



LISTANI RACE PACKAGE

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1. Introduction

The Listani are a people of many traditions and many names. Ask any Listani, and they will have a unique story of their people's history and their culture, and unless you are a Listani yourself, you can be sure that it is more tale than truth. Generally, they move from town to town, selling wares and trading valuable items. The Listani are defined by their wanderlust and their deep connection to the Spirits. Most are happy and festive people, who love to fool those of different races (called Gaje). To be a Listani is to be respectful to the Spirits, the Elders, and amongst your people. It is to be boisterous and fiery; to revel in dance, song and the joys of life. Essentially, it is to live each moment as though it may be your last, as our time in this life is precious and limited. Listani are fiercely loyal to those of their Clan, stemming largely from being an outcast race of people, without a homeland. Other Listani are treated as 'family' and 'cousins' and should be welcomed openly without suspicion. Listani are often treated as outcasts and generally treated as outsiders, thieves, or vagrants by other races, which makes their Clans and traditions all the more important to them. They typically regard permanent settlements to be distasteful, as permanent buildings and cities prevent a freedom to follow the Spirits, or indulge in the wanderlust and exploration that define their people. How a Listani behaves amongst his Clan, or his peers can be very different than how he behaves around Gaje. Amongst themselves, Listani will refer to themselves as Gjallë, and the Spirits as the Duhovi.

The In-Game Listani language is Polish, however many of the Slavic or Eastern European Languages (Bulgarian, Romanian, Russian, etc.) are used as 'dialects'. They may live up to approximately 80 years of age, maturing by age 16.

2. History of Race – Creation Myth

The exact history of the Listani people cannot be truly known, having undergone so many changes through constant retelling and embellishment. What has been pieced together is most interesting, and indicates that the Listani were not always a nomadic people. This is the accepted version of what happened long ago:

Once, long, long ago, the people we now know as the Listani lived in a small Kingdom, the name and location of which are long faded into memory. The leader of this Kingdom, the Yatar, was a good man, but a foolish man. As all good Kings do, he worried for his people, for the future is uncertain, and ill omens abounded. In a moment of weakness, driven by concern for his people, but bolstered by his own arrogance, the Yatar did something monstrously foolish. The Yatar sought out a being of great power, one that could bend the will of the World at his whim and change destiny with the blink of an eye. Normally beyond the interest of such a being, Fate watched the Yatar on this day, and whether it was for good or ill, the Yatar gained the attention of a great being of power. With his silver tongue, the Yatar wove a tale that kept the creature's interest and amused him to the point where the being took notice of the Yatar for the first time. The Yatar then made a wager with the creature, a wager over that which he held most dear. If the Yatar won the contest, he would be granted protection over his people and his Kingdom for all time. There would be wealth, joy and prosperity for all. Against such a prize, the being asked that the Yatar put up something of equal value, his Kingdom and the fate of his people. The Yatar was tempted by the deal and felt that if the contest was of his choosing, and if he were to 'manipulate the circumstances in his favour'... But his opponent was a creature of guile and manipulation as well. Despite the Yatar's efforts he lost the contest and the fate of his people was changed forever. The Kingdom was razed and the people scattered. Deep within their minds they were all changed to the core. They would ever after be compelled to wander the lands as outcasts, homeless except among their own people and in their tales. Also, as a final insult, for the Yatar's attempt to cheat a cheater, the being, known amongst the Listani as the 'Uonyoh' or 'the Horror', tied the fate of the

Listani to the Spirit Realm. The Spirits of the Listani would not go into final death, but rather be cursed to wander in the realm between worlds for all time. Time however, heals all wounds, and the Listani people eventually came to embrace their place in life. Their fate was no longer their own, but that did not mean they could not live in the moment, or use their curse to the benefit of all their kind. Over time, the Listani people learned to live with the Spirits, to make them a part of their life and to use the wisdom of the past. Through this connection with the Spirit realm, the Listani have the ability to learn to commune with and interact with the Spirits.

When the Kingdom was razed, many Listani were forced to flee with nothing. These people traveled to nearby villages and towns in other Kingdoms, and because they had nothing, they were forced to steal to survive (what else could they do, beg?). And thus, the Listani's longstanding reputation as thieves was born (some Listani have accepted this and are compulsive kleptomaniacs, on the premise that if you are going to be blamed for it anyway, you might as well have done it). Others are far more respectful of others property, unless they have an urgent and vital need for it. Most Listani fall somewhere in-between.

It did not take long for the word of this to spread and for rival nobility to enact laws to oppress Listani, taking retribution for perceived slights, and jealousy over the Listani's previous good fortune. These laws are long forgotten by the Gaje and no longer exist, although their effects are still felt. Listani are, out of generations of habit, universally oppressed.

The Listani's drunken reputation began soon after banishment. Depression over having lost everything, and being oppressed, caused many to turn to the drink. Many took to distilling their own, cheap strong liquor, called 'hooch'. This has become a way of life for a great many Listani. Never a race to easily give up a good thing, the Listani race has embraced its nomadic lifestyle as a way of life that they enjoy. They are people who turn adversity into a good time and view their drunken lifestyle as a "good thing". That being said, not all Listani play the merry fool. Some dedicate their lives to exploration and discovery, others to travel and seeking new challenges. Some sell their services as caravan guards and mercenaries, going where the Spirits, or gold direct them. All Listani feel a tugging of wanderlust if they are idle too long, and all Listani pursue something they are passionate about and all Listani seek the company of their own people if they are too long in the realms of the Gaje.

3. Racial, Cultural and Social Structure

It is highly unlikely that a Listani may ever own land; to own land is to tie yourself to a single place, and constrain yourself. Listani have no real set of laws that they obey other than the Listani code. They try to respect the laws of the land they are visiting, as encounters with the local law enforcement can be hazardous to a Listani's health. While they do not actively have a codified law system, which is not to say that the Listani are a lawless people. Common sense and mutual respect are key concepts within Listani society. This ties directly in with the concept of family, in that all Listani should be treated as family. You may not always like your family, but you respect them, and treat them as you expect to be treated. In addition to this culture of respect, all disputes are resolved by the Elders of the community. However, Listani do love to play jokes on Gaje, including those with rank of some kind. Listani are free-spirited people, and actually have little regard for Gaje laws or customs. As a result they are generally outcasts and oppressed by the lawmakers of the realm.

In reference to other races on Tyrra, most really don't like Listani. Listani must simply try and 'get on the good side' of other races (it is a good thing that adventurers seem to have a much greater tolerance for the 'different' than other, more established people do). While legally protected by the laws of the Kingdom of Haylem, Listani

are often not considered 'true citizens' of Haylem by much of the populace due to their lack of a true homeland and their seeming disregard for Haylem's laws.

The Listani people have no common homeland. Most Listani in an area will be at one of the many Listani camps nearby, although, some might inhabit a building in town for brief periods. There are Listani campsites near most towns or villages of any reasonable size, but Listani don't use all the campsites that they have set up all the time (as they move from one site to another with some frequency). Most Clans are found in areas where the local nobles are on the tolerant side (or more easily bribed/duped/evaded side). Such areas include the lands of Taleria (where a multitude of 'fringe races' – Half Orcs, Sarr, Hobblings - can be found as well), and other border areas. Remember that Listani do not see the 'wild lands' outside of Kingdom borders as any harsher than those of the lands inside Haylem's borders; they need to struggle to survive in either area. Listani are not a prolific people for many reasons. Constant persecution and life on the road is not conducive to raising a family. The Listani population of Haylem is seldom is more than 4% of the total Races-of-Man population.

4. The Camp

A Listani camp is a mish-mash collection of tents and temporary dwellings that the Listani set-up on the edge of a town, or in the woods. The Camp is considered a Listani haven. All Listani are welcome and will be protected by the Camp from all external threats. The same Listani rarely occupy a Listani camp for any considerable period of time. Although Listani have often claimed sovereignty over their own camp, this is usually not recognized by the local authorities. Listani tend to stick together, but a lone Listani might accept the hospitality of another group and stay in their cabin, particularly if he is not affiliated with a Clan.

5. The Elders

The Listani people are generally neither patriarchal, nor matriarchal. Each camp designates a pair of Elders, this is usually the eldest married couple present in the camp. The wife of this couple will serve to resolve and significant disputes amongst the women of the camp, and will also serve as the representative/leader of the women in the camp in all things. Similarly the husband will represent the men. If a Yatar is present, then he or she will serve as the overriding authority of all of the Listani, but will often listen to and consult with the Elders on matters of great importance.

6. The Gathering of Camps

Usually at least once per year, all the Listani camps within the area will gather to discuss matters of importance to all the Listani people, to appoint new Elders, allow any members of the Clan wishing to relocate to another Clan to move on and have a celebration of life.

7. The Code

The Listani Code of Honour governs a Listani's behaviour. It is a way of life, which separates the Listani from the common traveler, and reflects the Listani's view of their place in the world.

Listani Code

- a. *Listani must not bring harm to their Clan*
 - *Seldom do conflicts occur within the same Clan. More often it is between two separate Clans.*
- b. *Listani may never lie while swearing by the Listani Code*
 - *Listani caught doing this will be severely punished by the Yatar – the Code is to be lived by. Note that Listani will very rarely 'swear by the Listani Code' to Gaje.*
- c. *A Listani owes his loyalty to the reigning Yatar.*
 - *As the Spirits chose them, they are to be revered.*
- d. *Listani do not steal from other Listani.*
 - *Regarding property: If no one appears to be using it, no one appears to own it.*
- e. *The secrets of a Listani or of the Listani people are not to be revealed to the Gaje.*
 - *Listani keep some power through misinformation – keep the truth hidden.*
- f. *A Listani will not betray a fellow Listani to the Gaje.*
 - *Listani will deal with a fellow Listani on their own, without the Gaje, unless the Yatar decides the best punishment for them is actually to be handed over to the Gaje, which is akin to rejecting them from the Clan.*
- g. *The Spirits are part of us, we are to respect them, but we do not serve them.*

Listani found to not live by their Code are dealt with harshly by any Listani who catch them. Lone Listani are common, but if they are wearing no Token (or Clan marker), then many Listani become suspicious as to where their loyalties and Clan are.

Listani wear different clothing than other Citizens of the Realm. They speak in funny accents and have strange customs. Many local authorities have taken to blaming the Listani for petty crimes that have happened in their area. This bad reputation has stuck and most Listani are considered liars and petty thieves.

8. Listani Clans

There are a variety of Listani Clans. What Clan a Listani is from is a fairly good indication of what their profession and views are. You can often find members of the four major Clans traveling together. Generally, individuals are free to choose their Clan and have been known to move between Clans, to better reflect their role in life, and be near those that share their views on the world. A group of Listani who travel together is often referred to as a Compania. This can be anything from a group of siblings to a Clan of more than one hundred members, the only requirement is that they live and travel as a unit.

9. Major Clans in Haylem

9.1. Romanofski

Members of this Clan can be found all across Haylem. Its members are typically warriors and rogues. The difficulties of the traveling lifestyle have lead many of the Romanofski Clan to either rely on strength or stealth to get by. While few actively go looking for trouble, it is wise to be prepared to defend yourself and your family.

9.2. Lavadia

Members of this Clan are alchemists, scribes, potion makers and other crafters. The Lavadia learned early on that war is a constant. Someone will always be willing to pay for the weapons of war and anyone who can provide a valuable service, such as swords, potions and scrolls, will be well off, and not even need to fight the war to reap the profits.

Typicaly the Lavadia are merchants, but merchant of the wares of war.

9.3. Rofenski

The Rofenski Clan are considered amongst the Listani to be very scholarly. Many place great stock in the realms of magic, and some say that the Rofenski Clan were the first to learn to commune with the Spirits. Some of the greatest Seers and Soothsayers are from the Rofenski Clan, and their Elders are highly respected in matters of the Spirits.

9.4. Malatari

Like the Lavadia, the most are merchants. They tend to focus their business towards common, or trade goods. Some actually make the wares they sell, but often as not if you ask a Malatari, the goods he is selling “fell off a wagon”.

10. Minor Clans/Clans of Note

10.1. Usaras

Members of the Clan use Chaos magics, but refrain from raising or controlling the Undead. Another secret to be kept from the Gaje. It is never a good idea to advertise if you are a member of this Clan, as your mere presence in the realm brings danger to all of your cousins. Members of the Usaras Clan are considered outlaws within the Kingdom and several have been publicly executed for High Treason in recent years for their acts during the Necromantic Wars. Many Listani do not recognize the Usaras as a Clan, but merely as a group of renegades bent on destroying what little good will exists between the Clans and the Kingdom.

10.2. Ralosik

Many members (but not all) of this Clan practice Necromancy. As distasteful as it is, no Listani would tell the Gaje of this dirty secret. Very few members of the Ralosik live within the borders of the Kingdom, due to the extreme distaste among all of the Races of Man for Necromancy. The Necromancer Wars are still fresh in minds of the people of Haylem, and most Listani will only hesitate in turning members of this Clan over to the Gaje, if they plan to deal with these traitors to their Race personally. Members of the Ralosik Clan are considered outlaws within the Kingdom and several have been publicly executed for High Treason recently.

10.3. Leiti

The Leiti Clan are said to be the closest to the Spirit Realm. There are no known members in this area, but the Spirits claim they are here somewhere... they also whisper of Leiti's powerful wizards. Often times the Spirits have come to members of other Clans in their dreams and revealed that their destiny lies with the Leiti.

10.4. Vankerzik

This wide traveling Clan act as merchants and caravan guards. Travel and mystery drive many in the Vankerzik to explore new places, or sign on with traveling merchants, or theatre troupes. The wanderlust flows deep with them.

10.5. Nikitich

Clan Nikitich is well known as a Clan of merriment and of artistic talents. Many of the greatest Listani actors and musicians hailed from Clan Nikitich. They are well known throughout the realm as storytellers and thespians.

10.6. Interra

Clan Interra is recently thought to be one of the few Clans that entombs their dead instead of burning them as is customary for most Listani. There are rumours amongst the other Clans that they believe a time will come when the Spirits will need to walk again among the living, and the bodies of their ancestors will be restored to True Life, not Undeath.

10.7. Ashvadi

A close knit nomadic tribe living on the Glasswelt Plains, whom seem to shy away from contact with the rest of the world. They are rarely seen during the day and appear to be nocturnal. They are the most serious Listani you will ever meet. There are rumours that they are cursed for a past betrayal. (Plot approval is required to make a character from the Ashvadi Clan)

11. Life cycle / Family

11.1. The Early Years

From the earliest age to about five years of age, Listani children spend much time with the Elders listening to the stories as they watch their Elders work. They tend to follow other around and largely entertain themselves. From about age six to twelve, these children should be familiar with the basics of The Camp and be able to help out in some way. At this age, Listani children help around the camp in small ways, learning more from the stories told while working and learning useful or practical skills. From age twelve until they reach adulthood, many of the children will apprentice with the adults of the camp. Some travel with hunting or trading parties, and learn the basics of survival, while others stay and learn of the crafts, or magic or how to relieve the wealthy of their burden.

11.2. Children and the Family Unit

Listani have very few children. Hard living and constant travel through dangerous areas is not conducive to prolific breeding. That being said, the Listani people are by no means to be considered conservative. Love and passion are very important to a Listani and often times children are the natural result of these passions... In cases where children are born out of the Listani Camp, or to individuals of other cultures/races, the Listani Compania will lay claim on the child, and insist upon raising them in the tradition of the Listani people. This has led to stories of Listani stealing babies. Listani are neither matriarchal, nor patriarchal and revere each other for tales and deeds. On rare occasions, when the Spirits feel it necessary, Listani are 'recruited' from other races (with the Race

Change ritual), leading to another reason that they are so persecuted. When a Listani child manages to be born, there is a great prideful celebration. The child is the responsibility of the entire Compania and everyone has a hand in raising them.

11.3. Adulthood

There is no defined trial or ceremony for the passage into adulthood, and often a youth is considered an adult when the time is right. This is an individual experience for all, and often coincides with their first journey away from their Compania, or their taking an authoritative stance on behalf of the Clan, or even a youth's first experience with the Spirits. As each experience is unique, it is important to note that they are all tied together by bringing the individual closer to the Listani's culture, history and society.

11.4. Marriage

As family is of great importance to the Listani people, marriage is a ceremony of great importance to them. In many cultures, marriage is a ceremony of unity, acceptance and love, and the Listani people are no exception. Listani have been known to marry outside of their culture, although often times this creates problems with the nomadic lifestyle. There is often a cultural barrier in relationships between Listani and Gaje, and the Elders will not approve of such relationships unless both parties are aware of the difficulties and the potential consequences that will go along with such a relationship. Marriage ceremonies are usually festive affairs celebrating the union of the individuals and the addition of another member to the Listani's greater family. These have been known to last for several days, with great contests and spectacles for all to see.

11.5. Names and Lineage

A Listani's name is of great importance to them, and it should be considered a point of pride for a Listani. Typically a Listani will have 3 names, the Given Name, the Clan Name and the Family Name. The Given name is chosen at birth, and does not change throughout a Listani's life. The Clan Name indicates the Clan and usually the role of the Listani in society, and while it has been known to change on occasion, once a Listani find their place in society, they usually stay within that role. As a note, there are many Clans within the Listani society, and not all of them are covered in this guide. Some Clans are as small as a handful of members, or a single family. Finally is the Family name, this is the name of the Family or Compania you are travelling with, and is dictated by the name of the Elders, or the Yatar of the Compania, to indicate, amongst Listani, a sense of familial identification.

12. Racial Nobility and Ranks

12.1. The Kris

The Kris is not a formally organized administrative body as such, but rather a collective of the venerable, wise and respected members of a Clan, or of the Clans as a whole. Often when faced with major decisions in a Listani's life, or decisions that will effect the Clan as a whole, an individual will consult with the available Elders, or have them to consult the Spirits for guidance. The Kris often have a close connection to the Spirits, but they function to maintain temporal matters more often than not such as a court to adjudicate problems within the Clans. Any informal meeting of any or all of the members of a Clan is also referred to as a Kris. This can be exploited as a means to further confuse the Gaje.

12.2. Yatar

The Yatar is the leader of a Listani Clan. Yatar, means 'the fool' in memory of the first Yatar. In front of Gaje, Listani revere and show respect for the Yatar, but when no one is around, carouse and make fun of them as they would

any other Listani. Yatars are fully revered by the Listani Clans in respect to all matters Spiritual or Temporal. The Yatar is the Listani that that is chosen by The Kris and ordained by the spirits to lead them and be their contact with the Spirit world. The Spirits show this approval simply, by allowing them to continue their work unmolested. There is an opportunity each year for the Kris to select another Yatar or reaffirm the current one. There can only be one Yatar for each area. The Spirits will only choose a Listani that they recognize (IE. frequents the lands regularly) and the Yatar is responsible to the Spirits of that area (Spirits do encourage travel as they love to hear stories from far away areas). The Yatar may select a Bandolier from the compania, a Listani to stand as his second, and more often than not, gets his hands dirty doing the work the Yatar can't be bothered with.

****OOG NOTE:** The title of Yatar is one that is given by the Spirits In Game. Just declaring yourself a Yatar is a good way to make the Spirits very unhappy with you.**

12.3. The Shuvani

The Shuvani is a rare and gifted Listani Woman. Male Listani can have many of the same skills, but culturally only women can be known as a Shuvani. There are a handful of them on Tyrra. Their skill is granted by the Spirits. A Shuvani is revered by Listani and respected by Gaje. They are True Fortune-Tellers, and have among the strongest ties to the Spirit World. A Shuvani is considered a part of all Clans and, as such, they are granted complete hospitality by any Listani they meet. All Listani would consider it an honour to accommodate any request made by a Shuvani, no matter how strange it might seem. Impersonating a Shuvani is something no Listani would even think of trying, as the Spirits would not wait to punish such a vulgar act. Stories are told of one who tried this once, and she simply vanished.

12.4. The King

Though Listani often talk of a King, no Gaje has ever laid eyes on such an individual and most Listani believe there is no such individual.

13. Organizations Specific to this Race

13.1. The Hand of the Spirits

The Hand of the Spirits are a small group dedicated to carrying out the will of the Spirits and the Elders above all else. Many are fanatical in their devotion to their cause, and believe that they are acting in the best interest of the Listani people, and that the Spirits will guide the Listani back to glory.

13.2. The Shadow of the Fallen

A sect of Spirits dedicated to preserving the history of the Listani people and ensuring the survival of their race. Not much is known about the Shadow of the Fallen, although there are rumours that they have the ear of the Yatar.

13.3. The Searchers

A group dedicated to seeking out a new homeland and establishing a sense of stability for the Listani people, lifting the curse, restoring the fallen Kingdom, finding and destroying the Uonyoh.

13.4. The Silken Blades

The group dedicated to maintaining the Listani peoples martial traditions through song and dance. Historically they are the descendants of the remnants of the army of the fallen kingdom. The Silken Blades have been known to rival any in the land for the deadly beauty of the Sword Dance.

14. Racial Conventions & Beliefs

14.1. Listani Tokens

Listani Clans can be identified by their 'Token' – usually a strip of colourful, easily identifiable cloth – which is handed out to all Clan members. Listani usually wear their Token on their belt, and always in full view, to represent the devout pride of their Clan. Stealing or destruction of a Listani's Token is always considered an insult.

14.2. The Spirit and the Spirit World

The Concept of the Spirit is vital to the Listani people. Not only does the Spirit world deeply affect the culture of the Listani people, but the ability to interact with the Spirits of Listani long since deceased affects the daily lives of the Listani people. The Listani people are unique in their connection to the Spirits. While other races will actively attempt to ensure the Spirits of the fallen pass on safely into nothingness, Listani know that their Spirits cannot be truly at rest until the curse is lifted.

This special connection serves as both the guide and source of knowledge to the Listani people. Players may see into the Spirit world, and during game play, may choose to 'see' those wearing white headbands – In-Game they sense Spirits. These Spirits are in no way connected to any PC/NPC that the person wearing the headband may represent. You cannot garner any In Game information from the people wearing the headbands, however you can roleplay being able to sense them, by looking towards them, calling out to them, etc. The only exception is that Listani may see the spirits of PCs/NPCs that are on their way to resurrect but they may not interact with them except to use their Spiritual Rebirth ability. If Plot wishes to disperse information In-Game, the Yatar (or other Listani) may be 'approached' by the Spirits (an OOG Plot Marshal) with information.

If a Listani Player abuses his/her Racial roleplay requirements, the 'Spirits will become angry' and there could be repercussions for such grave actions. Spirits are not nomadic, unlike Listani. As a Listani travels from one area to another, they will encounter different Spirits. Some Spirits associate more with one Clan than with another, thus leading to occasionally a Spirit giving a Listani the cold shoulder. There are areas in the realm where the Spirits cannot be found. These are areas the Listani avoid at some cost, not wishing to be in an area that the Spirits fear, or shun. The Spirits have always encouraged the Listani to travel and tell stories, knowing that they and other Spirits love to hear of the goings on about the realm. Sometimes the Spirits will even have useful information to share with a Listani, if the Listani tells the right Spirit the right story.

14.3. Listani Race-Change Ritual

On occasion, Listani are not born, but created through the Listani Race-Change Ritual. This is an In-Game role-play Ritual, which transforms a willing recipient into a Listani. The race change Ritual differs each time that it is done, on the apparent whim of the Spirits. In fact, the Ritual cannot be preformed the same way twice. The Kris have tested this and as each individual who is to become a Listani is unique, so must the Ritual. The Spirits will contact Listani to tell them what they must acquire for the ritual in advance of when it is to happen. Once turned into a Listani, the Player must lose all previous racial characteristics and begin to act, talk and dress as a Listani. Remember, that you cannot look like, nor have the characteristics of two separate races. A Plot Marshal must be present for the ritual, to moderate what occurs, and formally record any changes to a PC on their character card.

14.4. Death

Death is a natural part of life, and as the Spirits of the Listani people are cursed to walk the realms between death and life, they are never truly gone. While death does limit your interactions with the realm, we cannot choose our time of death, and when the Spirits call you, you must join them. Most Listani burn their dead to prevent the

Spirit from becoming trapped in a lifeless vessel, but it is part of a great celebration. When your cousin joins the spirits, the sense of “loss” is mitigated quite a bit. Becoming a Spirit is simply travelling with a new company. Should the need occur, most Listani will not willingly perform a “Spirit Farewell” for a fallen Listani. While they understand the need for the “Spirit Farewell”, often used by the Gaje during the Necromantic Wars, Listani tend to find it distasteful, as it finally and irreversibly destroys the Spirit of an individual.

14.5. Necromancy/Chaos Magic

Most Listani believe Necromancy is immoral, as trapping a Spirit in a broken corpse is not conducive to keeping the Spirits happy. While almost all Listani dislike Necromancy, in the past many have been neutral towards Chaos while others believe it damages the spirit world as much as Necromancy. Some Clans have been known to use it, but it is one of those dirty secrets that the Listani aren't about to tell the Gaje. Due to the deep seeded history of Listani being cast as scapegoats, criminals and outcasts; the Listani people have made a concerted effort to comply by the laws of the Kingdom, in relation to Chaos, Necromancy and Power magics. While the Kingdom as a whole is not considered a part of the Listani 'family', during the Necromantic Wars, the Kingdom protected the Listani people from the Undeath. As a result their laws against Chaos, Necromancy and Power should be followed out of a sense of respect for the Kingdom, and since they are in the best interest of the continued prosperity of the Listani people. There are also Clan(s) that have used Necromancy in the past, but this is rare, and the other Clans do not approve. If a Listani is caught using Necromancy or Chaos, it will be seen as a Clan matter, which the Clan will deal with, without the Gaje knowing it ever happened. Due to recent events, particularly the Necromantic Wars, nearly all of the Listani, who openly practiced for Necromantic, or Chaos magic, have been driven from the Kingdom, or into seclusion and exile.

15. Ceremonies

15.1. Consulting the Spirits

Any significant consultation with the Spirits is a matter of some circumstance and involves a certain amount of ritual. Often times specific, rare items are required to manifest the Spirits properly.

15.2. Passing of the Cup

The Listani Race Change Ceremony is described elsewhere in this guide.

15.3. Artifacts and Relics

Relics of the lost kingdom are rumoured to exist throughout the realm, particularly on the site of the razed kingdom. On several occasions in the past, the Spirits have directed a Yatar to the location of an item of historical importance to the Listani people. In some cases the artifacts were later returned to obscurity, while in rare instances they have been passed down through the Clan. Each instance is dictated by the will of the Spirits.

Spirit Stones are legendary items that have ties to the spirit world. A spirit stone appears to be a simple rock with designs and pictures on it. They are not magical at all, but legend has it that a spirit stone allows easier access to the Spirit World for a Listani. Holding onto the stone and beseeching for aid is how to use such a stone. There is no way to tell a Spirit Stone from a painted rock, except through trial and error.

16. Racial Abilities

16.1. Listani Curse

Skilled Listani have the ability to call upon the spirits to lay a curse on another individual. They can also focus on the spirit world to remove curses.

1x/day the Listani may use "Magic <curse>" where <curse> is Weakness, Paralysis, Destruction or Misery. In addition, any number of times per day a Listani may remove a Weakness, Paralysis, Destruction or Misery effect on a 60 second count. The Listani must remain in contact with the target for the duration, must maintain concentration and should say "visibly concentrating" to anyone that asks what they see.

16.2. Spiritual Rebirth

Some Listani have an exceptionally strong tie to the Spirit world and can use it to pull the spirits of the living back into their world or prevent them from leaving their body for a time.

1x/day The Listani may touch a non-finally dead spirit as it walks towards the circle to resurrect. They may begin resurrection on the spot instead of requiring an Earth Circle. The targeted spirit may refuse, in which case the ability is used for the day. Each character may only be targeted by this ability once per logistics period. Death stones should be pulled immediately after the battle/module. 1x/day the Listani may touch a creature who is in their dying (5 minute) count and 3-count "I strengthen your spirit" in order to reset that count back to 5 minutes.

17. People/Creatures of Historical Note

17.1. Uonyoh (Horror)

The great being of power that destroyed the Listani's homeland and defeated the first Yatar in a game of skill. It also cursed/gifted the Listani people with the Spirits. It has been called the Enemy of all Listani, and been known to rend a Listani's Spirit from their body and banish it into nothingness.

17.2. Corin Fiskn

Many stories are told among Listani of this amazing storyteller. It is said that one fateful night a vampire came upon a Listani camp and would have killed everyone there, but for the quick wit of Corin. He pleaded with the vampire to allow him to finish the story he was telling, as they could not possibly be a threat to it anyway. So convincing was Corin's plea, that the vampire agreed to let him continue his story, and even settled down to listen. On and on for hours he weaved his story, enthralling his entire audience. Soon the Listani forgot that a vampire sat amongst them. The vampire too was eager to hear the story. Many, many hours later (and many flasks of water later for poor Corin's parched throat), the story finally approached an end. At the conclusion of his story he drew everyone's attention to the sky in the east. As everyone turned and looked, dawn broke and the first rays of morning light poured into the camp. The vampire hardly knew what hit it as it disintegrated into dust.

17.3. Alfonse Delio

The tale of Alfonse is a horrible one. One day, while 'liberating' some 'unused' items from an unsuspecting town, Alfonse was caught by the local authorities and dragged before what he assumed was the local magistrate. The 'magistrate' called Alfonse a pesky thief and troublemaker, fined him 5 gold and told him to stay out of trouble. Alfonse, taking insult at being called a thief (as true as the statement was) cursed the magistrate on his way out of the door, then ran for the hills. Alfonse had great practice at running from town guardsmen, and quickly lost them. He made it back to the Listani camp long before the guardsmen got there. He gathered his things, and departed the camp minutes before his pursuers arrived to capture him again. The other Listani at the camp claimed the area

around their camp and made the guards wait outside, delaying them for more than long enough for Alfonse to make good his escape. Sadly, it was not a lowly magistrate that Alfonse had cursed, but the local Baron himself that had just been visiting the town. For their part in helping Alfonse to escape, the Baron ordered all the Listani at that camp to be killed. The Baron's troops proceeded to kill any Listani they could find within the Barony. Neighboring Barons took this opportunity to brutally oppress and sometimes kill whole camps of Listani in an effort to find Alfonse.

The oppression came to an end when the Baron's curse was lifted, not from being removed, but by Alfonse's death. It seems in his haste to evade the Baron's troops, he ran across some Trolls, who ended Alfonse's career, and his life.

18. Opinions Towards Other Races

The following is the general opinion that most Listani have of other races. It should be noted however, that adventurers are usually (but not always) more tolerant and open minded than the rest of their race.

18.1. Barbarians

Good lot to be around. Not much sneakiness in them, usually. If they want to kill you, it'll generally be in a head-on assault. Not for them is the skulking in alleyways. Gambling with them is always a sure bet!

18.2. Biata

These bird scavengers are nuts. If you can find out what REALLY bugs each one then you will have no end of laughs.

18.3. Drae

Not quite as uppity as the other Elves, but so obsessed with their honour they are blinded by it. As long as you have their word on something you can trust 'em, but they just get in the way, with their 'honour' interfering in good fun. If ya have to travel with one, be prepared to make 'em take frequent naps. If they don't see it, they won't demand to kill you about it.

18.4. Dwarves

Now there's a race of drinkers...if only they wouldn't take themselves so seriously! Haven't met a Dwarf yet who could drink a Listani under the table, but boy, they sure gave me a run once or twice! Make good armour and weapons. Keep at least one in the good books for when you absolutely must face a battle.

18.5. Half Orcs

Dumb but fun to pick on, but they travel in packs so watch out. Just don't push the jokes too far... and they drink nearly as well as us!

18.6. High Elves

Well, for High Elves in general, they are uppity Gaje with no respect for anything but other elves, with the (very) odd exception. Never trust 'em. They think everyone else is expendable. Since they're often in charge, get 'em from the shadows. They are often in charge though, so it is pretty smart to make one or two a friend.

18.7. Hobblings

Well, they're a happy gaggle, and they like mischief almost as much as we do! Fun to be drunk with, just don't wander into a back alley alone with one, unless it's for a bit of a frolic. I'd call it a case of honour among thieves.

18.8. Humans

There are good ones, and there are bad ones. What else can be said?

18.9. Mystic Wood Elves

Although they can throw good parties, one quick toss in the woods and you will be finding glitter in your hair for a week. You also have to love a race that doesn't see the value of coins!.

18.10. Ogrim

Dumb, solitary and bound by honour. There is a lot to work with here if you want to have some fun.

18.11. Sarr

Now there's a fun group of people! Always curious, love to drink, just avoid the whole peppermint thing... They are among my favorite travelling companions. You can trust them as far as you dare, just watch for the claws.

18.12. Scavengers

Strange and varied bunch, these. I've met some you could trust with your life in a pinch, and those that would kill you for a copper piece. Get to know them in a well-lit place for a while, then decide whether they deserve to be a travelling companion. Oh, and generally, the type of creature they descend from counts for a lot, too. Dog Scavengers are good pets; Wolverine Scavengers, no.

18.13. Stone Elves

Well, if your travelling comedy show needs a straight man, look no further. These guys are about as much fun as a bag of rocks. Dull grey rocks with the power to read your mind. Yeah, not something I want to mess with.

18.14. Wild Elves

Wild Elves can be the life of the party when they want to be. Dirty, loud and full of a love of what they call "Joie de Vivre" whatever that means!

18.15. Xantusa

Hey, they could have been your cousin at some point! The Spirits work in strange ways, maybe the Spirits caused their change. Still, strange as they are, we certainly understand what it is to be ostracized... Finally someone with less Rights than a Listani. Keep them in mind when looking for a scapegoat...

18.16. Earth Guild

Useful lot on many occasions, and generally with some influence in the Spirit realm. That being said, the guild is a structured organization, tied to a circle. Not the best place for a Listani to be. Still, there's a lot we could teach them about the Spirits.

18.17. Celestial Guild

Like all organizations, it's not the best place for a Listani to tie themselves down. That being said, accompanying a sage on a research mission can be highly lucrative, especially if the towers are picking up the tab...

18.18. Kingdom

How can you begrudge the people a Kingdom when once we had such a home? That being said, their laws are often too strict and their prejudices deep seeded. Nobles are a varied lot, some stricter with the word of the law than others, but as a whole, the Kingdom was there to fight the Undead. You gotta respect that at least.

18.19. Fae

Who knows what the Fae are or what they know. Maybe the Uonyoh is a Fae, maybe they can lift the curse? Do we even want that? One thing's for sure, don't barter with a Fae. It will cost you more than it appears, and you should never risk more than you are willing to lose.

19. Portraying the Race- Roleplay Tips

Listani are required to:

- Dress in brightly patterned & colourful clothing (costumes should be at least 3 colours).
- Try to speak in a Slavic or Eastern European accent.
- Be respectful of the Spirits.
- Be fiercely proud of your race.

Listani are recommended to:

- Seek to keep away from permanent dwellings.
- Seek to be helpful to fellow Listani as much as possible.
- Try to be subtle about things, particularly amongst the Gaje.
- Enjoy drink, music, food and the celebrations. Be boastful and tell stories. Only the dead are silent.
- Be gregarious and outgoing. (At least amongst your own people)
- Add to your outfit with many pouches to carry things you 'find'.
- Always try and speak in jest or riddle, using half-truths to confuse Gaje
- Be flirtatious and have fun.

19.1. Cousins

All Listani have banded together and consider all other Listani part of their extended family. Unless there is a serious cause for dispute, such as a robbery or betrayal etc, then Listani should treat each other favorably over Gaje, or non-Listani. The community that Listani foster leads them to be famous carousers. If a Listani is quiet,

sad or forlorn it is never for long. Failure to lift the spirits of those around you and to take part in Listani camaraderie causes the Spirits to forsake the Listani.

19.2. Make-Up / Costume

Listani should sport an outrageous accent, typically modeled after Eastern European accents. They should also wear bright and colourful outlandish clothing.

20. Listani Q & A

Q: If I play a Listani, do I have to be a Thief?

A: No. Some Listani have light fingers, others show more restraint. Remember though, if you choose to steal In Game as a Listani and are caught, you will be punished, and probably worse than any other race. After all, oppressing Listani is something that ALL the Gaje do.

Q: What is a Gaje?

A: A Gaje is ANY non- Listani. The Gaje are all lesser races to you, as the Listani people are the only ones who can see spirits. Although some Gaje are good and friendly, most tend to oppress Listani.

Q: Do I have to be friends with all other Listani?

A: When you can be seen by the Gaje, you should at LEAST appear cordial. But among other Listani, you don't have to put on the nice face.

Q: I'm having trouble with the accent, how do I learn it?

A: It's fairly easy to learn, roll your RRR's when you say things. Find a Listani that plays often and spend ten minutes listening to their accent and try to mimic it. You should pick it up really fast.

21. Our Name

The following events occurred in Month 4, Year 27 AU:

Deep in the desert, there is a vast but empty city. In that empty city, there is a particular building. Inside, a passageway ends in a doorway, guarded by two stone sphinxes. Beyond this doorway is a room. It is dark in here now, but if there was light, you would see ten stone pedestals, arranged in a pattern familiar to anyone who has ever told a fortune. Until very recently, two candles had been burning at the foot of the first pedestal for a long, long time.

Lying on one of the pedestals is a single tarot card. A drop of blood smudges the face of the Magician.

The room is very still, but you can tell.

Something happened here.

In the Great Library of Aieland, a librarian scurries towards the central research desk, balancing a half-open scroll in her arms and several more rolled somewhat precariously underneath them.

"I found a missing codex from one of the dynastic annals," she says breathlessly. "It's an account of an alliance between the Listani and the Biata against the second Giant invasion."

The other librarian's feathered eyebrows lift. "The Listani? I've never..." he ponders a moment. "Wait... I believe I do remember a reference to this in the Amber Histories. What does the codex say about the Battle of Falling Blossoms? Perhaps if we look at them side by side..."

The two librarians bend over the scroll together, as the past takes shape below them.

In Ellisel, in the great hall of the Duke, a curator's hand pauses in the act of cleaning an ancient tapestry that tells the tale of King Persephont and the first Necromancer War. At the right hand of the king, as he rides into battle, is an unidentified knight, carrying the standard of Persephont's kingdom. Who that knight might be has been the subject of many a learned debate over the years.

In an act of careful restoration that has taken weeks, the curator has lifted centuries of residue from the once-vibrant coloured threads. Beneath it, you can clearly see the brightly-coloured token hanging from the Listani knight's white belt.

At the fireside of a Bear Clan hunting party, an old tale is being told. The Shamooka recounts the riddle game between a Rock Clan Shamooka and a travelling Elder leading a caravan through their territory. It is one of those stories that everyone knows but no-one minds hearing again, as the riddles are so clever and the eventual comeuppance so funny.

The Shamooka has just gotten to the good part.

"And that," he finishes, "is how the Listani convinced the Rock Clan they could capture the moon."

Their laughter echoes in the early spring night.

Huddled under the wheels of a vardo to keep out of the afternoon's rain, four small children play a game that they invented. Or maybe it was taught to them. Or maybe it's from a story they heard. It's hard to tell with children's games, especially the kind that involves rhymes and clapping and giggling. Tossing a series of small pebbles onto a purloined scarf, they play at casting fortunes.

"Once for a fate disguised,

Twice tell no lies,

Thrice for the name we lost,

Fourth for the wise."

It's one of those games where everyone wins.

It all seems so natural, as it happens. A forgotten scroll, a restored tapestry, the realization of what a local song or story actually referred to. It is not a magic of thunderclaps or sudden revelation, but a subtle reweaving of the world. The Listani, a people always on the move, restless by nature or by some ancient curse, but still known in the histories of Elves and Dwarves and Humans, in the annals of the Towers, in the sagas of Haylem's past. The Listani, a people who can see the spirits of the dead and commune with them, learning secrets from beyond the veil. The Listani, being remembered, all across the Kingdom.