their water ran dry recently, and despite their efforts, the simple peasants have had no luck while digging for another source. Despite his attempts to convince the Temple to lend its aid, the Order of Muhjǫbh has been unable to divert its work efforts from the task of building a new

temple in Ullésh to lend the locals any assistance. Karubahn had always been a respected member of the city council, however, and though he is aware that the fickle government wouldn't be easily swayed with any pleas to diminish the peasant's suffering, he uses his local political influence to help convince the Magistrate that their government needs to step in with whatever workforce is necessary to dig a new well in order to avert a disaster in the economy that might occur if peasants began dying off just before harvest season.

### Use of Assets (to achieve property and wealth)

Captain Taki-Mahd of the Skyship Black Lotus has, throughout his diverse career as a "free merchant", made many valuable contacts and allies, though one of his most successful ventures involved the gaining of a small plot of land in the mountainous regions of southern Andhi. At first glance, the very nature of the land seemed valueless, positioned as it was on the jagged, precarious slopes of the central ranges of the Ásursammah Mountains. But the true worth of the land was not to be found above, but below, the rugged surface. Crystal mines had been dug into the mountainside long ago before the eruption of the nearby glass volcano known as the Mouth of Amasúrah. They had been abandoned after that fateful eruption, and newer more easily worked mines had been discovered by the princes of Andhi, leaving this mine to the angry spirits of the mountains. But to the rising fortunes of a wily free-merchant, the wealth offered by such an abandoned mine far outweighed the risks involved. After being gifted this land by the thankful royalty of Andhi following a daring rescue, Taki-Mahd's player spends the Story Points necessary to make the newly acquired crystal mine a profitable Asset.

### Use of Followers

Bahsün, a bulky older rhinoceros gentleman, historian, and antiquarian in the employ of the House of Namarsi, has become a member of an expeditionary force into the temperate forests of southern Háthiyar, near the mountains of Kantara. Coming with him, during the journey, are two individuals who specifically serve his needs. One of them, a young porter who has merely been placed in charge of carrying Bahsün's general belongings during the rigorous hikes in the lower mountains, and the second, a faithful retainer who has been at his side for years named Súmsi, a meerkat. Súmsi acts as Bahsün's personal valet and weapon's bearer, meticulously caring for the rhino's appearance just as he cares for, and dispenses his master's Vaylah weapons, specifically the huge blunderbuss Bahsün prefers to use while hunting big game. The GM long ago determined that not only would Súmsi boldly remain near his master while a terrible suthra charges toward them, but also his consistently stoic gun loading skills would allow him to aid Bahsün by providing him with a ready-to-fire weapon immediately after discharging the one before it, as opposed to the rhino having to waste precious time trying to reload.