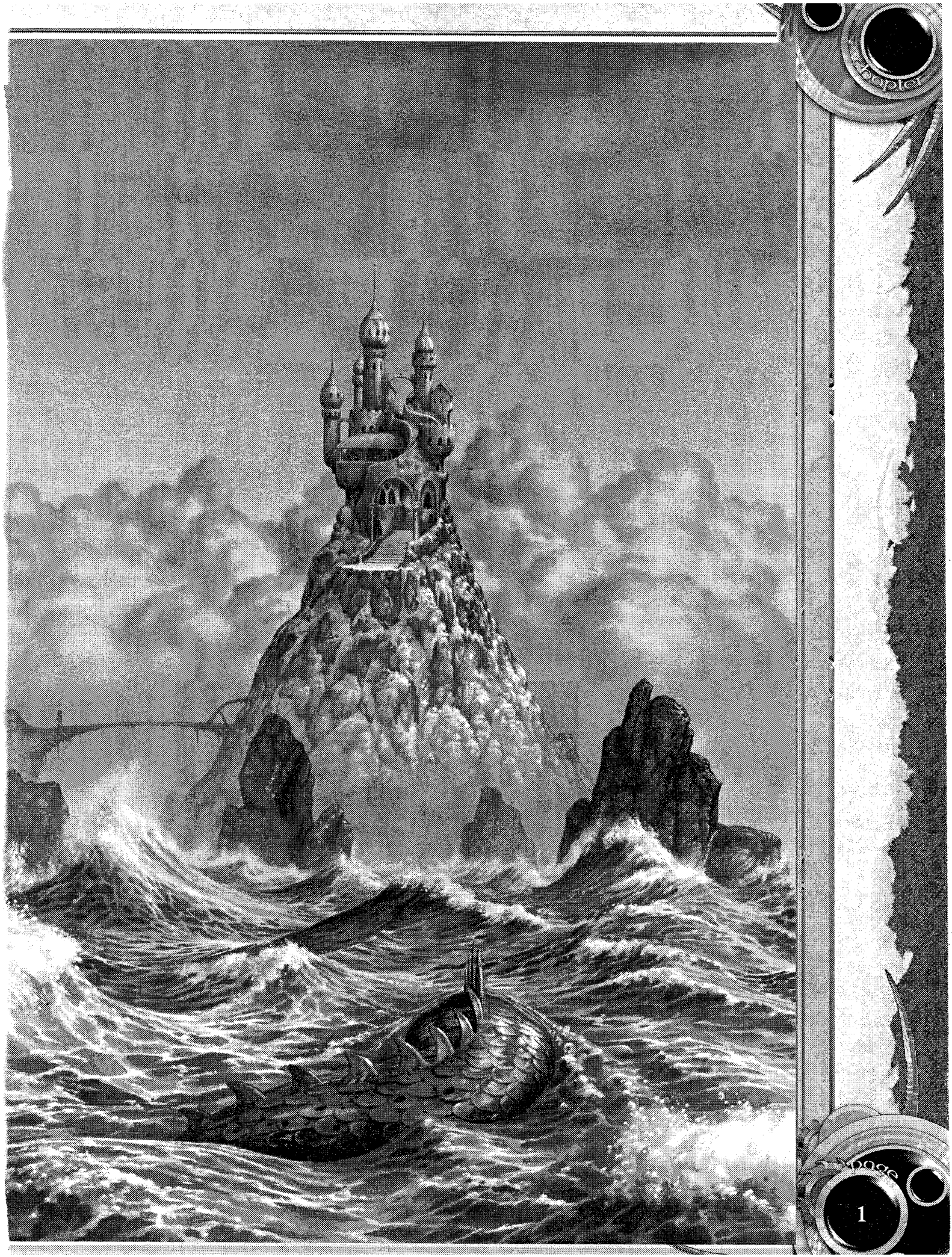
Shadow World
Master Atlas



ShadowWorld: Master Atlas 4th Edition

By:
Terry Amthor

Editing & Development

DEVELOPMENT
Terry Amthor

EDITING
Heike A. Kubasch

ORIGINAL STANDARD SYSTEM DESIGN
Coleman Charlton, John Curtis and Pete Fenlon

CONTENT EDITING
Heike A. Kubasch

PROOFREADING
The Howard Huggins

Art & Production

ART DIRECTION
Kieran Yanner

GRAPHIC DESIGN
Kieran Yanner

LAYOUT & TYPESETTING
Christopher Otto Chompff, Kurt Fischer

COVER ILLUSTRATION
Ciruelo

INTERIOR ILLUSTRATION
Kieran Yanner, Anders Finer, Carisa Swenson, Jeff Laubenstein, Ilya Astrakhan, Jennifer Meyer, Liz Danforth

CARTOGRAPHY
Richard H. Britton, Dave & Elissa Martin

I.C.E. Staff

CEO
Brce Neidlinger

PRESIDENT
Heike A. Kubasch

MANAGING EDITOR
Heike A. Kubasch

WEB DEVELOPEMENT & MARKETING
Monica L. Wilson

ROLE MASTER SYSTEM EDITOR
Tim Dugger

ART DIRECTOR
Kieran Yanner

CORPORATE MASCOT
Gandalf T. Cat.

Copyright 2003 by Aurigas Aldbaron LLC... All rights reserved. No reproductions without permission.
Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 122 Goodman Street, Charlottesville, Virginia 22902 Stock #6400, ISBN 1-55806-593-8

Table of Contents

-Part I-
Introduction

1•Abbreviations 5
2•Keys to System Codes 6
3•Keys to Beast Table Entries 6

-Part II-
History

1•The Kulthean Calendar 10
2•About Time 11
3•A Timeline of History 12

-Part III-
Peoples

1•Mortal Races 45
2•Immortal Races 59
3•Alien Races 63
4•Extinct Races 64

Part IV:
Character Creation

1•Character Concept 75
2•Initial Choices 75
3•Stats 75
4•Adolescent Skill Development 75
5•Background Options 76
6•Apprenticeship Skill Development 76
7•Your Character's Role 77
8•Final Character Preparation 77
9•Experience and Advancing Levels 77

Part V:
The Lands

1•About the Maps 78
2•Key to the Text 79
3•Special Features 83
4•Mulira 84
5•Agyra 86
6•Thuul 88
7•Mythenis 92
8•Jaiman 91
9•Emer 94
10•Iyxia 98
11•Falias 99
12•Kelestia 101
13•Gaalt 102
14•Govon 103
15•Murlis 104
16•Palia 105
17•Folenn 106
18•North Polar Region 106
19•South Polar Region 107
20•The Eastern Hemisphere 108

Part VI:
The Bay of Izar

1•About the Maps 110
2•Key to the Text 111
3•Geography 111
4•Settlements 114
5•Fortifications 119
6•Sites and Mysteries 120

Part VII:
Essænce & Spells

1•Essænce Barriers 128
2•Foci 128
3•Flow-storms 129
4•Spells & Spell Lists 132
5•Channeling Notes 136

Part VIII:
Gods

1•Interpretation 141
2•Involvement 141
3•Lords of Orhan 141
4•Greater Spirits of Orhan 146
5•Nymphs 148
6•Children of Gods 149
7•The Dark Gods 149
8•Dark Spirits 152
9•Local Gods 154

Part IX:
Good & Evil, Order & Chaos

1•Good and Evil 156
2•Unlife Origins 157
3•Manifestations 157
4•Other "Evil" Forces 157
5•Evil Essænce 157
6•Order and Chaos 158

Part X:
Groups of Note

1•Powers overview 160
2•Loremasters 160
3•Navigators 163
4•The Jerak Ahrenreth 168
5•Dragonlords 170
6•Heralds of Night 171
7•Individuals of Note 172

Part XI:
Creatures

1•Land & Air Arthropods 177
2•Aquatic Beasts 178
3•Reptiles & Amphibians 179
4•Herbivorous Land Mammals 180
5•Carnivorous Land Mammals 181
6•Flying Beasts 182
7•Dragons 183

Part XII:
The Undead

1•About the Undead 185

Part XIII:
Artificial Beings

1•Kæden 189
2•Sentinels 190
3•Gogor 191
4•Shards 191
5•Neng 194
6•Elementals 195
7•Golems 197

Part XIV:
Demons of the Essence

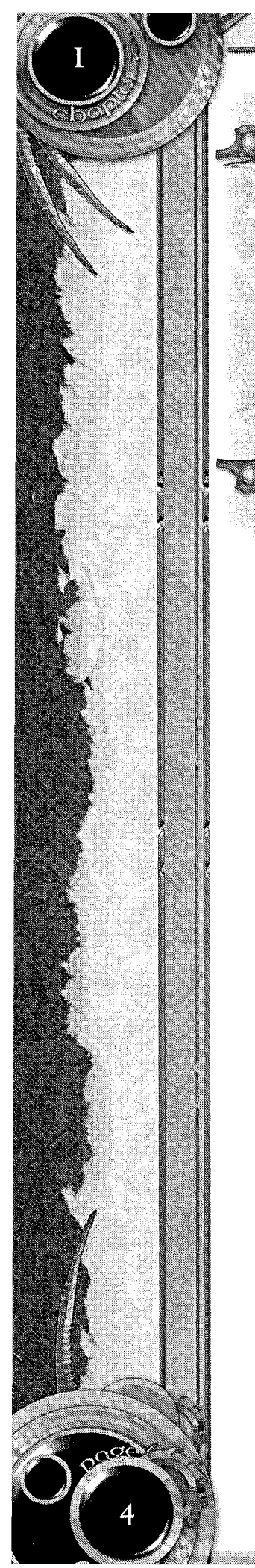
1•About Demons 199
2•Elemental Demons 200
3•Thematic Demons 201
4•Singular Demons 203

Part XV:
Demons of the Void

1•The Void: an Overview 205
2•The Planes of the Known Void 206
3•The Outer Planes 206
4•The Outer Void 207

Part XVI:
Appendices

1• Weather & Climate 210
2•Plantlife 215
3•Special Weapons 224



Chapter 1
Introduction

We cleared the summit and it was as Kirin had said: ahead of us lay a wide vale, filled with the green of growing things. Sunlight warmed us and shimmered across a long lake ahead.

But scattered across the valley were dark patches that raced across the rolling hills, sliding like ethereal snakes. They were seemingly merely shadows cast by clouds under the sun, but they gave me a feeling of menace, of malignant purpose. Even as I pondered this, one of the dark patches rose up the hillside and covered us. The sun went out, and suddenly the air held a chill. I have never been so afraid before or since.

We were in the presence of the Unlife.

From the *Visions of Andraax*
Nomikos Library, Jaiman

It is a world on the brink of chaos.

It is a world balanced between Life and the Unlife.

It is a world of power and majesty, of hope and despair.

It is a crossroads between dimensions.

It is buffeted by storms and flows of the powerful magical source, the Essænce.

It is the grave of an ancient civilization of unfathomable power.

And it has been so for more than ten thousand years.

It is Kulthea. The ***Shadow World.***

Welcome to the newest edition of the *Shadow World Master Atlas*. In this book, you will find everything you need to know to delve into the rich and textured world of Kulthea. Here, ancient powers strive to dominate or protect civilization. Here, strange and powerful beings wander cloaked with spell and science. Here, demons from nearby dimensions come, hungry and looking for prey. Here, life strives against the Unlife, a force of hunger, consuming all it touches.

Shadow World.

Shadow World is a setting vast in scope and texture. It is a huge world with a long history. It has an unlimited potential for intrigue and adventure. It is a setting with infinite possibilities.

This book provides a overview of life and death on Kulthea. In future works, the planet and its cultures will be examined more thoroughly. In this book, you will find a general treatment of the lands of the western hemisphere, as well as a fully detailed area, the Bay of Izar, ready made for a beginning campaign.

Everything you need to run a *Shadow World* campaign is right here, in this book. So sit back, relax and enjoy. A world of mystery and wonder awaits.

The classic ***Rolemaster*** world of Kulthea is back and better than ever, with the long awaited conversion stats for *RMFRP* and *RM2*. This newest edition of the *Shadow World Master Atlas* is completely compatible with all versions of ***Rolemaster.***

Shadow World Products

The *Shadow World* line consists of the following books: *Shadow World: Master Atlas* – The product you are currently holding. In addition, there are several books in the *Shadow World* line that are yet to be re-released.

Emer Book I: Heastra, the Northwest – This is the first in a series of sourcebooks to provide in-depth info about the cultures, kingdoms and powers on the preeminent land on Kulthea: Emer. The *Master Atlas* provided a basic overview of this continent, but much was left to the imagination. This book delves far deeper.

Haalkitaine – The most powerful city on Jaiman, capital of the Rhakhaan Empire, Haalkitaine is an ancient pile of granite brooding on the knees of the Grey Mountains. Within this new Citybook you'll uncover information on the Noble Families, their tower-villas in the city, and the dark intrigues that plague the Emperor's Court.

A large full-color map of Haalkitaine is the centerpiece, supplemented with a GM version of the city. There are descriptions of dozens of shops, inns, taverns & armorers, many with NPC details. There are also maps of Rhakhaan and Jaiman, laying out the boundaries of the Duchies, Counties & Baronies of the Empire, and the exact locations of many Jaimani sites previously unrevealed!

Emer Book II: The Northeast – This is the 2nd in a series of sourcebooks to provide in-depth information about the cultures, kingdoms and powers on the preeminent land on Kulthea: Emer. The *Master Atlas* provided a basic overview of this continent, but much was left to the imagination, and a few things were not entirely accurate.

Rolemaster and Beyond

The *Shadow World* was originally designed for the ***Rolemaster*** system. This book includes stats for both *Rolemaster 2nd Edition* and *Rolemaster Fantasy Role Playing*. For statistics and conversions for other game systems, including a d20 version of the stats and characters in this book, see the *Iron Crown* website at "http://www.ironcrown.com."

1 · Abbreviations

The most commonly used abbreviations are listed here alphabetically according to subcategories. Note: All page references are to *RM2*.

Game Systems and Supplements

AL/CL ..... *Arms Law & Claw Law*
C&T I-III ..... *Creatures and Treasures* I thru III
C&M .....*Creatures and Monsters*
ChL/CpL ..... *Character Law & Campaign Law*
RM2 ..... *Rolemaster Second Edition*
RMC I-V ..... *Rolemaster Companion* volumes I thru V (etc)
RMFRP ..... *Rolemaster Fantasy Role Playing*
RM..... *Rolemaster*
SL ..... *Spell Law*
SM ..... *Space Master*

SM:P ..... *Spacemaster: Privateers*
Character Stats
Ag ..... Agility
Ap ..... Appearance
Co ..... Constitution
Em ..... Empathy
Ig ..... Intelligence
In ..... Intuition
Me .....Memory
Pr ..... Presence
Re ..... Reasoning
SD ..... Self Discipline
St ..... Strength
Wi .....Will (see *RMC I*)
Game Terms
AT ..... Armor Type
bp ..... bronze piece(S)
cp ..... copper piece(s)
Crit ..... Critical strike
D.....Die or Dice
D100 ..... Percentile Dice Result
DB .....Defensive Bonus
FRP ..... Fantasy Role Playing
GM ..... Gamemaster
gp ..... gold pieces(s)
ip ..... iron piece(s)
jp ..... jade piece(s)
Lvl ..... Level (exp. or spell lvl)
MA .....Martial Arts
Mod .....Modifier or Modification
NPC.....Non-player Character
OB ..... Offensive bonus
PC ..... Player Character
PP ..... Power Points
R or Rad ..... Radius
Rnd or Rd .. Round
RR..... Resistance Roll
Stat ..... Statistic or Characteristic
tp ..... tin piece(s)

2 · KEYS TO SYSTEM CODES

The *Master Atlas* is filled with useful information about the inhabitants of the *Shadow World*, but one must be familiar with the coding system used in the charts and text blocks in order to fully use the material.

TASK DIFFICULTY

Within the *Shadow World* books, the GM will notice that references to levels of difficulty are often made. This is meant to represent the ease or difficulty that one encounters in trying to resolve a particular problem. For more information on task difficulties, see *Rolemaster Fantasy Roleplaying* or *Rolemaster 2nd Edition.*

3 · KEY TO THE BEAST TABLE ENTRIES

Later sections contain descriptions for a variety of creatures and guidelines for handling them during play. Before attempting to use the statistics provided for each creature, the GM should familiarize himself with the codes used in the creature tables and descriptions.

The statistics given in this book describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures.

Individual species of such a family may be smaller, larger, faster, etc. In some cases, a percentage chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and may not be accurate with respect to the GM's specific world system. All statistics should be altered to better fit the GM's view of his own world scheme, if that is necessary.

These stats are of course abstracted to fit into an FRP environment and to speed play. Additional codes provide a GM with guidelines for generating creatures that vary the average in terms of levels, hits, bonuses, etc. These additional statistics can, of course, be ignored if the GM chooses.

These entries assume several different environments of activity for creatures: on land, in the water, and flying in the air. Some creatures, which can operate in several environments, will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first.

For more information on the statistics in this book, see *Creatures and Treasures* or *Creatures and Monsters*.

ROLEMASTER 2ND EDITION SKILL LISTING

Rolemaster is a skill-based system. Each character and NPC is described not only by his vital statistics (such as Strength, Constitution, etc.) but

also by the skill bonuses that he has earned. These values usually run between 1-100 (i.e., a percentage scale), but powerful characters or characters who have intensely developed a skill may have values over 100.

If no skill bonus is given for a character, it indicates that he/she has no skill ranks for that skill. It is entirely possible, however, that the character's stat, level, and/or profession bonuses would still give that character a bonus for that skill. Certain skills are not specifically described in ***Rolemaster*** because they are seldom used in a normal campaign (e.g., administration, crafting, architecture, etc.). These skills are merely used to give an idea of character skills developed outside of an adventuring environment.

SKILL TABLE

Primary Skills

Abbr Name Stat Mod(s) Type

none Melee ST/ST/AG hand to hand attack

none Missile AG/AG/ST bows, slings, etc.

DB Defensive Bonus QU DB derived from shields, magic, adrenal def., etc

Climb Climbing AG Primary Skill

Swim Swimming AG Primary Skill

Ride Riding EM/AG Primary Skill

DTraps Disarm Traps IN/AG Primary Skill

PLock Pick Locks IN/RE/AG Primary Skill

S&H Stalking&Hiding AG/SD Primary Skill

Perc Perception IN/IN/RE Primary Skill

Rune Read Runes EM/IN Primary Skill

S&W Staves&Wands EM/IN Primary Skill

Chan Channeling IN Primary Skill

DSp Directed Spells AG Primary Skill

Amb Ambush none Primary Skill

Li Linguistics none Primary Skill

AMov Adrenal Moves PR/SD Primary Skill, 5 kinds

ADef Adrenal Defense none Primary Skill

MAst Martial Arts Strikes ST/ST/AG Primary Skill

MAsw M.A. Sweeps&Thr. AG/AG/ST Primary Skill

BDev Body Development CO Primary Skill

Secondary Skills

Abbr Name Stat Mod(s) Type

Acro Acrobatics AG/QU Secondary Skill

Act Acting PR/EM Secondary Skill

Admin Administration RE/PR Develop as Meditation

AnimH Animal Healing EM/RE Secondary Skill

AnimT Animal Training EM/PR Develop as Herding

Appr Appraisal RE/ME Develop as Music

Arch Architecture RE/EM Dvlp as Mathematics

AthG Athletic Games ST/AG/QU As Acro. (Fghtrs at 1/4)

Cave Caving SD/RE Secondary Skill

Chem Chemistry RE/ME Develop as Cookery

Cont Contortions AG/SD Secondary Skill

Cook Cookery IN/RE Secondary Skill

Craf Crafting AG/SD Develop as Fletching

Dance Dance AG/IN Secondary Skill

Dipl Diplomacy RE/EM Develop as Falsification

Div Diving SD/AG Secondary Skill

Fals Falsification SD/RE Secondary Skill

FAid First Aid SD/EM Secondary Skill

Flet Fletching AG/SD Secondary Skill

For Foraging IN/ME Secondary Skill

Fren Frenzy EM/SD Secondary Skill

Gamb Gambling ME/PR Secondary Skill

Herd Herding EM/PR Secondary Skill

Lead Leadership PR/RE As Acting (Fighters 1/3)

LWork Leather Working AG/RE Secondary Skill

Math Mathematics RE/ME Secondary Skill

Med Meditation PR/SD Secondary Skill

Mus Music AG/EM Secondary Skill

Nav Navigation RE/IN Secondary Skill

PSp Public Speaking EM/PR Secondary Skill

RMas Rope Mastery ME/AG Secondary Skill

Row Rowing SD/St Secondary Skill

Sail Sailing EM/IN Secondary Skill

Sed Seduction EM/PR Secondary Skill

Sig Signaling ME/SD Secondary Skill

Sing Singing PR/IN Secondary Skill

Ski Skiing AG/SD Secondary Skill

Smith Smithing ST/AG Secondary Skill

SpMas Spell Mastery varies Secondary Skill

Star Stargazing IN/ME Secondary Skill

Stone Stonecarving SD/AG Secondary Skill

S&T Strategy&Tactics IN/RE As Frenzy (Fighters 1/3)

Subd Subduing AG/QU Secondary Skill

Track Tracking IN/RE Secondary Skill

Trad Trading RE/EM Secondary Skill

TrapB Trap-building RE/EM Secondary Skill

Trick Trickery PR/QU Secondary Skill

Tumb Tumbling AG/SD Secondary Skill
Wea Weather Watching IN/EM Secondary Skill
Wood Woodcarving AG/EM Secondary Skill

NOTE: Costs for "Primary Skills" are given in Section 3.0 *of* Ch&CaL; *and costs for "Secondary Skills" are given in Section 14.14 of* Ch&CaL.

ROLEMASTER FANTASY ROLEPLAYING AND SPACEMASTER: PRIVATEERS SKILLS

RMFRP and *Spacemaster: Privateers* are the newest editions of the ***Rolemaster*** and the ***Spacemaster*** lines. They use a category based skill system. Where the abbreviation matches those above, they are referring to the same skill. For categories and new skills or skills with different names, see below.

Listed for each character there is a total bonus for all the categories, so that a GM can extrapolate untrained skills. In parenthesis after each category are listed any skills which have been developed.

CATEGORIES

ArmH ..... Armour: Heavy
ArmL ..... Armour: Light
ArmM ..... Armour: Medium
ArtA ..... Artistic: Active
ArtP ..... Artistic: Passive
AthB ..... Athletics: Brawn
AthE ..... Athletics: Endurance
AthG ..... Athletics: Gymnastics
AwarP ..... Awareness: Perception
AwarSch ..... Awareness: Searching
AwarSen ..... Awareness: Senses
Comman ..... Combat Maneuvers
Comm ..... Communications
Cra ..... Crafts
DS ..... Directed Spells
In ..... Influence
LorA ..... Lore: Academic
LorG ..... Lore: General
LorM ..... Lore: Magical
LorO ..... Lore: Obscure
LorT ..... Lore: Technical
MASt ..... Martial Arts: Striking
MASw ..... Martial Arts: Sweeps
OutA ..... Outdoor: Animal
OutE ..... Outdoor: Environmental
PowA ..... Power Awareness
PowM ..... Power Manipulations
SciAB ..... Science/Analytic: Basic
SciAE ..... Science/Analytic: Engineering
SciAM ..... Science/Analytic: Medical
SciAS ..... Science/Analytic: Special
SciAT ..... Science/Analytic: Technical
SCon ..... Self Control
SitComb ..... Situational Awareness: Combat
SpecA ..... Special Attacks
SpecD ..... Special Defenses
SubA ..... Subterfuge: Attack
SubM ..... Subterfuge: Mechanics
SubS ..... Subterfuge: Stealth
TechGen ..... Technical/Trade: General
TechGun ..... Technical/Trade: Gunnery
TechP ..... Technical/Trade: Profession
TechVeh ..... Technical/Trade: Vehicles
TechVoc ..... Technical/Trade: Vocational
Urb ..... Urban
Weap1HK ..... Weapon: 1-H Krush
Weap1HEd ..... Weapon: 1-H Edged
Weap1HEn ..... Weapon: 1-H Energy
Weap1HF ..... Weapon: 1-H Frearms
Weap1HM ..... Weapon: 1-H Melee
Weap2H ..... Weapon: 2-Handed (melee)
Weap2HE ..... Weapon: 2-Handed Energy
Weap2HF ..... Weapon: 2-Handed Firearms
WeapM ..... Weapon: Missile
WeapMA ..... Weapon: Missile Artillery
WeapPA ..... Weapon: Pole Arms
WeapS ..... Weapon: Support
WeapT ..... Weapon: Thrown

Skills

Alert ..... Alertness
ABal ..... Adrenal Balance
ACon ..... Adrenal Concentration
Adm ..... Administration
ALand ..... Adrenal Landing
ALeap ..... Adrenal Leaping
AQuick ..... Adrenal Quick Draw
ArtL ..... Artifact Lore
ASpeed ..... Adrenal Speed
AStab ..... Adreanal Stabilization
AStr ..... Adrenal Strength

Attune ..... Attunement
Bio ..... Biochemistry
BMath ..... Basic Math
Box ..... Boxing
ChemEI ..... Chemical Engineering: Industrial
ChemEM ..... Chemical Engineering: Medical
CirL ..... Circle Lore
Count ..... Counterfeiting
CultL ..... Culture Lore
DetTrp ..... Detect Traps
DeviL ..... Demon/Devil Lore
Fauna ..... Fauna Lore
Flora ..... Flora Lore
Glyph ..... Glyph Lore
HardL ..... Hard Leather
Herald ..... Heraldry
HerbL ..... Herb Lore
Hide ..... Hiding
Hist ..... History
LPistol ..... Laser Pistol
LieP ..... Lie Perception
LockL ..... Lock Lore
MetaL ..... Metal Lore
MilitOrg ..... Military Organization
Mount ..... Mounted Combat
Observe ..... Observation
Orient ..... Orienteering
Play ..... Play Instrument
PowerS ..... Power Sword
RegL ..... Region Lore
Reverse ..... Reverse Stroke
SenAmb ..... Sense Ambush
Silent ..... Silent Attack
Snipe ..... Sniping
SoftL ..... Soft Leather
Stalk ..... Stalking
Surv ..... Survival
Tact ..... Tactics
TradL ..... Trading Lore
Undead ..... Undead Lore
Wrestle ..... Wrestling

Chapter II
History & Civilization Notes

1·The Kulthean Calendar

This reckoning was developed by the Loremasters, and is used—with variations based on location—by the Navigators and most cultures on Emer and Jaiman.

Seasons

Kulthea—like any planet with an axial tilt and regular, elliptical orbit—has four celestial "seasons." Their formal beginnings and endings are largely ignored however (except by astronomers, and for a few holidays) in favor of the much more obvious pentennial phases of the great moon Orhan.

There are four landmark dates in the seasonal year of Kulthea, two Solstices and two Equinoxes:

Solstice: When the sun appears to be farthest from the planetary equator. There is a "Summer" and a "Winter" Solstice, the latter signifying the first day of the calendar year to many Kulthean cultures.

Equinox: When the sun passes the planet's equator. The vernal occurs when the sun appears to pass from the south to the north; the autumnal when it appears to move north-south.

Months

Rather than follow the above pattern, most cultures have adopted "seasons" which mirror the five months of the Great Moon, each seventy days long. For the northern hemisphere they are listed as follows, beginning with the winter solstice, when Orhan is new. In the southern hemisphere temperatures are reversed because of the planet's axial tilt.

Winter: Cool, becoming the period of deepest cold by midmonth.

Spring: Weather grows warmer; planting season.

Summer: Warmer weather still, yet (relatively) pleasant.

Autumn: Hottest weather. and then cooling.

Fall: Temperatures drop; harvest; preparations made for Winter.

This varies from culture to culture of course, depending on climate, hemisphere, and social orientations. (The southern hemisphere, for instance, goes in reverse.) The names given here are conventions.

However, Orhan begins each month anew, waxes to full on the 35th, and wanes again toward the end of the month.

WEEKS

There is a shorter period marked by many Kulthean cultures, the ten-day span which is delineated by the phases of Varin, the Second Moon. Unlike Orhan (which sometimes looms huge in the sky, many times larger than the sun), Varin only shows a small disk. It is rather bright, however, and can be seen on even sunny days.

However, since seventy days is a rather cumbersome length of time to keep track of, most people think in terms of ten-day weeks. Following are the names of the days as declared by Loremasters, and their Erlin (common Elvish) translation:

DAYS OF THE WEEK:

Erlin Name	Translation	Significance
Orhayen	Moon-day	Varin is full
Buryen	Fire-day	
Usivyen	Water-day	
Melyen	Earth-day	
Ordyen	Air-day	Holy Day
Maryen	Dark-day	Varin is new; Bad luck
Kyayen	Star-day	
Kindagyen	Cloud-day	Bad luck
Aryen	Sun-day	
Purlyen	Wind-day	Holy Day

The day when Varin is full is considered the first day of the week, and is market day in most towns.

Note: *Unlike a modern Terran industrialized week, in medieval societies there is no "work week" and "weekend," everyone works every day. Religious services are held early in the morning or in the evening. Because of this, holidays are even more significant.*

LOREMASTER RECKONING

Always more interested in the bigger picture, the Loremasters ignore Varin for official record-keeping purposes, using Orhan exclusively to divide the Kulthean year. Dates are recorded as "TE 5090, Orhan 4, day 45" for example. This means the 45th day (of 70) of the fourth month (otherwise known as Autumn in the northern hemisphere) in the year 5090 of the Third Era. It might be even more briefly recorded as 5090•4•45. The Scribes of Nomikos and all the Navigator Guilds also use this simple, effective calendar system.

2·ABOUT TIME

The Kulthean day is divided into twenty-five hours: five Quintars each in turn subdivided into five Hours. Five being a number with powerful religious connotations: five moons, five months a year of Orhan, five fingers on each hand of the "younger races" (i.e., not the Althans). The world (as observed by the Elves and many mannish cultures) is divided into five realms (fire, water, earth, air, essænce), each in turn is subdivided into two aspects; usually dualistic in nature (e.g., night/day, male/female, mind/body) for each Lord of Orhan.

Large clocks (such as those in city towers) chime to signal the hours in long and short rings—or two differently-pitched tones—the Quintars rung first. The five Quintars have names that are the usual reference rather than a number. They are: Morning, Midday, Evening, Night, and Predawn. Most Kulthean clocks are set by the Vernal Equinox: the first hour of the first Quintar begins as the first rays of the sun lift over the horizon; for interim correction they are adjusted to match a sundial!

Certain scientists—such as Astrologers—have special precision-made (and often magical) chronometers for very accurate timekeeping, required for star-study.

For ages the only method of keeping time, sundials are reasonably accurate and simple to construct. Aligning them correctly is sometimes a matter of trial and error; ironically using the stars, as magnetic north on Kulthea is an ephemeral concept. There are several designs for sundials. Tabletop models can be flat with an upstanding blade, or the more sophisticated spherical model. There are also larger, more elaborate sundials that often exist in conjunction with observatories: rings of stones carefully aligned to match lunar movements and sunrises at particular days of the years (solstices and equinoxes).

Clocks fall into one of two categories: the first invented (and most "common") are those with one hand moving across a circular or pentagonal face divided into the five quintars—or even subdivided into a total of twenty-five parts to mark the hours. Others are broken into five parts, with a slow hand designating quintars of the Kulthean day; a secondary hand passes through the same five parts of the round clock face to designate the hours.

3·A TIMELINE OF HISTORY

This timeline is not intended to be a complete or comprehensive one of all important activities in the world, but an overview. While it incorporates major events from previous timelines, relatively minor or localized events have been deleted or abbreviated unless they have significance in a larger picture. This is done partly for the sake of brevity.

Secret or covert activities are included [in brackets]; these are events and actions that the PCs could not be aware of without special means such as a vision or access to secret texts. Events during the shadowy First Era of Ire and the Interregnum are also essentially unknown and are included mainly for the GM's reference.

THE FIRST ERA

c.-80,000 FE (Approximately 200,000 years before the present time.) [A group of inter-dimensional travelers (later to become known as the *Lords of Orhan*) arrive through a rift between this and another space-time. Their transit has unexpected destructive side-effects, however, and in order to prevent the collapse of both dimensions, they are forced to close the rift from this side, trapping themselves here. The interphase is not sealed completely, in effect allowing energies from the other dimension to seep through. This is the *Essænce*.

Requiring a physical anchor for their primarily non-corporeal spirits, they make their home on the barren moon Orhan. Utilizing powers beyond even the Althans at the peak of their skill, they cloak the moon in a barrier that causes all to look upon it to believe that it is unapproachable and inviolate.]

c.-30,000: Dawn of the *Althan* civilization.

c.-16,000: First appearance of the mighty comet *Sa'kain* in the Kulthean solar system. This awe-inspiring visitor unfortunately disrupts the seal placed by the Lords of Orhan to hold closed the inter-dimensional rift. The fabric of space is weakened, but the patch holds.

c.-15,000: Discovery of the Essænce by the Althan scientists of Kulthea. (Inhabitants were aware of unexplainable energies since the dawn of their civilization, but were previously unable to analyze their nature or tap their power.) Genetic manipulation enhances latent abilities to control the force. Members of the *K'ta'viiri* clan show particular affinity. The Althans soon discover that the Essænce is unique to the Kulthean system, and certain native materials are shown to retain, augment, or resist the Essænce. These materials are scattered across the globe, but in the western hemisphere they are most prevalent around the *Pillar of the Gods* (in the east they are more scattered, but the greatest concentration is, of course, near the penetration crater). The other deposits are layered in such a way as to suggest that they settled on the earth after a single violent event, such as a catastrophic comet or meteor impact.

Bizarre, violent creatures from other dimensions appear periodically on Kulthea, but are little more than a nuisance to the powerful Althans. The monsters are usually captured and studied.

c.-15,000 – -10,000: Althan civilization begins to evolve a unique combination of technology and "magic" (the Essænce power). This includes the ability to create "Portals" which allow instantaneous transport to other worlds, and—using what they have learned from natural interdimensional rifts—to parallel realities (i.e., the *Pales*).

c.-14,500: First reappearance of the comet Sa'kain. The perihelion of its elliptical orbit occurs roughly every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes it appears brighter than Orhan in the night sky, and sometimes it is all but invisible to the unaided eye. Its presence coincides with violent *Flow-storms* and serious disruption of the interdimensional barriers.

c.-14,000 – -10,000: Led by the K'ta'viir family, the Althan race conquers nearly a quarter of the galaxy. They rule a sprawling interstellar empire, maintaining control by virtue of their superior Psionic powers (which are independent of Kulthea) and their mighty star-fleets. Their dynasty survives for millennia.

c.-10,000 – -6000: The K'ta'viiri begin experimenting with cosmic forces to open gates in other regions of space; their hope is to tap the Essænce elsewhere. While their efforts to access more power are unsuccessful, they do master the ability to move between parallel universes (which they refer to as the Pales, a term of course implying that all other dimensions are

inferior to their own). Many peoples and creatures from other planets and Pales are brought to Kulthea for scientific experimentation. Masters of genetics, the Lords of Essænce alter plants, animals, and races to suit their whim. The supreme arrogance and amorality of these projects is irrelevant to them: they are Altha.

c.-2000 – -250: The Empire becomes increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. Worlds are destroyed and entire races put to death with the wave of the Emperor's hand.

c.-510: The depraved line of the K'ta'viiri culminates in the ascension of the Empress *Kadæna* in c. -510. She supervises the creation of an artifact of surpassing power: the *Shadowstone*, a huge adamantine gem set in a barbaric torque of star-iron. Its creation is fueled by the stolen souls of billions, the fire of six-times-six stars, and the blood of Kadæna's own infant daughter.

c.-250 – 0: Rebellion against the K'ta'viiri begins, instigated by the Lord *Utha*. He is Kadæna's cousin and so also a K'ta'viir—captain of the elite order of philosopher-warriors known as the *Duskwalkers*—but one who has turned against the terrible hubris of his family.

Political, technological and Psionic powers are used in a sweeping attempt to overthrow the Empress and her allies. But Utha, knowing that a special weapon will be needed to destroy Kadæna, sends the Duskwalkers on their final quest.

[The Lords of Orhan (who through all of this have managed to keep their existence a secret from the Althans) fear the complete destruction of life on the *Shadow World*. They rescue representatives of flora and fauna from Kulthea and bring them to Orhan.]

As the Lords fear, large areas of Kulthea are laid waste as the K'ta'viiri tap channels of raw Essænce in their efforts to destroy each other. The backlash from this power tears open the barriers between the Pales. Creatures and demons are free to rampage across Kulthea and beyond.

c.0: From the farthest Pales, the Duskwalkers return with a weapon forged out of space and time. The *Soulsword* is a barbaric tool; it is somehow fitting that it alone is immune to the unimaginable powers of the *Shadowstone*.

The final battle between the forces of Utha and Kadæna takes place on the Althan homeworld. The Empress taps incredible energies through the Shadowstone, but to no avail. Wielding the Soulsword and wading through a river of blood and lava, Utha himself beheads the Empress. Her body—along with the foul artifact—tumbles into a fiery abyss.

The rebellion is successful in that it has brought down the tyrannical empire, but the result wipes out the Althan civilization almost to a man and destroys almost all life on the planet. The *Shadow World* is a wasteland.

Utha gathers the few surviving Duskwalkers. They combine their powers to create the *Eyes of Utha* to guard the planet, and place them in shrines located at the north and south axial poles. That done, they construct a bunker deep beneath the earth and select a few to become a secret order with the intention of maintaining a vigil: if any of the minions of Kadæna have survived, a watch must be kept so that those evil forces can be destroyed. They must ensure the safety of the Eyes of Utha and, secondarily, to continue to close the errant Portals (or called "*Shadowgates*," though they have no connection to the Shadowstone). These Portals, though severely inhibited by the Eyes of Utha, still allow demonic beings limited access to Kulthea. This secret cabal is led by none other than Utha's son *Dænkú*. It is made up of eight surviving Duskwalkers and calls itself the *Ahrenreth* (Ir. "Secret Circle"). Relying on sophisticated machines to alert them, they place themselves in *chronagenic hibernation* (time-dilation suspension).]

INTERREGNUM

This period lasts approximately 100,000 years. For many millennia the broken earth is unable to support more than the simplest life: things that survived in the depths of the ocean or far underground. Some things sleep within the polar ice or trapped in magma lakes.

The Dænkú Ahrenreth is also active for many thousands of years, awakened periodically by the vigilant machines to counter evil. But one by one, these immortal men and women fall victim to various disasters. Three are believed killed in combat with servants of the Agoth. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden Essænce Lord survivors. Twenty thousand years after the fall of the K'ta'viir empire, only Dænkú himself remains. (What even Dænkú does not know is that one of his order—Ondoval—was not killed but caught in a warp of time. Far more horribly, another of the Order was captured by the Agothu and taken into the Void. By some unspeakable method, the female K'ta'viir was impregnated and bore a child. It consumed the mind and body of its mother and sought a way to return to Kulthea. It would eventually

emerge, assume a fair form, and take the name Schrek.) Dænkú sleeps again, and does not awaken for eighty thousand years.

c.-100,000 – -90,000: The Lords of Orhan send their servants, the *Fey Folk* (Nymphs and Sylphs, Naiads, Dryads, and Oceanids) to Kulthea to begin nurturing fragile life back from the edge of oblivion. Next, the lords return the sentient peoples to Kulthea: Elves, Mortal Men, and certain exotic races: Hírazi, Centaurs, Fauns and Mermen.

c.-70,000 – -50,000: Period of a group known only as the *Earthwardens*. They are credited with the creation of the *Coral Roads*, but little else is known of them. Some believe that they were surviving Duskwalkers attempting to repair the destruction, which their race had wrought, but this seems unlikely (more on the Earthwardens will be revealed in the *Powers of Light and Dark* book).

The Earthwardens create the shrine of Lon Lemira on Vog Mur, the castle at Dawnwater's Edge in NW Jaiman, and several other structures, all using the super-hard stone *Cavarite* and their distinctive interlocking stone design.

c.-40,000 – -20,000: Elven realms arise in several regions. There is a great Dyari empire in Thuul, a Loari kingdom in Palia and Folenn and a Linæri republic in Agyra.

c.-40,000 – -20,000: Span of the *Jinteni* civilization. Expanding from SW Emer, at one time they ruled much of that continent, along with Falias and Govon. They are believed to have co-existed peacefully (for the most part) with the Elves, though toward the end of the period they fought against the Dyari of Thuul.

c.-30,000 – -20,000: The *Wôrim* empire, centered in Gaalt, is founded and expands rapidly and is soon at odds with the Jinteni and Elven populations.

c.-22,000: A space-colony ship crash lands on the island-continent of Tarania in the Lonely Sea; another crashes in NE Emer in what is to become the Forest of Ash. The one in Tarania fares better, however, and the colonists (ancestors of the Aldari) establish a home. Over the next two millennia they spread over the continent establish several colonies on other islands, all linked by an elaborate underground *subshuttle* system. They remain apart from the indigenous cultures, deciding that they should not interfere with their natural development. (They also avoid air and surface travel because the Flow-storms wreak havoc with their technology.)

c.-22,000 – -20,000: The climate deteriorates, and there are frequent droughts, floods, and otherwise erratic weather. The mortal populations are devastated by plagues. Warfare breaks out as the various governments desperately seek new fertile lands.

c.-20,000: Kulthea is rocked by terrible earthquakes and Flow-storms (some believe that they are caused by a catastrophe involving Taranian technology; others think they are natural or Essænce related). Volcanoes erupt around the globe. Tarania sinks beneath the sea and all the other major powers are brought down as most intelligent life on the planet is wiped out.

c.-100: [Dænkú awakens. He wanders the west and finds that the world has blossomed. Races have multiplied, and ancient wounds have healed. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan. Dænkú assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name *Andraax*.]

THE SECOND ERA OF IRE

1 SEI: The College of Loremasters is established by *Kirin T'thaan*, *Ilmaris Terisonen*, and *Andraax*. [All three are supposedly Iylar Elves, though Andraax is actually the awakened K'ta'viir Lord of Essænce Dænkú in disguise]. The College itself is based on the isle of *Karilôn*, the location of which is a well-kept secret. (It is in the Barren Ocean, just south and west of the Shinh archipelago.)

The purpose of the Loremasters is twofold: first to serve as an instrument for gathering knowledge; and second to disseminate this information "for the advancement of civilization." One of their first actions is to establish an accurate and reliable calendar, thus the beginning of the Second Era. This also marks the beginning of reliable written history.

c.300–471: Palia: Consolidation of much of *Ran Tairi* by the Loar Elven Lord *Jayled Kodorian*. He names his domain the *Empire of a Thousand Dawns*.

450: First Loremaster-recorded appearance of the comet Sa'kain: it hangs in the Kulthean sky for weeks, the angry red-orange tail by far the brightest light in the night sky. (*The comet returns about every 1500 years.*)

This close pass by the comet disrupts the function of the Eyes of Utha, causing an unbalance in the Flows. Also, the moon *Charón* passes through Sa'kain's tail. Soon after this event the *Dark Gods*—cruel counterparts of the Lords of Orhan—begin to appear. Unlike the Lords, these entities revel in manipulating the peoples

of Kulthea for their amusement...and their amusement includes human sacrifice, perverse rituals, and bloody warfare.

To counter these new deities, the Lords of Orhan create manifestations—*Avatars*—of themselves and appear in these forms on the *Shadow World*. They present themselves as gods, and they allow their powers to be channeled for generally benevolent purposes. They also allow their demigod spirits to travel to Kulthea and intervene directly in world affairs.

The origin of the Dark Gods remains unclear, shrouded in the superstition and myth of a time long ago. Some Loremasters suspect they are actually former Lords of Orhan who turned from the benign ways of their brethren. Others hold that they are escapees from some inter-dimensional prison, or even the result of experiments by the Althans to create non-corporeal life.

500: [The Loremasters call the first *Council of Karilôn*, a gathering of seven leaders, to address a variety of issues. Joining Kirin T'thaan, the Loar Bard Ilmaris Terisonen, and Andraax are *Tanris Dekdarion*, (a Loar Warrior Monk), The Linær Cleric *Yael Zirivkari*, and the Loar Astrologer *Romenor Tartalus*.]

c.800: Emer: Six powerful *Spirits of Orhan*, now tied to Kulthea and residing on the mountainous isle of *Votania* in the heart of Emer, decide that the continent needs order. As the *Titans*, they begin to gather servants. [The Loremasters take note but do not interfere; the Lords of Orhan are similarly reluctant to interfere.]

1000: [Andraax re-establishes the *Dænku Ahrenreth*, dedicated to maintaining the balance. As a lord of Essence and "son" of Utha, he is one of the few who even partially understands the real purpose of the *Eyes of Utha*: Kulthea hangs on the threshold between universes—a wild, chaotic one where magic rules (worlds like the demon-inhabited Pales); and the one where only physical laws apply. The Eyes hold the world in the open doorway, allowing Essence to work while maintaining the world in this universe. This also keeps Kulthea—and particularly the East—almost inaccessible by normal means. This is necessary because Utha knew that all the K'ta'viiri had not been wiped out. Some remained hidden in secret vaults, mostly in the east. They must be prevented from awakening and subjugating the galaxy once again. The Eyes are a shield... and a prison.

Should the Eyes be destroyed, the world will shift one way or the other. Either all magic will fail, freeing the evil Essænce Lords, or Kulthea will enter a universe where Flow-storms are continuous and the chaotic demons rule. Or perhaps it will be destroyed utterly.

The comet Sa'kain complicates things, as it too is apparently from another universe and possesses arcane properties; its visitations seem to weaken the barriers between the universes.]

C.1000–2000

• The Dark Gods—in many guises and forms—continue to gain followers.

• Kelestia: Most of the central plains are sparsely settled by semi-nomadic horse tribes of Y'nari. North lies *Samli* and the *Rings of Ice*, domain of the Umli. A C-shaped subcontinent to the south, known as *Gethanen*, is the domain of numerous quarreling warlords. The south-western isles of *Verya* and *Orbis* are home to isolated Jiner and Shay fisherfolk.

• NW Palia: Led by Queen Nor, Erlin Elves settle in the great *Silver Forest*, protected by the Nereid *Nimira* and many Dryads.

c.1000: Emer: Warrior-mages on enchanted steeds drive the Gark and Lugrôki hordes out of Hæstra. These knights herald the coming of the *Masters of Emer*.

1073: The Titans on Votania, calling themselves the Masters of Emer, claim all of Hæstra as their dominion.

1230: All of Emer is in the hands of the Masters. Each rules a region as all-powerful lord. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.

c.1600: First records of a permanent structure on the site of Haalkitaine: a small keep built by a "Lord Halek."

1950: The infamous comet Sa'kain returns, evoking massive Flow-storms and random Portal openings.

C.2000 – 3000

• First manifest appearance of servants of the *Unlife*. The Unlife is a dark power—a force for total destruction and death—originating in another universe, perhaps the "negative" of this one. Unlike the Dark Gods, the inhabitants of the Pales, and even the Void (whose actions and purpose seem unfathomable), the Unlife is a single power with many servants and incarnations, all bent on annihilation. Dark cults bent on destruction—followers of the Unlife—begin to appear.

• Kelestia/Gaalt (Northern Regions): An evil presence known as the *Master of Malice* (an escaped Essænce Lord) wars against the proud *Umli* people. The Master's armies of Pale Men seem numberless to the scarce Umli.

2507: Emer: The *Changramai* Monastery is founded in the Choak mountains by the Loremaster *Tanris Dekdarion*, grandfather of the famous *T'vaar Dekdarion*. This quasi-religious order seems filled with contradictions to outsiders, but they are soon renowned as unsurpassed warriors in unarmed combat.

2530: Jaiman: Andraax establishes the Library of *Nomikos* on the isle of Ormian in southern Jaiman. It is administered by a monastic order of sages and scribes.

C.3000 – 4000

• Emer: A group of Loar Elves, political refugees from the Empire of a Thousand Dawns, sail west from Palia. They are swept through the *Shallow Ocean* and past Iyxia. Upon entering the *Circular Sea*, they reach a cluster of lush islands, inhabited only by a few scattered clans of Erlini. The Loari settle here, naming it *Námar-Tol* (Iy. "verdant-towers").

• Kelestia: Y'nar horse-tribes are pressured by incursions of the fearsome Umli from the north, now under the shadow of the Master of Malice. The more peaceful clans embark on a treacherous migration west to avoid the bloodshed while others try to stand against the Master's general, the *Frost King*, and his legions of pale-skinned warriors. Some settle on Orbis and Verya, a few continue on to Silaar. Many are lost in the treacherous seas. [A small group of Y'nar is led by Jaysek through a *Coral Road* to Silaar just before the southern mainland is overrun.]

• Palia: The mighty High Elven Empire of the Thousand Dawns and the Erlin of the Silver Forest are at war with dark powers.

• From his holy citadel in *Shæsra Talæl* (in eastern Iyxia), The *Lord of Light* (an avatar of Phaon) sends Elven knights to establish watches on far-flung isles. The Loar noble *Dulucaborn* and his knights sail to *Vog Mur*. They were known as the *One Hundred and One*, and their vigilance is peaceful if uneasy until the Wars of Dominion.

3100: The first stirrings of discord among the Masters of Emer.

c.3200 – 3350: Emer: Goblins resume raids into northern Uj from Morbek and the Forbidden Ridge; Garks multiply in the Rulaash Forest of Onar and threaten the Kuluku; Lugrôki breed in black lairs beneath the Spine of Emer and wreak havoc in the lowlands of Hæstra.

3300: While investigating Jinteni ruins in Iyxia, the Loar explorer *Sæzur Vranuk* finds a secret underground chamber containing many wonders. Among them is a cache of magical devices, which allow the user to tap the Essænce Flows for safe teleportation. He names these *Compasses* and hits upon the idea of a fraternity of guides using these artifacts. Thus is soon founded the first guild of *Navigators*, a group which offers guaranteed safe travel as a service to anyone who can afford their fee.

c.3300 – 3700: Competing "Navigator" groups proliferate as additional hoards of these compasses are found, all of different design but similar purpose. At first there is competition between the Guilds, uneven service, and low fees. These "Navigators" can only be found and hired at large cities.

3345: Emer: Forces of the dark god Andaras attack Uj via land and sea.

3450: The comet Sa'kain returns.

c.3450 – 5000: Emer continues to be assailed by incursions from various enemies and by the growing threat of Goblins, Lugrôki and Trogli. Dragons and other terrible enchanted beasts are everywhere, wreaking havoc and destruction. The plans of the Masters of Emer eventually come to nothing.

3451: Birth of *Tethior the Smith* in Námar-Tol, son of the noble house of *Jeranian*.

3453: Birth of *Krelij* (later known as *"The Swordmaker"*), Tethior's younger brother—and eventually his rival. Over their lifetimes they both will create a number of powerful tools and weapons to aid in the fight against the Unlife.

c.3500: [The six mightiest of the Great Drakes (more than dragons, they are lordly beings of the Essænce), gather at the ancient breeding caves at *Ssoiayig Saer* (K: "Caves of the Drakes Birthplace"). They agree to form an alliance of sorts.]

c.3500 – 3700: Emer: The indigenous Jaaderi cultures of Silaar begin to evolve from a nomadic people into more settled mixed economies. Towns grow, and chief among them is the trade center of *Thanor* along the northern coast.

c.3600: [The White Dragon Oran Jatar approaches Krelij and secures his assistance in creating the *Dragon Helms*. There are to be Six, the number of the Dragonlords, designed to enhance the powers of the lords while they are in human form. In return Krelij learns much of the arcane arts of alchemy—including the working of laen and Eog.]

c.3700 – 4200: Emer: Thanorian lords soon dominate nearby city-states, and by 4000 Thanor holds sway over all of inland Silaar, with satellite states in southern Tai-Emer and much of the western Sea of Tears coast.

3710 – 3730: Convinced by the legendary Navigator *Orbaal jen Zamain* that the Navigators cannot survive in their present state, a summit is convened among leaders of all the Guilds. After years of negotiation, the *Navigator Guild Alliance* is formed. Pricing is rigidly fixed, and the Guild Alliance sets up an extensive network of obelisk markers, allowing anyone to "summon" a Navigator just by touching the obelisk and requesting one. The Navigators make their home at the center of the Essænce-saturated land known as *Iyxia*. Annual Conclaves are held at their headquarters there, a sprawling citadel called *Nexus*. *Note: Erroneous accounts give the origin of the Navigator Alliance as late as TE c 5000.*

3744: [The Dragon Helms are completed, and the Six gather. What they do not know is that Krelij, using the knowledge gleaned from Oran Jatar, has also made six rings. These rings, which he names the *Daath Leerssoi* (K. "Makers of the Shadow Drakes"), allow a human wearer to assume the powers of a dragon. He tells no one of their existence but makes note of them in his secret journals. Soon after the helms are distributed, the Golden Dragon (Kydak Dûm) vanishes.]

3750: Jaiman: The Warlord *Lorgalis the White*, having conquered the western isle of Ulor, sends his armies eastward.

c.3800 – 4000: Kelestia: Voriig Kye becomes apprehensive of the growing power of the Master of Malice in the north. In human form he leads a series of military and diplomatic campaigns to consolidate the southern part of the continent under his rule. Gethanen, Verya, Orbis and numerous islands (including Vog Mur) are united as the *Dragon Kingdom*.

3835 - 3840: Lorgalis consolidates his hold over the western peninsulas. It is clear that he won't stop here, however. Forces are massing at the land bridges, and Loremasters have observed a fleet under construction. After much debate, the Loremaster Council decides that this evil lord must be stopped before he takes any of the mainland.

3840: [At the behest of the Loremaster High Council, Tethior and Andraax begin work on the Six Crowns, Pendants and Swords of Jaiman. Krelij is angered that he was not even consulted on the making of the swords and refuses to speak to his brother Tethior again.]

3907: Jaiman: Lorgalis seems poised to strike deep into the Jaiman mainland. The Loremasters reveal their plan to the kings of the six major realms of Jaiman and urge Saralis and U-Lyshak to stall by asking for terms of surrender. The kings bristle at this interference, but realize they have little chance against Lorgalis without help from the High-Elves.

3910: The Six Crowns and other artifacts are completed. With great ceremony, they are presented to the kings of the six most powerful kingdoms in Jaiman:

Realm	Crown Design
U-Lyshak	Sea-Drake
Saralis	Wyvern
Tanara	Pegasus
Zor	Gryphon
Urulan	Unicorn
Rhakhaan	Phoenix

When worn, each crown would normally appear as a simple jeweled circlet, but could magically transform into a protective helm. Dominating the continent, these six kingdoms hold back the Unlife (including the assaults of Lorgalis from the west) for a long period. Even the Flows of Essænceare altered, creating magical boundaries and sea lanes.

C.4000 – 5000

c.4000: [The *Order of the Priests Arnak* is formed by a manifestation of the Unlife known as the *Iron Wind*. They establish themselves in six locations across the continent of Jaiman. Tools of evil, they work to destroy society and civilization from within. Each Order has the mission of targeting one of the six kingdoms. Similar groups form elsewhere. Among them are the *Sirens of Sorak* (Kelestia, Emer) the *Steel Rain* (Folenn, Palia), the *Silver Dawn* (Agyra, Mulira), and the *Golden Eye* (Thuul, Falias).]

4131: Emer: Wizard-king *Pakaal* of the kingdom of Thanor commissions the building of a new royal city on the shores of the Lake of Glass. *Thenia* is a place of graceful alabaster and crystal towers, inhabited by scholars, astronomers and magicians.

4179: Emer: The Warrior-mage Sendar challenges the authority of king Pakaal of Thanor (his uncle). He declares himself lord of Arûl and Thanor, challenging Pakaal's authority. Civil war is inevitable.

c.4180: [The Dragonlord Voriig Kye considers the powerful and unstable kingdom of Thanor to be a threat to his Dragon Kingdom. Seeing an opportunity with the rebellion of Arûl, he begins preparations to neutralize the threat.]

c.4200: Emer: Preceded by a series of earthquakes, the fleets of the Lord of Encla Turic assault the Silaar and Tai-emerian coast. The Lord's armies

utterly destroy the realms of Thanor and Arûl; Thanor's treasuries are looted and cities laid ruin. Voriig himself leads a force of fire and gas drakes in a series of devastating air assaults. The Gas Drakes *Ssoei Womiis* and *Ssoei Womuul* settle south of the Asamis Arg ("Great Grove") and over time turn the region into the *Vœrken Mire*; the Fire Drake *Vaalg Stoyy* makes a home in the Arûl Waste.

Sendar and Sendil vanish. [The twin demigods escape to a secret temple in the Pelegris Mountains where Akalatan casts them into a magical sleep.]

4430: [Tethior's son *A'kesh* is born, the product of his brief romance with a Dyar mystic named *Naeri viQuar*. She does not tell Tethior of his child but instead arranges to have the boy apprenticed to Krelij.]

4495: [Krelij reveals the *Daath Leerssoi* to A'kesh.]

4790: Tethior (with the aid of Andraax) creates the *Ilarsíri*.

c.4800: Gryphon College is founded in NW Rhakhaan by a group of refugees from Zor.

4980: The work of the Arnak Priests bears a bitter fruit: A supernatural cataclysm destroys the capital of Zor and lays waste to the central region of that kingdom. [The Zorians, ever hungry for ancient technology, uncovered a terrible weapon from the lost realm of *Tarania*. They unwittingly triggered it, causing an explosion not unlike a thermonuclear blast. The city was vaporized, and the land all around melted to slag. Radiation persists to this day. Fortunately, the Crown, Sword and Pendant of Zor were not destroyed, having been removed to the refuge of *Gryphon College* to the south. However, Zor would never rise again as a kingdom.]

C.5000 – 6000

• Jaiman: While every ruler of the remaining Five Kingdoms dons the crown at coronation and is "attuned," a growing recognition of the crowns' mind-altering effects (and a wariness of the influence of the Priests Arnak) leads to a tendency to wear them less frequently. Without the will of the wearer, the powers of the crowns to enforce borders are weakened. Petty conflicts begin to spring up across the continent. Only the kings of Rhakhaan don the crown with any frequency, and that realm is the only one to survive into the Third Era intact.

5230: Tethior and Krelij have a confrontation, which reputedly ends in Tethior killing his younger sibling in self-defense. [Krelij is killed, despite many rumors that he survived. The incident leaves Tethior unbalanced with grief and guilt. He eventually adopts the guise of the *Nameless One*.]

A'kesh witnesses the killing and swears by Kesh'ta'kai to kill the murderer of Krelij, unaware that Tethior is his real father. He flees with one of the Daath Leerssoi. Tethior finds another of the Dragon-rings in the wreck of Krelij's workshop. Andraax later recovers the other four.]

5590: The *Saurkur* arrive on Kulthea, their ship crash-landing on the Abarquan Isles in the Shallow Ocean.

5899 - 5905: Jaiman: A plague (*"Bahaar"*) sweeps through Saralis and northern U-Lyshak. It begins as severe flu, then progresses to pneumonia and often death. Over half the population of Saralis is dead by 5905.

c.5905 – c. 6000: The *Bahaar* plague spreads through Jaiman, to Kelestia and northern Emer. While not as devastating to these regions it still decimates populations and creates an atmosphere of paranoia.

C.6000-6450

c.6000 – 6010: The *Bahaar* reaches Mulira. The Thesian people of the Dendara kingdom suffer by far the worst: by 6010 they are virtually wiped out. Their homeland, centered on what is now called the *Isle of Ghosts*, is said to be haunted and is shunned to this day.

6010 - 6028: Jaiman: King Arej IX of Rhakhaan, at the urging of one of his councilors (the White Mage), annexes much of what was once southern Zor. He stops wearing the Phoenix Crown, and falls further under the Magician's spell. He becomes obsessed with becoming Emperor of all Jaiman. Only the Elves of Urulan stand in his way.

6028: Jaiman: King Arej declares himself Emperor of Jaiman and demands Urulan's submission to his rule. King Istaro refuses, and Arej declares war on the Elven kingdom.

c.6030-6500: Jaiman: Elven emigrations from Urulan. They flee the threat of Rhakhaan, settling in the Blue Forest of NW Jaiman, the Remiraith, Vog Mur, Orbis, and Námar-Tol.

6201: Jaiman: King Karnis of U-Lyshak dies and the country is torn by civil war. The northern provinces remain loyal to the King's son, young Prince Selcarnen, while many southern lords seek independence. Selcarnen decides—against the advice of his father's advisor, the White Mage—to don the Sea-Drake Crown. He is found dead outside the Royal treasury, murdered the night before his

coronation. [Slain by the White Mage.] The artifacts have vanished [taken to the Ahrenreth].

6203: Jaiman: An *Ordainer* appears in southwest U-Lyshak [summoned by Lorgalis] and leads an army of evil creatures north. Mortals flee before the demonic lord.

6210: Jaiman: The forces of Lorgalis reach *Cynar*, the capital of U-Lyshak and home of the northern loyalists. After a siege of eighty-seven days the walls are broken and the city is sacked.

c.6400 – 6450: All across the western hemisphere, governments destabilize, wars break out, cultural and racial hatreds inflame. This is partly caused by the corrupting influence of the Unlife orders and other dark religious orders preaching intolerance and subversion. Goblins and Lugrôki breed in large numbers and walk openly in the daylight—something they never dared do in the past. They burn farms and ambush travelers with impunity. Once again Dragons and other fearsome creatures appear with growing frequency. At the bidding of the Dark Gods, the Undead rise while Demons rape and kill unchecked. Evil empires thought to be subdued rebound with new strength.

6441: Because of increasing dangers and flow instability, Navigators suspend commercial travel services until further notice (until the end of the war). [While it is not widely known, they offer their services to the Loremasters and their allies through the end of the Wars of Dominion.]

6450 – 6825: The Wars of Dominion

• The Comet returns and in a very close pass severely disrupts the Flows. This heralds the beginning of an apocalyptic war, which spans nearly four centuries and brings to a close the Second Era of Ire. While the primary instigators of this conflict are the Dark Gods of Charón seeking to overthrow followers of their rivals on Orhan, servants of the Unlife and many other powers of chaos and evil see an opportunity to further their own agendas. It should be noted that the wars rage for almost three hundred years before the Lords of Orhan decide they must intervene directly.

Flow-storms throughout this period open countless *Portals* and create tears in the fabric of space itself. Unimaginable creatures are liberated upon the earth. The unleashed energies create terrible meteorological and geological events: hurricanes, earthquakes, tidal waves, and volcanic eruptions at all major fault lines.

c.6500

• Many groups, including the Tanarans of Jaiman, seek shelter in an increasingly hostile environment by constructing subterranean cities.

• Kelestia/Gaalt: The Master of Malice sweeps south with hordes of Snow-garks, Ice Trolls and Pale Men. Samli is ravaged by awakened *Shards*.

• Emer: Fleets of the Master of Malice, deterred by the Unicorn Helm, skirt the eastern coast of Urulan and continue south to northern Emer. In Vog Mur, *Dulucaborn* and his knights stand against the Master's minions, led by *Rorg* the Fiery Serpent.

6521: Jaiman: The Ordainer *Kharuugh* breaks through the weakened magical protections of Saralis and within weeks is at the gates of Turak on Lake Karísh. King Hanreth dons the crown, comes forth to face the Ordainer, and a terrible duel ensues. In the end Hanreth is slain, his helm cleaved by the demon's sword—which also shatters from the blow. A pillar of fire arcs high into the sky, answered far away above the Isle of Ghosts. The city is laid open to the dark raiders.

6769: The *Burning Abyss* opens along fault lines on continents across the globe, creating gateways to the Ash Lairs. Armies of fire demons led by Ordainers emerge and lay waste to surrounding lands.

6769 – 6780: *The Years With No Days:* In addition to the Burning Abyss, volcanoes erupt all over the planet, spewing black ash and smoke into the air. The sun is obscured, creating an endless twilight, which wreaks havoc with the ecosystem.

6780: The Dawn. Led by Cay, the Lords of Orhan and a force of demigods arrive on Kulthea and lead the armies of Light against the Darkness. Kuor summons powerful rainstorms to clear the polluted air.

6820: The Haalkitaine Fire. Flaming stones fall from the sky over central Rhakhaan, setting many farms, fields and forests ablaze. Worst hit of all is Haalkitaine, which burns for days before the fires can be put out. Over two-thirds of the city is destroyed. The Imperial seat is moved to Lethys.

6825: Final Victory over the Dark Forces

• With the aid of the Lords of Orhan and the Titans, the Dark Gods are driven back and essentially imprisoned on Charón, their powerful servants destroyed or banished back to the Pales and dimensions where they belong. Victory was at the cost of the lives of many valiant Loremasters and Sages, however. [Tethior is said to have been a casualty of the wars but in fact he goes into hiding. He begins construction of he new home in central Thuul.]

• Dænkú faces his old foe the Master of Malice and slays his fellow Essænce Lord. But his mind is damaged and he wanders into the East.

THE THIRD ERA OF IRE

C.1 – 1000

- The Loremasters begin to nurture civilizations once again. They coordinate a massive effort to set enchanted, unsleeping Sentinels at the many Portals to guard against new incursions of dark forces. Across most of the hemisphere, it is a struggle to survive in a dark age. The Wars of Dominion have destroyed much of what the Loremasters labored so long to build. A few scattered enclaves survive, but they are under siege in a world of chaotic forces. Demons, Undead and evil creatures still roam free across much of the planet, though at least they are relatively few and without leadership.
- The Masters of Emer vanish. [They retire to their palace-city atop Mount Votania in the center of Emer, setting guardians at the perimeter and a barrier of clouds about the city to protect their privacy.]
- [Ondoval of the Ahrenreth finds his way back to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife.]
- Jaiman fares better than most lands, perhaps because of the crowns—even though only Rhakhaan's rulers wear them with regularity. As a result, while the lands themselves are not ravaged as some others, the other governments are either ineffectual or nonexistent (Zor is no more, Tanara is a shadow of its former glory, the Unicorn Kingdom withdraws into itself, and the Wyvern realm is gone); their royal artifacts lost or hidden. Rhakhaan consolidates power along approximately its old Crown-enforced borders. Much of Haalkitaine City is rebuilt: larger and more imposing than before. The Tanarans, after three centuries of living almost entirely underground, are a changed people. Smaller and pale, with a culture and diet adapted to living in caverns and only emerging at night, they bear little resemblance to their ancestors. They are the *Dúranaki*.

c.200: Thuul: The Gethryn people establish a permanent city at the mouth of the Bayahn River; this is the heart of what will become the *Kingdom of the Desert Jewel*.

c.300: Emer: A group of Dyar Elves, led by the Black Prince *Quentar Daal*, arrive on the western shores of Emer. They are traveling east from their homeland, seeking new territory to settle. After some exploration they find a high hidden vale in the Mountains of Gold, and a cave complex directly beneath. They establish a small kingdom of their own there and name it *Skystone*.

408: [After wandering across Kulthea, Ondoval returns to the *Guarded Isle*, original gathering place of the Dænku Ahrenreth. He decides that it is his duty to reconvene the Ahrenreth, and ventures forth again to gather a new cabal. He is insane.]

c.500: Emer: the Nuyan Khôm highland and coastal settlements in Silaar begin a consolidation from scattered clans into city-states under a handful of regional warlords. The horse-tribes of the plains, however, stubbornly cling to a nomadic lifestyle.

888-1008: [Ondoval decides to re-convene the Dænku Ahrenreth, giving it the new name *Jerak Ahrenreth* (Ir: "Cult of the Secret Circle").] He gathers new members and "sanctifies" eight centers of power:

Name	Location	Master
Ahrenthrôk	Central Emer/ Votania	Schrek
Ahrenraax	NE Thuul	Morloch
Ahren-lyax	Vour (S. Emer)	Guvog
Ahrendiir	Ulor (W. Jaiman)	Lorgalis
Ahrenlaakh	NE of Govon	Shanarak
Ahrentorg	N. Endless Sea	Ondoval
Ahrenæk	Emer/Onar	A'kesh
Ahrenryak	Ordia (Near South Pole)	Dytus

898-908: [Construction of the *Ahren-lyax* (Ir. "Dreaded Secret") in central Ræ. It is also later known as the Tower of Vour.]

c.900: [Andraax, wandering far in the East, is awakened as if from a dream. His memory remains fragmented, but he knows that something is terribly wrong with the world.]

904: [Schrek (one of the eight of the Jerak Ahrenreth, a half K'ta'viir-half Agothu abomination who conceals his demonic parentage) gains the help of the artificer A'kesh to create an item to allow him to retain his human form indefinitely: the *Faaw Shryaac*, (K. "Talisman of Hiding"). It is a translucent red stone roughly in the shape of a humanoid heart, which pulses with a reddish light, set on a staff or Dír-wood, held in place by a silver dragon-claw. Unfortunately for Schrek, the talisman also locks him into human form, and without it he cannot assume his true shape or access all of his powers. When it is complete, Schrek erases A'kesh's memory of creating it.]

c.1000: Agyra: An oligarchy of Dyar Elves [actually human hosts for Thalan] rise to power in central

Agyra; they call themselves the *Alliance*. Their goal is political and economic domination.

1001: Jaiman: The King of Rhakhaan, Andej II, returns to the rebuilt Haalkitaine amid much splendor and ceremony. He rules the greatest land in the continent. The only remaining kingdoms of note are Urulan and U-Lyshak; the former is aloof and quiet while the latter is constantly divided by civil war.

c.1001–1500: Jaiman: Rhakhaan reasserts its authority over approximately the old Crown-enforced borders. The other five realms also rebuild during this period, though Tanara is now the domain of the Dúranaki.

1085: *Aldaron* and his people (dubbed the *Aldari* by Loremasters) come to Emer. [They are the last survivors of the Taranian race, rescued by the *Storm Wizard* (one of the "Elders") before their destruction at the end of the Interregnum and now returned to Kulthea. They have no memory of their origins.]

c.1100 - 1300: Emer: Aldaron's charisma and determination (not to mention powerful tools and weapons, the exact nature of which are now lost to history) earn him the respect of his neighbors. He establishes his home on the central island of *Votania*, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded, and Aldaron orders that it is off-limits. From this base—*Aldain Castle*—and using a combination of diplomacy and disciplined armies (and apparently a natural talent for Mentalism), he solidifies his hold on central Emer The next two hundred years become known as the Period of Consolidation. Aldaron easily brings all of the bucolic Shay and Talath tribes of central Hæstra under his control. Eventually even the most willful (some would say arrogant) Laan people in more settled lands are for the most part convinced to ally under Aldaron's flag.

1125: The comet Sa'kain returns, though on this pass it is relatively distant.

1145: Emer: Aldaron names himself King of Hæstra and in a grand ceremony he founds the eight orders: *Ahn sye Nokora* (OE. "Order of the Flaming Sword", the King's Guard), *Ahn sye Zanar* (OE. "Order of the Cloak"; also known as the Crimson Cloak or Crimson Order, the priests of the official religion of the Kingdom—worship of the one god Zanar), *Ahn sye Talaus* (OE. "Order of the Ring", a group of magicians), *Ahn sye Shan* (E. "Order of the Sun", Animists responsible for the agricultural health of the kingdom, also specialists in herbs and drugs), *Ahn sye Takla* (OE. "Order of the Four Winds", the messengers of the King), *Ahn sye Woloka* (OE. "Order of the Eye" a group of Seers and Astrologers to advise the King), and *Ahn sye Nomoke* (OE. "Order of the Hand", a secretive society whose purpose was always unclear. [In fact, the name "Ahn sye Nomoke" means "Order of the Mask;" they are a sort of secret elite guard, spies for the king both inside and outside the realm]). Lastly, the *Ahn sye Ni-vulma* (OE. "Order of the White Flame", a guild of craftsmen and artisans who are the master smiths for the King and creators of the artifacts).

1187: Emer: Sailing south along the western coast of Emer, Aldaron's forces secure western Uj and head east. The regional capitol of Leonas is established at the mouth of the Daluj river in Uj. Its symbol is the Wyvern.

1192: [The Loremasters first learn of the Alliance, and send a few agents to ascertain their alignment. They are unable to penetrate the secret Brotherhood. However, the Alliance sends one of their own back to infiltrate the Loremasters. This spy must be cautious, however. Andraax can detect a Thalan symbiote in a host body.]

1204: Thuul: From his citadel of *Ahrenraax* (Ir. "Secret Claw," one of the Eight Secrets of the Jerak Ahrenreth) the Ordainer *Morloch* completes his subjugation of eastern Thuul. He turns to the southwest.

1208: [Voriig Kye encounters a servant of the Jerak Ahrenreth and traces him back to the Ahrenæk in Onar. There he meets A'kesh the artificer. Voriig gathers a few hints about Schrek as well (but Voriig does not learn of the Faaw Shryaac, as A'kesh himself no longer remembers it). Voriig decides that he should be a member of the Jerak Ahrenreth council, if for no other reason than to keep an eye on them.]

1210: [Churk Ta of the Jerak Ahrenreth dies under mysterious circumstances. A'kesh nominates Voriig Kye to replace him. It is so approved.]

1261: Emer: Aldaron subjugates the indigenous Jaaderi people of Tai-emer, then heads further east while his brother Aldanor leads a fleet across the Sea of Tears to the north.

1262: Emer: Aldaron defeats the *Nuyan Khôm* of Silaar and makes his way to the capitol city of Ashenoq, where the Nuyani surrender and the Tasan ("High Warlord") has committed ritual suicide. Aldaron is named the new Hutarn of all the Nuyani.

1286: Aldanor enters *Khûm-kaan* and founds the city of Coronan at the mouth of the Sybarus River.

1298: [Voriig Kye, with the help of the Dragonlord-alchemist Oran Jatar, determines to some extent the nature of Schrek's powerful Faaw Shryaac and convinces another of the Eight of the Jerak Ahrenreth—the Lyax Khâng—that Schrek is a threat to them all. The Khâng (at the time an Elf named *Nandaar Darian*) manages to steal Schrek's staff and gives it to Voriig. The Dragonlord keeps it for nearly five millennia, during which time he has Oran Jatar separate the staff into three parts.

1300: Aldaron's unification of central Emer essentially complete, he declares himself Emperor. At a grand ceremony he presents the four scepters of the Arch-duchies, crowns his brother Prince of Coronan.

c.1300: [Navigators venturing into Alliance territory (central Agyra) are told they are not welcome. Thereafter, if anyone should ask a Navigator to go to Agyra, they are simply told that it is off-limits. This marks the beginning of an uneasy truce between the Navigators and the Alliance. Since this time, the Navigators have been essentially giving ground as the Alliance assumes total control over more and more land. The Navigators have warned the Loremasters of the Alliance, but the Loremasters are reluctant to interfere—and unsure whether the Alliance is even a bad thing.]

1300 – c.1500: Aldaron brings the remainder of the Emerian continent under his rule, and establishes relations with realms to the west, south and north. Attempts to explore the lands to the east in Iyxia are turned back by powerful Essænceflows.

1307: Emer: Prince of Námar-Tol signs a treaty with Aldaron in which the Loari realm essentially agrees to be a protectorate state, independent but under the wing of the Empire.

c.1310-1320: Emer: Aldanor explores Khûmkaan and establishes settlements along the northern coast. Expeditions sail up the rivers to the foothills of the Black Mountains, but do not penetrate the deep jungles. [The *Kuluku* people remain in hiding.]

1372: Emer: Aldaron doubles the membership of the *Order of the Silver Sword* from 88 to 176 plus an equal number of adherents.

1480: Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne (she is named heir because Aldaron's son Terenis is deemed unfit). To her are given over the symbols of rulership and the allegiances of the Eight Orders. Aldaron retires to the Houses of the Dead.

c.1500: Jaiman: The *White Mage* appears in Haalkitaine. Under his influence the emperor wears the crown less frequently, and expands aggressively into surrounding lands.

c.1550 - 1600: Emer: Empress Vania's last few years are marred by corruption among her ministers and—despite a strong and even hand—disaffection in the outlying provinces and possessions. Uprisings are nearly continual. She is also forced to pay some regional armies for their allegiance, thus creating mercenary forces that will work for the highest bidder. Corruption in the military is rampant, and naval ships are little more than privateers. Emerian Empire: In Nuyan-Khôm, the individual warlords begin to assert more and more authority, and the Duke of Silaar is essentially powerless to stop them. The Jaaderi people of Tai-Emer begin to chafe under the increasingly oppressive rule of the Archduke Relas. Skirmishes and civil disturbances become common. In Ardan—the land of the Unicorn and the heart of the empire—the counties begin to resist the heavy-handed Ducal rule and ever-increasing taxes needed to pay for the army.

1553: Emer: The Lord High Priest of Zanar declares the church independent of the Imperium and moves his official seat from Aldain to the *Isle of Fire*, off the coast of Hæstra. (The Isle of Fire had previously been a religious retreat). The church takes no official action against the Imperial family, but at the direction of the bishops, priests begin to openly speak out against certain empire policies.

1600: Emer: Empress Vania passes the Scepter of Emer to her son Væric. She dies within a week.

1617: The full decay of the heart of Emerian Empire is revealed. The provinces are either in rebellion or are assailed by forces from the frontier. Relas secedes. Corinn is torn by civil war. The Nuyani rebel. Imperial Seers foretell the end of his rule within a year.

1618: Emer: Væric is told that his remaining son and heir, the teenage *Valaan*, has betrayed him [this is a lie, but Væric believes it]. Valaan is arrested and put on trial, and framed for treason. Væric is assassinated and many of the Imperial artifacts are stolen. Valaan escapes [he is rescued by the Order of the Wind—the Storm Heralds—and taken to Storm Castle].

Ageren Vuk, the *Cho-Na-kudai* (OE "Lord High Priest") of the Order of the Cloak, names himself Imperial Regent and crowns the eight-year old Silima Chark—a distaff niece—Empress. Ageren Vuk is extremely conservative, and be-

lieves that the fall of the Empire was because of sin and corruption. He calls for martial law, censorship and strict adherence to a list of oppressive laws.

Ondoval abandons the Order of the Eye. The Order is in disarray; many of its artifacts are confiscated by Zanar. Meanwhile, his work in Emer complete, Ondoval begins his search for the *Book of Gates* and travels secretly into the East (because of his origins in the Dænku Ahrenreth, he is able to cross the Barrier. Fortunately, only Andraax himself has free access to the Citadels of the Eyes)]

1618-1648: Emer: The next thirty years are marked by religious inquisitions presided over by the Order of the Cloak, now generally known as the *Church of Zanar*. At first only books and scrolls are confiscated and rights are restricted, but soon the terror escalates. Inquisitors, assisted by Knights of Zanar (who are little more than hired thugs) order any who speak against Zanar to be detained. Tribunals condemn hundreds to death, burned at the stake as heretics, sorcerers, and "the perverted." (This time is later referred to as the *First Zanarian Purge*). [Many priests of Zanar fall under the shadow of the Jerak Ahrenreth by tapping its power, and their followers are forced to pay a sinister price: the life-Essænce of all who die under the priests' care is channeled back to the jewel at the heart of the Ahrenthrôk.] Loremasters rescue some texts and free many innocents, but soon they too are targeted by the church and forced underground. Silima remains a puppet Empress, eventually marrying Vuk's nephew, Horgo.

The Imperial Orders disband or break away one by one. The Church of Zanar works to destroy them, painting the organizations as either tools of sorcery or politically corrupt. Some members go into hiding, while the leaders of a few try to set up governments of their own. The Four Winds Order vanishes; Eye, Sun, Silver Sword, Flame and Ring all disband.

The Navigator guilds declare many regions of Emer either off-limits or "hazardous" (i.e., they apply a surcharge for travel there). Loremasters in Emer lay low after many are imprisoned by Zanarian zealots. There is widespread famine and disease throughout the Emerian empire as systems of trade, food distribution and bureaucracy break down. By the end of this period, the western isles, Námar-Tol, and most of Uj has essentially seceded. The Emerian Empire has shriveled down to the region of Hæstra.

1648: Ageren Vuk dies; he is succeeded by an even crueler but politically inept cleric. Empress Silima attempts to assert herself but her haphazard policies wreak havoc with the already faltering Imperial economy.

1649: Empress Silima dies suddenly and without an heir [she is poisoned by her husband Horgo]. Horgo's bid to rule creates further chaos.

1649-1652: These three years mark the final death-throes of the Emerian Empire; seven men and women sit on the throne in quick succession; most die by violence or apparent poisoning. By 1652 even Hæstra is in anarchy: the provinces are now city-states ruled by petty despots constantly at war. Most of the Aldari have fled into the mountains while the Laan retreat to islands or sail westward.

c.1650: *Approximate time setting of the Loremaster book* Vog Mur™

c.1650-1660: Emer: Second Zanarian Purge. As the remaining vestiges of organized government vanish, Priests of Zanar continue to rile against sin and excess even as they demand heavy tithes. They still wield considerable religious power and are able to move between the warring city-states with relative impunity, as few warlords wish to anger the Church.

c.1650-2000: Emer: The town of *Sel-kai* emerges as a regional influence because of its ideal location and the ambitious nature of her trader-captains. Wealth brings skilled craftsmen and the town expands. Guilds form, which act as super-extended families: educating children, caring for the sick and elderly. Leading merchants and craftsmen from these guilds meet informally to coordinate the explosive growth of this emerging trade center. A government based on capitalism evolves, thriving in the trade vacuum left by the fallen Emerian Empire.

1653: Fall of the Emerian Empire: Aldain City is sacked by raiders and Shay brigands from the countryside. The last man claiming to be Emperor of Emer is slain on his throne. [Just hours before the looters reach the old city, a force of Loremasters and Navigators enter and rescue what art, books and other treasures they can salvage.] The city deteriorates into a partially ruined (and reputedly haunted) refuge for bandits and criminals.

c.1670: Emer: Independent of the floundering Empire, Sel-kai emerges as a prosperous city-state on an isle off the northeast coast of Emer. Its key location between Emer and Jaiman make it an ideal location, and it is an economy based on trade rather than military might.

c.1660-1700: Emer: Anti-church uprisings spread across the continent, despite the very real power wielded by Zanarian priests.

c.1800: Emer: The city-state of *Kaitaine* has established a name as a trading center along the SW coast of Emer, another city-state thriving on an economic rather than militaristic basis.

c.1800-1900: The *Yellow Death* (an acute form of hepatitis to which Elven races are immune) sweeps across all of central Emer, killing twenty percent of the mortal population. It is marked by high fever and a yellowing of the skin and eyes. Zanarian Priests in Hæstra portray this as punishment by Zanar for the peoples' lack of faith and regain some of their former influence. (The fact that it does not affect the hated Elves is somehow overlooked). The disease subsides after a decade or so, but remains a lurking threat in Tai-emer and western Uj.

1998: [Ondoval recovers the *Book of Gates*. With it—and the power of the *Secrets*—he may open Portals to the past and begin his search for the Shadowstone.]

C.2000-3000

- Jaiman: After a peaceful respite under the influence of the Crowns, the realms of Jaiman are again visited by the Priests Arnak. Under their evil influence, the kings and queens wear the crowns less, opening the door to outside influence. The magical borders falter.
- Emer: Most of the continent remains politically fragmented and slides into a dark age lasting over a thousand years. With the exception of a few enclaves and a handful of resilient coastal trade centers, the continent is sparsely populated. Fields go fallow; towns and castles are abandoned and fall into ruin. Námar-Tol isolates itself, constructing lookout towers along the perimeter shores of the Seven Isles and patrolling the Circular Sea in swift warships. The Elves are wary of "barbarians" on the mainland. Linæri refugees from fragmented Urulan arrive in southern Uj via a Portal and establish the land of *Lys*.
- Agyra: The Alliance acquires control over virtually all of the continent.

c.2000 – 5030: [Ondoval travels through time and space seeking the Shadowstone, returning periodically to rest and call the Council. But as the ages pass and Ondoval communicates less and less frequently with the order, dissension grows in the ranks of the Jerak Ahrenreth. Some believe that the order is languishing and needs new leadership.]

2059 – 2065: A plague known as the *Lingering Pain* sweeps through northern Emer. It kills through a long, excruciating and wasting disease and there is no known cure. [It is transmitted through blood by flea and mosquito bites, though this is not discovered; incorrect theories about its source and transmission abound however]. Fear of the Lingering Pain creates suspicion and isolationism, but nevertheless it manages to claim the lives of almost one quarter of the mortal peoples of Silaar, Tai-emer and Hæstra.

2061 – 2070: The Lingering Pain comes to Jaiman. It wreaks panic and death among the Y'kin, Jameri, Dúranaki and Zori races.

2070 – 2100: The Lingering Pain enters southern Emer, Falians and Govon (where it is known as the "Cralmyk").

c.2500: *Approximate time setting of the book* ***Cloudlords of Tanara***.

2513: Govon: Emperor Kalix founds the first Imperial Library and names the scholar Rethan as its keeper.

2625: The comet returns once more, passing particularly close to Charón. The Third Moon is bathed in Sa'kain's tail and the particles weaken the prison of the Dark Gods. While the Watch of the Lords of Orhan languishes, the Evil Ones escape.

c.2625-2700: Altered weather patterns (possibly caused by the return of the comet) increase the average temperature and reduce rainfall in regions of eastern Uj and portions of Tai-Emer. These areas shift from a semiarid environment to arid. Easternmost Uj becomes a desert.

2705: [The Dyar Mage Shanarak (one of the members of the Jerak Ahrenreth) departs the citadel of *Ahrenlaakh* (Ir. "Lost Secret") on an errand in the Planes. He leaves his demonic lieutenants Quard and Urno to guard the hold and its most valuable artifact: the time-and space-warping *Ark of Worlds*.]

2755: [Shanarak returns to the Lost Secret only to find that his rival the half-demon Schrek has infiltrated the citadel. He reasserts his authority and ousts the intruder, but the vengeful Schrek releases the power of the Ark of Worlds as he flees, sending the entire citadel into a space-time void.]

C.3000 – 4000

- The Lords of Orhan send their avatars to Kulthea once again, ending a long absence after their aid in the Wars of Dominion. Some do this reluctantly, realizing the need to counteract the influence of the escaped Dark Gods. Others

(Kieron, Jaysek, Teris...) never completely abandoned the residents of Kulthea. Their servants, the Nymphs, Dryads and Naiads have always been here.

- Kaitaine's population swells, and her powerful trade guilds explore further and further outward.
- In northeastern Jaiman, the realm of the Dragonlord Sulthon Ni'shaang grows, while the western lands fall to armies of Lugrôki. The Dúranaki are in hiding. Only the Elven-kingdom of Urulan stands against the growing domination of Rhakhaan.
- Emer: The Loari of Námar-Tol continue to make technological advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched in Emer. Sel-kai eventually wins the confidence of the Námari Council, and they initiate trade.

3210: Jaiman: Founding of the *United Orhan Church* in Esov Turic.

3214: [Emer: Karzôk, chief of the *Lankani* tribe in Tai-emer, is seduced by the power of the Charón god *Klysus*.]

3214 – 3248: Emer: The nomadic Jaaderi tribes of central Taiemer are brought together under the sun-and-sword banner of the charismatic warlord *Karzôk Lankan*. He seems to possess superhuman strength and is immune to sword and spell. Perhaps more importantly, he has the power to inflame the hearts of men.

3248: Emer: Karzôk begins construction of *Kenezán* at the mouth of the T'voca river. At the heart of this city plan are temples to honor the serpent gods Klysus and Akalatan. Labor is provided by slaves: Jaaderi from further south and Pochanti of the north, captured by tribal chieftains now under Karzôk's rule. Always at his side is his son, the priest *Akaal*.

3288: Emer: The temple complex at Kenezán is complete. High Priest Akaal presides over the dedication ceremonies, which consist of solemn rites and sacrifices, a drunken revelry, an orgy, and finally another sacrifice: Akaal murders his father Karzôk in the Pyramid of the Kings. Akaal declares himself the *Khurtûm* (M. "Son of the gods" or "divine son") and king of Lankanôk.

3300: Emer: The Battle of Vour. Ansidus and Naal engage in the final major conflict of their war. It proves to be a decisive victory for Naal, but at a terrible cost. Thousands are killed on the plains beneath the reputedly haunted tower of Vour in one day, and that night a fog rolls in. The next morning nothing remains of either army, but the battlefield has been transformed in a haunted place, to become known as the *Whispering Moor*. It is the home of many undead. [Vour is one of the Eight Secrets of the Ahrenreth under the command of the Necromancer Guvog. It is also the headquarters of the *Cult of Stars*, a coven of female assassins.]

3473: Govon: In a terrible explosion a section of the Wyrmian Mountains collapses (apparently the result of sorcery gone wrong) and terrible creatures are released. The Hellfire Wars ensue as these demons are hunted down. Dwarves of the mountains march on the human government and demand a ban on magic.

3604: Govon: The Lingering Pain (aka: "Cralmyk") returns to the Tenryk Empire.

3828: Govon: Civil war breaks out in the Tenryk Empire.

3852: Govon: Tenryk is razed and the Empire falls. Barbarian hordes rule much of Govon for the next 500 years.

c.4000 – 5000

c.4000 – 5000: Western Lands: The Alliance, already in control of Agyra, spreads over southern Mulira and into NW Thuul. In addition to their *Kal-chah* warriors, numerous spies and subterfuge methods, they employ swift war-catamarans to control the coasts.

4008: Jaiman: Kelir VI names himself *Emperor of Jaiman*. This is somewhat premature since the kingdoms of Urulan and U-Lyshak still survive, and much of the rest of the continent is ruled by petty warlords. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan. As Rhakhaan conquers Tanara, many Sulini, Talath, and even Dúranaki seek refuge in southern Urulan. But Kelir is determined to remedy that: war is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and three Rhakhaan emperors. While the two mighty realms of Rhakhaan and Urulan struggle to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.

4010 - 4020: Emer: A virulent disease wipes out three quarters of the horse population of Silaar and Tai-Emer, crippling the mobility of the Nuyani and Jaaderi.

4085: [Schrek nominates an Astrologer named Zagul to the Jerak Ahrenreth, taking Ondoval's vacant place as Arulis Kygari. This is part of Schrek's power play to take control of the Order.]

c.4100: Palia: many city-states in *Dhuria* (Iy: "East") ally under the Loari Duke Beyris Dalan and declare independence from the Empire of

a Thousand Dawns. After a number of skirmishes and several negotiation sessions, Emperor Kodorian agrees to allow Dhuria some autonomy in return for keeping it part of the Empire.

4123 - 4145: Jaiman: The Haidic warrior *Ugus Syr* enters the sacred *Blue Forest* of the northwest with his clansmen and ambushes the Jaimani Elves, then proceeds to crush the Fustir peoples. Ugus slays the Fustir lord and takes his young bride as his own, becoming *Ugus Fost*. He declares himself lord of the Haid and Fustir, but some of the Haid clans rebel, driving Ugus and his men into the wood. They become known as the *Syrkakar* ("Lords of the Blue Forest").

4125: Sa'kain streaks past Kulthea again, wreaking havoc with weather and Essænce.

4166: Jaiman: Ugus Fost is murdered and his realm destroyed by a demonic force awakened from the forest of Dír. [It is the *Shards*]. The surviving Syrkakar flee to the *Mur Fostisyr* ("Land of Blue Light").

c.4200: [After millennia of wandering the planet in a mental haze, Andraax is swept into a flowstorm, which restores his memory (though he is still vulnerable to lapses). The K'ta'viir Lord visits the *Guardian Mind*, only to discover that it has been cursed by a spell from beyond the Pale. Returning in disguise to Karilôn to discover what has transpired, he learns of the plots of the Eight. He also detects the Alliance spy within the Loremaster ranks, but his own disguise remains intact. He takes no action against the infiltrator.]

4205: Emer: The first *skyship* is constructed in Sel-kai, a collaboration between the Laan shipwright Leriu Valain and the Loari Alchemist Teryk Altiar. The Prince of Sel-kai announces an ambitious project: to build a flying merchant fleet.

4250 – 4600: The fame of Sel-kai continues to spread.

4295: Jaiman: In the Mur Fostisyr, *Uka Closk* (the ninth Syrkakang) is murdered by his nephew, who steals the *Collar of the Great King* ("Twy Syrkakang") and vanishes into the north wastes of the *Gosti Hyr* ("Isles of Green Light").

c.4300: Govon: The barbarians fight amongst themselves; there is widespread famine.

4359: Jaiman: In the Mur Fostisyr, Jyka Brust takes control his clan and crushes unrest in Syclax. Within three months he subjugates the other four clans of the Syrkakar and is named *Syrkakang* ("Overlord of the Blue Forest").

4379: [Time setting of the ***Iron Wind***™].

c.4500: Jaiman: Rhakhaan controls nearly half of the mainland, having held back the Lugrôki from the west and the armies of the Dragonlord to the north.

c.4500 – 4700: Govon: The city-states rise again and exert influence, driving back the nomadic barbarians.

4512 - 4515: The Emperor of Rhakhaan, Arej XI (the first to refuse to don the Phoenix Crown—even at coronation) is assassinated after only three years as monarch. The realm, without a strong heir, is politically fragmented by the independent-minded nobility. The inconclusive and mutually debilitating war with Urulan is broken off.

4514: [The Dragonlord *Ulya Shek* discovers a functioning Lords of Essænce installation on a far western isle. Inside, she awakens an Althan Lady: *Jenkyna*. They form a partnership of sorts.]

4578: [Three of the Eight of the Jerak Ahrenreth (Lorgalis, Oan Lyak and Iæn Shiin) meet at the Ahren-Lyax and form a pact. They lure the Royal Seer of Urulan to their hold and murder him, and Iæn Shiin assumes his post. He—along with a priest Arnak—is instrumental in Urulan's final demise.]

4600: Emer: Sel-kai embarks on a plan to construct an airborne city.

c.4600 - 5000: Jaiman: King Aregos of Urulan, wary of the Unicorn Crown because of the poisonous counsel of Iæn Shiin and the Priest Lyak, wears it less and thus makes the kingdom vulnerable. Urulan falls prey to sea-pirates of Kelestia along the eastern coasts, and internal troubles caused by the mixed-breed immigrants in the southern lands. [The Dúranaki cultural influence on the indigenous Erlin people and the *Punkari* emerge.] Urulan eventually disintegrates as a nation, the various regional lords isolating themselves from the helpless capital. Many escape through Portals as Urulan becomes a lawless land. Rhakhaan fares better, but under the control of a series of weak rulers and regents her borders retreat to nearly where they were when the Emperor wore the Crown. Even within the empire, many lords are so powerful as to be virtually independent from the Emperor. They withhold part of their taxes to Haalkitaine and exert wider authority.

4650: *Eidolon* rises in the sky above Northern Emer, a jewel of unsurpassed beauty and a triumph of Kulthean craftsmanship. It nearly bankrupts Sel-kai.

c.4700: Eastern Lands: First word of the *Raven Queen of Gaalt* reaches the Loremasters. A powerful sorceress and warrior, she has gathered an army of *Pale Men* and begun to subjugate the northernmost Umli tribes.

4800-5028: Thuul: The Alliance encounters the Shoneb Empire in western Thuul, and begins infiltration. They also send agents into the Jan to the south.

4984: Govon: Faggor Hämol is crowned Emperor of the Star Crown Empire. He is immediately challenged and the War of succession ensues.

c.5000 - 5500

- Southeastern Jaiman is besieged by the shadowy fleets of the Dragonlord out of Wuliris. The Dúranaki retreat once again into their caves, leaving the Sulini and Myri to fend for themselves. Many Myri sail south and settle in the empty lands of *Bodlea* in Emer. Over the next few decades they colonize (albeit sparsely) much of the rolling land north of the Keyten river. They become known as the *Talath*.
- Jaiman: The politically fragmented Rhakhaan is an easy target for the Priests Arnak. During this time (culminating with the return of the comet in 5650), provincial lords are entangled in constantly shifting alliances. Arguments in court erupt into petty wars within the empire. A series of weak emperors is unable to hold the disintegrating realm together.
- The immortal Raven Queen continues her expansion south into Gaalt and northern Kelestia. Young men are captured and taken away to the north, while her Quaidu armies force the remaining women and children to tithe resources.
- Falias: City-states of the central lowlands are united under a family of ruthless warlords aided by powerful shamans. The fourth-generation leader, *Hutsua Kang*, crowns himself lord of the *Empire of the Black Sun*.
- Tai-emer: Shay immigrants from Hæstra settle in the rich Lygaar valley. Within a few centuries they expand into the Pelegris foothills and south to the edge of the Quon jungle in Khûmkaan. They soon encounter the tall, dark *Kuluku*. After a tentative beginning, an understanding is reached and the two cultures begin a lucrative trade arrangement.

5028-29: Thuul: A Jenaar emissary from the Alliance pays a visit to the Shoneb Empire and presents the usual Alliance ultimatum: join or be destroyed. But the Emperor is expecting her and demurs, Before the Jenaar can depart she is ambushed. Her Kal-chah guard—fierce and skilled as they may be—are outnumbered, and she barely escapes. The Alliance retaliates a few months later: Dozens of Kal-chah squads attack key government centers in the Shoneb Empire, and it collapses like a house of cards. The Emperor agrees to "join" the Alliance.

5030: [Ondoval returns from his interplanar and temporal travels with the Shadowstone. The Portal he emerges from in Mulira is destroyed, and Essænce shock waves reverberate across hundreds of miles. The disturbance also causes the citadel of the Lost Secret to re-emerge from its space-time prison and return to its old location.]

5030 – 5188: Ondoval gathers a court of Ordainers and other powerful Demons while breeding a vast army of Lugrôki and Men. He must be ready to subdue the other Essænce Lords when the Eyes fail.

5030 – PRESENT: All but imperceptibly, Flowstorm activity increases across Kulthea. Random Portal operation also intensifies, allowing more creatures of the Void and other planes into the world. [The Loremasters, the Lords of Orhan, and a few others are aware—though none can determine the cause.]

5040: [The Dragonlords Voriig Kye and Sulthon Ni-shaang barely escape a deadly trap laid by Schrek, the acting leader of the Jerak Ahrenreth. In retaliation, they take the Sea-Drake artifacts from the Ahrenthrôk vaults. The Red Dragon takes the *Sea-drake Helm* to Uronthis Kalthul. Voriig takes the *Sea-drake Pendant* and *Sword* to Vog Mur; they are later stolen.]

c.5100: The Loremasters learn that a dark power has built a citadel in the northern waters of the *Endless Sea*. But the area is swathed in a veil of shadow, which they cannot penetrate. Agents sent in do not return. As the darkness grows, their concern intensifies. [It is Ondoval, expanding the Ahrentorg.]

5106-5117: Govon: The *Fire Years*. The continent suffers a terrible drought.

5188:

- [Ondoval completes the Ahrentorg expansion and names himself the *K'ta'kuli* (Ir. "Lord of Shadows").]
- [The Jerak Ahrenreth, learning of Ondoval's apparent abdication meet to discuss their future. A power struggle ensues within the Eight, though Schrek quickly emerges as the victor. They do not fully understand the danger of Ondoval's actions and the extent of the potential threat from the East.]

- [The fact of Ondoval's return and full measure of his treachery are finally revealed to Andraax, even in his somewhat unsteady mental state. He begins the search for the *Soulsword*, the only instrument which might slay the wearer of the Shadowstone.]
- [The Loremasters, confronted with the knowledge of the Dark Power at the Ahrentorg, are unsure what—if anything—they can do to stop an apparently insane Essænce Lord.]

c.5200: [Western Lands: Alliance forces encounter Lugrôki in western Thuul and Mythenis mountains. After attempting to utilize them as laborers, they find them too difficult to control and begin a systematic genocide of this race, which they consider "unusable."]

5332: Jaiman: Ilred Faslurin overthrows the Tovaynak king and the Faslurins return to the Phoenix Throne.

5335: Jaiman: Emperor Ilred II repays the United Orhan Church for its aid in placing him on the throne by naming it the "official" church of Rhakhaan.

5430: Emer: The Loari of Námar-Tol develop the first *Airbarges* to transport passengers and cargo. Unlike the skyships of Selkai, they depend on gas-filled chambers to maintain lift, and are maneuvered by airscrews. They are also moored on land rather than in the water. These huge, slow-moving, noisy, steam-powered air vehicles are greeted with awe and suspicion by all outsiders who see them.

5499: Jaiman: The entire population of Plasidar (a former duchy of U-Lyshak) is wiped out. The first ships to arrive after the event find the port empty except for dozens of large cocoon-like objects. They flee when they hear a loud, piercing shriek. [A nest of *Kæden* was found and accidentally awakened by the inhabitants, who were quickly subdued and cocooned.] The island is uninhabited for over a century; all trade ships steer a wide berth past it and the boiling waters around Aranmor.

C.5500 - 6000

c.5500: Emer: [Ulya Shek and Jenkyna reopen a sprawling Lords of Essænce installation in the Rust Mountains of Silaar. It is a large underground complex, once a research facility. Together they begin their gruesome project: the creation of an army of mechanically enhanced undead: the *Gyshon Vurg* (Ir: "walking-dead machines") and demon/human fusions: *Dusdurbulgaur* (K. "Warrior-demon offspring"). The latter often have mechanically-enhanced limbs as well, as Fifth-pale demons are often used in the process.]

5615: Jaiman: Dyari immigrants—a disaffected faction exiled from *Skystone City* in Emer—come to the deserted isle of Plasidar and decide it is the perfect place to settle.

5650: The comet returns in a very close pass. For nearly a month it hangs in the Kulthean sky while strange and terrible events occur across the world:

- Erratic tides—even for a planet with five moons—cause widespread damage to coastal cities.
- Severe Flow-storms are frequent.
- Chronic famine in many lands.
- For the next several years normal weather patterns are disrupted, causing floods in some regions and droughts in others. Loremasters report bizarre things raining from the sky in various lands, including live snakes, fish, squid and beetles. There are also records of great swarms of insects and birds, which devastate countrysides.
- Emer: Another epidemic of the horse-killing disease sweeps across northern Emer, this time also affecting Hæstra, again devastating the equine populations. Lankanôk and the Nuyani each decide to seek alternatives to their vulnerable herds.
- Gaalt: The Raven Queen's slow advance south across halts abruptly. Forces retreat for no apparent reason. [She must reallocate her armies to defend against a sudden threat from the northeast.]

5651: Emer: The High Shaman of the Nuyani goes on a spirit quest to seek guidance regarding the problem of the loss of their horses. He fasts and prays to the god *To-to-knar* ("the two-faced", actually the Orhan gods Kieron and Jaysek). The gods hear his pleas: after five days of wandering in the mountains, a gift comes to him—in the form of a huge Gryphon. She is to be the mother of a stable of winged mounts for the elite warriors of Nuyan Khôm.

5840: In NW Jaiman, the land of *Quellbourne* is beset by demons and wild creatures. Within days the capital city of *Quellburn* is in ruins; only a few outlying towns survive. [The *Cult of Hrassk*—the Spider Goddess—is rekindled by desperate refugees from Quellbourne.]

5899: Jaiman: Emperor Ilred IV dies in his sleep. He is succeeded by his daughter Italana VI, who accepts the Phoenix Crown of Rhakhaan and welcomes the Magician, though he is held at arm's length, his counsel balanced with that of several others. Italana's reign lasts for 144 years and is considered the greatest in recent history. Her birthday is still celebrated in Haalkitaine.

c.5900 - 5975: Emer: The expanding borders of the thriving Lankan Empire and the Blissful Kingdom of Pochantos approach one another. Already, patrols and exploration parties on the frontier have had altercations. At stake are the fertile lands between the two realms and east of the Forest of Ash.

5904: Jaiman: Rhakhaan Empress Italana begins the *Great Consolidation*, essentially an ambitious campaign to expand the borders of her empire.

5904 – 5950: Rhakhaan forces annex lands to the south and west. The Empress signs a treaty with the Wizard-King Liras of the Elven Forest, while occupying the lands north of the forest. Once part of U-Lyshak, these lands are now considered the *Western Marches*. Italana also brings Meluria and the city-state of Norek under her wing. Lands to the southeast are dubbed the *Taldaar Plain*, and the Y'kin are driven east and north into Tanara. From this expanded coastal access, the Empress sends forth explorer ships across the treacherous straits to Urulan.

5922: [Emer: The Loremaster *Selas Vey* enters ruins believed to be of Jinteni origin in central Uj, otherwise known as the *City of the Dead*. He is not heard from again.]

5931: Gaalt: The Raven Queen, having reinforced her northern front, begins expanding south and west again. But her enemies have had a chance to build defenses.

5943: Thuul: The *Jengada United Nations* (JAN) forms in the southwestern plains.

5945: Emer: A man identifying himself only as the *Nameless One* [it is Tethior the Elven Smith, using one of the Daath Leerssoi to conceal his appearance] arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center... in three years. Few take his dire prediction seriously, despite his impressive entourage of four Changramai warrior-monks.

5948: Emer: The people of Zinvar are overcome in one night by a mysterious plague of violent madness. The city burns to the ground, set afire by its own inhabitants. Zinvar becomes a deserted place, shunned by sea-travelers.

c.5950: Emer: Hostilities between Pochantos and Lankanôk continue to escalate.

c.5950 – 6000: Jaiman: The Great Consolidation continues. Most forays to Urulan report an empty, haunted land. Some ships do not return at all, and a few report small, isolated Elven enclaves mostly along the western coast. Sir Voris Gunnaria, Italana's lieutenant in charge of the eastern expansion, makes treaty with the Dúranaki and Sulini, and continues to the Lyak region further north. Colonies are established in the fjords there, setting the stage to move further north into Wuliris. Meanwhile, Duke Elrad of Prevan and Sir Leniis (commanding Imperial forces) spearhead cautious explorations north into the lands formerly of the kingdom of Zor. There is still hesitation among several of Italana's ministers regarding a move into this largely desolate territory (now dubbed the *Northern Frontier*).

5970: Jaiman: Birth of Erlin twins *Irisa* & *Irina* on the isle of *Veriadar*, off the SE coast of Urulan.

5975: Emer: Lankani aggression against Pochantos continues; finally, the Pochanti Priest-king of declares war.

5975: Thuul: War breaks out between the Jan and the Shoneb Empire.

5977: Gaalt: [Clycallah archeologists discover a Wôrim underground vault containing strange vehicles.]

5980: Emer: The *Kuluku* of the Quon jungle in Khûm-kaan sever contact with the Shay and Loari and vanish into the rain forest. It is believed that they are embroiled in a civil conflict or are suffering from some terrible plague. [In fact, warned by a vision of their Druidic Oracle they have retreated into the deep jungle to prepare for the impending turmoil between the other races.]

5983: The Raven Queen's armies first encounter the Clycallah war machines, rebuilt from ancient Wôrim designs. They are routed by the huge walking mechanical terrors. Later encounters are inconclusive.

c.6000 – 6030: Rhakhaan expansion continues. The land of Wuliris as far north as the *Goldflow River* (known locally as the *Thousand Fiefdoms* and *Garlon*) are quickly annexed by Her Imperial Majesty's forces. Bellknap Town and Shaambray are occupied and Imperial Lord Mayors appointed to rule. Corrupt local officials (those who did not flee in time) are tried and banished or beheaded. The port of *Elvenquay* surrenders; it and its surrounding forests are essentially left untouched but pay a steep tax.

c.6000 – 6039:

- Piracy causes serious disruptions along the Lethys—Sel-kai trade routes; Plasidar is suspected. [Plasidar is mostly to blame, though Præten and also does its share of raiding trade ships.]
- Emer: The Lankanôk-Pochantos war drags on, with the Lankani slowly gaining more territory.

c.6000 – present: Emer: Over-farming by the Shay in southern Lygaar exhausts the soil along the Dændarus river, and soon they need more land. Believing the Kuluku dead or long gone, they migrate south and begin to slash and burn swaths of jungle along the northwest edge of Quon.

6001: [Priests of Dansart, Lyak and Thargondaak coordinate attacks on Urulan, sending their *Messengers* to destroy the few remaining pockets of civilization. Osaran personally leads the attack on the isle of Veriadar off the southeast coast; he rapes Irina and murders her husband. She falls into a deep coma.]

6003: Palia: [The demon *Khortus* is summoned by an overzealous Shay sorcerer in Vulth-torgu. He overpowers and enslaves the spellcaster and decides to remain in the *Shadow World*. Discovering small enclaves of Lugrôki and Trolls in the Aritorg Mountains, he subjugates them to his will and begins to build an army in the dark caverns.

6010: Thuul: Jenaar emissaries of the Alliance approach the realm of *Gethyra*. The Great King rebuffs them.

6019: Emer: The *Nameless One* enters the Palace of the Hu-tarn of Nuyan Khôm and warns the ruler of a great disaster. That night the *Butterfly Scepter* of Khôm is stolen.

6020-22: Emer: Plague devastates Silaar, killing between thirty and forty percent of the population of Nuyan Khôm—including nearly the entire royal family.

6021-40: Thuul: Alliance agents infiltrate Gethyra in preparation for "absorption."

6025: [Schrek and the others of the Jerak Ahrenreth conclude that the Lankan Empire has grown too powerful, and since the leadership is so closely tied to the dark gods Klysus and his "son" Akalatan, they are not easily controlled. It is decided that a new force is needed to counter the growing Lankani strength: a new Emerian Empire, which they will control. They recruit Lydian mercenaries and train them.]

c.6025—6035: A small but well-equipped army of tall, fair-haired Men come down from the Spine of Emer and begin taking over the scattered towns in southern Pelegris and northern Lygaar. Their conquest is for the most part bloodless, and they bring administrative order. More importantly, they are wealthy and willing to pay well for honest labor. Soon the region sees prosperity through a growing trade network. Word spreads that the leader of these Men is called Aldaron.

6028: Birth of *Kalen Avanir*, son of Duke Elrad and Irisa Avanir.

c.6030 – 6040: With the southern regions of Wuliris under Imperial control, Rhakhaan forces begin their move north into the Tharn "Empire." Alaros City on the coast surrenders, while Onopole is burned. Tharn forces are disorganized; their captains surrender easily. Soon Rhakhaan controls all lands up to the Jhorda Plains.

6031: During a solar eclipse and conjunction of Orhan, Varin and Charón, Irina of Veriadar (now living in Prevan under the care of her sister) awakens, though she does not speak and seems as if in a dream. A few months later she gives birth to a boy: *Jad Hurok*.

6035: NE Emer: Amidst the ruins of an ancient city at the mouth of the Lapinar river in Old Coronan, the man called Aldaron begins to rebuild. He takes the title *Lord of Ardania*. People flock to the site to take jobs, and the city of *Ardan* continues to grow.

6036: [The headpiece setting of the Faaw Shryaak (The red gem alone becomes known as the *Heart of Agoth*) is stolen (along with the Sea-drake Sword and Pendant) from Voriig Kye by the infamous (and allegedly insane) Loremaster *Elor Once Dark*. He, in turn, misplaces the artifacts.

***Note**: Some records refer (erroneously) to this gem as the* Eye of Agoth, *perhaps because it was coveted by the Order of the Eye.*]

6036: [The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak.]

6038: SE Emer: An exploration ship from the *Bokorean United Kingdoms* (located in northeast Falias) lands at the tip of Onar. Sea-Elven scouts from Malqanar observe them but remain hidden.

6039: NE Emer: The *Nameless One* warns *L'chye Herónath*, the Priest-king of Pochantos, of impending doom. He is ignored. Eight days later an earthquake levels the capital city. The king is killed in the collapsing palace, but his three sons survive. His eldest son Baentar assumes the throne of *I-chaal* and dons the Holy Torque of the Golden Puma at the age of twenty-seven (his name becomes *L'chye Baentar*), while the second son *Q'venna*, aged twenty-one, is named general of the armies. The youngest son, *Tinturi*, is a boy of thirteen. The Pochanti continue to fight, but Q'venna is an inexperienced leader, and the under-equipped Pochanti are demoralized and no match for the fierce Lankani and their Lizard-steeds. The following months see defeat after humiliating defeat for the people of the Blissful Kingdom. Q'venna of Pochantos is

captured by Lankan forces in the Battle of Uggoth Plain. The youth and his personal guards are taken to Kenezán. Holy King Baentar offers to negotiate for his brother's release but the Khurtûm (*Agara-Klysus*, Divine Emperor of the Lankan Empire), sees this is a sign of weakness, and instead hands Q'venna over to his son *P'har Ahnekar*, the high priest of Akalatan. The Pochanti prince is ritually humiliated before the Lankani people.

- Jaiman: The Dyar pirate lord Guynar of Plasidar is assassinated. Piracy drops off in the ensuing chaos as his three sons (Aenor, Kalon and Jerel) vie for power.
- Jaiman: An unusually harsh winter with deep snows continuing into spring causes hardships throughout eastern Jaiman. In Tanara, Snow Gark attacks on the Dúranaki become intolerable. The warrior Lord T'kaal Arain gathers a force and mounts a series of counterattacks, driving the Garks northward into the Lyak region and the forests of the *Galeb-vorlui* (E: "Steep green coves", the high fjords).
- [North Pole: Ondoval makes his first attempt to enter the citadel of the Northern Eye of Utha. His failure is nearly complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He retreats to the Shadowed Secret to regroup.]
- [The Loremasters detect the attack on the Northern Eye and realize that they cannot remain passive in the face of this global threat. They also learn that Ondoval has indeed somehow found the *Shadowstone*.]

6040:

- Agyra: Dyari of the Alliance uncover a cave near the Sea of Fate in the center of the continent. The entire party is later found dead—dismembered and their heads missing. Within weeks the entire northern coast of the sea (known as the Green Beach) and nearby forests are terrorized by a murderous force, which takes the heads of its victims. [They have released a lat of the *Shards of Ubenmas*, including N'koru of the I-lat Norg.]
- Emer: Rumors abound of visits by the Nameless One in southern Hæstra, Námar-Tol, and *Utor Keza* (a southern city in the Lankan Empire).
- Emer: The Lankani consolidate their hold on northern Tai-emer. The Khurtûmof Lankanôk and the Lord of Ardania sign a pact of nonaggression. Lankan priests order more human sacrifices—many of them Pochanti prisoners.
- Jaiman: [Alarmed by Rhakhaan expansion to his very doorstep, the Dragonlord Sulthon Ni'shaang sends spies and saboteurs into Wuliris as a prelude to invasion. Unknown to the Dragonlord, two Priests Arnak (of Athimurl) also come to Wuliris. Their mission is not one of conquest but destruction.]
- Jaiman: [As eldest son of Guynar the Pirate-Prince, Kalon takes control of his father's legacy; Aenor goes into hiding he changes his name to *Aenor of Quaal* and settles in Sel-kai City. With his share of pirate gold he sets himself up as a wealthy entrepreneur. Jerel flees with a few loyal followers to southern Urulan, after obtaining financial backing from a Xooba crimelord.]
- Thuul: Gethyra agrees to come under Alliance "protection;" their capital is occupied by Alliance warriors.

6041-6048: Palia: Lugrôki and Troll forces emerge from the mountains of Vulth-torgu and swarm over the scattered Shay and Hui villages of that island, raping and pillaging as they conquer. A few of the victims escape to Gaalt and the Elven Empire and tell the tale of the *Vulth Horde*.

6042:

- Agyra: [Priests of the *Golden Eye* (servants of the Unlife) appear. They begin to whisper in the ears of leaders of Alliance subject states, encouraging defiance.]
- Emer: [Voriig Kye calls a meeting of the Dragonlords. The five gather at Vog Mur, the first such meeting in tens of centuries. While most have only a passing interest in the affairs of men and Elves, the Alliance—as well as Ondoval and Schrek—are cause for concern. However, only Voriig sees the true threat of Ondoval; the others succumb to the inevitable self-confidence of their inherent power. However, Oran Jatar and Voriig agree that they have recently felt the presence of the Golden Dragon. But where is he, and why does the sixth member of their elite family remain hidden?]
- Folenn-Murlis: A group of Soulslayers on Folenn discover an *Ash Gate* and lead their Vancu warriors into Drakiis on Murlis. They establish a settlement there and proceed to terrorize the hapless indigenous Haidic peoples.
- Jaiman/Urulan: [Jerel of Plasidar, calling himself the *White Swan*, builds a new pirate base in southern Urulan. Ships flying his flag begin raiding along the eastern edge of the Melurian Straits, creating problems for Sel-kai, Danarchis, Præten and Lethys.]

6043: Jaiman: Empress Italana dies and her son Jerrin takes the throne of Rhakhaan, but refuses the Phoenix Crown. [Jerrin's cousin, Frelik, the Marquess of Nolgara, has fallen under the influence of a high priest of the *Order of the Cloak* (a religion originating in Emer). Cardinal Belock urges him to action: he steals the crown and retreats north, claiming to be the true King.]

6044:

- Agyra, Mulira: Lugrôki in longboats venture from the Ahrentorg and land along the mainland coasts. They establish permanent settlements in southwestern Mulira, but encounter resistance from Jinteni of the Orenoki Peninsula on NW Agyra.
- Falias: Raiders attack and loot the ancient library at the *Khofea Monastery*. Many priceless manuscripts are lost.
- Jaiman: King Halek of Helyssa sends an explorer ship to Ulor—supposedly a lifeless island since the Wars of Dominion. The ship fails to return.

6045: Jaiman: T'kaal Arain is elected First Speaker of the Dúranaki Ruling Council. His political foe, K'ya Agarian, disappears. [He is offered—and accepts—indoctrination into the Priesthood Arnak.]

6045 – 6048: Jaiman: Frelik's lieutenants, aided by mercenaries from Saralis, assault the northern borders of Rhakhaan. They make slow progress southwards through the Frontier, encountering resistance from the forces of the resident nobles.

6046: Jaiman: King Halek of Helyssa is slain while on a hunting trip. Halek's son Prince Kier vanishes that same evening, and a search is begun. The Priest of Yaarth accepts the Regency and maintains order.

6047:

- Emer: The *Sirens of Sorak* first appear in Sel-kai and eastern Silaar.
- Jaiman: [High in the Grey Mountains, in vales above Tanara, a new generation of Cloudlords emerges from their secret caverns. Their Captain, *Keniv Kirian*, sends out scouts to survey the lands below.]
- Jaiman: T'kaal Arain crosses the Grey Mountains and visits Haalkitaine. He meets with Jerrin and several members of the peerage. He remains cautious, however, waiting for the business with Frelik to play out. On his return T'kaal narrowly avoids an ambush by unknown assassins [Messengers of Al-athuul] in the Grey Mountain foothills. [He is rescued by Cloudlords. Soon after (thanks in part to the intervention of Randæ Terisonen), he enters into secret talks with the Cloudlord Keniv Kirian, regarding an alliance].
- Jaiman: Saralis raiders cross the Pelyar Mountains into Helyssa.

6048: Jaiman/Tanara: *T'revor Arain* (a cousin of T'kaal) makes an unexpected appearance before the Council of Families, warning them that they must change their way of life or become extinct. [The Cloudlords agree to an alliance with the Dúranaki but only if they free the Myri and stop enslaving them. They also discuss Urulan: a vast island now assumed to be uninhabited—and unclaimed.]

6049

Winter 6049:

- Jaiman: The Priest of Yaarth escalates the search for the son of King Halek, missing since the night of his death.
- Emer: The *Hard Winter* in Hæstra.
- Emer: Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of the Pelegris and Lygaar regions of Khûm-kaan. The Kuluku are still not to be seen; the Shay believe the jungle to be haunted and will not go far under the trees.
- Palia: Princess Maris Kodorian of the Empire of a Thousand Dawns unwittingly befriends a Sister of the Steel Rain.

Spring 6049:

2•29: Emer: A ship arrives in Sel-kai bearing a passenger from the east. [He is a spy from the hidden kingdom of *Sularin* of eastern Urulan.]

- Emer/Pelegris: Ardanian forces drive back the Trogli into the mountains. The grateful Shay accept Ardan dominion.
- Jaiman: [*Akalatan* speaks to the High Priests of the Y'kin, telling them that now is the time to destroy their enemies.] Y'kin armies attack the southern Myri villages, breaking a thousand-year-old peace. The bucolic people are unprepared and many are slaughtered. Myri begin to arm themselves and they receive aid from the Dúranaki.

Summer 6049:

- Jaiman: Y'kin attacks in Tanara intensify; a major assault on the river town of Ulir is turned back by the appearance of knights astride flying horses: the Cloudlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Y'kin incursions are deterred by a Dúranaki presence and ongoing Cloudlord sightings.

- Emer: [Itanian warlocks journeying deep underground in search of new Mindstones encounter a hive of Krylites—in suspended animation. They inadvertently make mental contact with the Minds and awaken them. There are tense moments, but the two very different races form a mental bridge... and an alliance. The Itanians share resources in return for Krylite technology, including their unique crystal forming abilities.]

Autumn 6049:

- Jaiman: Y'kin attack the Sulini village of *Shenin*, but are turned back. The Sulini are aided by mysterious Elven warriors who depart as swiftly as they arrive—aboard sleek catamarans [they are Punkari scouts from Urulan].
- Emer: Eidolon loses a dozen seagoing trade ships—supposedly in freak storms. [Some are taken by raiders of the White Swan, others are victims of scouts from the Raven Queen to the northeast.]

Fall 6049:

- Palia: The *Vulth Horde* consolidates its hold on Vulth-torgu and—using ships seized from their victims there—begin raiding along the northeast shores of Dhuria in the Empire of a Thousand Dawns. Loari nobles call for aid from the Imperial fleet.

6050

Winter 6050:

- Emer: The *Nameless One* is seen in Kaitaine. Rumors fly that he predicts the city will be destroyed by a fireball from the sky.
- Emer: The Nuyan-Khôm, Sel-kai mainland residents and the Reandori all encounter ghosts wandering out of the old land of Thanor. Thanor has always been haunted, but now the undead seem to be multiplying.
- Jaiman: Frelik's armies break through the Northern Frontier and reach the border of Prevan, a duchy northwest of Haalkitaine. Emperor Jerrin Talus Malvion Faslurin III orders his Lord Captain north with four legions to reinforce the Duke of Prevan's men and finally crush the would-be usurper.
- Jaiman: Cloudlords assault the Y'kin city of Achren, burning it to the ground with their rods of the sun and sending Y'kin fleeing into the hills.
- Palia: Thousand Dawns warships patrol the waters between Dhuria and Vulth-torgu. They engage Vulth Horde raiders whenever they encounter them, but the Emperor is reluctant to take the battle to the Vulth mainland.
- Thuul: Alliance scouts make their way into the Kadru plains, the western regions of which are under Vashaanic control.

Spring 6050:

- Jaiman: Slowed by a long winter, the Emperor's forces reach Prevan even as Frelik the Pretender is nearing Leathes Castle (the Duke of Prevan's home) just in time to turn the Pretender's mercenaries back into the wastes of Zor. However, several nobles have thrown their lot in with Frelik and there is fighting on the Western Marches and up from Meluria.
- Emer: [The Loari inventor/adventuress Selia Rendanaar of Námar-Tol leads an expedition to the *City of the Dead* in Uj. She finds the lost journals of the Loremaster Selas Vey—and something else. In a laboratory deep within the catacombs of the city she discovers a cache of jewels of varying sizes, all faceted spheres. She discovers that these have the power to absorb energy and release it in a controlled manner, allowing them to fuel certain machines, devices—and vehicles, one of which she discovers and repairs. She and her party flee the city in the flying vehicle, barely escaping its golem guardians. She returns to Námar-Tol.]
- [The Alliance Council receives reports regarding the extent of the Vashaan Domain. They are concerned that this Loari-controlled empire encompasses eastern Thuul and therefore limits their own expansion.

Summer 6050:

- Forces of Dansart from the Zor Wastes seem to aid the Pretender's armies as they continue to harass the northern borders of the Empire. Traitor lords to the west and south make advances, placing pressure on the Emperor.
- Frelik calls for a truce to meet with the Emperor's commanders, but it is merely a ruse to reveal the Phoenix Crown to them and cast doubt (but the Pretender still does not dare to put the crown on).
- Unusual current flows and winds in the Circular Sea interfere with Námar-Tol trade routes.
- Minor earthquakes are a frequent event in northern Silaar and Tai-emer.
- [Four of the Jerak Ahrenreth hold an informal meeting.]

Autumn 6050:

- Emer/Stroane: Secret rebellious factions form and grow in major Hæstra cities; local lords begin making plans to retake their lands—and perhaps expand in the chaos they know is coming.

- The Priest of Yaarth announces that Prince Kier is dead and declares himself permanent regent of Helyssa. Cynar and the eastern coastal regions are already subjugated by his minions. United with the forces of Lorgalis, his men sweep east toward Rhakhaan. Already isolated from the Rhakhaan Empire, Norek is forced to defend itself. King Liras of the Elven Forest fortifies his borders.
- News of the growing realm of *Ardania* reaches the court of Eidolon. The Lord of Ardania [really *Y-tarmen*, one of the twelve adherents of the Jerak Ahrenreth, working under Schrek's supervision] has begun construction that he calls his *Palace of Gold* at the heart of Ardan City. He has surrounded himself with a guard bearing the ancient *Yarkbalkas*, symbols of the Order of the Silver Sword: elite warriors of the lost Emerian Empire. Also in evidence is the *Order of the Eye*, led by *Iæn Shiin*, [an Iylar Elf and former Loremaster, now a member of the Jerak Ahrenreth].

Fall 6050:

- Jaiman: The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslurin finds that his defenses are strained. Still, he refuses Frelik's calls for a truce-meeting.
- Emer: At several major cities, recruiters appear offering opportunities for well-paying jobs in the new realm of Ardania. The lord of that city seems to have endless gold to spend.

6051

Winter 6051:

1•5: [Jaiman: Kalen Avanir and the Loremaster Randæ Terisonen arrive in Haalkitaine. With Randæ and Jad's help, Kalen attunes himself to the *Phoenix Pendant*.]

1•5: Minor earthquakes in Sel-kai, Meluria, and central Jaiman. The Jaimani lakelands are enveloped in a dense fog even as they enjoy a spell of balmy weather. Clouds gather over the entire continent.

1•6: With unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. [At midnight the Storm Wizard taps the Essænce focus over Arion and unleashes his snowstorm.] *Warned by a mysterious stranger, Kalen, Randæ & co. barely escape Haalkitaine in a skyship before the storm hits.*

1•7: A dragon is seen yet again over Sel-kai. The last confirmed Dragon sighting was more than three centuries ago, but the Elves remember. It circles a few times, then climbs near Eidolon, but does not approach any of the skyships or airbarges before abruptly vanishing into the clouds. Opinions differ over the type, but many believe it is Silver. [It is Voriig Kye].

1•11: Emer: Arrival of the Htarn of Nuyan-Khôm in Sel-kai for trade talks. He sails into the harbor amidst a fleet of unusual ships, traveling up through the Sea of Tears. He is only thirty years old (one of few of the royal family to survive the devastating plague of twenty-eight years ago) but a shrewd ruler. Together with his wizened great-aunt as trade minister, he is a formidable negotiator.

- Emer: A strange flu-like illness strikes many Itanian Warlocks; All who succumb recover from the illness. [However, the Warlock Council conceals the fact that some suffer a terrible permanent side-effect: their Mentalist abilities are gone.]
- Jaiman: The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelik the Usurper renews his call for Jerrin's abdication.
- Northern Emer—especially the eastern quadrant—is caught in the fringes of the Jaiman snowstorm. Præten, Sel-kai, and the Pochanti Kingdom have unprecedented snowfalls. [The Loremasters suspect artificial intervention in the weather of Jaiman, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.]

Spring 6051:

2•10–25: Sel-kai: Heavy rains and melting snow cause the canals to rise to above flood stage. Minor damage to lower levels of some structures.

- Jaiman: The snows begin to melt, but torrential rains further slow progress of any forces in the Rhakhaan conflict.
- Central Emer: A Shay expedition, financed by House Elgata of Eidolon, enters the jungles of Quon; none return. A follow-up search party also disappears.

Summer 6051:

- [The Arnak Priest of Dansart *Osaran* sends his evil *Messengers of Ulkya* on raids deep into the northern provinces of Rhakhaan. More strange creatures emerge from Zor to harass the Imperial forces—they are mutants of the Zor Wastes.]
- Tanara faces more trouble from mysterious raiders and forces of Arnak.

- Emer: Southern Silaar and much of Tai-Emer suffers from drought. The Lankan Priests of Klysus order more sacrifices to appease their god.
- The *Prophet of Valris* first makes her presence known at Sel-kai. A tall Ilylar Elf with golden blonde hair and wearing shimmering blue robes, she refuses to give her name or home, saying only that she comes "from the east." Claiming to be a follower of the Orhan Goddess of wisdom, she is apparently an Astrologer who can see into people's futures. After a month in Sel-kai city, during which her reputation and influence grows, she travels toward Danarchis.

Autumn 6051:

- The Dragonlord Sulthon Ni'shaang consolidates his hold over the western Wuliris highlands. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other's throats indefinitely) and considers a move south into the Zorian wastes.
- There are volcanic eruptions in the Black Mountains of Khumkaan.

Fall 6051:

5•21: Jaiman: At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince *Kier Ianis* appears amidst a tremendous—and pyrotechnic—surge in the Essænce. He is wearing the *Sea-drake Crown*. Helpless against the full powers of the crown, unleashed after long years of disuse, the armies of Yarthraak are routed. Witnesses tell of Kier wading fearlessly into a crush of foes, his voice causing all within earshot to fall to the ground unconscious or dead. From his hands spew volleys of luminous bolts of water, and the nearby river itself rises out of its banks to swallow legions of Lugrôki and the pale men of Ulor. At the same time, terrible storms pound the western coast of Helyssa, and all of Ly-aran (long ago part of the kingdom of U-Lyshak but held by Lorgalis of Ulor for many centuries) is shaken by earthquakes, her coasts shattered and highlands torn by storms. [The crowns may command the very earth to rebel to purge the kingdom of invaders.] The Priest of Yaarth vanishes from the battlefield [he flees to his tower, which is able to survive even this onslaught. Placed offshore, it is just outside the Crown-defined boundary. And the Priest still has the *Sea Drake pendant*.]

5•22: Jaiman: Night skies above Jaiman are illuminated by unprecedented Flow-storm activity. The most intense disruptions are above the center of the continent. These storms are accompanied by minor but frequent earthquakes.

5•23: Jaiman: The main powers of the Sea-drake Helm fail [as do those of all six helm-crowns of Jaiman; the Vault of Crowns is disabled—though not destroyed]. The strange meteorological and geological events subside. Prince Kier retreats to *Castle Sykara* to coordinate his offensive against the reduced and disorganized armies of Yaarth.

5•40: Jaiman: In order to head off rumors of his cousin's legitimacy, the Emperor declares Frelik's claim irrelevant, since the Crowns are no longer true symbols of the rightful monarchs. In addition, the Archprelate of Enov Turic declares Jerrin the rightful Emperor. Nevertheless, the realm is in a turmoil of uncertainty and fear.

5•45: Emer: The Lankan Empire sends a small fleet across the Circular Sea from their port of Kûru-kal, with the goal of seizing the northwestern Loari isle of *Surt Naduum*. The first warboat barely reaches shore before airborne Loari battleships appear and drop exploding canisters—"bombs"—on Lankan ships. This marks the first known use of chemical explosives since the Interregnum. The Lankan ships are destroyed and the few Lankani who reach shore are captured. Námar-Tol sends a warning to the Lankani that any further aggression will be met by overwhelming force.

- A caravan in Uj returns to Kaitaine to tell of a mighty battle between their Navigator Sulfean and a *Herald of Night*. Their situation was looking desperate when a *Storm Herald* suddenly appeared and helped to drive off the Minion of the Unlife. The exact nature and intentions of the Storm Heralds remain a mystery.
- Silaar: Strange drums are heard from within the Vœrken Mire. The T'loc-loc go into hiding in the northern reaches of the *Asamis Arg* ("Great Grove").
- Frequent storms in Southern Emer disrupt commerce.
- Several volcanoes erupt in the Morbek Highlands; smoke and ash clouds drift north and envelop Votania.

6052

Winter 6052:

- [T'kaal Arain conceives of a complex plan to free the Myri, ally with Rhakhaan and the Cloudlords, and annex the rich potential of Urulan. However, each part of his scheme depends on the success of the other factors. Most worrisome are the heads of the Dúranaki families reluctant to give up their slaves and a life of leisure.]

- The Dragonlord Sulthon Ni'shaang takes the initiative against the depleted forces of the Priest Dansart and sends three legions of his Lugrôki into the Zorian lands to the south. Earthquakes accompany volcanic eruptions in Ja'miil Targ. A red glow from *Uronthis Kalthul* (K. "Dragon's Claw") can be seen for miles.

1•20 – 1•30: [Schrek, Oan Lyak, and Darí Holvir of the Jerak Ahrenreth meet secretly and decide to begin a program of assassinations among their enemies to further disrupt political situations.]

1•33: Emer: [Sel-kai: First meeting of Olgivana Centaurus, Barrin Qaterris, Koren Maas (security minister), Enik Foor (Minister of State), and Boren Alsec (Commerce Minister). Olgivana puts forward her plan to have Barrin succeed Prince Rylec.]

1•35: Jaiman: [One of the Priests Arnak in Lethys is murdered, by a *Cult of Stars* assassin. Only the Loremasters recognize the Priest's ring and its significance.]

1•44: Emer: A minor earthquake shakes Sel-kai.

1•54: Emer: Rylec Qaterris, Prince of Sel-kai, narrowly escapes assassination.

1•66: Emer: [Sel-kai: the Cult of Stars assassinates the Loremaster Gireg Jaan, who had been investigating the Jerak Ahrenreth.]

- The beginning of the Grand Campaign…

Spring 6052:

- The Cloudlords demoralize the Y'kin ruling priesthood. This frees Rhakhaan forces fighting on the southern fronts to defend the east and north.

2•1: Jaiman: Lord Frelik Malvion, Marquess of Nolgara, begins his final march toward the Rhakhaan capital, accompanied by only 50 knights. He claims to be coming under the flag of truce to negotiate peace.

2•15: Jaiman: The Pretender Frelik arrives outside Haalkitaine and enacts his coronation as Emperor of Rhakhaan and demands that Jerrin abdicate. He barely finishes his declaration, however, when two black-clad women materialize out of thin air nearby and attack Frelik. The Marquess Nolgara is slain at the very gates of Haalkitaine, the crown tumbling to the muddy ground. There is a simultaneous assassination attempt made by a woman in black against the Emperor Jerrin himself, but he is saved by the Loremaster/Changramai Master *T'vaar Dekdarion*. The assassin is captured before she can escape or kill herself and placed under heavy guard. [She is a member of the Cult of Stars.] The Phoenix Crown is recovered and the Usurper's guard is arrested. [The Jerak Ahrenreth's plan to create chaos in Jaiman backfires as the Emperor of Rhakhaan's greatest threat is removed while the Emperor himself is saved through intervention of the Loremasters. Oan Lyak, the "Dreaded Assassin" and mistress of the Cult of Stars, swears that she will personally slay the Loremaster T'vaar Dekdarion.] Frelik's body is taken into the palace. His head is displayed over the Phoenix Gate on a pike; his body is disemboweled and left in the Dunnington Field for ten days while carrion-birds feed on it.

2•16: [Emer: Oan Lyak orders the liquidation of the Cult member who failed in her mission. The Emperor's would-be assassin is murdered in her high-security cell, despite all precautions.]

2•20: After being assured by the Loremasters that the Phoenix Crown no longer exerts magical control over the wearer, the Emperor announces the date of his coronation: the first day of summer.

2•35: Emer: (Sel-kai) The Trade Consul of Danarchis arrives in Sel-kai City amidst much pomp and ceremony. He remains for several days while trade agreement renewals are discussed.

2•39: T'vaar Dekdarion is attacked in Haalkitaine Palace. He fends off the would-be killer but is wounded with a poison knife. The assassin, a woman in black (Oan Lyak herself) escapes. Dekdarion falls into a coma.

Summer 6052:

3•1: Jerrin Talus Malvion Faslurin is crowned Jerrin III, Emperor of Rhakhaan, by Eldest Loremaster Kirin T'thaan. Many envoys from other countries attend, including Dúranaki, the Prince of Sel-kai (arriving by skyship), Prince Kier Ianis of Ulyshak, and Cloudlords. The celebration lasts ten days. With heavy security by Palace Guards, Changramai, and Loremasters, there are no incidents. [T'vaar Dekdarion remains in a coma.]

[T'kaal Arain lingers in Haalkitaine to present his proposal to Jerrin: He can provide the Cloudlords, Dúranaki, Sulini and Myri in a mutual defense alliance; in addition they will jointly explore Urulan and divide the continent between the realms of Tanara and Rhakhaan. He is taking considerable risks and liberties here (not actually having some of these agreements), but sees this as his peoples' only chance to survive. Jerrin and his privy council hear the Dúranaki lord's proposal. The chance to finally take Urulan has appeal, though they would prefer not to share it with the remnants of the old Pegasus kingdom. They agree to consider T'kaal's plan.]

3•23: Emer: Eidolon trembles and tilts a fraction of a degree for a few seconds, causing a panic among residents. The city rights itself and stabilizes, but the cause for this alarming event is not discovered.

3•37: Emer: Sel-kai: The *Yultûm* (M: "trade-chief" a priest) of the Lankan Empire arrives aboard a majestic barge—one of six in the fleet accompanying him. His visit stirs much curiosity about the "barbaric desert-realm" far to the south, and many citizens gape at the dozens of dark-skinned oarsmen and guards arrayed about the boats.

3•44: Emer: Sel-kai: A House Betaran airbarge explodes over the city bay; Xyrus Betaran accuses House Gugulon of sabotaging his trade.

3•44: Emer: [Sendar and Sendil, demigod twins and offspring of Akalatan, are awakened by their father. They emerge from their secret mausoleum and he directs them to the *Heart of Agoth*.]

3•48: [Jaiman: Klyrunak of the Jerak Ahrenreth enters the Tomb of Andraax and encounters Tya'ar. Andraax is alerted to the intruder.]

3•49: [Jaiman: Unable to make sense of the Lords of Essæncevault, Klyrunak proceeds to the Hall of Worlds, where Andraax catches up with him. The Mystic is no match for an EssænceLord, but Andraax is unable to fully shield his identity from the Ahrenreth adherent. Klyrunak escapes with this knowledge and his life, no more. Andraax remains here to meditate and converse with Tya'ar, then goes to Karilôn.]

3•49: [Emer: The twins Sendar and Sendil recover the *Heart of Agoth* from its hiding place, and make their way toward Kenezán, capital of the Lankan Empire. The gem was deep under the Spine of Emer, an object of worship for a colony of Murlogi and their Earth-demon master. The Murlogi vow to recover their sacred stone.]

3•66: Emer: A mild tremor shakes Sel-kai city. Damage is minimal, but because of previous predictions of a severe quake on this date, there is a brief panic.

- Emer: The Vajaar-Komari war continues with little progress.
- Jaiman: As news of Frelik's death spreads, the Pretender's forces quickly collapse: all surrender or flee. Their leaders are captured, tried and many are hung or beheaded. Several lords who had been foolish enough (in hindsight) to openly back the Pretender are arrested and taken to the dreaded North Tower. They are found guilty of High Treason, beheaded, and their heads placed on pikes about the Phoenix Gate. Their lands return to Jerrin.
- Emer: Tensions escalate between the Elves and mortals of Selkai. There is a general rise in crime—especially muggings and robberies. Scuffles between rival gangs of thugs increase. Prince Rylec calls for calm.

Autumn 6052:

4•15: Jaiman: Kier Ianis takes his throne in Cynar as King of U-Lyshak. He sends messengers to The Elven Forest, Quellbourne, Tanara, Saralis and Rhakhaan announcing his claim. He is recognized by the Loremaster High Council, and Loremaster Dreena Vaal places the Sea-Drake crown on his head. King Liras of the Elven Forest accepts Kier; Rhakhaan acknowledges him as "King of Helyssa"—a subtle insult, as Helyssa is a lesser domain and not the ancient Crown-realm of U-Lyshak. Also, Rhakhaan also has claimed many lands that would fall within the old U-Lyshak borders, and the Emperor has no intention of giving up the "western marches." The warlord *Jiax Alizon* of Saral says Kier has no special rights to any land; that the old Six Realms are gone. [The Loremasters will have their hands full keeping peace between Kier and Rhakhaan.]

4•26: Emer: The demigod twins Sendar and Sendil arrive in Kenezán and present the *Heart of Agoth* to the Khurtûm: a gift from Akalatan. The appearance of white-haired twins is the fulfillment of a prophesy in the ancient *Omiar Akalataru* (The Codex Akalatan), and they are made High Priest and Priestess of Klysus. The Heart is enshrined in the secret Temple of Meditation, beneath the Pyramid of Separation.

4:39: Emer: Large *Arinyark* deposits are found in the Scorpion Ridge near Jantanen. Miners from Sarnak and other nearby towns soon flock to the site despite hazardous conditions.

Fall 6052:

5•5: Jaiman: Wedding of Prince Kenek and Ysbeth Alizon in Haalkitaine.

5•58: [The Nameless One appears alone in the Garden of Songs on Karilôn. He warns of an unspecified, impending global catastrophe and vanishes. A few Loremasters claim to have seen six fingers on his hands, while a few believe they caught a glimmer of gold in his eyes, spurring an erroneous rumor that the Nameless One is in fact the legendary sixth Dragonlord: *Kydak Dûm*, the Golden Dragon. (Andraax is there in disguise; he and Tethior each see through the other's illusion, but Tethior flees before Andraax can confront him.)]

5•62: Emer: The Prophet of Valris arrives in Kaitaine, preceded by her reputation. In an abrupt deviation from her private predictions for individuals, she publicly warns of an imminent worldwide catastrophe. She relays dire visions of earthquakes and storms, and claims to see Kaitaine in flames. The council orders her banished from the city for inciting panic.

6053

Winter 6053:

1•1: [Just after Midnight on New Year's Eve at the North Pole: The insane K'ta'viir lord Ondoval, accompanied by three half-K'ta'viiri lieutenants, enters the Northern Vault and takes the Eye of Utha. He is unable to destroy it, but has created a kregora vessel that suppresses its powers. Two of the Lords are killed and Ondoval is badly injured by the vault's defenses, but he escapes back to the Shadowed Secret with the Eye. Immediately, the Southern Eye attempts to compensate but is unable to fully protect the globe. The Lords of Orhan also lend power to the Southern Eye, but they cannot continue this indefinitely. Kulthea shakes with a worldwide earthquake. And that is just the beginning.]

Effects of the Loss of the Northern Eye

(FELT THROUGH WINTER 6053)

- Essænce storms wreak havoc; the hemisphere curtain (the Wall of Darkness) begins to weaken in random areas.
- The entire globe is swept by unnatural storms and earthquakes for the next several days. There is widespread flooding, damage and thousands of deaths. The earthquakes also open great cracks in the earth, exposing tunnels to the Ash Lairs in many places.
- Coasts are buffeted by tidal waves and hurricane force winds. Inland areas suffer tornadoes and lightning storms.
- Many dormant volcanoes are jarred into activity, spewing ash into the sky. Cracks open in the earth, exposing rivers of magma.
- Portals everywhere randomly open and close, drawing in any beings and animals nearby or spewing forth strange creatures.
- Meteor showers rain fire down all over the planet; combined with lightning storms and volcanic eruptions they trigger raging fires. These would be far worse except for the widespread downpours and blizzards.
- The Navigators suspend service for 30 days. (Their compasses behave erratically for 10-20 days before returning to normal function.) Most sea travel is virtually impossible for 10-20 days; perilous for another 10-20 because of storms.
- Emer: Sel-kai Skyships, being more fragile and susceptible to Essæncethan sea vessels, are grounded by order of the Prince for a full thirty days. Eidolon is shaken by tremors for hours (a side-effect of flow disruptions); a few residents flee to the ground. Meanwhile, Sel-kai City suffers the worst floods in 200 years. There are scattered fires but they are aggressively contained.
- Emer: The Great Kaitaine Fire. A meteor strikes the city and triggers terrible devastation; fires burn for days. Over half of the city is destroyed or rendered uninhabitable. Undaunted, the Guilds begin reconstruction.
- Thuul: The Guardian Sea is engulfed in a massive hurricane-like Flow-storm for 43 days, with the Pillar of the Gods at the eye.
- In orbit, the Imperial observation station picks up the disruptions in the usual global barrier. [The Dia Khovaria dispatches a support ship, which lands safely on the uninhabited Tower Isle in SE Emer. They set up a base and from there they try to contact the first group sent thirty years earlier.]
- Mulira: Mazatlak Pillar City shakes but the ancient stone pedestals stand.
- A land mass rises out of the water in the center of the Lonely Sea. [It is part of the lost continent of *Tarania*, scattered with ruins.]
- Many cities across the planet are ravaged by the earthquakes and accompanying fires.
- Folenn is cut off from the rest of the hemisphere by impenetrable flow-barriers.
- There is general panic in all civilized areas: these events are seen by many as harbingers of the end of the world. Doomsday cults soon spring up everywhere as dark powers seek to take advantage of this time of uncertainty. Voices of reason are drowned out by hysterical cries that the end is near. And it may well be...

Winter 6053 (continued):

c.1•1: [The Loremaster Council is called into emergency session (attended in secret by Andraax). They order the recovery of the Eye as top priority, and research a way to stop Ondoval. Andraax knows that he does not have the will to wield the Soulsword, and it—like the Eyes—will only suffer the touch of one with Althan blood. None of his surviving brethren can be trusted, but there are a handful of those in whom some of the ancient power still flows. He has planned for this eventuality].

1•33: [Iyxia: The Navigator Guild Alliance convenes a conclave—they assemble as soon as the Essæncestorms subside enough for travel.]

1•35: Emer: While the seas are still stormy, the Komari launch a devastating sneak attack against Vajaar, via a coral road. They infiltrate Vajaar's war harbors and sink two-thirds of her fleet while it sits docked and vulnerable. The Komari demand the Prælector's immediate surrender. He is humiliated, defeated by a nation of *sherki*.

1•45: [Schrek summons a meeting of the *Jerak Ahrenreth*. They gather to discuss the deeds of Ondoval and how to salvage their own plans for dominance; they are at odds with the Priests Arnak, the Loremasters, Navigators, and other factions. Schrek is becoming desperate to locate the *Heart of Agoth* and regain his full powers before the collapse of the protection of the Eyes. He attends the council with a new bodyguard, a very large humanoid who wears a full, face-concealing helmet; Schrek announces that the guard is in fact the infamous *Shar-Bu*, lord of shards, who can literally kill with a smile. Also attending is the K'ta'viir woman Jenkyna and the Dragonlord *Ulya Shek*. Jenkyna claims a council seat as her birthright and deposes Zagul from the Astrologer's position, then she declares Oan Lyak incompetent, citing recent bungles by the Cult of Stars. She demotes the Assassin to adherent status and nominates Ulya Shek to the seat of the Lyax Khâng. There are of course varied reactions to the return of a full-blood EssænceLord to the Ahrenreth.]

General Trends:

- Murlis: The Soulslayers, in control of the entire NE peninsula, expand into the Drakiis Plain. They recruit Haidic men for their Vancu forces and gain the attention of the kingdom of Yuar Noak.
- Sel-kai, Artha and Præten: There seem to be more than the usual number of cases of bronchitis (known as *Canal Cough* in Selkai city) and the more serious *Shakes* (flu). There are several deaths, and even a few Elves develop mild cases of *Cough*.

Spring 6053:

2•14: Emer: A Jenaar emissary from the Alliance arrives in the beleaguered Vajaar to offer aid in return for Alliance membership.

2•21: Emer: The Light Dragon *Ssamis T'zang* emerges from her eyrie to terrorize the inhabitants of the Scorpion Ridge.

General Trends:

- While the weather stabilizes somewhat, sea storms and huge whirlpools are still common, as are sightings of and attacks by a variety of fearsome sea creatures. (Apparently these beasts—which normally reside in the ocean depths—have also been disturbed by the weather changes.) Valuable, nonperishable cargoes are rerouted via land for the next few months.
- Rumors tell of Navigator-guarded caravans, ships, etc. attacked by highwaymen and pirates, but contrary to policy, the Navigator intervenes—leaving the criminals dead or crippled. This to the delight of the caravan leaders (despite a hefty surcharge). [The Navigator Leadership relaxes their non-interference policy in certain circumstances.]
- Jaiman: Haid of the Lu'nak region speak of the return of a mythical terror in the black *Forest of Dír*. [They are the Shards of Dír.]
- Jaiman: The New Syrkakang asserts dominion over all the Myr Fostisyr. The Fustir, Ky'taari and Udahir are in hiding.

Summer 6053:

3•12: Emer: Appearance of the "Intermediaries," Kuluku trade brokers representing the peoples of Khum-kaan. They arrive at Ardan City, Kaitiane, Sel-kai, Namar-Tol, and other trade centers in Emer almost simultaneously, each accompanied by a Navigator. There is an immediate stampede for trading privileges, as the Kuluku have access to many rare herbs and materials from deep in the Khûm-kaan jungles. These Intermediaries are instant celebrities, as few on Emer have ever seen a live Kuluku.

3•52: Emer: [A Kuluku Intermediary meets secretly with Loari Alchemists at Orv Cibur. They wish to trade their rare herbs and the profits from them for sophisticated magical weapons. They say they are arming themselves for defense against Ardania and "a threat to the east." Two Loari families accept the commissions.]

General Trends:

- Northern Seas: One side-effect of the strange weather conditions arrives off the eastern coasts of Jaiman and Silaar: huge icebergs have drifted south to make the sea-lanes even more perilous. [In Tanara, T'kaal Arain sees a potential use for these floating hazards...]
- Emer: Kaitaine, Komaren and Itanis traders all notice strange ships arriving at Vajaar: they are the long, swift Alliance trade vessels. [Loremasters report Alliance *Kal-chah* in Vajaaran ports.]
- Govon: The Elves of Elfost, fed up with exploitation by their mortal neighbors, prepare for war against the Star Crown Empire.

- Jaiman: Rhakhaan is at peace, the forces of the Dragonlord and Dansart having retreated north to lick their wounds. The western frontier is mostly calm under the reign of King Kier I (who has his own problems with the forces of the Warlord of Saral and the raiders of Ulor). But peace comes with its own share of problems for Rhakhaan: boredom and lack of focus breed discontent. Inactivity makes for irritable knights and lords itching for conquest. Haalkitaine is a great hive swarming with gossip, elaborate intrigues, and rumors, which grow with each retelling. The Emperor begins to think that an expansion into Urulan is just the thing to capture attention.
- Jaiman/Urulan: Tanara and Rhakhaan send scouts to the Elven island. Reports come back from the south of a desolate wilderness, scattered with overgrown ruins. A few venturing north return with stories of "wild, barbaric Elves," others tell of an eerily empty land, bereft of even animal life—they reluctantly confess to a strange unease, as if they are being watched by a malevolent force. Other scouts do not return. There are tribes of Erlin who have become barbaric, tribal. There is a cult growing in the northeast surrounding the worship of a goddess who appears to them riding a white unicorn [it is a female half-Elven descendant of the king of Urulan]. [Also, Ulya Shek and Jenkyna have unleashed a few of their hideous experiments in Urulan: hybrids of humans and demons.]
- Jaiman: While the eastern portions of old U-Lyshak are quiet, fighting continues throughout western Helyssa and Ly-aran: lords seeking new domains swear fealty to Kier and stake out their territory against survivors of the Ulor and Yaarth armies. Meanwhile Lord Alizon of Saral raids along King Kier's northern borders. In the Northeast, the Red Dragon recalls his forces, deciding to ride out the uncertainty of the Essæncestorms in the safety of his tortured valley. Stung by bitter military defeats against Jaiman and U-Lyshak, the Priests Arnak return to what they know best: guile, subterfuge, and intrigue. The armies of Ulor are in disarray, many legions fighting amongst themselves. Their leader—Lorgalis—has vanished.
- Mulira: Cold Drakes emerge from the White Rock Mountains in the northwest to terrorize the Anzeti and Y'nari lands.

Autumn 6053:

4•10: Jaiman: Rhakhaan and Tanara hammer out an agreement over the occupation of Urulan, including a (rather ambitious) partitioning plan. The emperor's Truthsayer, Jorun of Yarmuth, privately warns the Emperor that the Urulan venture is perilous. Loremaster Ren Thraysk also has concerns, but Randæ Terisonen backs the plan.

4•15: Emer: A *Jenaar* of the Alliance arrives in Komaren and offers Alliance membership. She is summarily refused.

4•19: Murlis: A Soulslayer and his Vancu guard ambush a Navigator-led Khadorain trade delegation traveling between the city-state of Kakuda and a Noakara.

4•21: Emer: A *Jenaar* of the Alliance arrives in Kaitaine. She meets with the council of merchant lords and offers Alliance membership. They agree to consider her offer and ask her to return in one month.

4•26: Jaiman/Haalkitaine: T'vaar Dekdarion awakens from his coma.

4•28: Jaiman/Haalkitaine: The Count Celindian leaps from the tower of his villa to his death. [He was haunted by dreams sent by a Priest of Thargondaak.]

4•31: Jaiman/Haalkitaine: The Duke of Calthos is formally charged with High Treason for aiding Frelik. The Duchess and the Duke's Eldest son flee the country. It is rumored [and true] that they escaped with the help of Frelik's son Argos Nolgara, now serving under the warlord Alizon of Saral.

4•35: Jaiman: Tanarans and Rhakhaani begin work on the great ice-bridge. They must have it complete and an adequate force on the Urulan mainland before spring when the warm currents will melt the icebergs, which make up this span. The natural icebergs are to be linked by ice-bridges created magically.

4•38 – 40: Jaiman/Haalkitaine: Trial of the Duke of Calthos. On the 40th he is convicted of High Treason. Duchess Shailya and Lord Maceo are convicted *in absentia*. The Duchy title technically passes to younger son Anival Bariel, a 12 year-old boy; however the Emperor appoints one of his trusted generals to rule as Regent until the boy reaches the age of 18. At that time Jerrin will decide whether Anival may inherit the Calthos lands, or they revert to the Empire.

4•47: Jaiman/Haalkitaine: The Duke of Calthos is beheaded outside the North Tower.

4•56: Jaiman/Haalkitaine: Vice-Ambassador *Zyta Nikaru* of Námar-Tol is stabbed in the Haalkitaine Palace Gallery; she dies before she can name her attacker. [It is a Priest Thargondaak.] The Námarian Ambassador demands an investigation with his own staff involved. Paranoia sweeps through the city and all important people travel with bodyguards.

General Trends:

- Gaalt: The Raven Queen launches a new assault, this time led by land and air drakes, each with a Quaidu rider. They prove an even match against the Clycallah war machines.
- Jaiman: The Y'kin are for all intents and purposes wiped from the continent. Their lands are seized by the Rhakhaan Empire and the Dúranaki. Some escape to Præten, though many who do are only captured and sold into slavery.
- Mythenis: The Goblins of Barbuluk begins night raids on the Elves of Sardiskandor.
- Thuul: Fire Drakes are seen over the Kalandanor Plateau in the east.

Fall 6053:

5•5: Emer/Lankanôk: [An Ardanian spy infiltrates the Sun priesthood.]

5•12: Jaiman: The Duke of Sanaria is charged with High Treason for plotting against the Emperor. He, his wife, and three eldest children are arrested and imprisoned in the North Tower at Haalkitaine Palace. The youngest son, Lord Roney, is a guest of the Emperor.

5•21: Emer: The *Jenaar* returns to Kaitaine. The council continues to try to stall her, but she issues an ultimatum: join by the end of the year or be considered an enemy of the Alliance. Already suffering fiscally because of the great fire, they fear the Alliance and seek advice from the Loremasters.

5•22: Jaiman/Rhakhaan: Trial of the Duke of Sanaria and his family. On the 23rd he is convicted of High Treason; Lord Roney's testimony is key.

5•25 – 29: Jaiman/Rhakhaan: Trial of the Viscount Ridgeston. Lukas protests his innocence and the Emperor's Truthsayer speaks on his behalf. However, the word of a Truthsayer alone is not enough to acquit, and the circumstantial evidence is damning [Yandar Vit committed the crime, shape-shifted to appear as Lukas]. It looks like a conviction is inevitable for the Viscount, when Prince Toren stands and demands to speak. To a hushed courtroom packed with Rhakhaan nobility, Toren announces that he was with the Viscount the entire night when the crime was committed. In the inevitable cross-examination, he is forced to reveal that he and Lukas are lovers. Ridgeston is acquitted, but Haalkitaine is rocked by this new scandal. Lukas suspects his former tutor Yandar Vit of framing him, and sets out to prove his theory.

5•41: Thuul: A Vashaan balloon ship is attacked and destroyed by a Fire Drake over Thynar.

5•69: Jaiman: The ice-bridge complete, Rhakhaan/Tanaran forces begin their advance into Urulan. Their first major goal is Tyrinia, the second largest city under the old kingdom.

5•47: Jaiman/Rhakhaan: The Duke of Sanaria and his son Remi are beheaded. The Duchess and their two daughters (Lady Astia 3 months pregnant) are sentenced to 20 years in the Tower.

5•51: Emer/Sel-kai: The Prince, worried about the potential threat of Lankanôk, orders lookout towers along the island coasts strengthened and commissions more warships.

5•55: Jaiman: The Rhakhaan/Tanaran forces arrive at the ruins of Tyrinia and set up camp on the outskirts. Mentalist scouts continue to be uneasy.

5•63: Emer/Lankanôk: [The Ardanian spy discovers the *Heart of Agoth*, but Sendil detects and slays him.]

General Trends:

- Emer: Murlogi of the Spine of Emer and their Earth-Demon King make preparations to take back the *Heart of Agoth* from the surface dwellers who stole it from them (the Lankani).
- Emer/Lankanôk: Sendar and Sendil consolidate their political power base and begin pushing the Khurtûmtoward a more aggressive stance. [They believe that the Loari should be punished for their insults of a year ago, and that the Nuyani can be conquered. The Lankani gear up for war. Phar-Ahnekar wants to ally with Ardania in the war but the twins consider Ardania inferior and its aid unnecessary; it will be conquered later. Even Ahnekar doubts the wisdom of this posture.]
- Emer/Nuyan-Khôm: The Hutarn continues to struggle with the egotistical Tarns; his political power is tenuous over the upstart lords. Recovering the Scepter of the Butterfly would go a long way toward consolidating his base.
- Emer/Námar-tol: The Loari build defenses, including armed and armored flying ships. [They have spies throughout Emer, and they are increasingly concerned about Lankanôk and Ardania.]

- Gaalt: Black Dragons (Gas Drakes) emerge from the Slate Hills along the SW coast of Clycallah. They attack villages, eating livestock and people alike.
- Govon: The Elves and Dwarves form an alliance against the mannish peoples and war erupts all around the empire.
- Kelestia: Soulslayer warlords and the Vancu control all of Drakiis and threaten Yuar Noak.
- Murlis: Privateers from Torakh Gul threaten the other realms.

6054

Winter 6054:

1•1: Emer: On the night of the new moon, the Murlogi of the Spine of Emer emerge from their warrens. They are led by their Earth-Demon King Muarga; their goal is to take back *Heart of Agoth* from the Lankani who stole it from them.

1•1 – 1•10: Jaiman: The Tanara/Rhakhaan forces establish a camp on Urulan at the tip of the Virianis Peninsula and send out scouts as more troops arrive. At first they encounter no signs of civilization, but the feeling of being watched grows stronger. Mentalists pick up fleeting presences. Cloudlord aerial reconnaissance teams report some indications of agriculture, and signs of activity around the old city of Tyrinia.

1•15: Jaiman: Two battalions arrive on the outskirts of Tyrinia. The city is in ruins and appears deserted. The invaders' sense of unease grows.

1•16: Jaiman: Lord Tyrens Atheus, in charge of the occupation, sends a squad into Tyrinia at dawn with instructions to report back by dusk. They fail to return. [They are captured by the Punkari.]

1•17: Jaiman: A large, heavily-armed contingent follows into Tyrinia—and escapes with heavy losses, reporting that the ruins are full of "Wild Elves." Lord Atheaus elects to head east, avoiding cities for now. Exploration proceeds slowly.

General Trends:

- [Worldwide: Flow-storm activity begins to rise again as the Southern Eye's ability to compensate falters.]
- Worldwide: Essence users begin experiencing random "voids" in the ambient Essence. *(Suggested effect: roll every rest, 5% chance PP's are not regained; also, increase spell failure chance by 3 points, and if the caster rolls in this "window," a natural 3-5, the spell simply fizzles out.)* Channeling users who follow the Lords of Orhan may also experience random failures as the Lords use their own powers to try to boost the Southern Eye's power. The Lords are unwilling, however, to try to intervene directly against Ondoval.
- Agyra: The Priest-king of Kuriis-Kinn (fearing the approaching Alliance threat) orders raids against the Nadai-koru to the north.

Spring 6054: (the Present)

2•6: Emer: [Kydak Dûm pays a visit to Voriig Kye at Vog Mur. He has been to the east (the Dragonlords are the only beings powerful enough to cross the Great Barrier) and wishes to warn his brethren of the EssænceLord threat.]

2•8: Jaiman: The ice-bridge collapses during a violent spring storm in the bay.

General Trends:

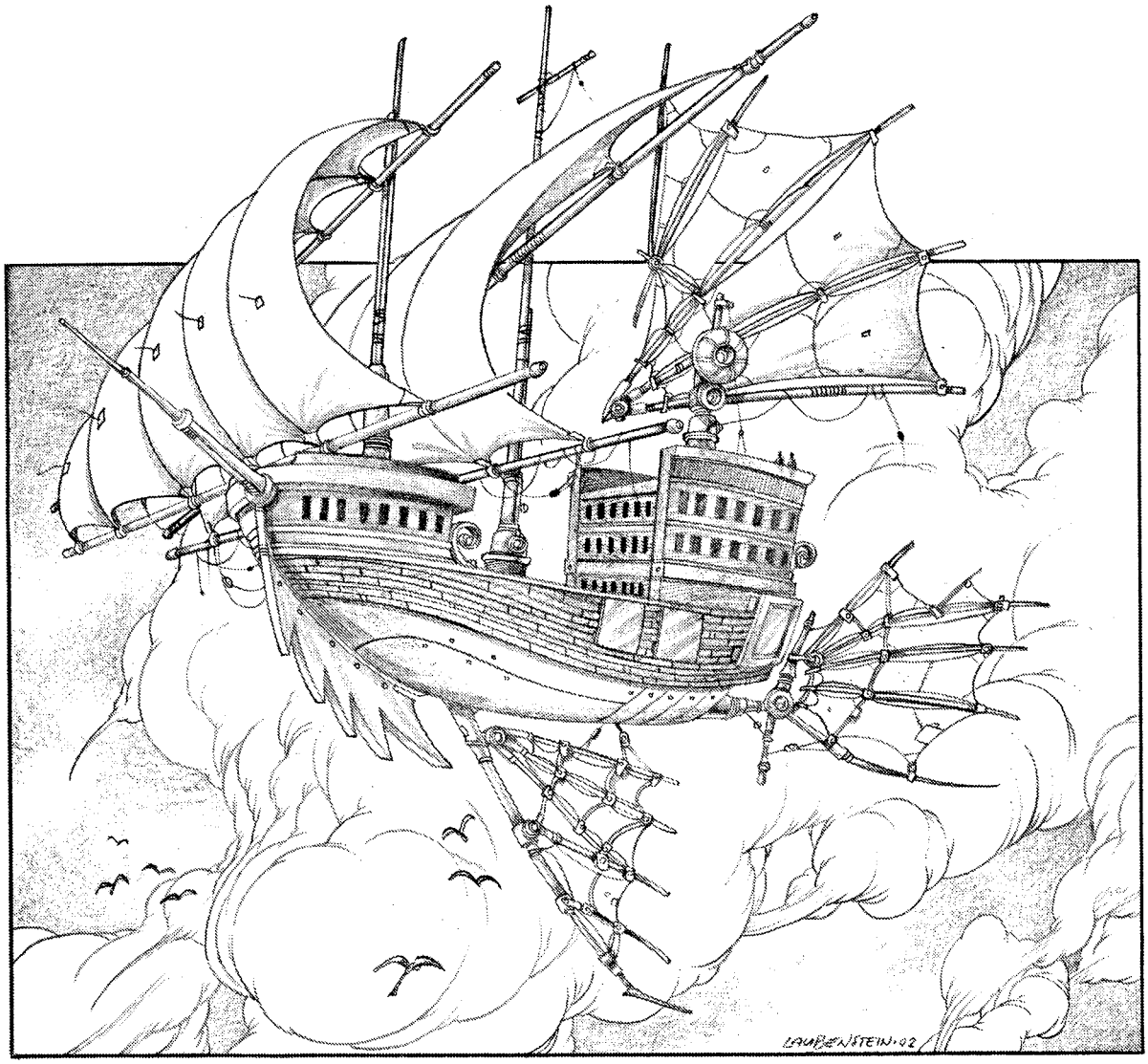
- Flow-storm activity worsens, and Essæncevoids become more common.
- Gaalt: Clycallah forces fall back and the Raven Queen makes advances.
- Jaiman: Piracy along the Melurian Straits is on the rise. [The White Swan, the lords of Plasidar, and the Xooba raiders all increase activities.]
- Murlis: The Soulslayers continue and intensify their attacks against other peoples.
- Palia: The Elven Realms face new threats from the Vulth Horde and mysterious sea-raiders from the south.

Summer 6054 (the near future):

4•8: Jenkyna summons a meeting of the Jerak Ahrenreth and calls for unity against the threat of Ondoval. She proposes using the power of the Crystal to reinforce the Eyes before the barrier fails. This not only keeps the other EssænceLords imprisoned, it allows the Ahrenreth to hold the West hostage.

General Trends:

- Agyra: One of the Inner Circle of the Alliance is assassinated by a priest of the Silver Dawn.
- Emer: Lankanok attacks Nuyan Khôm.
- Palia: Princess Maris Kodorian unknowingly betrays her kingdom to the Steel Rain.
- Thuul: The Alliance and the Vashaan Domain clash.


LAUFENSTEIN·02

CHAPTER III
PEOPLES OF KULTHEA

They are the "born forever ones." Powerful Mentalists, they travel the world gathering information and pursuing quests, which only they know and understand. Although the Thalan have no power to radically change their actual physical form, they are able to go into a state of hibernation at the death of their body and enter an inanimate object. Then (eventually, often several hundred or even thousand years later) they will mystically impregnate a female. Be it animal or humanoid, their consciousness is able to slightly mutate the offspring, and they are born fully aware, with their mental powers and memories intact.

While only a handful of the Thalan race are known to have revealed themselves (since they actually have the physical form of other peoples) there are quite possibly far more of them than we could know. Their powers of reincarnation, however, are apparently not genetically transmittable, so the race is doomed to remain at the same number forever. This begs the question: how did their people come to be?

Andraax, on the Thalan
The Nomikos Monologues
Nomikos Library, Jaiman

1 · Mortal Races

Peoples of Kulthea who age, grow old and die, these are the mortal races. They make up the majority of thinking beings on the planet.

Explanation of Notes

Professional Limitations usually refers to whether or not a specific race is capable of using a certain type of Essænce. The GM may consider this an absolute, or a cultural limitation (i.e., Dwarves believe they cannot use Mentalism but in fact there are latent Mentalist Dwarves who repress their gift.)

In the racial header information sometimes there is an indication of a resistance to natural cold, etc. Such attributes break down as follows (note that there is no resistance to heat/cold *attacks* or actual fire):

Resistance to natural cold: can function as if temperatures were 30° warmer than actual. For instance, even though it just cold enough to freeze water, the character is as comfortable as if it were 60° F. Exhaustion points for cold are expended at 1/3 the normal rate. Characters resist frostbite under all but the most extreme conditions.

Resistance to natural heat: Exhaustion points for heat are expended at 1/3 the normal rate. Characters need only normal water rations (they do not need to perspire as much to maintain their body temperature). Skin resists sunburn.

Vulnerable to natural cold: Exhaustion points for cold are expended at twice the normal rate. There is a greater risk of frostbite.

Vulnerable to natural heat: Exhaustion points for heat are expended at twice the normal rate. There is a greater risk of dehydration, and sunburn to fair skin.

Skills: These are the Everyman and restricted skills that a member of this race gets through their upbringing, as per *RMFRP*. If the entry reads *Choice*, then the player chooses the set of skills that are appropriate to their adolescent skill package. This can be ignored for *RM2* characters.

The Choice of Packages are as follows:

8 (Highlander): *Everyman:* Driving, Herding, Horticulture, Hunting, Play Instrument, Poetic Improvisation, Singing and Tale Telling. *Restricted:* None.

9 (Sailor): *Everyman:* Rope Mastery, Rowing, Sailing and Star-Gazing. *Restricted:* None.

10 (Nomad): *Everyman:* Mounted Combat and all Outdoor Animal skills dealing with horses. *Restricted:* None.

11 (Lowlander): *Everyman:* None. *Restricted:* None.

12 (City Folk): *Everyman:* All skills in Urban category. *Restricted:* None.

14 (Forest Dweller): *Everyman:* Climbing, Foraging, Hiding, Hunting and Tracking. *Restricted:* None.

Adolescent Skills: In *RMFRP*, a character develops their adolescent skills by use of adolescent skill packages and hobby skills. Because of the sheer volume of races in this book, there are fourteen adolescent packages assigned to the various races. An indication of "Choice" in the adolescent column means that the character can choose between *RMFRP* training packages numbers 8, 9, 10, 11, 12 and 14, as appropriate for their cultural background. This is a very general way to handle this, and future products will give a more thorough treatment of racial adolescence. If at any time, a GM feels that an adolescent rank is inappropriate (these *are* generalities) they should feel free to move ranks around.

Languages: In *RMFRP*, languages are assigned by race. More complete treatment of races has been left for future works, where adolescent skills are detailed. For the purposes of making *RMFRP* characters, assume a character's first language is their native tongue (8/4). Additional languages are (5/0) and can be chosen with GM approval.

SPECIFIC MORTAL RACES DESCRIPTIONS

ANZETI

4´6˝ - 5´8˝ tall, no professional limitations. Lifespan: 100 years. Resistant to natural cold.

Skills: *Choice.*

The Anzeti are a small people, hardened by the unfriendly climate of the chilly places they inhabit. Dark haired, with red-brown skin and green or hazel eyes, they reside almost entirely in high, mountainous areas. By nature they are reticent—even shy—for they are seldom encountered by other races.

CENTAURS

6´6˝-7´8˝ tall from front hooves to head; no suggested limits on profession; resilient skin/hide is natural AT 3; average lifespan is 150 years.

Skills: *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics , Gymnastics.

Majestic fusions of Man and Horse, Centaurs are reclusive and few in number. Most of the few existing cultures are loathe to have dealings with the "bipeds," having been taken advantage of in the past—even enslaved. Even those Centaurs who ally with Men and Elves do so with a guarded mien. Almost never will they allow themselves to be ridden like a steed; it is considered demeaning to these proud beings.

DROLOI

4´6˝-5´8˝ tall, no professional limitations; night vision allows perfect sight in equivalent to a normal clear night, 100' even in pitch dark. Skin is natural AT3, and tough nails on hands allow attacks as Medium Claw. Resistant to natural cold above freezing. Lifespan: 100 years.

Skills: *Everyman:* Natural Attack. *Restricted:* None.

While not evil by nature, most would say that the Droloi are the result of some dark breeding experiment between Demons and Humans. It is true that they are alien in appearance, but not as strange as the Krylites or Saurkaur. With their pale, leathery skin, large clawed hands and feet, and—most of all—their four large protruding eyes, they are certainly not pleasant for most to look upon.

DÚRANAKI

Subrace of the Zori/Laan; 5´4˝-6´2˝ tall, no professional limitations; night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark. Lifespan: 90 years.

Skills: *Everyman:* All skills in the craft category. *Restricted:* None.

The most reclusive and mysterious of the cultures in Jaiman is perhaps the Dúranak society. While not technically a unique race (they are in fact an offshoot of the Zori people), they are worthy of mention because of their unusual appearance and lifestyle.

Living in vast, maze-like cavern complexes, until recently the Dúranaki dealt with the other peoples of Tanara (and Jaiman) only on a limited basis, warily trading herbs and their fine items of metal and woodwork with the Sulini and the Myri for grains, livestock and fish.

They are very skilled craftsmen and often talented Mentalists and Mages; few follow the realm of pure Channeling because of their egocentric reluctance to revere any beings above themselves.

The Dúranaki capture some of the stalwart Myri people and keep them as slaves, somehow conditioning their minds to total loyalty. A Dúranaki is almost never seen outside of the sheltering caves without at least one Myri bodyguard.

This nocturnal people has a distinctive style of dress, featuring black leather with silver and platinum studs and buckles, and brightly colored silks from the Nuyani of Emer. Their dark hair is bleached white, dyed bright colors and treated to stand out from their scalp.

Dwarves (Nomari)

4′-5″ tall; resistant to disease; superior sight underground and in near total darkness; suggested professional limitations: no Essence or Mentalism spell users; average lifespan: 250 years with many individuals reaching 400 years.

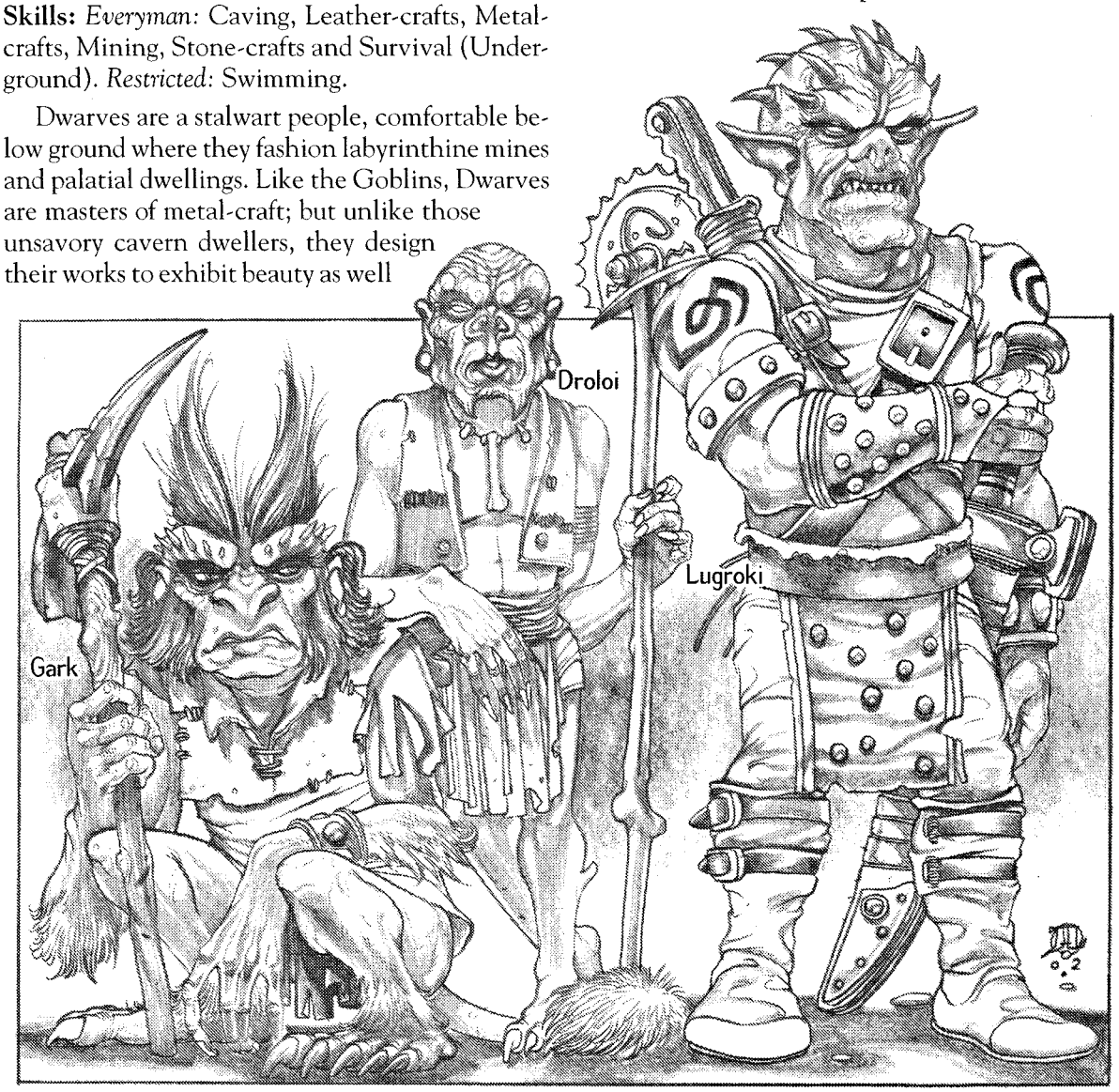
Skills: *Everyman:* Caving, Leather-crafts, Metal-crafts, Mining, Stone-crafts and Survival (Underground). *Restricted:* Swimming.

Dwarves are a stalwart people, comfortable below ground where they fashion labyrinthine mines and palatial dwellings. Like the Goblins, Dwarves are masters of metal-craft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of disdain for the ways of conjurers, they employ such magic only to enhance the powers of the weapons and artifacts reluctantly released from their forges.

Dwarves are stocky with complexions ranging from grey-white to ruddy to red-brown; their dark eyes are deep set, and their hair is brown or black, occasionally flame-colored. Dwarves favor colorful clothing and hand arms. Many are proficient with standard bows, but a liking for mechanical devices and frequent close quarters prompts them to employ crossbows when a need for missile weapons arises.

A secretive, subterranean people, Dwarves tend to keep to themselves in their underground empires. They are suspicious of other races, though they sometimes find kindred spirits among the Loari and Dyari.

Short and powerfully built, they seem ideally suited for a life underground, though their homes are usually much more than a mere warren of tunnels: they have constructed entire cities and palaces under mountains.



Male Dwarves almost always grow thick beards. They usually wear thick wool and linen clothing, sometimes with leather trim. While Dwarves may be of any profession, they tend towards mining, construction and craftsmanship. Many are Alchemists.

The Loremasters believe that the Dwarves began living underground long ago during the interregnum to hide from the fearsome creatures on the surface. They face a different threat however: sometimes their digging leads them too far and the stumble upon a tunnel to the Ash Lairs.

There are at least four distinct tribes of Dwarves, though few but their own kind can tell them apart. Legends among men that the Dwarves came from stone are just that: legends. However, they differ from men and other races in many ways. They are resilient and resistant to heat, but cold makes them sluggish. They are able to "hibernate" if necessary for months or even years in a state of deep sleep.

Some Men claim that Dwarves have no soul, but Dwarves tend to be the most fervently religious of races. All revere the Lord of Orhan Iorak, but each clan also has a local patron deity. A few have fallen into darkness and worship cruel gods. Dwarves are ruthless warriors with a special hatred for the Murlogi and all demons.

FUSTIR-GOST

Sub-race of the ***Umli*** *(q.v.); exclusive to the Mur Fostisyr of NW Jaiman.*

GARKS

4'-4'8" tall; suggested professional limitations: no non-channeling spell users; average lifespan is 40 years.

Skills: *Everyman:* None. *Restricted:* None.

Mottled grey fur covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. Most Garks possess only limited intelligence, and they use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees or a cliff-face. Occasionally, males band together to raid the homes of nearby mannish peoples. Garks are omnivorous, but some groups relish the taste of raw human flesh.

Garks have been trained by some dark sorcerers and lords to act as a crude military force, and though they are powerful fighters, they are not as easily disciplined as the more disciplined Lugrôki.

Three basic types of Gark are known to exist: Snow Garks, Jungle Garks, and Cliff Garks, each inhabiting the type of environment for which they are named.

HAID

5'6" – 6'2" tall, no professional limitations. Lifespan: 70 years.

Skills: *Everyman:* Climbing, Foraging, Hiding, Hunting, Stalking. *Restricted:* None.

The Haidic tribes of the Blue Forest (NW Jaiman) are related to the more northerly Fustir, but have always been more plentiful—and more warlike. Petty squabbles have peppered the history of the Haid, and the clash of steel reverberates through the Blue Forest more often than not.

Taller than the *Fustir-Gost* of the far north, yet more heavily-boned than the Jameri, the Haidic people were once masters of much of northwest Jaiman. But now they are scattered, a race in decline with only the dim memory of past glory. Some of their race—the *Syrkakar*—have fallen under the cloak of the *Iron Wind*, while others fade into obscurity.

Tending to be hirsute and stocky of build, the Haid have a ruddy complexion and a reddish-brown hair of variegated color. The males often sport beards and many braid their wiry hair.

HÍRAZI

6'4" – 7'8" tall, wingspan 2x height; no professional limitations. Lifespan: 80 years.

Skills: *Everyman:* Flying/Gliding. *Restricted:* None.

The Hírazi are a rare winged race (suspected to be another bizarre experiment by the Lords of Essænce long ago). In appearance they are like large, muscular humans, with wide shoulders to support their wing structures.

But their image of strength is largely misleading, for their bones are hollow, their lungs are huge, and their muscles have a unique structure which makes them very light. This race is in fact rather fragile.

All have golden brown skin and white or blond hair. Their fabulous wings—covered with plush white feathery hairs like those of a bird—vary in color from blue to white to gold, often a shimmering combination of the above.

A Híraz may fly at up to 30 mph for short periods (1 min/con pt), but as one might suppose, this activity is exhausting. They may acquire skill in gliding, and travel for hours on thermals. An adult Híraz can carry up to about half his/her weight for short distances at half-speed.

Hui

4'6" – 5'4" tall, no professional limitations. Lifespan: 200 years.

Skills: *Everyman:* Leather-crafts, Metal-crafts, Stone-crafts. *Restricted:* None.

From the Land of Hukoo in Gaalt. The Hui are short, stocky, and hirsute; they are possibly descendents of a mix of Human and Dwarven blood. Their skin is ruddy and their hair is normally red or brown; men begin to go bald at the end of adolescence. Despite their thick-set bodies, the Hui have very dexterous hands and are often excellent craftsmen.

Ilourians

4'4" – 5'2" tall, no professional limitations. Lifespan: 150 years.

Skills: *Choice.*

A rare people seen only in Northern Silaar (where they call themselves the *T'loc-loc*), Khûmkaan, and some southeast Emerian islands, the Ilourians have a somewhat Elven character, but with the black, straight hair and brown skin of the Thesians. They are much smaller in stature, however. At first glance they look like children, but one should not be fooled by this seemingly innocent appearance.

Jaaderi

5'8" – 6'8" tall, no professional limitations. Lifespan: 100 years.

Skills: *Choice.*

The Jaaderi are an ancient people who make their homes in the plains of Tai-emer. Robust and often powerfully built, the Jaaderi are a race to stand with the Laan in physical nobility. Their skin is a coppery red-brown, with green, brown or hazel eyes. Other distinguishing features include a prominent, hooked nose, full lips, and large earlobes. Their hair is sleek, straight and black; men have little body hair and their beard grows sparsely.

Jaaderi faces have a slightly elongated look, accentuated by a high forehead and a hairline that often recedes soon after maturity in men.

Jameri

5'4" – 6'2" tall, no professional limitations. Lifespan: 60 years.

Skills: *Choice.*

Encompassing a mixture of several racial subgroups, the *Jameri* peoples are shorter than the Laan, Elves or Talath, but hardy. Their hair ranges from dirty blond to dark-brown, and they generally have fair or olive skin, with eyes of hazel or brown. Of sturdy build, they tend to become overweight in later years.

The Jameri are more hirsute than most other races; the men must shave or grow heavy beards, and many begin to go bald in their middle years. A Jamer feels fortunate to live to be 100 years old.

They can be found throughout most of Jaiman, though in the north they become intermingled with the Haid and other northern peoples.

A very similar racial group—the *Shay*—is common in parts of Emer and in other lands with a temperate or cool temperate clime.

Jhordi

6'4" – 7' tall, no Channeling or Essence users. All possess Mind Speech to 10th level as innate ability. Females are semi-intelligent. Lifespan: males: 100 years; females: 50 years.

Skills: *Everyman:* None. *Restricted:* None.

The Jhordi (pronounced "jord-eye," at variance with normal Iruaric pluralization) have no body hair, are tall and tend to be big-boned (and usually muscular). Their ears are very large and elongated but rounded, their skin very pale with a faint bluish tint. The only clothing they wear is an array of silver necklaces, bracelets and earrings studded with semi-precious stones, and a skirt or shorts of a virtually transparent shimmering material.

They take evident delight in creating discomfort for the more "modest" cultures. In truly cold climes, they will don a coat or cloak of white ovir fur.

If Jhordians can speak, one has never been heard to do so; instead they communicate exclusively through mind-speech. Few but the Steersman have ever had contact with the world outside their isolated homeland, but all seem to possess the telepathic ability, in addition to other Mentalist powers of varying level. In effect, they all have the equivalent of the Mentalist Base list *Mind Speech* to 10th level, and can use these powers at will with no expenditure of Essæncepower. This lends weight to a Loremaster theory that the Jhordi are not native to Kulthea and may in fact be (relatively) recent arrivals—certainly since the end of the First Era.

No Jhordi woman has ever been seen by outsiders; among the few who have inquired about females of the species, the lucky have been spat upon, and the unlucky have had their necks broken. In fact, Jhordi women are unlike females of any other humanoid race: they are genetically inferior with intelligence no higher than an ape; they are kept like animals merely to breed.

JINERI

5'8" - 6'4" tall, no professional limitations. Lifespan: 80 years.

Skills: *Choice.*

Though similar to the Y'nar in facial features, the Jineri tend to be taller, with slightly darker skin pigmentation, and more ectomorphic, suited to hot and humid climes. Eyes are usually brown or hazel with the distinguishing epicanthic fold over the inner corner. They have little body hair, and scalp hair is always thick and straight, usually black but sometimes streaked with silver or white after puberty.

KINSAI

5'8" – 6'8" tall, no professional limitations, though a particular aptitude toward Mentalism. Lifespan: 200 years.

Skills: *Choice.*

With their light brown skin and black curly hair, it is easy to see why the Loremasters believe that Kinsai are the result of interbreeding between the fair-skinned Laan and the dark complexioned Jinteni. These people are found in SE Emer and other temperate to warm climates. The Itanians of SW Emer are of the Kinsai race, but with a particularly strong innate mentalist capability.

KULUKU

6'2" - 7'4", no professional limitations overall, though the Kuluku Animists and Druids are considered especially gifted. Lifespan: 150 years.

Skills: *Everyman:* Natural Weapons (If GM allows claw attacks), Climbing, Foraging, Hiding, Hunting and Tracking. *Restricted:* None.

Tall and graceful, the Kuluku reside in the Khûm-kaan rain forest basin and a few other similar environments. Their skin is chocolate brown, eyes a bright emerald green, and their hair is straight and almost always black. Kuluku also have full lips and flattened noses. There are other unusual traits unique to the Kuluku race; the Loremasters believe that they may have been genetically altered by the Lords of Essence to have these unusual physical attributes:

- **Chameleon Color:** Kuluku (males to some extent, females more so) have the ability to concentrate and change the color of their skin. By staring intently at a surface near them, they may gradually change their skin tone from its natural chocolate color to a light brown or even grey-green. Sophisticated mottling is not possible, nor are strange, unnatural colors. The change lasts only as long as the Kuluku concentrates +1 rnd/lvl, but can add +50 (females +80) to hiding in the forest.
- **Retractable finger/toenails:** Kuluku fingers are extremely strong, and their fingernails are thick and sharp. The Kuluku can retract and extend them slightly. Used primarily to aid this arboreal people in climbing, they can also be used as a brawling weapon. When climbing a soft surface (such as a tree) add +40. GMs may wish to rule on whether they can learn to fight with their hands as medium claws.
- **Inner eyelids:** Kuluku eyes are—in contrast to their dark brown skin—bright emerald green. They are also slightly larger than the average humanoid's, and allow the forest people to see very well in the dim jungle (add +30 to visual perception rolls, and see at merely -20 at night). They have an inner eyelid that they can close to shield their sensitive eyes when in direct sunlight. These membranes are thinner than the Rhiani eyelid and transparent; the Kuluku can actually see at only -20 through theirs.
- **Superior sense of smell:** The wide, flattened Kuluku nose is also functional: their sense of smell is better (+30) than any mannish or Elven race.

GM Note: *Kuluku are not recommended as PC's because of their special abilities and reclusive nature.*

LAAN: (A.K.A. *ZORI* IN JAIMAN)

5'8" - 6'10" tall, no professional limitations. Some resistance to natural cold. Lifespan: 200 years.

Skills: *Everyman:* None. *Restricted:* None.

The Laan are even taller than the Elves, but more heavily boned and physically stronger. Their hair is straight and dark brown to coal black, eyes blue, grey or hazel, and they tend to be fair-skinned, from very pale seeming to a flushed but light complexion. Few of the men sport beards; in fact most have little or no facial hair (and little body hair).

The Laan are great warriors, leaders and empire-builders: their ambition matches their great stature. They are concentrated in Emer in the Kaitaine vicinity and in verdant hills of Hæstra.

LUGRÔKI - LESSER

5'4" - 6'0" tall, no spell-users. Resistant to extremes of temperature; -20 in daylight, -50 to activity in full sun. Lifespan: 60 years.

Skills: *Everyman:* Athletic Games (Brawn), Powerstriking, Power-Throws and either Weapon

- Two Handed or Weapon
- Polearms. *Restricted:* Public Speaking, Seduction and Trading.

Lugrôki - Greater

5'10" - 6'6" tall, no professional limitations, though trained spell-users are rare. Resistant to extremes of temperature; -20 to activity in full sun. Lifespan: 80 years.

Skills: *Everyman:* Either Weapon • Two Handed or Weapon • Polearms. *Restricted:* None.

These travesties were once men and Elves, interbred with demons of the Pale long ago by Kadæna and her lieutenants. Their goal was to fashion a fearsome, ruthless warrior race. They succeeded, in the process creating a grotesque creature with slanting eyes and a flattened snout like nose. A Lugrok's teeth are large and irregular, with oversized incisors that frequently jut from their thick-lipped mouth. Hulking in form, with heavily muscled bodies and thick limbs, Lugrôki respect little save superior force.

Lesser Lugrôki are born to live, fight, and die in darkness; they hate the day and sometimes panic under the brighter sun. Greater Lugrôki are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some individuals have been known to be spell-casters.

While aggressively hunted down after the Wars of Dominion, the Lugrôki have rebounded in many underground areas and climes, which see little sun.

Because of their warlike nature, most do not operate in more than a tribal society, unless governed by a strong lord or another race.

Lydians

6'2" - 7'0" tall. Resistant to cold; vulnerable to heat. Lifespan: 120 years.

Skills: *Choice.*

The tall, slender Lydians are most populous in Mythenis and some regions of Gaalt, though they are found in other cool climes—especially in the southern hemisphere. This race has a somewhat elongated skull and large, bright, amber-colored eyes. They have fair skin, pale blond hair and are more slender than the Laan or Talath and tend to be hirsute. Men begin to lose their hair soon after maturity, and even many older women have a receding hairline.

Some Loremasters believe that they, or perhaps the Talath, are descendants of the Wôrim.

Mermen/Mermaids

6'6" - 8' from head to fin; no suggested limits on profession; must totally immerse once a day in water, -10 to all activities for each missed day (at -80 a coma ensues, at -100 death occurs); some can shapechange their fish tail into a pair of scaled human legs, this transformation (either way) usually takes 1 minute of concentration and each day it can be maintained for 4 hours + 1 hour/level; resilient skin/scales are natural AT 3; average lifespan is 100 years.

Skills: *Everyman:* Swimming. *Restricted:* All skills exclusively used on land (such as survival (desert)).

The fair, often hairless skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail; both are more resistant to wounds than normal human skin. Instead of gills, mermen have powerful lungs, which are able to take oxygen from water or air. They are wary and suspicious of most other races except the Shuluri, with whom they sometimes share submarine cities. Warm-blooded beings, most are fond of sunlight and build their manors and palaces in the temperate shallows, away from the dark, icy deeps.

Mermen tend to wear strings of shells, pearls, precious stones, or gems as decoration.

Muadani:

5'10" - 6'10" tall, no professional limitations. Lifespan: 100 years. Resistant to natural heat.

Skills: *Choice.*

Slender and graceful of body, the Muadani have a medium brown skin tone and black hair, usually wavy and thick in texture. Their facial features are also refined, with small noses and ears and almond eyes, which are almost, always brown in color.

The Muadani are also known as the *Vajaari* in SW Emer, *Gethryn* in NW Thuul.

Murlogi (aka Goblins):

4'0" - 4'8" tall, no professional limitations. Lifespan: 60 years. Resistant to cold, superior hearing and night vision; -40 in daylight.

Skills: *Everyman:* Mining, Metal-craft. *Restricted:* None.

The typical Goblin has a rounded head with large grey eyes, a tiny nose and a thin-lipped mouth. Oversized ears can pick up the slightest sound and distinguish the source of an echoing voice with uncanny skill. Their skin is a pale grey-yellow, and they have large feet with rudimentary toes.

Mechanically inclined, the Murlogi have invented many machines to torture their foes, as well as those useful in warfare. Utility and strength mark most of their creations, but they are invariably inelegant like their creators. Murlogi are skilled miners, enlarging their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range (the Morbek Highlands are an excellent example) may be webbed by these low-ceilinged passages. Goblins stay below ground by day, but at night they emerge in search of food—including human flesh.

Myri:

See *Talath.*

Ochu:

5'4" – 6'4" tall, no professional limitations. Lifespan: 90 years.

Skills: *Choice.*

A people commonly found in warmer climes such as Agyra and northern Falias, the Ochu also have a colony in northern Tai-emer (Pochantos). In appearance they have red-brown skin and tend to be of medium height and build, with straight or wavy coarse black hair. The eyes are brown and almond-shaped, with wide, faces and high cheekbones. Body and facial hair is relatively sparse.

Quaidu (aka: Pale Men):

5'8" – 6'6" tall, no professional limitations. Superior vision in dim light but -20 in full sunlight; resistant to natural cold; require full skin coverage for more than a few minutes of exposure to sun. Lifespan: 120 years.

Skills: *Choice.*

The men usually tall and powerfully built, the Quaidu are so pale as to seem to have no skin pigmentation. Though even an albino has a pinkish color from the blood under his skin, these men and women are ashen-white, almost grey in hue. Their bodies are hairless, the mane on their scalp is either ebon or snow white, their eyes invariably black as orbs of obsidian. No iris, no pupil can be seen, no white sclera. Both sexes have a high prominent forehead, slender nose and thin lips of a darker grey. Quaidu front teeth are larger and more pointed than average humanoid, giving them a frightening visage when they smile. To say that they are troubling to look upon is an understatement.

Their origins are believed to be no less exotic than the Eastern Hemisphere, but for now they are known in the Eastern Lands as soldiers for the Raven Queen of Gaalt. Some have come to NW Emer as refugees, willing to work in return for life in a land other than that under Lorgalis.

Rasha-ai:

5'10" – 6'8" tall, no professional limitations. Photosynthetic skin. Lifespan: 90 years.

Skills: *Everyman:* None. *Restricted:* None.

The Rasha-ai are a race adapted to open grasslands and high altitude plateaus. Slender and long-limbed, they can outrun any other mortal race on the long haul. Part of the reason for this is their powerful legs, but part is also their unique dual oxygen supply. Besides their lungs, the Rasha-ai have photosynthetic skin, allowing them to absorb carbon dioxide from their own blood and convert it to oxygen. This explains their unique greenish complexion—which also aids in concealment when in the wild.

Rasha-ai have coarse, yellow body hair growing in ridges along the outside of their limbs. Scalp hair is heavy and not unlike straw. Their eyes are narrow and of a bright red hue; noses are flat and wide, and they have very large, elongated ears (to enhance hearing in thin atmospheres). Strictly vegetarian, they have smallish mouths with mostly flat, molar-like teeth designed for chewing fibrous plants.

Rhiani:

5'6" - 6'4" tall, no professional limitations. Resistance to natural heat. Possess a nictating membrane/inner eyelid to protect against sand and dust. Lifespan: 80 years.

Skills: *Everyman:* Mounted combat, all Outdoor Animal skills dealing with horses. *Restricted:* None.

Favoring a culture that is nomadic, fierce, and strong-willed, the Rhiani make their home in the desert regions of Uj and are superlative horsemen. The Rhiani have light brown skin and hair streaked by the sun to a mixture of colors from blond to dark brown; they have no facial hair and little body hair. Rhiani have fine features and a unique trait: they possess two eyelids. The regular outer eyelid is like that of other races, but they possess another thin membrane, which shields the eye when in bright sunlight. Underneath both eyelids they have eyes of a strikingly brilliant pale blue or violet (with excellent night vision). With the inner lid closed the Rhiani have a disturbing, "blind" look about them.

Shay:

5'2" - 6'0" tall, no professional limitations. Lifespan: 60 years.

Skills: *Choice.*

The Shay peoples are shorter than most other races but stocky and hardy. They usually have brown hair and fair skin, with eyes blue, hazel or brown. Shay men are more hirsute than most other races, and in most cultures are likely to let their dense facial hair grow.

Synshari:

6'6" - 7'6" tall, no professional limitations. Resistant to natural heat; vulnerable to natural cold. Skin is naturally AT 3. Lifespan: 150 years.

Skills: *Everyman:* None. *Restricted:* None.

The Synshari are sometimes known as the Desert Screamers, for their harsh, screeching cries, which echo across miles of desolate land. No other race is as suited for the parched wastes as the Synshari.

The only known cold-blooded humanoid race, the Synshari are—ironically—much more human-appearing than the warm-blooded Saurkur. At home in the most hot, arid climates, they require little water, and their resilient, leathery brown skin is virtually immune to the sun's damaging rays. A nictating membrane/inner eyelid protects their large and protruding yellow eyes, which have slit-pupils and can operate independently (a disconcerting sight). They possess large webbed feet with thick soles for traction on soft sand.

This race has no body hair, except on the scalp and pubic areas, where it is light brown, thick and almost feathery in texture. While Synshari thrive in hot climates, they are very vulnerable to cold. Warm clothing is not sufficient to help them since their bodies do not generate heat. In cooler weather they become sluggish (for every 5 below 70 F they are at -10 to all actions). They cannot survive for more than a few hours at below freezing temperatures. On cold desert nights they burrow into the sand for warmth.

Syrkakar

4'6" - 5'6" tall, no professional limitations. Lifespan: 70 years.

Skills: *Choice.*

The Syrkakar are a subrace, result of interbreeding of Umli and Haid; they are exclusive to NW Jaiman. They have ruddy complexions, red-brown hair, and are generally stocky in build. The men tend to go bald in early adulthood.

Talath: (a.k.a. Myri in Jaiman)

5'10" - 7'0" tall, no professional limitations but Essence and Mentalism users would be rare. Lifespan: 80 years. Resistance to natural cold.

Skills: *Choice.*

The Talath are a hardy race, blond and blue-eyed. They have cultures in Northwestern Hæstra. They are suited to cooler climes, having settlements in SE Jaiman (known as the Myri), and other cool temperate regions. Powerfully built, the Talath are of amazing size and strength. Most have a fair countenance; the men have little or no beard. Both sexes are big-boned and have a physical and mental strength born of a life of hard work and pure spirit.

TANAI:

See *Ilourians*.

THESIANS:

5'8" - 6'8" tall, no professional limitations. Lifespan: 75 years.

Skills: *Choice.*

This tall, graceful people—with their dark brown skin, full lips and flattened noses—could well be descendants of the famed *Jinteni* race. Loremasters base this conjecture on what few works of art and visual record they have found which can be linked to the lost Jinteni. All Thesians have dark brown eyes, very dark skin, and have little body hair. Scalp hair, however, grows thickly and in very tight curls. Long-fingered hands are also the norm. Thesians on Emer are for the most part in Onar and Khûmkaan. They can also be found in other warm-temperate and tropical environments.

TROGLI:

4'8"-6'0" tall; no professional limitations; night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark; unusual joint development allows a +10 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (Balance). Also gain a +20 bonus to Contortions; fear daylight, but no actual vulnerability; average lifespan: 80 years.

Skills: *Everyman:* Caving, Scaling, Direction Sense, Survival (Underground), all skills in One-Handed • Concussion category. *Restrictions:* All skills in Scientific/Analytic skill group.

In general, Trogli fear and loathe all things alien to their underground world. They rarely come near the surface and shun the sunlight. Trogli possess muscled bodies with bluish-white skin; their eyes glow in the darkness with an eerie red light and white hair grows from their scalps. There are wide variations in the level of "civilization" from one Trogli enclave to another. Some Trogli are barely more than animals that wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when they have nothing else. Others are intelligent and technically advanced but cruel, jealous of those who live on the surface. These are more dangerous for they either plot to overthrow the surface dwellers or raid their villages for food—for all Trogli relish the taste of human flesh.

Some Loremasters hold that the Trogli are a race descended from the Wôrim: those who chose to hide underground at the end of the Interregnum.

UMLI:

5'0" - 5'9" tall, no professional limitations. Lifespan: 70 years. Resistant to extremes of cold.

Skills: *Everyman:* Driving, Herding, Horticulture, Hunting. *Restricted:* None.

The Umli are the masters of the north; no Mannish folk can stand with them amidst the fury of the bitter frost. They range far out across the realms others call wastes. Few tread in their traceless paths, and there are none who dare challenge their dominance at home. There was a time when the Umli ranged much further south, but they have been driven from these more friendly lands by their many enemies. The Umli are stocky of build, with fair skin and either silver-white or raven-black hair.

Y'KIN:

5'0" – 6'0" tall, no professional limitations. Lifespan: 80 years.

Skills: *Choice.*

The Y'kin are an offshoot of the Ochu people, but hard living in the cooler land of Tanara has stunted them, and aggressive neighbors have nearly wiped them out.

Y'NARI:

5'4" – 6'4" tall, no professional limitations. Lifespan: 120 years.

Skills: *Choice.*

Generally quiet and serene, the Y'nari are nevertheless reticent—even stubborn. Of average height and medium to slight build, they have fair skin (with a yellowish tint) and little body hair. Scalp hair is thick, straight, coarse and deep blue-black (or, in rare cases, white). Eyes are usually brown, hazel or amber, and a distinguishing feature is the epicanthic folds (the small overlap of skin over the eyes, like Terran Asian peoples). Y'nari also have "flattened" features: small noses, wide, prominent cheekbones. Y'nar populations are found in NE Emer (Silaar), southern Kelestia, and other temperate lands.

ZJEDRAHIR:

6'1" - 7' tall, no professional limitations. Resistant to natural heat. Lifespan: 120 years.

A subrace of the Jaaderi; a.k.a. the *Udahir* in the Mur Fostisyr.

TA-LAIRI (HALF-ELVES)

The Ta-lairi (Iy: "part-Elves") can be individuals (for example, Kalen Avanir is the son of a Laan father and a Loari mother), or they can be entire races: the result of Elven/mortal interbreeding long ago, creating a fairly homogeneous group of beings. The latter are actually multiple races; there is tremendous variation depending on mortal component. Elven parentage is almost always Erlin when widespread enough to constitute a subrace.

The variety in appearance among half-Elves stems not so much from the subtle variance in Elves, as the more pronounced differences between the mannish races whose blood also flows in their veins. The Ky'taari of the Mur Fostisyr and the Sulini of Tanara are examples of this fusion; there are numerous other cultures whose people are—as a group—descended from an Elven-mannish intermingling. They are always mortal, though enjoying a longer life span, remaining healthy and hale until very near the end, and then aging very rapidly over the last 5 years or so of life. Following are some specific sub-races and their defining characteristics.

ERITARI:

5'10" - 6'10" tall, no professional limitations. Resistant to natural heat. Lifespan: 200 years.

Skills: *Everyman:* None. *Restricted:* None.

A blending of Elven and Thesian people (or perhaps the ancient Jinteni themselves), The Eritari combine the pointed Elven ears with the full lips and brown eyes of the Thesians. Skin color is usually a medium brown.

KY'TAARI:

5'8" - 6'9" tall, no professional limitations. Immune to natural cold; gain energy by exposure to sunlight. Lifespan: 150-300 years.

Skills: *Everyman:* None. *Restricted:* None.

A race of tall, slender people who—with their wheat-colored skin and golden hair—resemble in many ways the Iylar Elves. The Ky'taari are most at home of all the Ta-lairi in colder climes; even sub-zero temperatures have little effect on them. The Ky'taari are rare, however. The only homelands are in the Mur Fostisyr of NW Jaiman and the tundra of *Kalitaal* north of Mulira.

PUNKARI:

5'6" - 6'8" tall, no professional limitations. Resistant to extremes of temperature. Lifespan: 200-300 years.

Skills: *Everyman:* None. *Restricted:* None.

More powerfully built than most of the Ta-lairi, the Punkari may be the result of Erlin or even Loari interbred with Y'nari and/or Laan. Originally from Mulira, they are represented in many areas now. Some are peaceful though xenophobic, while others are violently adverse to contact with other races. They are known for their rebellious, anarchic nature and seem incapable of a social order more complex that simple clans.

Sulini

6' - 7'2" tall, no professional limitations. Resistant to extremes of temperature. Lifespan: 200-300 years.

Skills: *Everyman:* None. *Restricted:* None.

Tall, slender and graceful, the Sulini are the result of the mingling of Erlin Elves and a fair mannish race. Their appearance suggests either the Talath or Lydians, for they have sandy or blond hair, fair skin and blue or green eyes.

Vorloi

4'8" - 5'6" No professional limitations overall, though many are Animists. Resistant to natural extremes of temperature. Lifespan: 600+ years.

Skills: *Everyman:* None. *Restricted:* None.

The Vorloi (tree spirits) are a strange race apparently unique to the Isle of Jade (located south of Khûm-kaan). They are very small and lithe, and—because of their pointed ears and longevity—are perhaps the result of a mating of an Elven race with a mortal group long ago. But the Elven grace of this people may be a façade: behind their beautiful lips are sharp fangs, and their long, delicate fingers end in hard, sharp nails.

Giant Mortals

Huge, muscular men often standing twice or thrice the height of men, Giants possess immense strength, but the accompanying slow reactions reduce their advantage.

Generally reclusive, giants do not often reside in larger than extended family groups.

Lesser Giants

Suggested professional limitations: Fighters only. Minor: 9' – 12' tall. Normal: 13'- 15' tall. Major: 16' - 20' tall.

Skills: *Everyman:* None. *Restricted:* None.

These giants are not usually classified as intelligent races; they include the very stupidest Giants who exhibit the instinctual ferocity of beasts and deserve no one's trust. Hairier and uglier than their brethren, these Giants take noisy pleasure in hurling rocks at human targets... and feasting on the "tenderized" results.

Greater Giants

Suggested professional limitations: non-spell using professions with the special ability of using the spell lists noted (all elemental lists are Magician base lists). Average lifespan: 75-150 years.

Skills: *Everyman:* None. *Restricted:* None.

Greater Giants are more intelligent than their lesser brethren, and perhaps have taken on an unfairly negative reputation from those same relations. They are no less than normal men in thought and desire, and while they are enchanted by nature they have the same strengths and weaknesses. These Giants are further classified according to an environment or element for which they have an affinity:

CLOUD

17' -19' tall; "Liquid Alteration" (Mystic base list), "Essence Hand" (Ess), "Lofty Bridge" (Ess), and "Wind Law" spell lists to own lvl (4xlvl PP).

With pale grey skin and flowing silvery hair, Cloud Giants favor high mountain vales and rocky coasts where frequently overcast skies bring their favorite element close to earth.

FIRE

12'-14 tall; "Fire Law" spell list to own level (3xlvl PP); immune to heat and fire; double damage from cold or ice attacks.

Red-brown skin, glowing ruby eyes and hair like flame are the striking features of these enchanted giants. They thrive near volcanoes.

FOREST

13'-15' tall; "Nature's Lore" and "Nature's Protection" spell lists (Chan, Animist base lists) to own level (3xlvl PP).

With deep brown skin and emerald eyes, these giants could almost be overgrown cousins of the Jineri.

FROST

17'-19' tall; "Ice Law" spell list to own level (3xlvl PP); immune to cold; double damage from fire.

Snow-white skin and hair like crystal strands mark the eerie appearance of the huge Frost Giant. They are comfortable at the poles and anywhere that the sun has little power to warm the land above freezing.

HILL

10'-12' tall; "Solid Alteration" (Mystic base list) spell list to own level (2xlvl PP).

The most common of all Giant races, Hill Giants have medium brown skin and grey eyes; in appearance they are simply very large, muscular Humans. In fact, Hill Giants and mortals have been known to interbreed.

MOUNTAIN

18'-20' tall; "Solid Destruction", (Sorcerer base list) and "Earth Law" spell lists to own level (3xlvl PP).

Second only to the Storm Giants in sheer size and power, Mountain Giants scorn their Hill brethren and reside only in cliff dwellings or deep under the roots of ancient ranges. Their skin is like dark granite, hair gleams like feldspar and their eyes are luminous jade.

STONE

11'-13' tall; "Earth Law" spell list to own level (2xlvl PP); tunnels through stone easily.

Second most common after Hill Giants, this race has grey-brown skin with the appearance of myriad tiny cracks. Their deep-set eyes are black as obsidian and they are hairless. Stone Giants are shy of most men and surprisingly gentle in demeanor.

STORM

18'-22' tall; "Ice Law", "Water Law", "Wind Law", and "Light Law" lists to own level (4xlvl PP).

Lords of the Giant race, these men and women have blue-white skin, which seems luminous, and their snowy hair coils out from their heads with a life of its own. Most remarkable are their eyes: blinding lights, which cannot be borne for more than a moment before one must turn away. Storm Giants are aloof, arrogant and unmatched among mortals in sheer might. They live on only the highest peaks and most volatile of environments.

WATER:

14'-16' tall; "Liquid Alteration" (Mystic base list) and "Water Law" spell lists to own level (2xlvl PP); can breathe underwater as well as air.

Blue-green skin, hairless scalps and large pale eyes mark this undersea subrace. Some Water Giants have befriended their fellow submarine dwellers and live as neighbors to Shuluri or Mermen; others consider these races a threat to their own undersea domains.

TROLL RACES

It is suggested that all be limited to non-spell using professions; average lifespan: 300 years; immune to normal heat and cold; half damage from heat and cold attacks.

Skills: *Everyman:* Weapon • Two Handed. *Restricted:* None.

Hideous travesties of life, Trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Oversized hands and feet are adorned with heavy claw-like nails, while flattened nostrils deform their cruel visage. A perpetual snarl distorts the sneering maws of these fiends, revealing blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the innards of reclu-

sive, solitary Trolls, but more formidable armor guards the dreaded War Trolls. Bred to withstand the sun's bright gaze, War Trolls are quicker and more clever than their ancient brethren. Hill Trolls (more timid, but equally fond of Man-flesh) lose their sight when exposed to direct sunlight, while Stone Trolls return to the rock from which their race was born.

The given type below indicates the Troll's preferred environment:

Cave

10'-14' tall; when outside in the daytime they take 10 hits/hour.

Forest

8'-10' tall; -50 to all activities when exposed to direct sunlight.

Hill

9'-12' tall; -30 to outside in the daytime; when exposed to direct sunlight they go blind for a number of rounds equal to the time exposed.

Mountain

12'-15' tall; can function normally regardless of sunlight.

Snow (or Ice)

10'-12' tall; turns to ice when exposed to direct sunlight, but become normal again when night falls.

Stone

8'-10' tall; turn to stone when exposed to direct sunlight.

War

9'-11' tall; wears armor and favors war hammers; unaffected by sunlight; bred for war in any environment.

Note: for the purposes of trolls, direct sunlight is sunlight unobscured by clouds, precipitation, foliage, shade, etc.

2 · Immortal Races

These are beings that, unlike the other races, do not age or grow old. Most maintain a youthful appearance indefinitely. As part of this eternal youth, they have a high resistance to diseases and natural extremes of temperature.

Elven Peoples

Elves are very similar in appearance to Humans, except they are generally taller and have elongated ears with points at the top, and more delicate features. Men have no facial hair, and they have almost no body hair, while scalp hair grows thick and full throughout their lives.

The Elven physique is naturally slender and their metabolism protects them from extra body fat. Physical exertion and training does allow them to gain muscle mass and add strength, though some Mannish races are more easily able to gain muscular bulk.

Elves mature as humans, but once they reach adulthood the pure blooded do not show the signs of aging; those of mixed descent tend to age very slowly compared to the average mortal. There are several sub-races of Elves much the same as there are for men. The *Linæri*, *Loari* and *Dyari* are all in fact very closely related genetically and make up the *Iylar* race, the most lordly and imposing of the Elves. The Erlin, by contrast, are quite a different species from the Iylar; as distant from the High Elves as they are themselves from the mortal peoples.

Special Attributes

In addition to any specific abilities and resistances mentioned with the various races, all full-blood Elves have the following special attributes:

- Natural night vision allows perfect sight in equivalent to a normal clear night, 30' on overcast night or very dim light (though no advantage in pitch dark; they must have some light).
- Acute eyesight grants a +20 to all rolls involving visual perception. This may include "detect ambush" and similar skill rolls.
- Acute hearing grants a +20 to all rolls involving aural perception. This may include "detect ambush" and similar skill rolls.

Linæri

5'10" - 6'10" tall, no professional limitations. Highly resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* Dancing, Play Instrument, Poetic Improvisation, Singing, Tale Telling, Music, Public Speaking. *Restricted:* None.

The *Linæri* (Iy: "Singers") possess golden-blond hair, blue eyes, and fair skin. They are tall and graceful, generally slender of build but strong.

Most Linær prefer natural spaces to structures, and when they build homes they are always airy, open designs filled with light and warmth. True to their name, the Linær are as a rule a musical people. All children are taught to sing at the same time they are instructed in language.

LOARI

5'10" - 6'10" tall, no professional limitations. Highly resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* All skills in the Lore • Technical category, all skills in the Scientific/Analytical group, Operating Equipment, Architecture, Engineering, Machination. *Restricted:* None.

The *Loari* (Iy: "Builders") almost without exception have raven-black hair. Eye color can be brown, grey-blue or hazel, and their complexion is fair—even pale.

While a Loar may love nature as much as his Linær cousin, he seeks to unlock its hidden secrets rather than enjoy it in its untouched state. Among the contemporary peoples, they are unmatched in science, architecture, and technology. The Loar egos are also unsurpassed among Elves and men—except perhaps by those among the Iylari who have turned to darkness: the Dyari.

DYARI

5'10" - 6'10" tall, no professional limitations. Highly resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* All skills in the Lore • Technical category, all skills in the Scientific/Analytical group, Operating Equipment, Architecture, Engineering, Machination, Gimmickry, Siege Engineering. *Restricted:* None.

The Dyari (Iy: "Delvers") are, despite their nickname of "Dark Elves," no darker in skin pigmentation than their brethren; in fact they are very fair-skinned. While most have raven hair, a few are born with pure white locks. Their ears frequently have more pronounced points than the other Elves; their eyes are grey, black, or sometimes amber. Often, however, they are so similar to their Loar cousins that it is difficult—at least for mortals—to tell the difference.

The Dark Elves instead gained their name because of an earned reputation for associating with the powers of darkness. It is true that many of their kind have been seduced by the lure of the Unlife (many of the Priests Arnak are Dyar, for instance), but most Dyari are merely what one might call "mercenary." They embody the worst traits of the Loari but to the extreme: they are vain and arrogant, considering all other races (including other Elves) to be inferior. They have a lust for power: political, magical, physical, and spiritual.

Dyari also have a passion for technology. But while the Loari appreciate science and engineering often as ends unto themselves, the Dyari see machines as tools to gain wealth and power over others.

ERLINI

5'8" – 6'6" tall, no professional limitations. Resistant (+100 RR) to bacterial, fungal & viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* Music, Play Instrument, Trickery, Wood-Crafts. *Restricted:* None.

The Erlini (Iy: "Gardeners") most often have sandy or dark blond hair and light blue, green, or grey eyes. Like the Linæri, they prefer to live close to nature in her unaltered state. When they employ tools and structures these are always subtle and clever of design, simple yet practical. The Erlini are the most prevalent of the Elven-kind by far, and in many areas they have interbred with mortal groups to create a hybrid race. However, when a culture of Erlini has been isolated for a long period, they are very shy and resist becoming involved in the affairs of humans or High Elves.

SHULURI

6' – 6'10" tall, no professional limitations. Resistant (+100 RR) to bacterial, fungal and viral diseases/infections. Resistant to cold water. Lifespan: immortal.

Skills: *Everyman:* Swimming, Star-Gazing, Weather Watching. *Restricted:* None.

The Shuluri (Iy: "Swimmers"), sometimes known as the *Aquatic Elves*, are a rare and elusive breed. They possess powerful, unique lungs which can extract oxygen from air or water, enabling them to exist equally well on land or under the sea. They physically resemble High Elves, but are very pale, with blond or white hair.

They also have slightly webbed hands, elongated, webbed toes, and a nictating membrane: a transparent eyelid which helps to protect their eyes while underwater yet allows them to see clearly. Aquatic Elves may live on land, but typically reside in underwater colonies near coral reefs or kelp forests. They prefer the company of their own kind—or sometimes Mermen—over that of the other Elven races.

Some Loremasters believe that the Shuluri are actually the descendants of a union of Erlin Elves and Oceanids (ocean-spirits).

OTHER IMMORTALS

FAUNS:

5'8" - 6'4" tall, no professional limitations. Resistant (+100 RR) to bacterial, fungal and viral diseases/infections. Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* Music, Play Instrument, Trickery, Wood-Crafts. *Restricted:* None.

Fauns are difficult to categorize, and their origins are lost in the First Era. They share some aspects of wood spirits, yet they are able to father children, and possess no other supernatural powers beyond their immortality.

Lusty inhabitants of temperate woods and fields, Fauns have small goat horns on their head just at the hairline, and a small furred tail springs from the small of their back. Thick chestnut curls spill past their elegantly pointed ears. Fauns are boyishly handsome (beardless), muscular young men with no upper body hair but often hirsute lower bodies. Musically talented, they shamelessly employ their enchanting voices to beguile humans into their arms and satisfy their own infamous libidos. Fauns mate successfully with human or Elven females, and though the chance of pregnancy is small (2%), if the child is male, there is a 20% chance of it being a Faun.

Fauns are also playful and athletic, frequently testing each other in feats of acrobatic skill or combat ability. Many die from accidents related to these activities.

When not following their baser passions, members of this race have been known to produce works of music and poetry. Many are Bards or minstrels. At least one is a Navigator.

Fauns all possess perfect pitch and their special nature grants them an automatic +25 to singing, dancing, seduction and music.

K'ta'viiri:

5'10" – 6'10" tall, no professional limitations. Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* Any ten (selected by player). *Restricted:* None.

Little is generally known for certain about these powerful beings except that they commanded great energies with an ease unheard of in current times. In some tales they are referred to as the *K'ta'viiri*—which means literally "Lords of Essænce" in the Iruaric tongue. These beings were of the original race of Kulthea, but whether they were actually native to this world is a question yet unanswered. The whole of this race was known as the *Altha*, a curious word which has no meaning in Iruaric or any other Kulthean language. It is important to make the distinction between the Althan peoples and the K'ta'viiri, as only the latter people became Lords of Essænce. The Althans constitute all of the original humanoid inhabitants of the *Shadow World* during the First Era. They formed the "raw material" if you will for the myriad races to follow, whether they evolved naturally through the course of time and the mutating effects of the Flows, or were the result of direct manipulation through K'ta'viir experimentation.

A K'ta'viir possesses light brown skin and straight coal-black hair which grows very thickly on the scalp. Neither sex has any other body or facial hair whatsoever. Eyes are slit-pupiled and deep violet—the violet coloring is quite vibrant and cannot be missed. K'ta'viir eyes also possess a thin, transparent inner lid which screens certain ultraviolet radiation as well as dust and impurities. It is noticeable when closed. Men average 6'2" – 6'10" and appear slender, though dense bone and muscle structure cause them to mass more than would be expected. Women are slightly smaller. Hands and feet are six-digited, with fingers and toes slightly longer and more slender than humanoid average. Ears are small and more rounded. In general the K'ta'viiri are very attractive humanoid specimens, all having youthful features and graceful but muscular bodies.

GM NOTE: *A GM should use K'ta'viir NPCs very sparingly (if at all) in his campaign. They are incredibly rare, being a tiny remnant who have somehow survived the millennia since the downfall of their empire. They are also personally very powerful beings, possessing abilities unsurpassed on the* Shadow World.

System Notes: All K'ta'viiri possess the equivalent of the following Special Abilities. Similar abilities can be found in ***Rolemaster*** and ***Spacemaster*** 2nd Edition, as well as *Character Law* and *Future Law*; note that corresponding system penalties are not included—the K'ta'viiri do not suffer them.

- Inner eyelid (protection from dust/sand/bright light). No penalty when operating under such circumstances.
- Six-digited hands/feet. +10 to Balance rolls and manipulation rolls (picking locks, delicate repairs, etc).
- Acute sense of smell: distinguish odors at +50; 100' upwind and 300' downwind; 200' in still air. Tracking at +25. Skill in recognition possible at 1/3 (IN/ME).
- Natural night vision allows perfect sight in equivalent to a normal clear night, 30' even in pitch dark.
- Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the psionic powers of Voice.
- Acute hearing allows isolation and analysis of any sound within 1000' under normal circumstances, and through up to 10' of solid (non-

dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 1000') with great accuracy using sonar.

- Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain Charisma-oriented Mentalist spells. (Useable against own or very similar race). For other skills using Presence add a 20 bonus to that Stat.
- Improved bone and muscle structure allow a +20 to all Leaping maneuvers, as well as double the normal range (6' vertical; 20' horizontal static start; 45' horizontal running start). This attribute also allows a +20 bonus to movement and such skills as Skiing, Tumbling, and Dance.
- Training and selective brain use allows a slip into *Memory Mode*, which permits assimilation of data at 10x normal speed (reading about 5,000 wpm) and total recall. This is particularly useful for learning languages and other memory related skills. It is important to note, however, that Memory Mode trance duration is pre-set before entering (e.g., to last for as long as the conversation or manuscript). Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain) in which case the memory of the trance in progress is lost completely.
- Superb synapse development allows for blinding reactions: +20 to OB and DB (in addition to normal Stat bonuses). Will always strike first unless surprised; and have the option of using *Adrenal Speed* at will, 100% chance of success (with appropriate Adrenal Moves rules applicable).
- Due to unusual joint design, gain a +20 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (*Balance*). Also gain a +30 bonus to *Contortions*, being able to realign many joints.
- A superior conscious control of the body's internal functioning gives a number of abilities: to concentrate platelets at a bleeding wound and stop up to one hit per round bleeding for every round of concentration; to be immune from the effects of Stun; to enter a trance and devote body's full power to resisting a poison or disease (+50 to RR); to take double the normal number of hits without losing consciousness.
- Consider all K'ta'viiri to have unlimited Telepathic communication skills with a range of up to 50 kilometers. Some have a longer range. They also often possess a variety of Mentalist (and Psion) lists and skills.

LENNAI (FOREST PEOPLE)

4'0" - 5'6" tall, Animists or Essence users only. Resistant (+150 RR) to bacterial, fungal and viral diseases/infections. Vulnerable to iron (see below). Resistant to extremes of temperature. Lifespan: immortal.

Skills: *Everyman:* Trickery, Wood-Crafts. *Restricted:* None.

The Forest People have similarities to Nymphs and Elves, yet are of neither race. They are immortal, yet reproduce like men and Elves. Their skin is fair and their eyes are always green, though hair color may vary from pale blonde to dark brown.

A small community of individuals resides deep within the Emerald Forest in NW Emer, and others are believed to live in a few other secluded locations. All have a powerful Dryad as their focus, who acts as something between a king and a god.

The Forest People are secretive and wary of outsiders, but are not unkind. They almost never venture forth from their haven and the protection offered by their Dryad leader. They are especially suspicious of mortals.

On the rare occasion when members of the Forest Folk venture out, they are seen only as if through a misty haze, their features never to be easily made out.

Lennai are reduced to half their effective level for spell-casting in the presence of iron, (including PPs). Those wearing lots of iron (e.g., plate armor) get a +30 to RRs vs their magic. Weapons of iron are *Of Slaying* the Forest People. They will attempt to flee when faced by it under all but most extenuating circumstances.

TITANS

18'-24' tall; proficient in at least the Mentalist base spell lists to own level (5xlvl PP), but may have more/other spell abilities; superb fighters as well; no suggested professional limitations; average lifespan: immortal.

Skills: *Everyman:* Any five skills (Player's choice). *Restricted:* None.

Clean-shaven giants with handsome, powerful bodies, Titans drape their muscular limbs with swathes of translucent silk. Elegantly wrought breastplates and greaves conceal these flowing garments when a Titan marches in battle, but few war against any save their own kind. The ephemeral concerns of the mannish peoples bore these long-lived beings, although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within the elaborate marbles of his lonely castle, a Titan frequently ignores even his own kin for decades at a time.

On the *Shadow World*, Titans are reclusive beings in general, though occasionally an individual or group will become embroiled in the affairs of Men and Elves. While Titans would never serve the Unlife or cooperate with its minions, they are capable of their own evils and corruptions.

The most famous group of Titans is no doubt the Masters of Emer, a small gathering of lords and ladies on the highest cliffs in the central Emerian mountains. From there they once ruled the entire continent, a reign lasting for thousands of years. But the Titans grew bored with their subjects, and to amuse themselves they began to incite wars amongst the various Emerian peoples. In the end the continent was practically depopulated, and the Titans realized that they had destroyed their own land. They retreated to their lofty citadel, and though one is encountered only very rarely, it is believed that the Masters still reside there, and may one day return to rule again.

3 · ALIEN RACES

Following are a few intelligent species that are neither humanoid nor native to Kulthea.

0

3'-5'6" tall, 60-120 lbs depending on subrace; suggested prof. limitations: no Channeling or Essence professions; Mentalist powers rudimentary except for Minds, who are 60th lvl Mentalists. Some maneuver skills impossible for physiological reasons. Lifespan: Workers: 20 yrs; Defenders: 50 yrs; Minds: 500 yrs.

Skills: *Everyman:* None. *Restricted:* None.

Deep beneath the southern stretch of the Spine of Emer (and in at least one other location) there is a strange culture of alien beings whose nature is so different from any race on Kulthea that they must be from another world entirely, perhaps thrust through an Essænceinterface long ago and trapped here against their will. Almost no one on Kulthea is even aware of the presence of the *Krylites*; much less what they might think of these strange beings.

In form, Krylites look vaguely like giant grasshoppers standing on their hind legs. Their head is mobile, and their rear legs are very powerful. If Krylites had a middle pair of legs, they long ago evolved away. Their skin is blue-grey, very hard, jointed and resilient, essentially an exoskeleton. Their eyes are huge, bulging and lidless, with faceted clusters around the perimeter. The head has a protruding snout like area with insectoid mandibles, while the back of the cranium is a distended two-lobed case. On each "hand" are two powerful opposing claws and four long, knobby-jointed fingers. The torso is long and cylindrical, with stunted wings.

Krylites fall into three categories: Workers, Defenders and Minds. *Workers* are nominally female (3'-3'6" tall) though they cannot reproduce, and they are very stupid; *Defenders* are male and larger (5'-5'6" tall), and relatively intelligent; in addition to more powerful pincers, they have a strong tongue-like appendage that can deliver a reduction poison. *Minds* are similar to the others—resembling a huge grasshopper—and of medium size (4'6"-5' tall), but with a large distended abdomen and massive braincase. They are like queens in a beehive, female and the breeders of the hive. Minds are the most intelligent, forming a collective 'brain' of genius capacity. They also have spells.

Krylites possess a technology that—while nowhere near the old knowledge of the Lords of Essænce—is one of the most advanced on the planet. They understand electricity and can generate it using the virtually inexhaustible heat source of magma. They hate the Trogli and are constantly at war with the loathsome creatures, but despite their advanced weaponry, they cannot do more than hold back those hordes. The reason is simple lack of manpower: the Krylites are few and reproduce slowly. These insectoid creatures are cold-blooded and hibernate in cooler environments. Their caves are heated by steam power and lighted with their unique electric lamps.

Krylites have a very rigid hierarchical social structure which never varies. In fact, the entire Krylite way of thinking is different than that of mammalian species. They have an almost "collective" mentality, controlled by the six *Minds*. As a result, there is no chance of conspiracy, rebellion, or even discontent.

The Krylites seem to have no overriding motivation aside from survival—something which is challenge enough with the Trogli always dogging them.

SAURKUR:

5'8"-7' tall, 250-350 lbs, no professional limitations (except some maneuver-related skills are inappropriate for physiological reasons). Lifespan: 150-200 years.

Skills: *Everyman:* None. *Restricted:* None.

Saurkurians appear as tall, thin, bipedal lizards. They are usually dark green to brown in color with lighter underbellies, and possess mottled brown and yellow patches on their backs. Their hands have four digits: three fingers and an opposable thumb. Their eyes can be virtually any color, but most often appear a reddish yellow, with black slits for pupils. They posses an uncanny strength for their build, and move very quickly. Below their wide jaw are loose flaps of skin that increase in size with age. They have long, thin tails, and greenish-white undersides.

The Saurkur are a race of warm-blooded reptilian people that make up the bulk of the population of the Abarquan Islands (about 700 miles south of Kelestia). Loremasters believe them to be the descendants of a space-faring race that came to Kulthea on a colony ship which crash landed on the islands. Whether myth or history, over time the Saurkurian civilization has loosened its connections with the stars and has become less and less dependent upon the "Gifts from the Sky" that they may have once possessed.

THALAN:

Non-corporeal; Mentalists. Lifespan: immortal.

Skills: *Everyman:* None. *Restricted:* None.

A strange race that may not even be native to Kulthea, the Thalan are a people who are not exactly immortal, yet their souls remain in the universe of mortals forever. A scroll in the Library of Nomikos, a transcription of an accounting by the Loremaster Andraax, describes some of their peculiar aspects.

In fact the Thalan are alien beings who came to Kulthea long ago. They cannot live outside of a body, though that body can be either a living being or a specially prepared inanimate 'vessel.' In this way they act as a sort of symbiote and the being is a host. Thalan are able to transfer from one body to another, but they prefer to possess a child in the womb; in this way they can actually alter the child physically to better conform to their needs. The "host" psyche is also more easily repressed and kept permanently passive. The Thalan retains all of its Mentalist powers as it switches from body to body. The only way to kill a Thalan is to kill the host in a situation where it cannot flee to another host or a magical vessel. It needs to be within about ten feet of either to switch.

It is almost impossible to detect the symbiont in a host if the Thalan does not wish it; however it is able to create an aura around the body and make the eyes appear to "glow" if it desires to impress or frighten lesser beings.

4 · EXTINCT RACES

These races are no longer alive or producing pureblood heirs on Kulthea. There are still some of them wandering the world, but they are very rare, and typically not notable enough to earn their own set of racial stats.

ALDARI

5'10" - 6'10" tall, no professional limitations. Lifespan: 300 years.

Tall, powerfully built with fair hair (even silver or white) and steel-grey eyes, the Aldari are the race of *Aldaron*, one time emperor of Emer. While long-lived, they were never many, and by the fourth millennium of the Third Era there were no pureblood Aldari left in Emer (with the exception of a handful able to use enchantments to prolong life, such as the Storm Wizard).

Always secretive about their origins, the Aldari were in fact not even native to Kulthea, being survivors of a crashed interstellar colony ship (and are descendants of the *Taranians*).

JINTENI

5'8"–6'8" tall, no professional limitations, though a particular aptitude towards Mentalism. Lifespan: 200 years.

Precursors of the Thesians and/or the Kinsai, the Jinteni controlled much of Emer, Falias, Govon and perhaps parts of Thuul and Agyra during the Interregnum. The Jinteni developed a magic-technology fusion which culminated in the creation of the sun-gems but are now known primar-ily for their vast tomb cities.

WÔRIM

5'8" - 6'10" tall, no professional limitations. Some resistance to natural cold. Lifespan: 300 years.

An extinct people; possible precursors to the Laan.

HUMANOID RACES CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
SPECIFIC RACES										
Aldari	5D	55	Dash/15	MD/MD	M/—	55D	18(35s)	90bs/60lb	*	Varies
Anzeti	3D	50	Dash/10	MD/MD	M/—	50D	9(30s)	40ss/25sb	*	Varies
Centaurs	3C	110	Dash/10	FA/MD	L/—	60D	3(25s)	50bs/60sp	*	Varies
Dúranaki	4D	50	Dash/10	MD/MD	M/—	50D	1(65s)	40rap(lng kynac)/25rap (kynac)	*	Varies
Dwarves	3C	45	Spt/0	SL/MD	M/—	50E	16(35s)	60ha/30lcb	*	Varies
Garks	2B	60	Dash/15	MD/MD	M/—	60F	3(20s)	40Melee/20Missile/50SGr(tail)	*	Hungry
Haid	2D	50	Dash/15	MD/MD	M/—	50D	6(25s)	35ss/35sb	*	Varies
Hírazi	3C	90	Dash/25	FA/MD	M/—	40D	1(30)	20ss/50ts	*	Aloof
Hui	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Ilourians	2D	50	Dash/0	FA/FA	M/—	30E	1(15)	60Sl/30ss	*	Varies
Jaaderi	2D	50	Dash/15	MD/MD	M/—	60D	1(35s)	45sc	*	Varies
Jameri	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss	*	Varies
Jhordi	4D	50	Dash/20	MD/MF	M/—	60D	1(40s)	60bs/30hcb/Spells	*	Varies
Kinsai	3D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40bs/25cb	*	Varies
Kuluku	3D	60	Dash/20	MD/MF	M/—	50D	1(40s)	50axe(baw)/35blowgun	*	Varies
Laan	4D	50	Dash/15	MD/MD	M/—	60D	18(35s)	80bs/40cb	*	Varies
Lugrôki Lesser	2B	50	FSpt/0	MD/MD	M/—	50D	8(30s)	40Melee/40Missile	*	Cruel
Lugrôki Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80Melee/60Missile	*	Cruel
Lydians 3	D	50	Dash/10	MD/MD	M/—	45D	10(25s)	40bs/25sb	*	Varies
Mermen/Mermaids	3C	60	Dash/10	MD/MD	M/—	60D	1(35)	60trident	*	Varies
Muadani 3	D	50	Dash/10	MD/MD	M/—	40D	6(25s)	40sc/25lb	*	Varies
Murlogi	2D	50	Dash/10	MD/MD	M/—	40D	1(15)	45cl	*	Varies
Ochu	2D	50	Dash/10	MD/MD	M/—	40D	5(25s)	40ss/25sb	*	Varies
Quaidu	3D	40	Dash/10	MD/MD	M/—	50D	14(25s)	50ss/35lcb	*	Varies
Rasha-ai	2D	55	Dash/15	MD/MD	M/—	40D	1(25)	40ss/25sb	*	Varies
Rhiani	3D	50	Dash/15	MD/MD	M/—	50D	1(35s)	40sc/50 boomerang(chegain)	*	Varies
Shay	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Syrkakar	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Synshari	2D	55	Dash/15	MD/MD	M/—	40D	1(25)	40sc/25sl	*	Varies
Talath/Myri	3D	50	Dash/15	MD/MD	M/—	65D	1(30s)	50bs	*	Varies
Tanai	2D	50	Dash/10	MD/MD	M/—	40D	9(25s)	40ss/25sb	*	Varies
Thesians 3	D	50	Dash/15	MD/MD	M/—	40D	1(25s)	40bs/25lb	*	Varies
Trogli	2B	60	FSpt/10	MD/MD	M/—	55F	1(30)	50Melee/10Missile	*	Bellig.
Umli	2D	50	Dash/10	MD/MD	M/—	40D	7(25)	40ss/25sb	*	Varies
Y'kin	2D	50	Dash/15	MD/MD	M/—	40D	5(20s)	35ma/25lcb	*	Varies
Y'nari	3D	50	Dash/10	MD/MD	M/—	50D	14(40s)	60sc/30cb	*	Varies
Zjeddrahir	4D	55	Dash/15	MD/MD	M/—	65D	18(35s)	80bs/60cb	*	Varies
TA-LAIRI (HALF-ELEVES)										
Eritari	3D	70	Dash/15	MD/MD	M/—	50D	1(30s)	60Melee/70sl	*	Varies
Ky'taari	4D	70	Dash/10	MD/MD	M/—	55D	1(30)	60mas/70ts	*	Varies
Punkari	4D	70	Dash/10	MD/MD	M/—	60D	5(30s)	60ss/70cb	*	Varies
Sulini	3D	70	Dash/15	MD/MD	M/—	50D	1(30s)	60ln/70lb	*	Varies
Vorloi	5D	70	Dash/10	MD/MD	M/—	70D	1(30s)	60Melee/70cb	*	Varies
GENERIC RACES										
High Men	4D	50	Dash/10	MD/MD	M/—	70D	9(30s)	70 Melee/25Missile	*	Varies
Dark Men	3D	50	Dash/10	MD/MD	M/—	50D	1(30s)	40 Melee/25Missile	*	Varies
Northmen	3D	50	Dash/10	MD/MD	M/—	55D	6(30s)	40 Melee/25Missile	*	Varies
Artic Men	3D	50	Dash/10	MD/MD	M/—	60D	6(30s)	40 Melee/25Missile	*	Varies
Mixed Men	3D	50	Dash/10	MD/MD	M/—	50D	1(30s)	40 Melee/25Missile	*	Varies
Half Elves	4D	70	Dash/10	MD/MD	M/—	50D	9(30s)	40 Melee/70Missile	*	Varies

*—*Special.*

Note: *These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the* **Rolemaster** *rules. Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's. An "s" in the AT(DB) column indicates that a shield is factored into the Defensive Bonus.*

GIANT RACES

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
GIANTS, LESSER (NON-INTELLIGENT)										
Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60We(2D)/50LGr/80LCr§/50ro	1	Bellig.(VL)
Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80We(3D)/70LGr/ 100HCr§/70ro(150')	1	Bellig.(VL)
Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100We(4D)/90LGr/ 150HCr§/90ro(200')	1	Bellig.(VL)
GIANTS, GREATER (INTELLIGENT RACES)										
Cloud	12G	120	FSpt/20	FA/MF	H/SL	400H	16(70s)	140We(4D)/90ro(300')/Spells	*	Varies
Fire	6F	90	FSpt/20	FA/MF	L/LA	325G	11(50s)	100We(3D)/70ro(300')/Spells	*	Varies
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D) (2xRange)/Spells	*	Varies
Frost	6F	80	FSpt/10	MF/MD	H/LA	350G	11(40s)	100We(3D)/60ro(250')/Spells	*	Varies
Hill	4D	80	FSpt/20	MF/MD	L/Il	200F	12(35s)	60We(2D)/70ro(100')/Spells	*	Varies
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro(400')/Spells	*	Varies
Stone	5E	70	FSpt/10	MD/MD	L/Il	275F	12(30)	90We(2D)/50ro(150')/Spells	*	Varies
Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180We(5D)/100ro(400')/Spells	*	Varies
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro(200')/Spells	*	Aloof
TROLLS										
Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100HCl/85We/80ro	*	Hostile(IN)
Forest	6D	80	FSpt/10	MF/MD	L/Il	150F	11(10)	70LCl/60LBi/40We/50ro	*	Hostile(LI)
Hill	10E	60	FSpt/0	MD/MD	L/LA	175F	11(20)	95LBa/85LCl/50We/60ro	*	Hostile(LI)
Mountain	10F	75	Spt/10	MF/MD	L/LA	240G	16(40s)	110We/100LBa/100ro	*	Hostile(MD)
Snow	13F	65	FSpt/10	MD/MD	L/LA	200G	11(30)	105HCl/80HBa/70We/80ro	*	Hostile(MD)
Stone	7D	65	FSpt/0	SL/MD	L/Il	150F	11(15)	80LBa/65LCl/40We/60ro	*	Hostile(LO)
War	8F	70	Spt/10	MD/MD	L/LA	250H	16(50s)	120We/80LBa/70ro	*	Hostile(AV)

IMMORTALS

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
ELVES										
Linæri	5E	75	Dash/15	MF/MD	M/—	50D	14(50s)	80Melee/100Missile/Spells	*	Varies
Loari	5E	75	Dash/15	MF/MD	M/—	50D	14(50s)	80Melee/100Missile/Spells	*	Varies
Erlini	4D	70	Dash/20	MF/MD	M/—	50D	9(40s)	50Melee/60Missile	*	Varies
Dyari	6F	80	Dash/15	MF/MD	M/—	50D	18(60s)	100Melee/100Missile/Spells	*	Varies
Shuluri	5E	70	Dash/15	MD/MD	M/—	50D	1(35)	60Melee/30Missile/Spells	*	Varies
Fauns	3C	100	Dash/15	FA/MF	M/—	60D	3(20)	50Melee/50Missile/60SHo	*	Playful
K'ta'viiri	40G	90	Dash/30	FA/MF	M/—	100D	20(100s)*	150Melee/150Missile/ Spells/Special	*	Varies
Lennai	6	70	Dash/15	FA/MD	M/—	60D	1(40)	70qs/45lb/Spells	*	Protect
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180We(4D)/110HGr/ 200HCr/Spells	*	Aloof
ALIEN RACES										
Krylites	5B	60	Dash/15	MD/MD	M/—	35D	11(10)	60MPi/80Lightning	*	Protect
Saurkur	4B	90	FSpt/10	FA/MD	M/—	90E	3(20)	65bs/40lcb/35MCl	*	Varies
Thalan	30G	—	—	—	—	—	—	Spells	•	Domin

*—*Special.*

Note: *These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the* **Rolemaster** *rules. Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's. An "s" in the AT(DB) column indicates that a shield is factored into the Defensive Bonus.*

Note: *Unless stated otherwise, a rock thrown (ro) by one of the creatures in this class has a range of 100' and is treated as a Large Crush (LCr) attack (they don't use just rocks, any large object will do).*

MORTALS RACE CHART
(ROLEMASTER SECOND EDITION)

Type	STAT BONUS MODIFICATIONS											RR MOD						HEALING AND INJURY					
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dprt	Stat Det	Rec x	Lng	Dice Type	Max Hits	Bkgrnd Options
MEN: SPECIFIC RACES																							
Anzeti	+5	0	-5	+5	0	+10	0	+5	0	+5	0	0	0	0	+10	+20	12	0	1.5x	2	D10	130	5
Centaurs	+10	-5	+10	+10	0	+5	-5	0	0	0	-5	-5	-5	-5	+10	+15	10	0	1x	4	D12	220	5
Droloi	+5	-5	-10	0	-0	+5	-5	0	0	0	-20	0	0	0	+10	+15	10	0	1.5x	3	D10	150	5
Dúranaki	0	+10	+5	-10	+5	0	+10	-5	0	+5	0	-10	+5	+5	+5	+20	10	0	1x	3	D8	100	5
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	-20	+40	0	+40	+20	+15	18	-1	.5x	2	D10	120	5
Garks	+10	+5	-5	0	+5	+15	+10	-10	-5	-15	-40	+20	+5	+20	+10	+5	18	-1	.6x	1	D10	140	6
Haid	+5	-5	-10	+5	-5	+5	0	+5	0	0	-5	0	0	0	0	+10	12	0	1x	2	D8	100	6
Hírazi	-5	+5	0	0	+5	-10	+15	0	0	0	0	-5	-5	-5	-10	-20	12	0	1.2x	3	D5	90	6
Hui	+5	-5	-10	+5	-5	+5	0	0	0	0	-10	0	0	0	0	+10	12	0	1x	2	D8	100	6
Ilourians	-20	30	0	0	+10	-10	+20	0	0	0	0	0	0	0	0	0	8	0	1x	0	D6	90	6
Jaaderi	+10	-5	+5	+5	+5	+5	0	-5	-5	-5	0	0	0	0	+10	+30	8	-1	1x	2	D10	150	5
Jameri	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	+5	+10	12	0	1x	2	D8	100	6
Jhordi	+15	0	+15	0	-5	+5	0	+5	0	0	+5	0	0	+20	0	+10	12	0	1x	3	D10	150	4
Jineri	0	+5	+5	+5	+5	0	+5	0	0	0	+5	0	0	+5	+10	+20	10	+1	1x	2	D8	100	5
Kinsai	+5	+5	+20	0	+5	0	+5	+10	0	+5	+5	+5	+5	-10	+10	+20	10	+1	1x	2	D8	100	4
Kuluku	0	+5	+5	+10	0	0	+15	-5	0	0	+5	-10	+10	+5	+10	+10	10	0	1x	2	D10	120	3
Laan	+10	-5	+10	0	+5	+5	+5	+5	+5	0	+10	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150	5
LUGRÔKI																							
Lesser	+5	0	-5	-10	-5	+5	0	-10	-10	-5	-80	0	0	0	0	+5	1	0	.5x	1	D8	80	6
Greater	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-80	0	0	0	+5	+10	1	0	.5x	1	D10	120	6
Lydians	+5	+5	0	0	0	+5	+5	0	0	+5	0	0	0	+5	+10	+10	10	0	1x	2	D10	120	5
Mermen	+5	0	+5	0	-5	+5	0	0	+5	+5	+15	0	0	0	0	0	12	0	1x	2	D8	120	6
Muadani	+10	+5	0	+10	+5	0	+5	+10	-5	-5	0	0	0	0	+10	+20	10	+1	1x	2	D10	140	5
Ochu	-5	0	-5	+10	0	0	0	-5	+5	-5	-5	-10	-10	-5	0	0	12	+2	1x	2	D8	100	6
Quaidu	+10	0	+5	0	-5	+5	+5	+5	+5	0	0	-5	-5	-5	+10	+50	8	+1	1.5x	4	D10	150	5
Rasha-ai	-5	+5	0	0	+5	+5	+5	0	0	0	-10	-5	-5	-5	-10	-20	12	0	1x	3	D8	100	6
Rhiani	+5	0	+5	+5	-5	+5	+5	+5	-5	-5	+5	0	0	0	+5	+10	12	-1	.8x	2	D10	120	5
Shay	+5	0	0	0	0	+5	0	0	0	0	0	0	0	0	+5	+10	12	0	1x	2	D8	100	6
Synshari	+5	+5	-5	0	+5	+5	+10	0	0	0	-10	0	0	0	0	0	12	0	1x	3	D8	100	5
Syrkakar	+5	-5	-10	+5	-5	+5	0	0	0	0	-10	0	0	0	0	+10	12	0	1x	2	D8	100	6
Talath	+15	-5	+10	+5	+5	+10	0	+5	-5	-10	+10	+10	-5	+5	+15	+30	15	-1	.7x	2	D10	150	5
Thesians	0	+10	+20	0	+5	-5	+5	+15	-5	+10	0	+10	+10	-15	+10	-10	-15	12	.5x	2	D8	100	4
Trogli	+10	0	-5	-5	-5	+10	0	-5	-5	-5	-70	+20	+20	+20	+10	+10	12	0	.5x	1	D10	150	6
Umli	+5	-5	-5	+5	0	+15	0	+10	0	+5	-5	0	0	0	+10	+20	12	0	1.5x	2	D10	130	4
Y'kin	-5	0	-5	+10	0	0	0	-5	+5	-5	-5	-10	-10	-5	0	0	12	+2	1x	2	D8	100	6
Y'nar	-5	+5	+10	0	-5	+5	+5	+10	+5	+5	0	0	0	0	+5	+10	12	0	1x	2	D8	100	5

MORTALS RACE CHART CONTINUED

(ROLEMASTER SECOND EDITION)

Type	STAT BONUS MODIFICATIONS ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	RR MOD Poi-son	Dis-ease	Soul Dprt	Stat Det	HEALING AND INJURY Rec x	Lng	Dice Type	Max Hits	Bkgrnd Options
MEN: GENERIC RACES																							
Common Men	+5	0	0	0	0	0	0	+5	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	6
High Men	+10	-5	+10	0	0	+10	-5	0	0	0	+5	-5	-5	-5	0	0	10	0	.7x	3	D10	150	4
Dark Men	+5	+5	-5	+5	+5	+5	+5	0	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	6
Northmen	+10	0	+5	0	-5	+10	0	+5	0	0	+5	0	0	0	0	+10	12	0	1x	3	D10	150	5
Arctic Men	+5	0	+5	+5	0	+10	0	+5	0	+5	0	0	0	0	0	+15	10	0	1x	2	D8	120	5
Mixed Men	+5	0	+5	0	0	+5	0	+5	0	0	0	-5	-5	-5	0	0	10	0	.8x	2	D10	135	6
TA-LAIRI (HALF-ELVES)																							
Eritari	0	+5	+5	+5	+5	+5	+5	-5	0	-5	+10	0	0	+10	+20	+60	6	+1	1x	4	D8	100	5
Kytaari	+5	+10	+10	0	0	+5	+5	-5	0	0	+10	-5	-5	+10	+20	+80	6	+1	1x	4	D10	120	4
Punkari	+5	+5	+5	0	0	+5	+10	-5	0	0	+10	0	0	+5	+20	+60	6	+1	1x	3	D10	120	4
Sulini	0	+10	+5	+5	+5	+5	+5	-10	0	-5	+10	0	0	+10	+20	+60	8	+1	1x	3	D8	100	4
Vorloi	-5	+15	0	+5	+10	+5	+15	-10	0	0	+5	0	0	0	+20	+5	6	+1	1x	3	D8	80	3

GIANT RACES

Type	STAT BONUS MODIFICATIONS ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	RR MOD Poi-son	Dis-ease	Soul Dprt	Stat Det	HEALING AND INJURY Rec x	Lng	Dice Type	Max Hits	Bkgrnd Options
GIANTS																							
Forest,Hill,Stone+25	0	-5	-5	-5	+20	0	5	-5	-10	-20	0	+10	+10	+10	+10	9	0	1x	1	D20	400	6	
Fire,Frost,Water+30	-5	-5	-5	0	+25	-5	-5	-5	-5	-20	0	+15	+15	+15	+15	9	0	1x	1	D25	450	6	
Cld,Mntn,Strm+35	-5	0	-10	+5	+30	-5	0	0	0	-20	0	+20	+20	+20	+20	9	0	1x	2	D30	500	4	
TROLLS																							
Forst,Hill,Stone+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	-70	0	0	0	+10	+10	1	0	.5x	1	D10	250	6	
Cave,Mntn,Snow+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	-70	0	0	0	+15	+10	1	0	.5x	1	D15	300	6	
War	+20	0	-5	-10	-10	+25	+5	0	-5	-5	-70	0	0	0	+20	+10	1	0	.5x	1	D20	350	6

IMMORTALS RACE CHART

(ROLEMASTER SECOND EDITION)

Type	STAT BONUS MODIFICATIONS ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	RR MOD Poi-son	Dis-ease	Soul Dprt	Stat Det	HEALING AND INJURY Rec x	Lng	Dice Type	Max Hits	Bkgrnd Options
ELVEN RACES																							
Loari	0	+10	+10	0	+5	0	+5	-20	+5	0	+20	-5	-5	-5	+10	+150	2	+4	2x	4	D10	120	3
Linæri	0	+10	+15	0	+5	0	+5	-20	+5	0	+30	-5	-5	-5	+10	+150	1	+6	3x	5	D10	120	2
Dyari	0	+10	+10	-5	+10	-5	+10	-20	+5	+5	+10	-5	-20	+5	+10	+150	1	+4	2x	4	D10	120	3

IMMORTALS RACE CHART CONTINUED

(ROLEMASTER SECOND EDITION)

	STAT BONUS MODIFICATIONS														RR MOD			HEALING AND INJURY					
Type	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	AP	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dprt	Stat Det	Rec x	Lng	Dice Type	Max Hits	Bkgrnd Options
ELVEN RACES CONTINUED																							
Erlini	0	+5	+5	0	+5	0	+10	-20	+5	0	+10	-5	-5	-5	+10	+100	3	+2	1.5x	3	D8	100	3
Shuluri	+5	+5	+5	0	+5	+5	+10	-20	+5	0	+5	-10	+5	+10	+30	+100	3	+2	2x	4	D10	120	4
OTHER IMMORTALS																							
Fauns	+5	+10	-5	0	0	+10	+10	-15	-5	+10	+30	-5	-5	-5	+20	+100	20	-2	.5x	1	D10	180	2
K'ta'viiri*	+15	+15	+20	+10	+10	+20	+20	0	+20	+10	+30	+20	+10	+30	+30	+100	5	2	.5x	10	D20	200	Special
Lennai	+10	+20	0	+5	+5	+5	+20	-10	0	+5	+20	+10	+5	+15	+15	+100	10	-1	1x	1	D8	140	2
Titans*	+30	0	+30	0	0	+30	+15	0	+5	+5	+30	0	0	0	+75	+100	5	0	1x	6	D20	450	0
ALIEN RACES																							
Thalan*	—	—	+30	+10	+10	—	—	+10	+40	+20	—	—	—	+50	—	—	1	+2	—	20+	—	—	Special
Saurkur	+20	0	0	+5	+5	+10	-10	0	0	0	-20	0	0	0	+10	+50	9	0	1x	3	D10	200	5
Krylites*	-10	+10	+10	-5	-5	-10	+5	0	0	0	-20	0	0	0	+20	0	2	0	1x	2	D6	60	6

* = *not recommended as PCs*

MORTALS RACE CHART

(ROLEMASTER FANTASY ROLE PLAYING)

	STAT BONUS MODIFICATIONS														RR MOD			HEALING AND INJURY					
Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ap	Chan.	Ess.	Ment.	Pois.	Dis-ease	Psi.	Soul Dprt	Race Type	Rec X	Lng	Adol. Pack.	Bckgrnd Options
MEN: SPECIFIC RACES																							
Anzeti	0	+4	0	+2	+2	0	+2	-2	0	+2	0	0	0	0	+10	+20	+5	12	2	1.5x	2	2	5
Centaurs	-2	+2	0	0	0	0	+4	+4	-2	4	-5	-5	-5	-5	+10	+15	-5	10	2	1x	4	14	5
Droloi	-2	2	0	0	0	0	0	-4	-2	2	-20	0	0	0	-10	-15	0	10	2	1.5x	3	5	5
Dúranaki	+4	0	0	+2	-2	+2	-4	+2	+4	0	0	+5	-10	+5	+5	-20	0	10	2	1x	3	7	5
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	-20	0	+40	+40	+20	+15	+50	18	1	.5x	2	2	5
Garks	+4	+6	-2	-6	-4	+2	0	-2	+2	+4	-40	+5	+20	+20	+10	+5	+25	18	1	.6x	1	1	6
Murlogi	0	+4	-2	-2	-2	-2	-2	-2	-2	+2	-60	0	0	0	+5	+5	0	6	2	.5x	1	1	6
Haid	0	+2	0	0	+2	-2	+2	-4	-2	+2	-5	0	0	0	0	+10	+10	12	2	1x	2	14	6
Hírazi	+6	-4	0	0	0	+2	0	0	+2	-2	0	-5	-5	-5	-10	-20	-5	12	2	1.2x	3	11	6
Hui	0	+2	0	0	0	-2	+2	-4	-2	+2	-10	0	0	0	0	+10	0	12	2	1x	2	2	6
Ilourians	+4	-2	0	0	0	+2	+2	0	+6	-4	0	0	0	0	0	0	0	8	3	1x	2	†	6
Jaaderi	0	+2	-2	-2	-2	+2	+2	+2	-2	+4	0	0	0	0	+10	+30	0	8	1	1x	2	†	5
Jameri	0	0	0	0	+2	0	0	0	0	+4	0	0	0	0	+5	+10	0	12	2	1x	2	†	6
Jhordi	0	+2	0	0	+2	-2	0	+6	0	+6	+5	0	0	+20	0	+10	+10	12	2	1x	3	6	4

MORTALS RACE CHART CONTINUED
(ROLEMASTER FANTASY ROLE PLAYING)

Race	STAT BONUS MODIFICATIONS											RR MOD						HEALING AND INJURY					
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ap	Chan.	Ess.	Ment.	Pois.	Dis-ease	Psi.	Soul Dprt	Race Type	Rec X	Lng	Adol. Pack.	Bckgrnd Options
MEN: SPECIFIC RACES CONTINUED																							
Jineri	+2	0	0	0	0	+2	+2	+2	+2	0	+5	0	0	+5	+10	+20	0	10	3	1x	2	†	5
Kinsai	+2	0	0	+2	+4	+2	0	+8	+2	+2	+5	+5	+5	-10	+10	+20	-10	10	3	1x	2	†	4
Kuluku	+6	0	0	0	-2	0	+4	+2	+2	0	+5	+10	-10	+5	+10	+10	+10	10	2	1x	2	14	3
Laan	+2	+2	+2	0	+2	+2	0	+4	-2	+4	+10	-5	-5	-5	+10	+50	-5	8	3	1.5x	4	6	5
LUGRÔKI																							
Lesser	0	+2	-4	-2	-4	-2	-4	-2	0	+2	-80	0	0	0	0	5	-5	1	2	.5x	1	1	6
Greater	0	+4	-2	-2	-2	-2	-2	-2	0	+4	-80	0	0	0	+5	+10	0	1	2	.5x	1	3	6
Lydians	+2	+2	0	+2	0	0	0	0	+2	+2	0	0	0	+5	+10	+10	0	10	2	1x	2	†	5
Mermen	0	+2	+2	+2	0	-2	0	+2	0	+2	+15	0	0	0	0	0	0	12	2	1x	2	9	6
Muadani	+2	0	-2	-2	+4	+2	+4	0	+2	+4	0	0	0	0	+10	+20	0	10	3	1x	2	†	5
Ochu	0	0	+2	-2	-2	0	+4	-2	0	-2	-5	-10	-10	-5	0	0	-5	12	3	1x	2	†	6
Quaidu	+2	+2	+2	0	+2	-2	0	+2	0	+4	0	-5	-5	-5	+10	+50	-5	8	3	1.5x	4	†	5
Rasha-ai	+2	+2	0	0	0	+2	0	0	+2	-2	-10	-5	-5	-5	-10	-20	-5	12	2	1x	3	11	6
Rhiani	+2	+2	-2	-2	+2	-2	+2	+2	0	+2	-10	0	0	0	+5	+10	0	12	1	.8x	2	10	5
Shay	0	+2	0	0	0	0	0	0	0	+2	0	0	0	0	+5	+10	0	12	2	1x	2	†	6
Synshari	+4	+2	0	0	0	+2	0	-2	+2	+2	-10	0	0	0	0	0	0	12	2	1x	3	11	5
Syrkakar	0	+2	0	0	0	-2	+2	-4	-2	+2	-10	0	0	0	0	+10	0	12	2	1x	2	†	6
Talath	0	+4	-2	-4	+2	+2	+2	+4	-2	+6	+10	-5	+10	+5	+15	+30	+10	15	1	.7x	2	†	5
Thesians	+2	-2	-2	+4	+6	+2	0	+8	+4	0	0	+10	+10	-15	+10	-10	-15	12	3	.5x	2	†	4
Trogli	0	+4	-2	-2	-2	-2	-2	-2	0	+4	-70	+20	+10	+20	+10	+10	+10	12	2	.5x	1	3	6
Umli	0	+6	0	+2	+4	+0	+2	-2	-2	+2	+5	0	0	0	10	20	0	12	2	1.5x	2	8	4
Y'kin	0	0	+2	-2	-2	0	+4	-2	0	-2	-5	-10	-10	-5	0	0	-5	12	3	1x	2	†	6
Y'nar	+2	+2	+2	+2	+4	-2	0	+4	+2	-2	0	0	0	0	+5	+10	0	12	2	1x	2	†	5
MEN: GENERIC RACES																							
Common Men	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	0	0	12	2	1x	2	†	6
High Men	-2	+4	0	0	0	0	0	+4	-2	+4	+5	-5	-5	-5	0	0	-5	10	2	.7x	3	7	4
Dark Men	+2	+2	0	0	0	+2	+2	-2	+2	+2	0	0	0	0	0	0	0	12	2	1x	2	†	6
Northmen	0	+4	0	0	+2	-2	0	+2	0	+4	+5	0	0	0	0	+10	0	12	2	1x	3	8	5
Arctic Men	0	+4	0	+2	+2	0	+2	+2	0	+2	0	0	0	0	0	+15	0	10	2	1x	2	8	5
Mixed Men	0	+2	0	0	+2	0	0	+2	0	+2	0	-5	-5	-5	0	0	-5	10	2	.8x	2	†	5
TA-LAIRI (HALF-ELVES)																							
Eritari	+2	+2	0	-2	-1	0	0	+4	+4	+2	+10	0	0	+10	+20	+60	0	6	3	1x	4	5	5
Kytaari	+2	+2	0	0	-1	0	0	+4	+4	+2	+10	-5	-5	+10	+20	+80	0	6	3	1x	4	5	4
Punkari	+4	+2	0	0	-1	0	0	+2	+2	+2	+10	0	0	+5	+20	+60	0	6	3	1x	3	5	4
Sulini	+2	+2	0	-2	-3	+2	+2	+2	+4	0	+10	0	0	+10	+20	+60	0	8	3	1x	3	5	4
Vorloi	+6	+2	0	0	-3	+4	+2	0	+6	-2	+5	0	0	0	+20	+5	0	6	3	1x	3	5	3

GIANT RACES
(ROLEMASTER FANTASY ROLE PLAYING)

	STAT BONUS MODIFICATIONS											RR MOD				HEALING AND INJURY						
Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ap	Chan.	Ess.	Ment.	Pois.	Dis-ease	Psi.	Soul Dprt	Race Type	Rec X	Lng	Adol. Pack.	Bckgrnd Options
GIANTS																							
Forest,Hill,Stone	0	+8	-2	-4	+2	-2	-2	-2	0	+10	-20	+10	0	+10	+10	+10	0	9	2	1x	1	8	6
Fire,Frost,Water	-2	+10	-2	-2	-2	0	-2	-2	-2	+12	-20	+15	0	+15	+15	+15	0	9	2	1x	1	8	6
Cld,Mntn,Strm	-2	+12	0	0	0	+2	-4	0	-2	+14	-20	+20	0	+20	+20	+20	+20	9	2	1x	2	8	4
TROLLS																							
Forst,Hill,Stone	-4	+6	-4	-4	-4	-4	-4	-4	-4	+6	-70	0	0	0	+10	+10	0	1	2	.5x	1	3	6
Cave,Mntn,Snow	-6	+8	-4	-4	-4	-4	-4	-4	-4	+8	-70	0	0	0	+15	+10	0	1	2	.5x	1	3	6
War	+2	+ 10	-2	-2	0	-4	-4	-2	0	+8	-70	0	0	0	+20	+10	0	1	2	.5x	1	3	6

IMMORTALS RACE CHART
(ROLEMASTER FANTASY ROLE PLAYING)

	STAT BONUS MODIFICATIONS											RR MOD				HEALING AND INJURY						
Race	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ap	Chan.	Ess.	Ment.	Pois.	Dis-ease	Psi.	Soul Dprt	Race Type	Rec X	Lng	Adol. Pack.	Bckgrnd Options
ELVEN RACES																							
Loari	+2	0	+2	0	-5	+2	0	+4	+4	0	+20	-5	-5	-5	+10	+150	-5	2	4	2x	4	6	3
Linæri	+2	0	+2	0	-5	+2	0	+6	+4	0	+30	-5	-5	-5	+10	+150	-5	1	5	3x	5	6	2
Dyari	+4	-2	+2	+2	-5	+4	-2	+4	+4	0	+10	-20	-5	+5	+10	+150	-5	1	4	2x	4	6	3
Erlini	+4	0	+2	0	-5	+2	0	+2	+2	0	+30	-5	-5	-5	+10	+100	-5	3	3	1.5x	3	13	3
Shuluri	+4	+2	+2	0	-5	+2	0	+2	+2	+2	+5	+5	-10	+10	+30	+100	-10	3	3	2x	4	4	4
OTHER IMMORTALS																							
Fauns	+4	+4	-2	+4	-6	0	0	-2	+4	+2	+30	-5	-5	-5	+20	+100	-10	20	1	.5x	1	13	2
K'ta'viiri*	+8	+8	+8	+4	0	+4	+4	+8	+6	+6	+30	+10	+20	+30	+30	+100	+30	5	3	.5x	10	6	Special
Lennai	+4	+2	0	+2	-2	+2	+2	0	+4	+2	+20	+5	+10	+15	+15	+100	+15	10	2	1x	1	13	2
Titans*	+6	+12	+2	+2	0	0	0	+12	0	+12	+30	0	0	0	+75	+100	0	5	2	1x	6	7	0
ALIEN RACES																							
Thalan*	0	0	+16	+8	+4	+4	+4	+12	0	0	0	0	0	+50	0	0	+25	1	3	1x	20	‡	Special
Saurkur	-4	+4	0	0	0	+2	+2	0	0	+8	-20	0	0	0	+10	+50	0	9	2	1x	3	11	5
Krylites*	+2	-4	0	0	0	-2	-2	+4	+4	-4	-20	0	0	0	+20	0	0	2	2	1x	2	1	6

* = *not recommended as PCs*

† *Indicates that the character can choose between 8, 9, 10, 11, 12, and 14, as appropriate for their cultural background.*

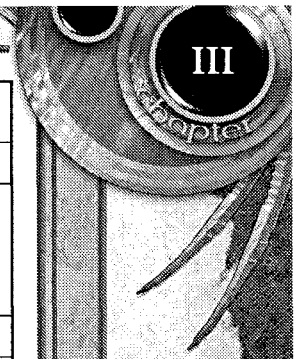
MORTALS SPECIAL PROGRESSION CHART

(ROLEMASTER FANTASY ROLE PLAYING)

	Body Development	Arcane PP Development	Channeling PP Development	Essence PP Development	Mentalism PP Development	Psionic PP Development
MEN: SPECIFIC RACES						
Anzeti	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Centaurs	0•8•6•4•2	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Droloi	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Dúranaki	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Dwarves	0•7•4•2•1	0•3•2•1•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•6•6•4•3
Garks	0•7•4•2•1	0•2•1•1•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Murlogi	0•6•3•2•1	0•3•2•1•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Haid	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Hírazi	0•6•2•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Hui	0•6•4•2•1	0•5•3•2•2	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Ilourians	0•6•2•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Jaaderi	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Jameri	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Jhordi	0•7•4•2•1	0•4•3•2•1	0•2•1•1•1	0•2•1•1•1	0•7•6•5•4	0•7•6•5•4
Jineri	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Kinsai	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Kuluku	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Laan	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
LUGRÔKI						
Lesser	0•6•3•2•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Greater	0•6•5•2•1	0•5•3•2•2	0•6•5•4•3	0•5•3•2•2	0•7•6•5•4	0•4•3•2•1
Lydians	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Mermen	0•7•3•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Muadani	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Ochu	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Quaidu	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Rasha-ai	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Rhiani	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Shay	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Synshari	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Syrkakar	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Talath	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•4•3•2•1	0•4•3•2•1	0•7•6•5•4
Thesians	0•6•3•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Trogli	0•7•4•2•1	0•3•2•1•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•7•6•5•4
Umli	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Y'kin	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Y'nar	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
MEN: GENERIC RACES						
Common Men	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
High Men	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Dark Men	0•6•3•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Northmen	0•7•4•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Arctic Men	0•7•3•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
Mixed Men	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•7•6•5•4
TA-LAIRI (HALF-ELVES)						
Eritari	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•4•3•2
Kytaari	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•4•3•2
Punkari	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•4•3•2
Sulini	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•4•3•2
Vorloi	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•4•3•2

GIANT RACES

	Body Development	Arcane PP Development	Channeling PP Development	Essence PP Development	Mentalism PP Development	Psionic PP Development
GIANTS						
Forest,Hill,Stone	0•11•9•7•5	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Fire,Frost,Water	0•13•11•9•7	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Cld,Mntn,Strm	0•15•13•11•9	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
TROLLS						
Forest,Hill,Stone	0•7•5•3•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Cave,Mntn,Snow	0•9•7•5•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
War	0•11•9•7•5	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1



IMMORTALS SPECIAL PROGRESSION CHART

ELVEN RACES						
Loari	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•3•2•1•1
Linæri	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•3•2•1•1
Dyari	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•3•2•1•1
Erlini	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•3•2•1•1
Shuluri	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•3•2•1•1
OTHER IMMORTALS						
Fauns	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•4•3•2•1
K'ta'viiri*	0•11•9•7•5	0•7•6•5•4	0•7•6•5•4	0•7•6•5•4	0•7•6•5•4	0•7•6•5•4
Lennai	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•6•5•4•3	0•4•3•2•1
Titans*	0•11•9•7•5	0•7•6•5•4	0•7•6•5•4	0•7•6•5•4	0•7•6•5•4	0•7•6•5•4
ALIEN RACES						
Thalan*	0•7•5•3•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•7•6•5•4	0•2•1•1•1
Saurkur	0•8•6•4•2	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2	0•7•6•5•4
Krylites*	0•6•3•1•1	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1	0•3•2•1•1	0•2•1•1•1

ADOLESCENCE RANK PACKAGES (RMFRP)

	1: Lesser Dark	2: Underground	3: Greater Dark	4: Elven	5: Half-Elven	6: High Elven	7: High Man	8: Highlander	9: Sailor	10: Nomad	11: Lowlander	12: City Folk	13: Wood Elf	14: Forest Dweller
Armor • Light skill category	3	1	3	0	1	0	1	1	2	1	1	1	0	1
Soft Leather skill	1	0	1	0	0	0	0	0	0	0	1	0	0	1
Rigid Leather skill	3	1	3	0	1	0	1	1	2	0	1	0	0	0
Armor • Medium skill category	2	3	3	0	1	0	2	0	0	0	0	0	0	0
Chain skill	2	3	3	0	1	0	2	0	0	0	0	0	0	0
Athletic • Brawn skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Athletic • Endurance skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Swimming skill	0	0	0	2	1	2	1	1	5	0	1	1	3	1
Athletic • Gymnastics skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Climbing skill	1	1	1	1	1	0	0	5	0	0	0	0	2	3
Awareness • Perceptions skill category	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Alertness skill	2	4	2	6	2	6	2	2	2	2	2	2	6	2
Awareness • Searching skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Body Development skill	2	3	3	1	1	1	3	3	2	2	2	1	1	2
Communication skill category	0	1	0	3	3	4	3	1	1	1	1	3	2	1
Language skills	4	8	4	16	8	20	12	4	10	4	8	10	12	4
Lore • General skill category	1	3	1	3	3	3	3	3	3	3	3	3	3	3
"Own" Region Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3
"Own" Culture Lore skill	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Outdoor •Animal skill category	0	0	1	1	1	1	1	0	0	5	1	0	1	0
Riding skill (usually horses)	0	0	1	1	1	1	1	0	0	5	1	0	1	0
Outdoor • Environment skill category	2	2	2	4	3	3	1	4	1	3	2	0	5	5
Power Awareness skill category	0	0	0	1	1	2	1	0	0	0	0	2	1	0
Scientific/Analytical •Basic skill category	0	1	0	1	1	2	1	0	1	0	0	1	1	0
Spells • Own Realm Open Lists – skill in one spell list	0	0	0	3	1	4	0	0	1	0	0	2	2	0
Subterfuge • Stealth skill category	0	0	0	3	2	2	0	2	0	0	1	0	4	4
Hiding skill	0	0	0	3	2	2	0	2	0	0	1	0	4	4
Stalking skill	0	0	0	3	2	2	0	2	0	0	1	0	4	4
Tech/Trade • General skill category	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Urban skill category	0	0	0	0	0	0	0	0	1	0	0	5	0	0
Weapon • 1-H Conc. skill category	3	4	1	0	0	0	0	1	0	0	0	0	0	0
1 Weapon Based on Race	3	4	1	0	0	0	0	1	0	0	0	0	0	0
Weapon • 1-H Edged skill category	0	0	4	1	1	1	2	0	2	1	1	1	1	1
1 Weapon Based on Race	0	0	4	1	1	1	2	0	2	1	1	1	1	1
Weapon • 2-Handed skill category	0	0	1	0	0	0	1	0	0	0	0	0	0	0
1 Weapon Based on Race	0	0	1	0	0	0	1	0	0	0	0	0	0	0
Weapon • Missile skill category	0	0	1	2	2	1	1	1	1	2	1	1	3	1
1 Weapon Based on Race	0	0	1	2	2	1	1	1	1	2	1	1	3	1
Weapon • Pole Arms skill category	1	0	1	0	0	0	1	2	0	2	1	0	0	1
1 Weapon Based on Race	1	0	1	0	0	0	1	2	0	2	1	0	0	1
Weapon • Thrown skill category	1	1	1	0	0	0	0	2	1	1	1	1	0	1
1 Weapon Based on Race	1	1	1	0	0	0	0	2	1	1	1	1	0	1
Hobby Ranks	12	12	1/		10	6	10	12	12	12	12	12	10	12

Chapter IV
Character Creation

In this section, we will discuss character creation. Characters are created as per the *RM2* or *RMFRP* rules. This section will discuss how to apply these steps in *Shadow World*.

1 · Character Concept

Creating a character always begins with a character concept. This process is no different in *Shadow World*. The only exception is that the character concept should be appropriate for *Shadow World* (meaning no halflings, etc.).

2 · Intial Choices

These are the initial choices that help define a character.

Chose Race

Races should be appropriate to Kulthea. Part III lists the races commonly found in *Shadow World* as well as their *RMFRP* and *RM2* stats.

Choose Profession

Most any profession from *RM2* or *RMFRP* is appropriate in *Shadow World*. In addition, the Astrologer profession is a cornerstone of much of the *Shadow World*'s history. A *RMFRP* update of the Astrologer is included at the end of this section.

Record Profession Bonus

This step is only appropriate in *RMFRP*. Except for the fact that there is a new profession included here, this step is unchanged. In *RM2*, level bonuses apply instead. Those are unchanged as well.

Choose Realm of Power

This step is essentially unchanged. However, see Part VII for more information on *Shadow World* and the Essence. For instance, hybrid users are not appropriate in *Shadow World*.

3 · Stats

Stats, in concept, have not changed appreciably in *Shadow World*. However there are some details to note.

Temporary Stats

Generating temporary is essentially unchanged from both *RM2* and *RMFRP*.

Potential Stats

This process has not changed either. However, in *RMFRP*, no races have bonuses to Appearance. The races in *Shadow World* do. Simply apply this bonus or penalty to the character's Appearance stat. Note that there is still a minimum of 1 and a maximum of 101 for Appearance.

Stat Bonuses

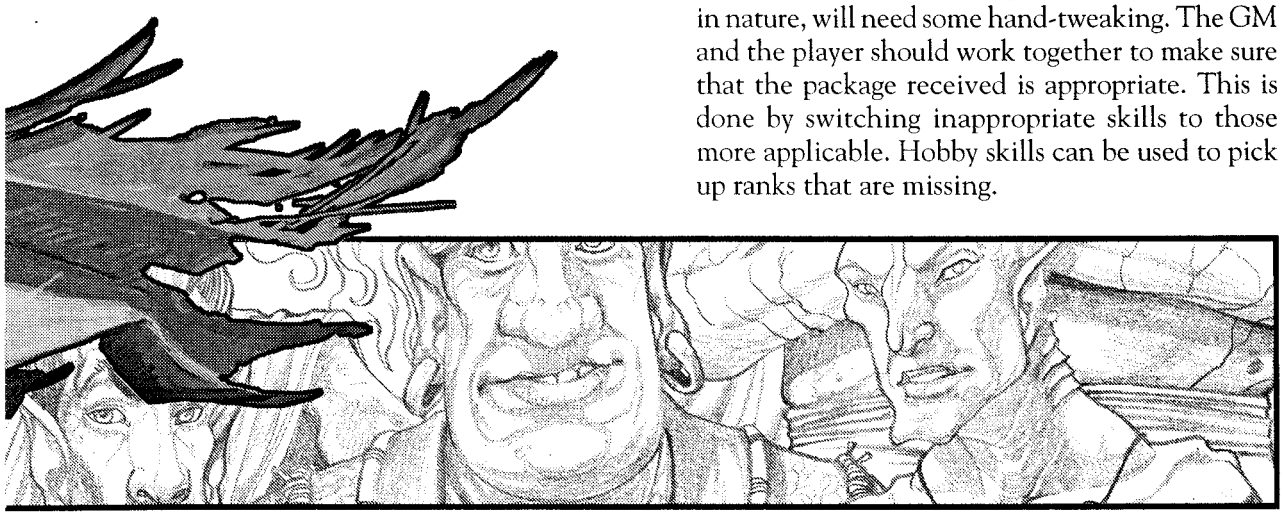
Stat bonuses are generated using the temporary stat and the racial bonuses. Since there is a separate set of races in this book, these racial bonuses should be used instead.

4 · Adolescent Skill Development

The mechanics have not changed either. Note however that in *RMFRP*, adolescent development is determined by the character's culture. Fully detailed racial adolescent packages for races will be presented in future *Shadow World* products. In this book, fourteen racial packages are presented instead.

Each race has an adolescent package noted in its stats. These packages are designed to be generic in nature. In addition, some of these races have the choice of adolescent packages. For these, the player selects the one package most appropriate for their background.

It is expected that these packages, being generic in nature, will need some hand-tweaking. The GM and the player should work together to make sure that the package received is appropriate. This is done by switching inappropriate skills to those more applicable. Hobby skills can be used to pick up ranks that are missing.



HOBBY RANKS

Applicable only in *RMFRP*, these are unchanged from the main rules. Note that they are useful in picking up skills that the adolescent packages, being generic, miss.

STARTING LANGUAGES

There are no guidelines for what languages a character should know. The character native language begins at (8/4). All additional languages begin at (5/0). The GM and the player should come to a mutual agreement on what additional languages a character can take, and to what levels, based on character background.

ADDITIONAL LANGUAGE SKILL RANKS

Only applicable in *RMFRP*, these are subject to GM approval, as noted above.

5 · Background Options

These are unchanged, whether they are chosen in *RM2* or *RMFRP*. Note, however, that the GM should make sure that any background generated is appropriate, both for *Shadow World* and his campaign.

EXTRA MONEY

This can come from many sources. This could be from a rich relative, an inheritance, investments or the like. It is up to the GM and the player to come up with an interesting story behind the money, one that preferably leads to character and plot development later.

EXTRA LANGUAGES

These should be linked to the character's background as well. Was the character raised in a multi-racial area? Was his mother a diplomat, causing them to spend their youth traveling? Again, this should be evocative of the character's past and background.

SPECIAL ITEMS

As with extra money, special items should have a history. How did the character come to own it? Does he have a history of his own? Is there any sentimental value? These are the questions that need to be answered for any item the character owns.

SPECIAL BONUS

Special bonuses should have a story. If the character has a bonus to Riding, he should have a story about why he is such a good rider. If the character has a bonus to the Urban category, maybe he was a street urchin. Elements like this can make a character come alive.

6 · Apprenticeship Skill Development

For the most part, the rules governing apprenticeship development remain unchanged. The changes that occur will involve specific professions (like the Astrologer included here) or future training packages.

STANDARD DP COSTS

These rules are fairly integral to the *RMFRP*. They have not been altered.

VARIABLE DP COSTS

The basics of these rules remain unchanged. Certain specifics to professions, such as spell lists, Everyman skills and the like, will obviously change if the professions change. The most common changes will involve the addition of new professions, like the Astrologer.

TRAINING PACKAGES

Training packages are another of those highly variable, setting oriented things. Though the mechanics of training packages has not changed, new training packages will be added as the world develops and new products are released.

Extra Stat Gain Rolls

There are no changes to any of the mechanics for this option. Training packages that grant stat gain rolls in *RMFRP* still grant stat gain rolls.

7 · Your Character's Role

Generally speaking, the guidelines listed in *RMFRP* should be adequate for any *Shadow World* campaign. Though it's possible that a GM may wish to change the table to make them more campaign specific, it shouldn't be necessary.

Role Traits

The traits listed in *RMFRP* are all appropriate for *Shadow World* game. They can be used as is.

Background Details

The guidelines listed in *RMFRP* apply here as well. It probably goes without mentioning that the character's background should fit the culture into which he was born.

8 · Final Character Preparation

Final character creation is much the same as in *RMFRP*.

Totaling the Bonuses

These rules should remain unchanged in any ***Rolemaster*** game. Play them as is.

Level, Experience Points, and Age

The guidelines in *RMFRP* are a very good starting place for this. The sixteen + TP time will be a good guideline for the age of many races. In the final analysis, however, the age must be appropriate to the race. If a race takes fifty years to reach emotional security, then he had probably better be at least fifty when he begins play. Some races may even be allowed to begin play before sexual maturity, should they reach emotional maturity much earlier.

Outfitting

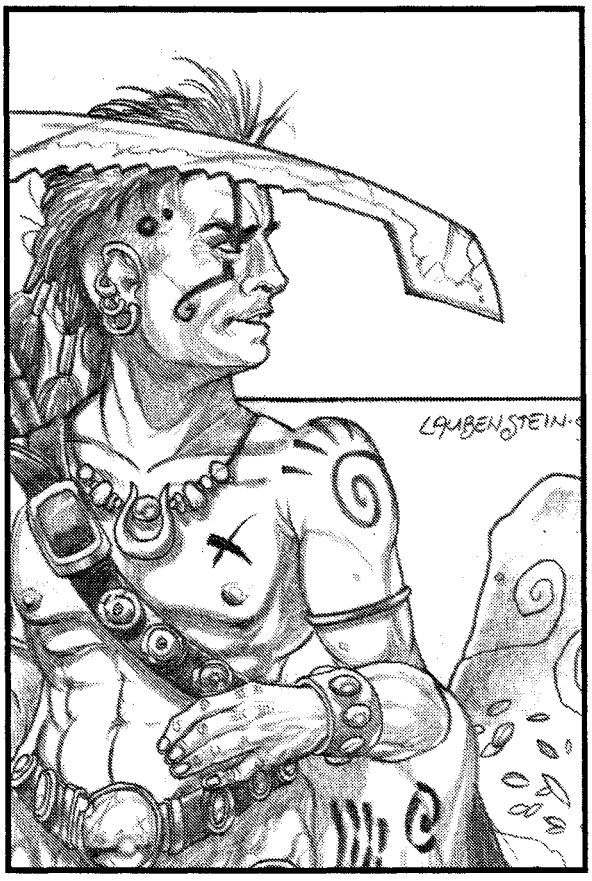
Again, *RMFRP* has a lift of starting equipment. Unless there is a specific character that wouldn't start with that equipment, (like a savage, or a character that starts play naked and with amnesia) they should have their normal starting kit.

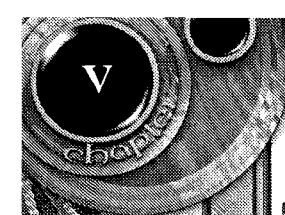
Miscellaneous Factors

These rules are unchanged.

9 · Experience and Advancing Levels

The concepts of advancing levels and gaining experience are the same in *Shadow World* as any other ***Rolemaster*** game. Unless the GM has his own rules for experience and level advancement, they should use the ones from *RMFRP*.





Chapter V
The Lands
An Atlas of Kulthea

Our ship swung around to the west just as the sun peeked over the waves behind us.

By the fine amber light of the dawn I could see towering outcrops of rock; pillars rising straight out of the ocean depths. Beyond, upon a rocky peninsula, there rose clusters of gleaming structures turned to gold in the sun.

"Behold!" cried the Navigator Tar-esiir, "Artha, capital of Danarchis."

"Danarchis?" I hated to admit it, but my geographic knowledge failed me; the name meant nothing.

"Danarchis, lad!" cried Tar-esiir, favoring me with a rare smile. "We have reached the north coast of Emer."

The Great Continent of Emer, vast and wealthy... and full of peril. We had arrived at last.

Kalen Avanir
From his *Travel Journals*

1 · ABOUT THE MAPS

The following pages provide an overview of the lands and inhabitants of the western hemisphere of Kulthea, including major realms and places of interest. It is not meant to be all-inclusive or definitive. In many areas only major cities are shown, and the most predominant cultures mentioned. As those who possess the *Emer Atlas* books know, there are many cultures, powers and sites not mentioned in these maps.

The intent is to provide the GM with a framework to build upon should the players venture beyond the lands that have already been described in fair detail, and to pinpoint the locations of certain places which have been previously mentioned.

REALMS AND REGIONS

These are major political entities and/or relatively large areas of land. After the name of the region is a brief summary of the predominate climate, primary races who populate the region, and where appropriate, cultures/governments. These are described using the standard Subsistence Pattern, Political Structure and Technology Level terms found below.

It should be stressed that a culture or government in a certain area does not necessarily control all of that area. Many of the names are old region names and a mentioned government may only inhabit a small part of the region. The rest is likely to be wilderness or very sparsely settled. These maps may give the impression that most of the *Shadow World* is settled; this is certainly *not* the case—at least at the present time. The vast majority of lands are wild and uninhabited. Even long-established mannish kingdoms such as Rhakhaan are largely untamed forest or other uninhabited land.

PLACES OF NOTE

This is a listing of locations of particular importance, such as cities, centers of learning or worship, important ruins, or fortified holdings.

2 · KEY TO THE TEXT

The following are terms used in the map text.

TECHNOLOGY TERMS

The following technological periods are examples that reflect a common course of development among most intelligent humanoid species and are particularly appropriate for Kulthea.

Various societies on the *Shadow World* have technologies ranging from Old Stone Age through the Iron Age and even beyond. For convenience, the various "levels" are assigned numbers so they can be noted in the cultural descriptions throughout this book.

The weapon references include a suggested range for subtractions from the usual percentage OB. Note that some weapons such as bows or clubs made from specific materials already have their own set abilities and modifications are unnecessary. In addition, certain crushing weapon designs work relatively well when compared to counterparts made from more advanced mediums. Comparatively speaking, they perform better than complex thrusting, throwing or edged weaponry made from analogous inferior material.

One might wonder how a wide range of technological levels can exist in such close proximity, especially given the amount of trade on Kulthea. This situation is understandable, however, because technical advancement depends on skill, knowledge and the proper facilities. For instance, the Lankani have neither the skill nor the equipment to make fine steel, even though they might know the formula. In another example, the making of the antigravity metal *Xenium* requires not only sophisticated equipment, but the formula is a closely guarded secret held by a few Alchemists.

Virtually all Kulthean societies fall into the Pre-Technology categories; the Technology categories are given primarily for reference, the occasional aberration, or recovered tech artifacts.

Note: *In brackets after each major tech level is listed the tech level in . . .* and A 10' Pole *and* Spacemaster.

PRE-TECHNOLOGY LEVELS

1. Stone Age. Crude stone tools used; little or no cultural development. Fire, basic spoken language. Natural metals used late in this period.

a) **Old Stone Age (OSA).** [*Spacemaster* TL 1, ATFP The Stone Age]. No metal used. Stone tool use confined to a variety of types of chopping and hand ax devices made from pebbles of varying sizes. Choppers are nothing more than pebbles with a rough but sharp edge, formed by flaking

chips off the rock. The more sophisticated hand axes (-30 to -75) are like large, hand-held stone blades or points. Wood is used, but weapons are generally clubs (-0) or spears (-25 to -50) made out of long sticks with fire tempered points.

b) **Middle Stone Age (MSA).** [*Spacemaster* TL 1, ATFP The Stone Age]. Still no metals in use. Stone is worked by a variety of methods and there are some very effective tools. Wood and bone tools become widespread; and by combining wood shafts with harder spear, ax, and knife-points, some reasonable (-15 to -35) weapons become available. Combination maces (-10 to -25) are relatively effective. Throwing spears (-15 to -35) and atlatls (spear-throwers) are used instead of bows.

c) **Late Stone Age (LSA).** [*Spacemaster* TL 2, ATFP The Copper Age]. No true metalwork (e.g., smelting), although naturally occurring metal pieces might be used. Pottery appears in force. Highly specialized and sophisticated stone, bone, and combination tools (-10 to -25) are widespread, and include farming implements and a wide variety of weapons. Various short bow types are in use. *Mixed economies using rotational agriculture require this technology as a minimum.*

2. **Bronze Age.** Crude metalworking, agriculture, and simple art forms. Settled cultural groups. Basic written language. The wheel, oared galleys, herbal healing, crude spears and bronze swords. Stone used in important buildings.

a) **Early Bronze Age (EBA).** [*Spacemaster* TL 3, ATFP The Bronze Age]. Natural metals, mostly copper, are frequently used for certain implements such as knives or pots. Metalwork consists of trimming and shaping pieces and primitive smelting enables folk to create large metal objects. Bone, hardened wood, stone, and other mediums remain the tools of the common man.

b) **Late Bronze Age (LBA).** [*Spacemaster* TL 4, ATFP The Bronze Age]. True metal industries form with the advent of extensive smelting and the making of bronze tools out of tin and copper. Smithies abound and a vast variety of weapons (-0 to -10) are in evidence, but metal objects are still confined to a relatively small segment of society and military units are small and often made up of the elite.

3. **Iron Age.** [*Spacemaster* TL 5-6, ATFP The Iron Age]. Refined weapon and tool-making, sophisticated agriculture. The beginnings of science and philosophy. Regional governments. Keystone arch, water power, chemical medicine, scale armor. Sophisticated metalworking methods enable society to master alloys such as iron and create vast quantities of metal objects. Smiths use hot, bellows-assisted forges to smelt metals heretofore unworkable. Hard iron (-0), and later steel (+5 to +10), weapons are widespread and cheap, enabling large armies to be equipped properly.

4. **Medieval Age.** [*Spacemaster* TL 7-8, ATFP The Middle Ages]. Steel alloys (swords, chain-mail), sailing ships. Art and language refined. Windmills. The pointed arch allows for greater unsupported spans.

5. **Early Renaissance Age.** [*Spacemaster* TL 9, ATFP The Renaissance]. Regional Governments become more sophisticated. Art is a powerful force. Rigged sailing ships, telescopes.

6. **Late Renaissance/Pre-industrial Age.** [*Spacemaster* TL 10, ATFP The Age of Reason]. Superior metals, advanced cultures with national governments. The beginnings of "technology": printing press and first clocks developed. Balloons and medical experimentation. (Optional: gunpowder).

Technology Levels

7. **Fossil Industrial Age.** [*Spacemaster* TL 11, ATFP The Industrial Revolution]. Steam power allows first automated machinery. Automobiles, prop aircraft, railroads, direct current electricity, vaccines and anesthetics used in medicine. The telegraph.

8. **Electronic Age.** [*Spacemaster* TL 12-16, ATFP The Age of Steam – The Information Age]. Transistors, then Silicon chips revolutionize technology. First computers, jet aircraft, nuclear bombs. Organ transplants, practical working prosthetics, antibiotics in use.

9. **Early Space Age.** [*Spacemaster* TL 17-18]. Interplanetary exploration, superconductors, optical electronics, voice interaction with computers, artificially intelligent (sentient) computers, practical heavy energy weapons, antiviral drugs, cryogenics, cloning, human/computer interfaces (*Cyber-space*™).

10. **Fusion Age.** [*Spacemaster* TL 19] Clean energy, widespread interplanetary travel, advanced bioengineering (Alterant Replicants), small-scale terraforming. Practical hand-held energy weapons. Cancer defeated.

11. **Molecutronic Age.** [*Spacemaster* TL 20-21]. Truly organic computers, nanocircuitry, slow FTL (faster-than-light) vehicles span interstellar distances in decades.

12. **Gravitic Age.** [*Spacemaster* TL 22-23]. Gravity fields understood and neutralized on a limited scale. Tachyon and inertial field physics in early stages. Energy screens developed. Planetary-scale terraforming.
13. **Antimatter Age.** [*Spacemaster* TL 24+]. Control of fields and knowledge of hyperspace. Interstellar communication (Tachyon Beam Dictor), fast FTL vehicles, matter/antimatter harnessed, interstellar governments, powerful energy weapons. Personal shields. *(Space Master™)*.

SPECIFIC DEVELOPMENTS

In the unique world of Kulthea, the introduction of such factors as the Essænce and artifacts of the ancient Lords make it difficult to categorize technological advances into a simple, clear progression. Below, we offer some guidance and information.

Water/Wind Power: The crudest form is the windmill or the waterwheel, both used to grind grain between large stones. Water-power is more steady and reliable. Windmills are only usually used in coastal areas or plains where wind is relatively constant. More sophisticated machines such as pumps and conveyors came later.

Steam Power: A few advanced societies have developed crude steam turbines—usually to operate mills, propel ships, or other simple machines.

Printing: A handful of cultures have developed a crude method of printing—though probably nothing as advanced as a press with movable type. And the vast majority of societies with a written tongue are as yet satisfied with just that—writing it.

Alloys: Many of the more advanced societies have developed sophisticated smelting processes, allowing them to unlock the earth's priceless metals from their surrounding ore.

Gunpowder: The secret of this potentially devastating tool is far from being unlocked, by even the most advanced cultures on the *Shadow World*. The power of magic has stagnated any desire for a chemical explosive, and the mysteriously fluctuating effects of the Essæncecan have a transmuting effect on chemical reactions.

Machines: A few of the most advanced groups have mastered the concept of gears and pulleys and have created complex mechanisms. While electricity is far from a reality, inspired inventors have harnessed water, wind, and even steam to drive machines.

Medicine: The medical arts owe most of their sophistication to the devotion of religious Healers and those who follow the mental disciplines of Lay Healing. The latter, through intense study and mental energy, are able to perform feats of surgery comparable to the most advanced science of *Space Master's* Terran Empire.

Herbs also provide potent medicinal cures; these enchanted plants are capable of anything from relieving minor pain to reviving those thought to be in an irreversible coma.

Astronomy: Kultheans as a rule have an unusually well-developed understanding of their place in the cosmos. In many cases this may be attributable to the wealth of knowledge—however fragmented—left behind by the Lords of Essænce. For instance, despite the fact that the globe cannot be circumnavigated (because of the barriers of the Essænce), any goatherd knows that the world is a sphere, and that it whirls around the huge burning orb of the sun (along with a number of other spheres). Things begin to break down, however, when one inquires as to the number of other planets and their names.

POLITICAL STRUCTURES

Typical political structures or governmental systems include the systems that follow.

Anarchy. Actually, the absence of a working structure or government, generally leading to complete disorder and confusion.

Clan. A large group of families or bands (family groups) that claim descent from a common ancestor and have strong blood ties. They are typically ruled by a chieftain or warlord, although a council of representatives (e.g., elders) may possess some or all of the real power and authority.

Democracy. A society where the ultimate power is vested in the citizenry. Under this system, each citizen has an equal vote.

Dictatorship. Absolute power, but not necessarily authority, is held by one person (the dictator).

Feudal. A somewhat decentralized system based on various tiers of landholders (possessors or owners). Those with lesser holdings (vassals) derive their grants and security from those above and, in return, provide the greater landholder (lords) with goods (e.g., food) or services (e.g., troops). Such a system is often hereditary.

Monarchy. Absolute power and authority is held by one overlord, the monarch (e.g., king, queen, emperor, empress, etc.). Such a system is generally hereditary.

Oligarchy. Power and authority rests in the hands of a small number of individuals (oligarchs), who may form a coalition or elite upper class.

Republic. Supreme power rests in one or more representative(s), governmental assemblies elected

by the citizenry. Citizens may or may not have practical equality (i.e., an equal vote).

Theocracy. A state where the ultimate political power and authority rests with those who hold supreme religious power and authority. The overlord is often considered a deity or divine representative.

Tribe. A group of related clans or a large collection of people who maintain the same culture and consider themselves brethren. They are typically ruled by a council of elders (e.g., clan chieftains) and/or a high chieftain or king.

SUBSISTENCE PATTERNS

Below are some terms used to describe the food gathering ways of various cultures.

Hunter-gatherers. These groups rely on big game for food, have low population densities, and exist in a nomadic or semi-nomadic state. Extreme temperatures, rough terrain, and/or poor soil discourage any form of agriculture. Bands or tribes may have distinct hunting circuits and therefore establish vague territorial boundaries. Urbanization is virtually nil, although certain specific sites may be sacred and the focus of periodic societal gatherings. High protein meat diets are supplemented with nuts, fruits, berries, and occasionally fish. Wild grains are rarely used.

The average group size is normally limited to 25-50 people. The territory is limited by the availability of water, wild foods, and game, and the overall proximity of these staples to each other. Population density varies from .05 to 10 people per square mile.

Men normally do the hunting because the mobility requirement conflicts with childbearing. Women usually gather supplemental foodstuffs, an often arduous task that accounts for up to seventy percent of the group's nutritional intake. As with most extremely mobile groups, few old or weak people survive for any length of time (e.g., they may perceive their presence as a burden and wander off to die). In addition, possessions are usually limited to what one can comfortably carry.

Slash and burn agriculturists. These folk rely on hardy yet primitive vegetables, mostly grains and tubers. Often poor soil, harsh climates, steep grades, or dense foliage prevent a society from exploiting the land any more efficiently. Farming revolves around the clearing of an area by slashing large foliage obstacles and burning off the remainder. Normally one crop is harvested per year, and the land is again cleared by burning. Since the soil is quickly exhausted, movement to new cultivated areas is frequent. Coarse grasses replace the cleared forest in the abandoned fields. The replenishment of the trees takes decades or centuries. Fishing and gathering may supplement the diet. The population density varies from 1 to 20 people per square mile.

Herders. Herding peoples survive by supplementing a modest agricultural base with meat and dairy products taken from goats, sheep, cattle, and the like. Generally, the relatively small parcels of fertile soil are reserved for cropland or gardens, while the less arable territory is given over to the herds. Although the fertile land is provided with adequate fertilizer and is depleted rather slowly, overgrazing can exhaust the limited foliage elsewhere. Therefore, large areas are needed for the herds, since some rotation of the grazing lands is required.

Seasonal movements between lowland and highland pastures occur on occasion and serve to counter soil depletion and subsequent erosion. Mobility can also conquer the problems of drought and famine, which can devastate the animal-based food supply. Unfortunately, it is harder to hide from disease, and a herding group can suddenly find itself without food, should their flocks contract a severe illness. The people's proximity to their animals also makes them more susceptible to contagious disease. Herder population densities vary from 3 to 40 people per square mile.

Fisherfolk. Fishermen may supplement their diet by gathering or gardening. Normally these folk live on islands, beside the coast, or along rich watercourses, and get most of their nutrition from fish, shellfish, sea mammals, and other related delicacies. Some of these societies are akin to hunters and gatherers, and move periodically, as a result of weather or the flow of food sources. Others live a more sedentary existence, usually in comfortable seaside spots. This sort of subsistence produces population densities between .5 and 50 people per square mile.

Mixed economies. These groups emphasize rotational farming, often yielding large amounts of food, mostly grains and vegetables. Modest amounts of meat, dairy products, and fish round out the diet. Such societies generally possess large tracts of arable soil, and devote their surplus land and harvests to providing for animals, or as storage for future use. Within these areas, population density varies from 10 to 100+ people per square mile.

3 · SPECIAL FEATURES

In addition to the normal land-based realms and regions, there are some other places that do not fit into the standard category.

ISLES

Islands are everywhere on Kulthea, in every shape and size, in long chains or resting alone in a wide sea. Some are even in motion, floating domains sustained by exotic marine plants which are no more (or less) than great gas-filled balloons.

Numerous chains of treacherous atolls also stretch across the seas, making navigation tricky for the skilled—and foolhardy for those without intimate knowledge of the sea-lanes. Among the most famous atoll chains are the jagged ebon fangs that "march" in long rows to guard the Navigators' realm of *Nexus*. Hundreds of feet high, these craggy black spires rise straight out of the thundering sea, blocking the way to the mist-veiled lands beyond.

Some islands have no permanent home another way: even their relation with the *Shadow World* is tenuous. Linked with the Flows of Essænce, they are in no particular place at any given time, but can be nowhere — or several places at once. Only the Loremasters and the Navigators fully understand these places.

VOLCANIC AND SEISMIC ACTIVITY

Kulthea is a world rocked by frequent disturbances from within. The unstable tectonic plates grind against one another, vying for dominance; powerful lunar gravity tugs at the planet. These tectonic plates generally correspond to the continents, with plate boundaries running along coasts and mountian ranges. These are the most likely areas for seismic activity... though nowhere is safe.

Volcanic action, while also more frequent in those regions, is also scattered all over the globe. A few very prominent volcanoes are noted on the map, but there are literally hundreds more in various states. The three basic states are:

Active, with continuous lava flows, or at least liquid lava exposed within the crater. These volcanos are subject to intermittent lava flows and occasional blasts of steam and lava from the cone.

Dormant, meaning that the crater has sealed over with hardened lava, but is still believed to have subsurface activity. Such can "blow" without warning and very violently, sending sprays of molten rock and plumes of smoke hundreds of feet into the air.

Extinct, in which the volcano has sealed and all subsurface activity has ceased. Either the magma has re-routed or has cooled and hardened. These volcanos will never be active again, and many have become the exterior of a crater lake or other interesting natural land form.

Flow-storms can also trigger volcanic eruptions and earthquakes. The force of the Essænceis enough to rend the earth itself.

UNDEREARTH

This is a generic name given to the underground areas on Kulthea. Some are much more than mere caverns: gigantic regions lurk deep beneath the surface of the planet, harboring civilizations long forgotten by surface dwellers. Legends tell of continents sinking intact beneath the seas during the ancient conflicts and covered by domes of lava. These places, now miles under the lands and oceans, are illuminated by strange ethereal lights and warmed by the earth itself.

The Ash Lairs

A vast subterranean and submarine network, the Ash Lairs are tunnels which connect to cavern complexes beneath virtually all of the major continents. To some they are called the *Deeps* because of their great distance underground. They are also known as the *Caverns of Fire*.

Encompassing vast magma grottoes, grand caverns, and endless twisting tunnels of glassy obsidian, the Ash Lairs vary wildly in nature. They may be natural volcanic creations or constructed by the Lords of Essænce— or, most likely — a combination of both. Few know of their existence; no one knows their extent.

The Ash Lairs are home to many fearsome creatures, including demons and subterranean monsters. There are many portals to the Pales here as well, allowing Demons access to Kulthea.

UNDER SEA

Sea Elves and Mermen have undersea kingdoms throughout the temperate shallows of Kulthea. In addition to these realms, there are two very special ocean-related features.

Ice Grottoes

At the southern pole lie the Ice Grottoes: monstrous hollows formed of ice with floors of water at sea level, and others deep under the sea with foundations of rock or ice. These interlinked caves can span miles in grand unsupported vaults, and beneath these crystal roofs lie islands warmed by submarine steam vents. Many support lush jungles and forests with unique life. Light in the Ice Grottoes is a diffuse luminescence that filters through the thick crystalline roof.

Coral Roads

These beautiful, ancient submarine highways were constructed (or grown) in the Interregnum between the First and Second Eras by a mysterious group known only as the *Earthwardens*. Aboveground entries to the network are cleverly hidden in rocky coastlines or lonely atolls. Over the millennia some of these entryways—and some tunnels—have been flooded or sealed off by the naturally growing coral. The Coral Roads usually follow island chains and undersea ridges, always in shallow water. Inside, the roads are arched corridors made up of coral and shell; some areas are translucent to allow filtered sunlight to illuminate the tunnels by day. Phosphorescent corals provide a dim blue-green light at night. Periodically along the route and at junctions there are airlocks with doors made of huge bivalve shells. The floors are uniformly smooth and flat, like mother-of-pearl.

It is believed that the Earthwardens built the Coral Roads as a secret, secure way to travel about the planet without being seen by powerful rivals—possibly surviving K'ta'viiri. It is also assumed that they used some sort of vehicles or beasts of burden to traverse the roads swiftly; perhaps precursors of the Tartu.

There is no known existing complete map of the Coral Road system, and the few partial maps are closely guarded.

THE WESTERN HEMISPHERE

4·MULIRA

The name Mulira is applied by most scholars to the great "H" shaped land mass, as well as the large area of land to the north (which is imprisoned in a glacier). The main continent hosts a wide variety of environments from cold tundra and wasteland to subtropics. Much of southern Mulira is lowland, excellent for farming. The earliest inhabitants of this region are racially Jineri (to the south) and Y'nar (in the colder north) in origin.

Realms and Regions

A. Gaurkon Island. *[Cool Temperate–Cold/Seasonal–Semiarid] Quaidu, Lugroki, Trolls (Herders, Fisherfolk/Dictatorship/TL:3).*

The inhabitants of this ring-shaped land are all under the fist of Ondoval. The mountains are riddled with tunnels and the peaks are dotted with lookout towers. At the center of this massive natural fortification is the Ahrenreth citadel of *Ahrentorg* (Ir. "Shadowed Secret").

B. Grass Sea: *[Cool Temperate–Cold/Seasonal–Semiarid] Y'nari (Hunter-gatherers/Clan/TL:2).*

A vast steppe, largely uninhabited except for scattered groups of semi-nomadic Y'nari and their herds of Alpaca. The western and northern regions are well above sea level with sheer cliffs along the coast. The land descends towards the east, down to sea level by the time it meets the Black Plain.

C. Redsky Marches: *[Cold–Frozen/Semiarid] Anzeti (Fisherfolk/Clan/TL:2).*

This region is mostly desolate tundra. There are a few Anzeti villages along the coast, especially in the Axe-notch Bight, which reaches to the feet of the snow-covered White Rock Mountains.

D. Wyvern Isle: *[Cool Temperate/Seasonal] Anzeti (Mixed economies/TL: 4).*

This remote island, covered mostly by evergreen forests, is the retreat of the Loari Elven brothers Nyk and Dareu Elchai, lords of an ancient castle and (generally) benevolent rulers of several villages on the island.

E. T'sai Steppe: *[Cool Temperate–Cold/Semiarid] Y'nar (Herders/Clan/TL:2).*

Tundra in the north gives way to open grassland in the southern regions. Still, the soil is poor and precipitation minimal. The ancient Humpback Mountains in the northwest do little to shield the land from arctic winds.

F. Mazzara Delta: *[Cool Temperate/Seasonal] Y'nar (Mixed economies/Monarchy/TL: 4).*

A vast delta/archipelago; this fragmented land and the shores to north and south are controlled by a Y'nari kingdom. At the head of this delta is the capital: Mazatlak Pillar City.

G. Black Plain: *[Cool Temperate–Cold/Seasonal–Semiarid] Anzeti, Haid (Hunter-gatherers, Herders/Clan/TL:2-3).*

Named for the glossy dark green grass which covers most of this lowland, the Plain is largely uninhabited except for settlements at the foothills of the three mountain ranges surrounding it.

H. The Lindiis Lakes: *[Cool Temperate/Seasonal] Jineri (Fisherfolk/Tribe/TL:2).*

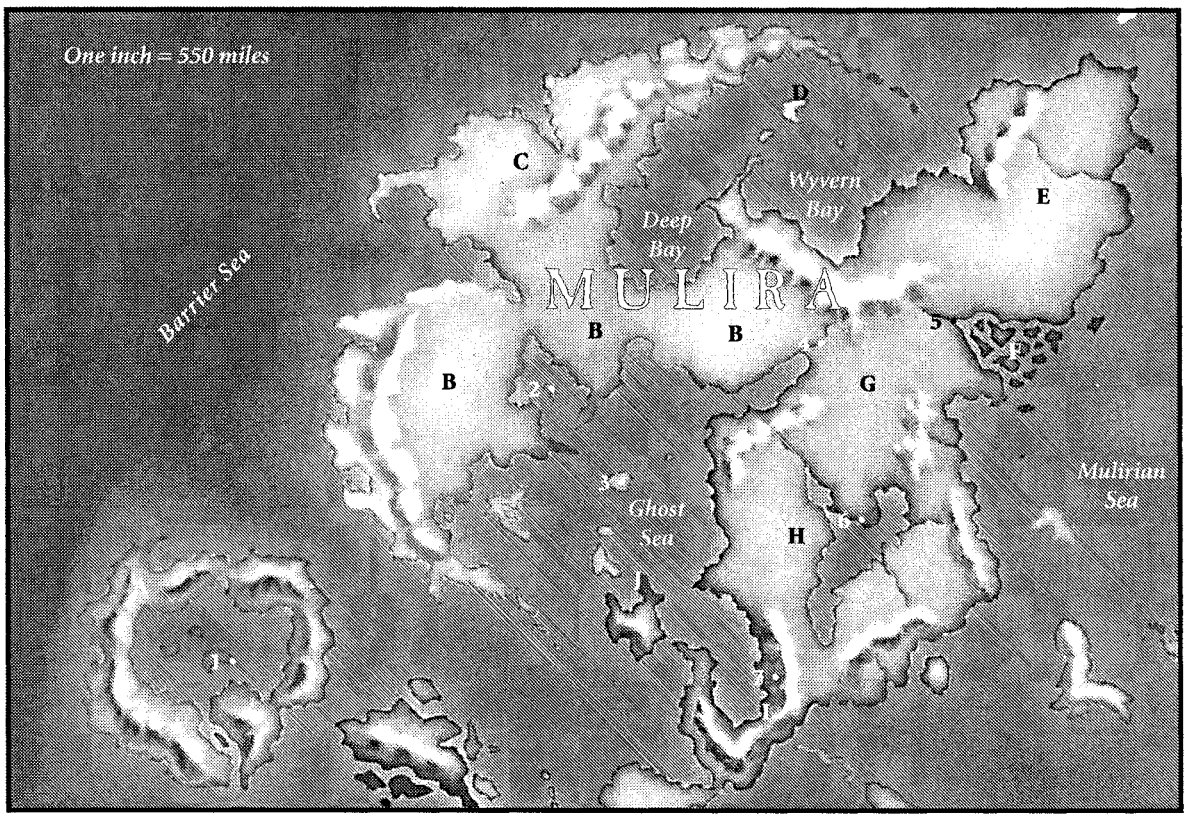
This lake is one of the largest freshwater bodies on the planet, and provides a rich fishing ground for the Jineri people living along the coast.

I. Dagger-Ridge Bay: *[Cool Temperate/Seasonal] Hírazi (Mixed economies/Clan/TL: 3-4).*

The sheer Stonetooth Mountains that embrace the bay are riddled with caves. These are the eyries of a large clan of Hírazi: hundreds of winged men who jealously guard their domain.

J. Mnekora: *[Cool Temperate/Seasonal] Centauri (Herders-Mixed economies/Clan/TL:3).*

Centaurs rule this island, and outsiders (with rare exception) are not welcome. The Centauri and Hírazi have formed an alliance to protect each other against an invasion of "mundane" Humans.



K. Ulak-shy *[Frozen/Semiarid] Umli (Fisherfolk/Clan/TL:2).*

Scattered settlements of the hardy snow people carve out a marginal existence, subsisting on fish, arctic birds and the occasional polar bear.

L. Kalitaal: *[Cold/Semiarid] Ky'taari (Fisherfolk/Clan/TL:3).*

These islands are the only home of the Ky'taari people outside of the Mur Fostisyr, in NW Jaiman. They are less settled here, and even with their resistance to cold they would not have survived without the help of the Umli of Ulak-shy.

Places of Note

1. **The Ahrentorg:** (Ir. "Shadowed Secret"), one of the eight citadels of the Jerak Ahrenreth and as such a repository of a shard of the Great Crystal. It is also home of Ondoval, a K'ta'viir and former head of the Circle. His goal is the destruction of the Eyes of Utha; currently he has the captured Northern Eye in a shielded vault deep under the Ahrentorg.
2. **Whispering Palace:** A sprawling ruin, a haunted castle complex covering several square miles along this island's SE coast. It is believed that the ruins date to the very late Second Era. In design and materials they resemble those of the Jinteni of SW Emer. There are common design elements with the *City of the Dead* in the Uj desert.
3. **Isle of Ghosts:** This entire island was once a city, but all now lies in ruins. The architecture is similar to that of the Whispering Palace and so is believed to be also Jinteni in origin—or possibly a culture with ties to lost Tarania.
4. **Gendael:** A trading center where furs, ores, fish, meat and other staples are exchanged for exotic spices and other items from more temperate lands. The road to Mazatlak is heavily traveled.
5. **Mazatlak Pillar City:** A regional trade center and capital of the Mazzara Delta kingdom.
6. **Yarlis City:** More of a large trade-town, Yarlis is still a focal point of the region.
7. **Razii City:** The heart of the Hírazi realm, where the clan chiefs reside with their nest-brothers.

5·AGYRA

A large area of land riddled with rivers, bays and lakes, Agyra is divided primarily by the Iron Mountains (which run along the southern coast of Cestos and Ormulu) and the great Roak Ridge, (separating the Alnorau Plain from the western lands, then continuing south to form the eastern edge of the continent until it meets Thuul). Agyra's lands are for the most part remarkably fertile, and its climate temperate. It has proven an ideal homeland for the *Alliance*.

Realms and Regions

A. Orenoki Peninsula: *[Temperate/Humid] Jineri (Hunter-gatherers/Tribe/TL:2).*

Rocky coasts protect this largely uninhabited peninsula where thick coniferous forests blanket most of the land. They also conceal many ancient Jinteni ruins. The few Jineri inhabitants shun the crumbling sites, believing them to be haunted.

B. Ormulu: *[Tropical–Temperate/Rainy–Humid] Ochu (Slash and burn agriculturists/Theocracy/TL:3); Jineri (Hunter-gatherers/Tribe/TL:2).*

The northern regions are temperate fertile lands with many small rivers, controlled mainly by a number of Ochu city-states. The south is a dense rainforest inhabited by Jineri tribes.

C. Alnorau Plain: *[Temperate/Seasonal] Ochu (Slash and burn agriculturists/Theocracy, Tribe/TL:2-3).*

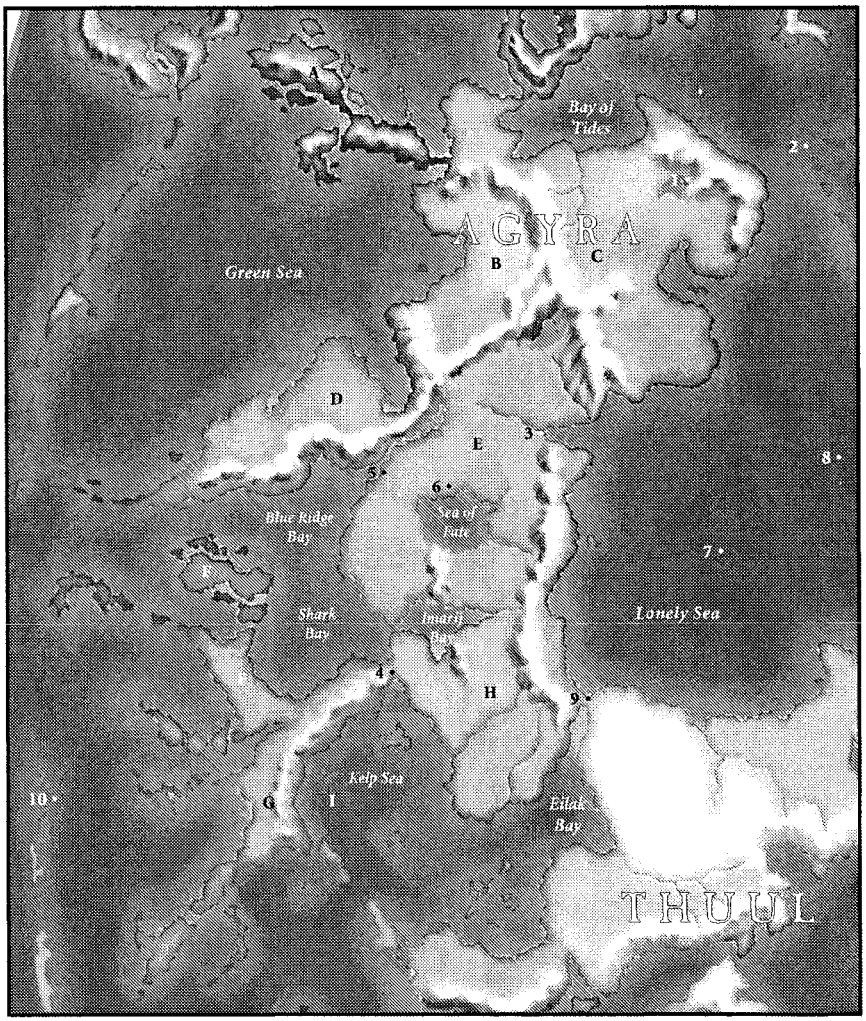
The northern regions are mostly fertile river valleys. Ochu settlements that were previously in an almost constant state of war are now at peace under the wing of the Alliance (the Jenaar of the Alliance, with their Kal-chah guard, are considered messengers of the gods by the Ochu priests). The southern peninsula is impenetrable rainforest inland, with a few coastal settlements.

D. Cestos: *[Tropical/Rainy] Ochu (Fisherfolk/Clan/TL:2)*

Dense inland rainforest is largely uninhabited; coastal settlements are for the most part along the Shimmering Bay to the northeast. Recently some of the Ochu have been recruited by the Alliance to mine rich diamond, iron and Eog veins in the Smoking Hills to the northeast of the bay.

E. Ubenmas: *[Tropical/Humid] Ochu, Erlini, Jaaderi, Dyari (Mixed economies/Oligarchy/TL: 5-7).*

This is the heart of the lands controlled by the Alliance. Great roads have been cut through the jungles and tracts of land cleared. Note that



even here there are still isolated tribes of Ochu people living in the rainforest.

F. Nadai-koru peninsula: *[Tropical/Rainy] Jaaderi (Fisherfolk/Theocracy/TL: 2-3).*

This peninsula and the associated islands are also under the control of the Alliance, though they are left largely to their own devices. The Alliance easily subjugated the most useful tribes by having certain Jenaara Mystics appear in the form of Nadai gods, with their Kal-chaah guards as heavenly heralds. Now the natives gladly pay tribute... and sometimes their prayers for better weather or the end of a sickness are answered.

G. Kuriis-Kinn lands: *[Tropical/Rainy–Humid] Jineri (Fisherfolk/Monarchy, Tribe/TL:1c-2).*

From the southern portion of the *Sullen Mountains*, extending southwest along a slender peninsula and islands beyond, the land is inhabited mainly by Jineri in scattered tribes. However, in the southern portion is a growing realm led by a powerful priestking. The Kuriis people are constantly threatened by volcanoes scattered through the aptly-named mountains.

H. Gorma'al Basin: *[Tropical/Rainy] Jineri, Jaaderi (Fisherfolk/Tribe/TL: 1b-2).*

This is a vast rainforest lowland straddling the Gora River. It is essentially controlled by the Alliance but many tribes are still independent and there is constant fighting between the Jineri and Jaaderi tribes.

I. Kah'hai'ree *[Temperate/Undersea] Mermen (Fisherfolk/Monarchy/TL:1c-2).*

This Merman realm is—beyond rumor—unknown to the land-dwellers around, and the king is happy to keep it that way. The Mermen of Kah'hai'ree reside mainly in the shallows of the southwestern area of the Kelp Sea, which provides them not only food but concealment. And travellers by boat avoid this region in particular for fear that the kelp will trap their ships.

Places of Note

1. **Ssoiayig Saer** (K. "Caves of the Drakes' Birthplace"), the ancient secret breeding caves overlooking the *Silver Scales Lake.*
2. **Nivean Atolls**: Beneath lies a Coral Road.
3. **Anakata**: Second city of the Alliance, at the mouth of the Charayh River.
4. **Nontataku**: On the south side of this isthmus, Nontataku is an important trade city controlled by a Jaaderi warlord. Also of great importance is the Imarij Sea-tunnel, connecting the Kelp Sea with Shark Bay on the north.
5. **Arajaku**: Capital city of the Alliance, where the long Nedrael Estuary meets the Blue Ridge Bay. Arajaku is a fortified city with many tall, graceful towers and wide avenues within its crenellated walls.
6. **Green beach of Na-kor-Ru**: The adjacent forest is home to the Shards of Ubenmas. Alliance explorers inadvertently awakened the ancient menace there, and are currently taking measures to contain or control the shards.
7. **Tarania**: Beneath the Lonely Sea lies a vast submarine cavern: survivors of the Interregnum whose entire realm sank beneath the ocean during the Great

Wars. Loremasters raise a skeptical eyebrow at the mere mention of the *Nulakh* (I. "Lost Isle"), but rumors of this place persist. In some cultures this legendary land is called *Tarania*. Tarania did once exist, a great island in the middle of the Lonely Sea. Its inhabitants were highly advanced technologically—more so than any since the Althans, and still far ahead of any civilization now. They built the Subshuttle system and had colonies in several other continents, but kept themselves apart from the Jinteni and Wôrim. These other two cultures were less technically advanced but possessed aptitudes for the Essænce which the Taranians did not.

8. **Karilôn**: Secret island home of the Loremasters (approximate location). Guarded by magical protections and vigilant sentries, Karilôn is a complex of libraries, residences and training areas. At the heart of it all is the ancient Tower of the Winds, a beautiful Earthwardens structure.

9. **Miratаar**: Formerly controlled by a Jaaderi warlord, this citystate is now governed by an Alliance administrator. Controlling trade along the coast road to Tetaum, and between the Eliak Bay and Lonely Sea, it is an important access point.

10. **Arg Arul** (Kg. "Isle's End"): The home of the female Dragonlord *Ulya Shek*, and main port of her submarine fleet. She now has six ships that resemble great spinesharks. Her island is heavily fortified, and protected by human, dragon and her demon/human fusions: *Dusdurbulgaur* (K. "Warrior-demon offspring"). She has also constructed a number of Portals linking Arg Arul to EssænceLords installations where she and Jenkyna operate.

6 · THUUL

This great ring of land was formed ages ago by some great cataclysm, changing forever the face of all Kulthea. In the very center is an isle known as *Luor'ka'tai* (I: "Pillar of the Gods"). It is a tapered column of black Laen and glass rising out of a rocky foundation five miles into the Kulthean sky. The exact origin and nature of the Pillar of the Gods is unknown. Some postulate the impact of a huge meteor, while those few with a more advanced knowledge of physics propose that a supermassive body (such as a tiny black hole) plunged through the planet at tremendous speed, extruding material from the core, creating the Pillar of the Gods.

Powerful Essænceenvelops the ring-shaped continent, and grows stronger in waves as one nears the center — much like ripples from a pebble dropped in a quiet pond. But these ripples are disturbances of pure energy, causing shifts in the very fabric of space and time as one passes the inner pair of guardian isles.

The northwestern area of the Ring is arid desert, while the southwest is semi-arid. The eastern regions are tropical in the north to cool or temperate in the far south.

The Guardian Sea on the interior of the continent is surprisingly turbulent; whirlpools are common, and violent storms are frequent.

Realms and Regions

A. Flow-storm Isles: *[Tropical–Cold/Rainy–Semi-arid].*

Much like the Isles of Bloody Sunsets (the name of the northern portion of this long chain), these are mainly atolls and tiny uninhabited islands. This chain is remarkable because it is the closest land to the western Barrier. A Coral Road runs beneath this chain.

B. Chaal-chu: *[Tropical/Rainy] Eritari, Thesians (Hunter-gatherers/Tribe/TL:2).*

In an (apparently) unique and frightening aberration, there are Half-Elven Eritari tribes in Chaal-chu who are cannibalistic. They believe that feeding on their fully mortal cousins, the Thesian tribesmen, will extend their lives. This practice is encouraged by shaman priests who lead the shockingly vicious attacks.

C. Kerovan States: *[Tropical/Humid] Thesians (Mixed economies/Feudal/TL:3-4).*

A dozen or so separate city-states and petty kingdoms, the various Kerovan groups have been almost constantly warring against each other—until they were absorbed into the merchantile empire known as the *Alliance.*

D. Joru Desert: *[Hot/Arid] Synshari (Hunter-gatherers/Anarchy/TL:2).*

A true desert of rolling dunes, Joru is desolate except for the rare oasis.

E. Gethyra: *[Hot–Tropical/Wet & Dry–Arid] Muadani (Mixed economies/Monarchy/TL:3).*

This land of desert broken by fertile river valleys is home to an ancient realm known also as the Kingdom of the Desert Jewel. The people are locally known as Gethryn. They have recently come under the sway of the Alliance.

F. Lypanax: *[Tropical–Temperate/Rainy–Seasonal] Jineri (Huntergatherers, Herders, Fisherfolk/Tribe/TL:2).*

The entire northern region is impenetrable jungle, but the south is a warm, temperate land. Even this portion of the subcontinent is sparsely settled, however, due to its isolation from sur-

rounding lands: rough coastal waters make navigation difficult, and Essænceflows make even magical transport a tricky proposition. Just as well, because the Jineri of these lands are violent and warlike. They use blowguns with deadly poison against their rivals.

G. The Jan: *[Temperate–Cool Temperate/Humid–Wet & Dry] Haid subrace (Clan/TL:2-3).*

This area is inhabited by a people known as the Jan, or the *Nomads of the Nine Nations*.

H. Shoneb Empire: *[Tropical–Temperate/Humid–Seasonal] Muadani, Shay (Mixed economies/Monarchy/TL:3)*

Once rivals of the Jan, they have now joined them as subjects of the Alliance.

I. Sul-zuah: *[Temperate/Undersea] Mermen (Fisherfolk/Monarchy/TL:1c-2).*

Another Merman Kingdom, this one more hostile to surface dwellers than most. They would not hesitate to kill intruders to protect their privacy.

J. Bartuche: *[Cool Temperate/Seasonal] Talath, Y'nari, Erlini (Herders/Clan/TL:2-3).*

Scattered herders sparsely populate this land. There are also a few small Erlini tribes in the northern mixed forests.

K. Nestakah: *[Tropical/Rainy–Humid] Thesians (Hunter-gatherers/Theocracy, Tribe/TL:2-3).*

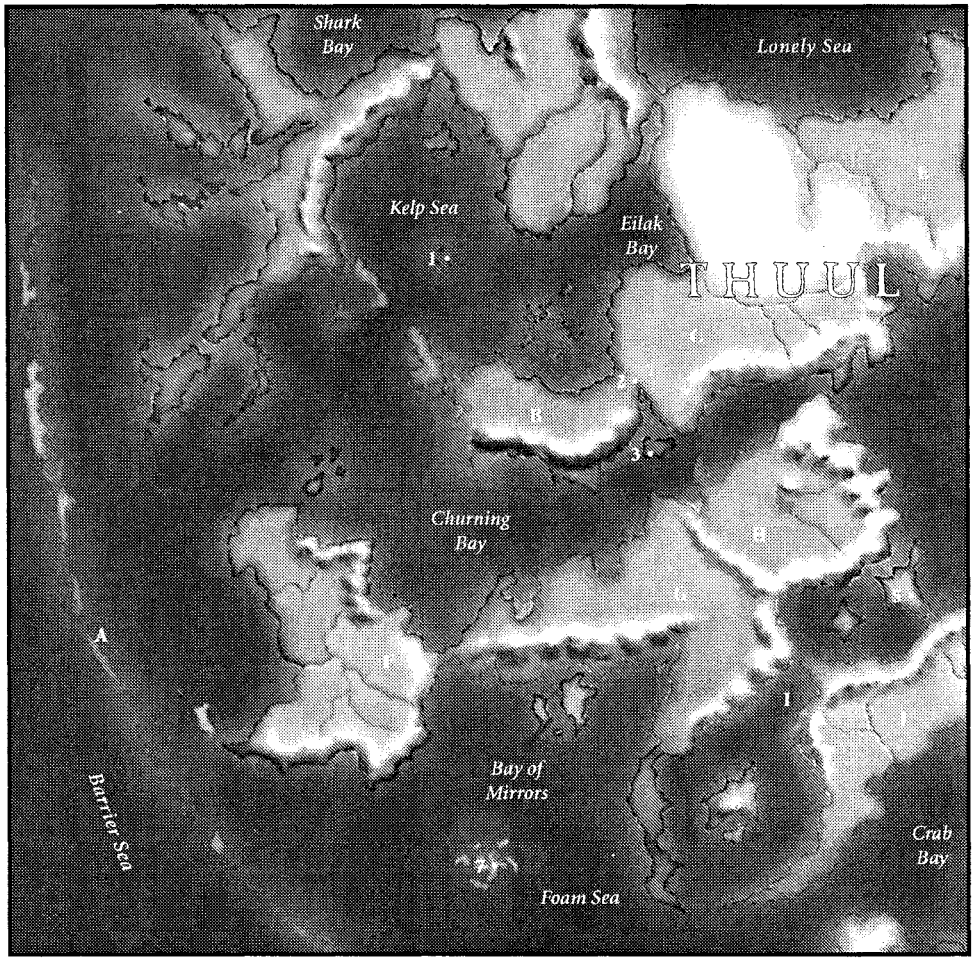
The dense rainforest has so far defied Alliance incursion, protecting the Thesians and Jinteni ruins within.

L. Jhoridia: *[Tropical/Rainy–Humid] Jhordi (Mixed economies/Republic/TL:4).*

The blue men with no speech are free of the domination of the Ordainer Morloch and are rebuilding their realm, but they may soon find themselves caught between the advancing Alliance and the imperialist Vashaan Domain of Falias. The capital is *Xarok-Taal.*

M. Kadru: *[Hot–Tropical/Wet & Dry–Semiarid] Rasha-ai, Rhiani (Herders/Clan/TL:1-2).*

Kadru is the westernmost (and newest) province of the Vashaan Domain, though the original inhabitants of the central plains have yet to be subjugated. Currently there are Vashaan settlers along the east and southern coast and a few expeditions westward.



N. Arg Uscurac: *[Tropical/Rainy].*

These isles are unoccupied; frequent storms from the Es-sænce discharges would make normal subsistence impossible.

O. Thynar: *[Tropical/Rainy] Thesians (Fisherfolk/Kingdom/TL: 2).*

The kingdom of Thynar extends south through the mountain gap. It is a protectorate province of the Vashaan Domain of Falias, and pays tribute in grains and valuable ores.

P. Khur Fiefdoms: *[Temperate/Seasonal] Shay (Feudal/TL:3).*

A province of the Vashaan Domain, the fiefdoms are a string of feudal holdings. Once they were a more united kingdom, frequently at odds with Thynar, but Vashaan has put an end to hostilities.

Q. Arlandia: *[Tropical–Temperate/Rainy–Seasonal] Eritari (Fisherfolk/Monarchy/TL:2).*

In the forest between two rivers lies this small kingdom, long isolated and hidden. There are a few Earthwarden ruins here.

R. Gufu Rainforest: *[Tropical/Rainy] Thesians, others (Hunter gatherers/Tribe/TL:2-3).*

A huge unbroken jungle blankets this entire region. There are scattered Thesian settlements, but even they are very sparse. There are also some Forest Giant tribes, and at least one tribe of a hybrid race of the two: large, powerful men and women, strong yet agile.

S. Xa'iayn: *[Tropical/Humid] Kinsai (Mixed economies/Monarchy/TL:4)*

Most of this island is uninhabited except for a few scattered tribes of Jungle Garks and Forest Giants. But along the southwest coast is the small kingdom of Xa'iayn. Many of the Kinsai people here have rudimentary Mentalist powers but no training.

T. Kalanda-nor Plateau: *[Hot/Semiarid–Arid] Rasha-ai (Huntergatherers/Clan/TL:1b).*

This great savannah is mostly scrub grass, mixed with a few stunted forests and more fertile grassland.

U. Wrangôr: *[Temperate/Seasonal] Lugroki, others (Slash and burn agriculturists/Dictatorship, Tribe/TL:2).*

This is a realm of Lugrôki, and Lugrôk-hybrids, the result of centuries of captured slaves being interbred with the Lugrôk population. This has created a race smaller than the true "High Lugrôki" but able to function during the day as well as at night. They are no less ugly, however. This program has been under the Dark Master, a shadowy dictator who, with his War Troll guard, resides in a citadel outside the port city of Vashtak.

The "Dark Master" of this realm is a Dyar Elf, a powerful Mystic who rules through terror and brute force—concepts which the Lugrôki understand all too well.

V. Nemogûk: *[Underground] Murlogi (Mixed economies/Dictatorship/TL:3).*

Beneath the southern portion of the Clythul Mountains is a sprawling Murlogi city. A few chambers are grand halls that must have been built by another race long ago, but most are the small warrens the Goblin-folk prefer. This realm is under the control of a Mountain Giant and his clan.

W. Grennhill: *[Temperate/Seasonal] Hill & Forest Giants (Huntergatherers/Clan/TL:1c).*

A rocky island dotted with mixed forests, Grennhill has avoided Wrangôr's eye thus far, partly because of the treacherous coastline. The Giants who live here are basically peaceful but wary of the "little people" and would defend their land with deadly force.

Places of Note

1. **Dream Isles:** Located in the center of the Kelp Sea, this is the home of the three *Dreamlords*. Iylari Elves with mystical powers, the Dreamlords have hidden and protected the isles with powerful magical defenses. Even the Mermen are unaware of them beyond rumor.
2. **Ketalnor:** Trade port and last city before the Chaal-chu jungles.
3. **Barzu-chaa:** Ruins litter this island; apparently this was an important city-state sometime in the Interregnum, though the architecture and technical level (TL:4-5) does not match Jinteni, Wôrim or Earthwarden type.
4. **Tetaum:** Capital of Gethyra.
5. **Doomstraits Isle:** Rocky island which is the home to Jaaderi pirates along the coasts and Forest Giants in the interior. The two groups leave each other alone.
6. **Kykor Ku:** Deserted except for dangerous Jungle Garks and a Jinteni tomb complex (Similar to the City of the Dead in Emer but much less extensive).
7. **Thalassia:** Deserted but for Tanaran ruins and a hidden subshuttle station.
8. **Ugaar-Shú:** This volcanic island is the site of the *Ahrenraax* (Ir. "Secret Claw"): One of the eight "secrets" or citadels of the Jerak Ahrenreth, and home of Morloch the Ordainer. During most of the second and third millennia of this age, Morloch held sway over most of eastern Thuul. In recent years Morloch has allowed much of his dominion to fall under the sway of others; the reason for this apparent retreat is unclear to the Loremasters.
9. **Ohtah:** Active volcanoes, home of Fire Giants.
10. **Pillar of the Gods:** (*Luor'ka'tai*) A pinnacle of extruded black laen and star iron reaching miles into the sky. Most current Kulthean inhabitants assume that it was the work of the gods. The *Bay of the Gods* immediately around the Pillar is always churning, full of treacherous whirlpools, waterspouts and electrical dis-

charges. Unstable Essænce flows and storms are more common here than anywhere else in the hemisphere. The Pillar was created by a black hole passing through the planet many ages ago. It entered through the far side, creating vast concentric craters, and exited here, extruding core material that hardened instantly.

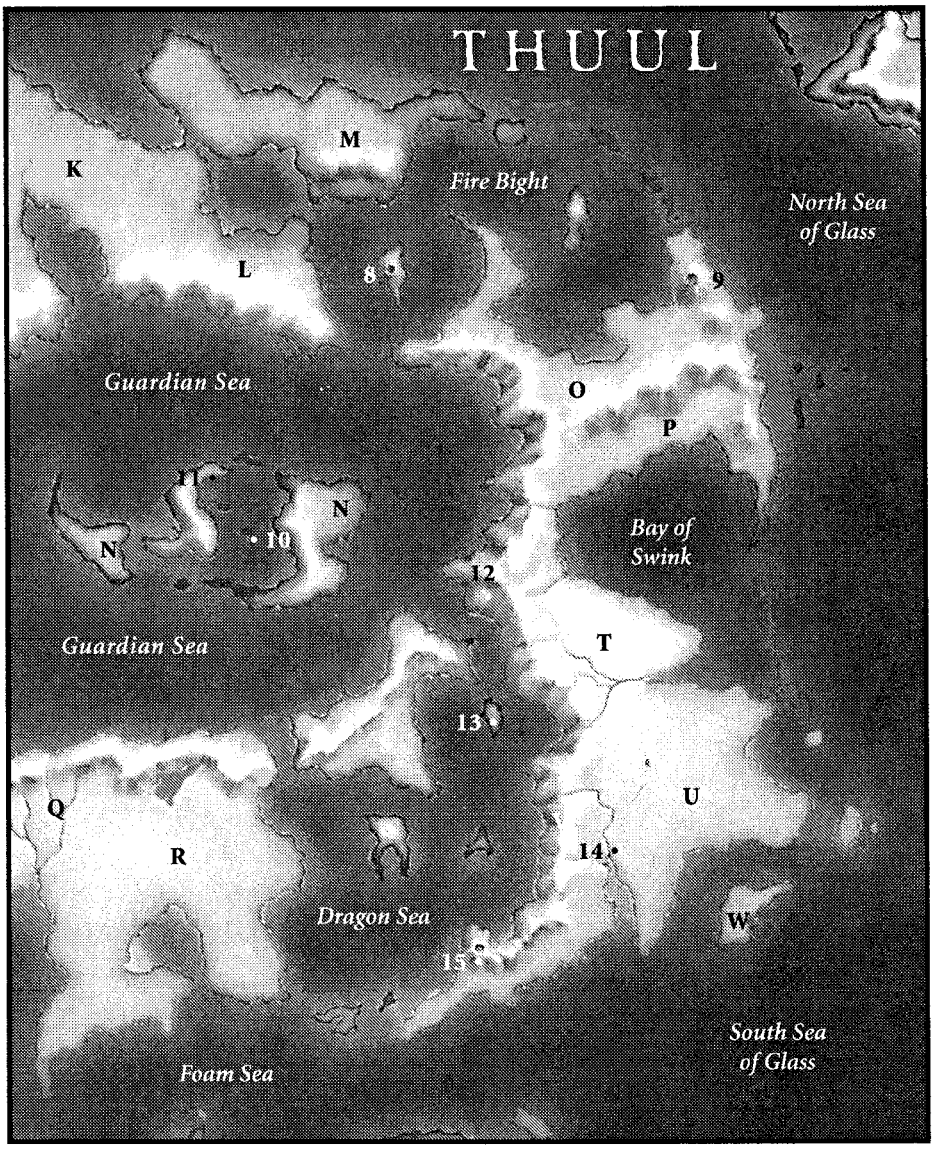
11. Dalov Griev (E. "Isle of Jewels"): Secret Forge/Smithy of Tethior. This sprawling complex is home to the great alchemist and his retinue of apprentices and servants. It is guarded by magical defenses, mechanical traps and Changramai warriors.

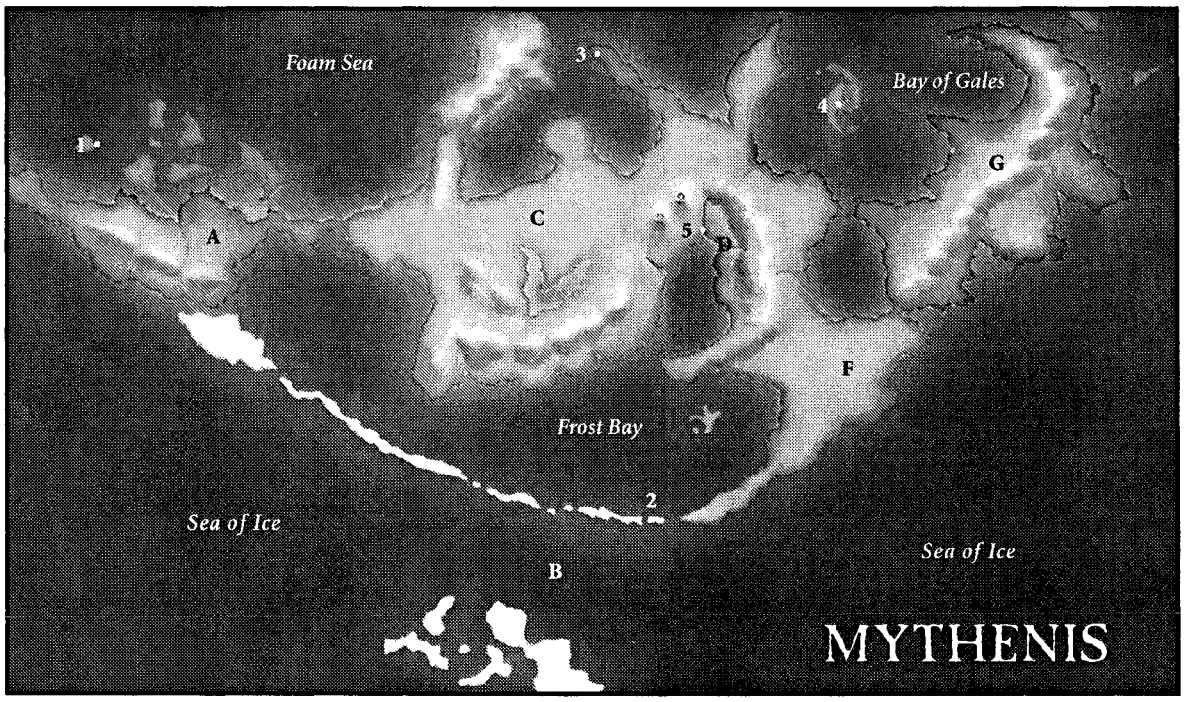
12. Trogli Warrens: These creatures are the least of the Trogli race and barely qualify as humanoid, having little social structure beyond basic family groups. However, they have multiplied under the central *Clythul Mountains*. They feed on underground creatures in the darkness, but in recent centuries have become emboldened enough to emerge in the darkness under the waning sickle of Orhan to snatch surface creatures and people. They are also a threat to the Murlogi cavern city to the south.

13. Tower Isle: Earning its name, this island is a virtual pillar of stone rising several hundred feet above the crashing waters. The summit is covered by deciduous forest, which conceals not only some ancient ruins but an observation outpost built by a research organization of an interstellar empire.. It was only with the removal of the Northern Eye that the organization was able to send manned ships into the Kulthean atmosphere with any reasonable chance of landing safely; energy fields surrounding the planet make any passage through the magnetosphere problematical.

14. Vashtak: Port city, capital of Wrangôr. While this realm is mostly Lugrôki and hybrids, there are many races to be found in this bustling port. It is not a place for the weak or faint of heart however.

15. Mount Urgokh. A very large active volcano, Urgokh periodically spews fire and ash into the sky, but has yet to erupt with real violence. There are entrances to the Ash Lairs in caves nearby, some inhabited by renegade Lugrôki... and also deep in the caverns is trapped an *Ordainer*.





7 · MYTHENIS

A continent of contrasts, Mythenis lies in the far southwest of the hemisphere, a mountainous heartland sprouting numerous peninsulas and strings of islands. The shores along the north and center are amazingly temperate for the latitude, while the southern regions are blanketed with snow through most of the year. Mythenis is also subjected to considerable vulcanism; clouds of ash are common. Earthquakes too are chronic: the Mythenian mountain range is along a major fault line.

Realms and Regions

A. Kestal Drang: *[Cold/Wet & Dry–Semiarid] Lydians (Mixed economies/Feudal/TL:3).*

A nominal kingdom of loosely aligned states (who frequently bicker amongst themselves), this is the most advanced culture on the continent.

B. Waulok Ice Cluster: *[Frozen/Arid] Ice Giants.*

A barren waste where only enchanted beings can survive.

C. Kykynan: *[Cold/Semiarid] Haid (Hunter-gatherers/Tribe/TL:2).*

The horsemen tribes of the Kykynan plains are often at war with one another, which is fortunate for the Elves of Sardiskandor; for they could not stand against the united Haid tribes who covet their fertile temperate valleys.

D. Sardiskandor: *[Cool Temperate/Seasonal] Erlini, Sulini (Fisherfolk/Monarchy/TL:3).*

This kingdom, situated in the curving embrace of the Steaming Hills, enjoys an amazingly mild climate for its latitude. It owes this blessing to the sheltering hills and the nearby volcanoes.

E. Barbuluk: *[Underground] Goblins (Mixed economies, Special/Dictatorship/TL:2-3).*

This Goblin city was originally built by Dwarves, but in the Wars of Dominion they were overrun by dark armies breaking through from the Ash Lairs. Ruled by a Mountain Giant now, the Goblins have expanded the caverns under the mountains. Now they pose a second threat to the Elves of Sardiskandor.

F. Vingaard: *[Cold/Semiarid] Lydians, Umli (Hunter-gatherers/Clan/TL:1b-1c).*

A great tundra which is frozen much of the year, Vingaard supports a few migrant groups who travel across the bleak plain on great sleds pulled by snow hounds.

G. Seldjaal: *[Cold/Semiarid] Lydians, Hill Giants, and hybrids (Herders/Clan/TL:1b-1c).*

This forbidding landscape is home to a few hardy clans, including a race of imposing hybrid men with pale hair and skin and who wear polar bear furs.

Places of Note

1. **Isle of the Turning:** Earthwarden ruins guard a Coral Road entrance and a Portal. The Kestali believe it is haunted.
2. **Great Ice barrier:** Rocks and hardy coral frequently catch drifting icebergs; beneath lies a Coral Road.
3. **Kykaia Cape:** A trade port.

4. **Hurricane Island**: An Essænce abberation causes a guarding wind to constantly blow around this strange land formation. There is an Earthwarden tower in the center.
5. **Tree City**: Capital of Sardiskandor.

8 · JAIMAN

While a small mass of land rather far north, Jaiman has had a powerful role in the world history. It is the home of many Loremasters and the center of several historic conflicts—a few of those tales are revealed in the sourcebook: *Jaiman, Land of Twilight.*

Jaiman is broken by mountain ranges, swift rivers, and a series of great lakes. Much of northern Jaiman is sub-polar (except for the far northeast, which is warmed by extensive volcanic action), while the more southern areas enjoy cool temperate climes.

NOTE: *for more on Jaiman, see the book "Haalkitaine" and the pdf file of the original book "Jaiman", available from ICE.*

REALMS AND REGIONS

A. Mur Fostisyr: *[Cold – Frozen:/Semiarid] Ky'taari (Mixed economies/Monarchy/TL: 4); Syrkakar (Mixed economies/Clan/TL:3); Udahir (Hunter-gatherers/Monarchy/TL:3-4).*

This is a cluster of islands, home to the Ky'taari, Fustir, Udahir and Syrkakar peoples. In recent years the Syrkakar have more or less overrun the homes of the other races to dominate the Land of Blue Light.

B. Lu'nak: *[Cold/Wet & Dry] Haid, Jameri (Herders/Clan/TL:3).*

This land is best known for its coniferous woods, including the beautiful *Blue Forest...* and the more sinister Forest of Dír.

C. Wuliris: *[Cool Temperate–Cold/Seasonal] Jameri, Haid (Herders, Fisherfolk/Monarchy (under Rhakhaan)/TL:2-4).*

This bleak land is now under the control of the Rhakhaan Empire.

D. Zor Wastes: *[Cool Temperate – Cold/Wet & Dry – Semiarid].*

The kingdom of Zor was utterly destroyed in a cataclysm many centuries ago and the land continues to be a desolate waste where nothing will grow; nevertheless it is now claimed by Rhakhaan.

It is believed that any who remain in the Waste too long or venture near the old capital ruins soon grow sick and die. [This is no longer true; the radiation has dissipated.]

E. Saralis: *[Cool Temperate–Cold/Seasonal] Jameri, Haid (Herders, Fisherfolk/Anarchy, Feudal/TL:2-4).*

The old kingdom of Saralis is long gone, and the Wyvern crown destroyed. Now the place is largely empty except for a few remote fortified homesteads and scattered holdings by petty lords.

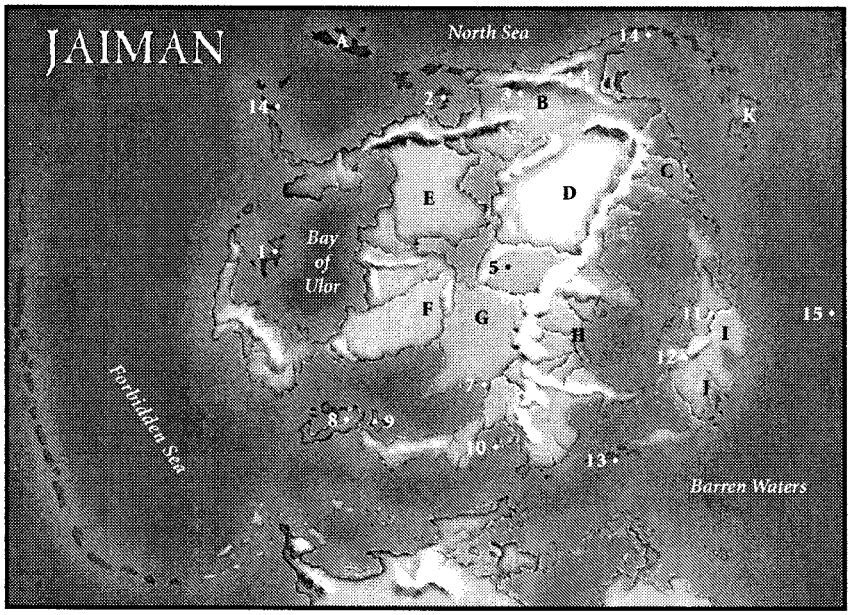
F. U-Lyshak: *[Cool Temperate/Seasonal] Jameri (Mixed economies/Feudal/TL: 4); Erlini (Mixed economies/Monarchy/TL:4-5).*

This southwestern quadrant of Jaiman was once the magical Sea-Drake Crown-realm of U-Lyshak, but was fragmented long ago. The western mainland region is now the fledgling kingdom of Helyssa, the south is the Elven forest of Remiraith, and the north is ruled by many warlords who battle amongst themselves.

G. Rhakhaan: *[Cool Temperate/Seasonal] Laan/Jameri (Feudal Monarchy/Mixed economies/TL:6).*

Now the most powerful kingdom on Jaiman, Rhakhaan has expanded into lands formerly controlled by the other "crown realms" and has truly become an empire.

H. Tanara: *[Cool Temperate – Cold/Seasonal] Dúranaki (Mixed economies/Oligarchy/TL: 5); Myri (Herders/Clan/TL: 2); Sulini (Fisherfolk/Clan/TL: 3).*



Formerly another of the six "Crown Realms," the Pegasus Kingdom of Tanara is now essentially a free land under the nominal control of the reclusive Dúranaki, with the Myri and Sulini peoples maintaining a quiet, independent life in the lowland valleys and coastal lands.

I. **Urulan:** *[Cool Temperate/Seasonal]Erlin, Punkari, Sulini (Hunter-gatherers, Fisherfolk/Anarchy, Clan/TL:2-4).*

Once the powerful Unicorn kingdom (one of the six "crown" realms), Urulan is now mostly wilderness with scattered Punkari and Erlin tribes inland and Sulini along the coasts.

J. **Sularin:** *[Cool Temperate/Seasonal]Erlin, Sulini (Mixed economies/TL:4).*

A small Elven kingdom located in a secret cluster of valleys on the eastern coast of Urulan, Sularin has escaped the notice of all invaders so far. The Erlin king has in his possession the Unicorn Sword and Pendant

K. **Belgor:** *[Cold/Wet & Dry] Jameri, Umli (Fisherfolk/Clan/TL:3).*

The rugged terrain and icy climate of this island make it an inhospitable home. Despite this, a few villages of hardy fishermen live here... beyond the reach of the Rhakhaan Empire.

Places of Note

1. **Ulor:** Home of Lorgalis and the *Ahrendiir* (Ir. "Shackled Secret"), one of the eight citadels of the Jerak Ahrenreth. Lorgalis also controls the peninsulas north and south of the island, both populated by a mix of Quaidu, Jameri and Haid peoples.
2. **Quellbourne:** In addition to the ruins of the city of Quellburn, there is the trade port of Kelfour's Landing. *(Quellbourne, Land of the Silver Mist)*
3. **The Forest of Dír:** Home to several lats of the infamous *Shards of Dír*, and one of the I-lat Norg: Shar Tii.
4. **Ja'miil Targ:** This region is a lava field surrounded by glaciers and tundra. At the knees of one active volcano is the *Uronthis Kalthul* (Ir. Claw of the Dragon): the citadel of the Dragonlord Sulthon Ni'shaang.
5. **Gryphon College:** A school of magic and a sanctuary.
6. **Haalkitaine:** Capital of the Rhakhaan Empire, Haalkitaine is a fortified city in the foothills of the Grey Mountains.
7. **Lethys:** Second most important city in Rhakhaan; important trade center.
8. **Plasidar:** This island is home to Dyari pirate-lords and their minions.
9. **Aranmor:** A site of many ruins, this island is also home to an active volcano. Submarine vents cause the seas all around the island to steam and boil, making a visitation difficult. *(Demons of the Burning Night).*
10. **Nomikos Library:** The isle itself is called Ormian, the home of one of the most famous repositories of knowledge on Kulthea. There is also a small university on the grounds, all located on a high bluff. Below the library is a small port village.
11. **Ar-talisen:** Old capital of Urulan. Once a beautiful city of Orhan-marble towers, fountains and tree-lined courts, it is now in ruins... and haunted.
12. **Tyrinia:** City ruins, held by the Punkari. Location of a *Bakuul Portal* (see *Artifacts & Lost Technology* forthcoming 2003).
13. **Tyrinia:** Coral Road Entry.
14. Coral Road Entry.
15. **Ahrenlaakh:** (Ir. "Lost Secret") One of the eight "secrets" of the Jerak Ahrenreth and home of the *Ark of Worlds*.

9 · Emer

Lord of the western continents, Emer dominates the map. It is the legendary home of the *Masters of Emer*, an ancient pantheon of godlike beings who dominated all of Emer, ruling from a great palace in the central island of Votania. The Masters are long gone from Emer though tales of the ethereal gods persist, and Votania remains a haunted place. Navigators will not take you there (fueling erroneous rumors that *their* headquarters is located on Votania).

Climate on the vast continent is quite varied. Much of the southwest is arid, and while the northernmost regions are cool and temperate; the southeast is humid and tropical, and the central areas are temperate to subtropical.

NOTE: *for more on Emer, see the ICE books* ***Emer Atlas I-II.***

Realms and Regions (West/Central)

A. **Thesmoq:** *[Tropical/Humid] Jineri(Fisherfolk/Feudal/TL: 3).*

Island nation, formerly a colony of the Emerian Empire.

B. **Danarchis:** *[Tropical/Humid] Laan (Mixed economies/Republic-Monarchy/TL:3-4).*

A peaceful, seagoing people, the Danarchans are on friendly terms with most of their neighbors—except Præten.

C. **Præten**: *[Tropical/Humid] Shay (Mixed economies/Dictatorship/TL:3-4).*

Præten is an expansionist realm of loosely allied city-states. They support pirates who raid neighboring relams.

D. **Barellis**: *[Tropical/Rainy] Jineri (Fisherfolk/Monarchy/TL:3).*

A kingdom populated by a mixture of Jineri and immigrant Laan peoples.

E. Shinh Archipelago: *[Tropical/Rainy] Shay (Fisherfolk/varies).*

A stretch of islands populated by pirates and wild creatures.

F. Komaren Cluster: *[Tropical/Seasonal] varied (Mixed economies/Republic/TL:5).*

An immigrant realm, Komaren is most notable because it is a refuge for the *sherikaan*. With their recent victory over the Vajaari forces, they have shown themselves as a force to be reckoned with.

G. **Talæn**: *[Tropical/Humid] Erlini (Fisherfolk/Monarchy/TL:3).*

An enclave of Erlini Elves who maintain a simple lifestyle on this forested isle. They do not welcome visitors, but they are marginally less hostile to those of their own race.

H. **Zinvar**: *[Temperate/Seasonal].*

This island was once a bustling trade-port but after a mysterious disaster the inhabitants all died or fled. It is now generally thought to be haunted.

I. **Bodlea**: *[Cool Temperate/Seasonal] Talath (Herders/Clan/TL:3).*

The dales of this rolling land are interlinked villages. The inhabitants are peaceful and friendly, but increasingly wary of strangers because of recent aggression from Stroane.

J. **Pochantos**: *[Hot–Tropical/Wet & Dry–Semiarid] Ochu (Mixed economies/Monarchy/TL:2).*

This land has recently been conquered by the Lankani and is now part of their empire.

K. **Vornia**: *[Cool Temperate/Seasonal] Shay (Herders/Feudal/TL: 2-3)*

No unified goverment here; independent city-states and petty kingdoms dot the land.

L. **Sarnak**: *[Cool Temperate/Seasonal] Laan/Shay (Mixed economies/Republic/TL: 3-4).*

Most notably, Sarnak is ruled by women. Men have no role in government or society.

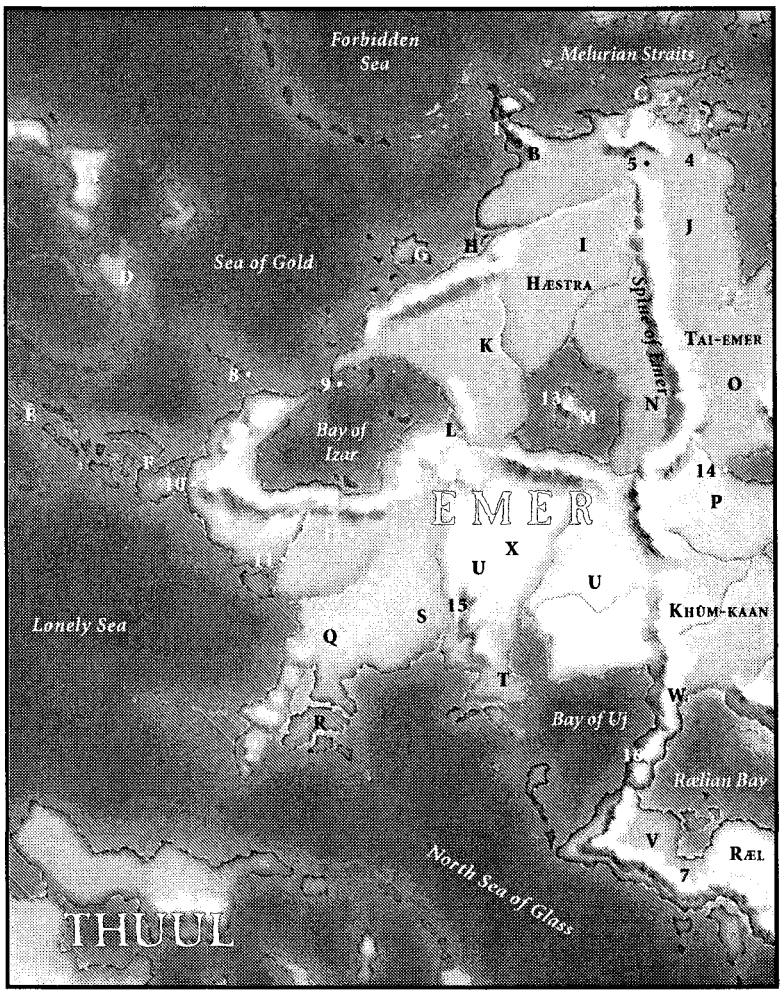
M. **Votania**: *[Tropical/Rainy].*

Once the location of Aldain Castle, the capital of the Emerian Empire, Votania is now a deserted land, littered with ancient ruins. However, deep beneath the isle is the secret *Ahrenthrôk*, and far up on the summit is the guarded home of the Masters of Emer, Titans long aloof from affairs of lesser beings.

N. **Stroane**: *[Temperate/Seasonal] Shay (Mixed economies/Dictatorship/TL:4).*

An expanding country seeking to bring all of Hæstra under its control.

O. **Lankanôk**: *[Hot–Tropical/Wet & Dry–Arid] Jaaderi (Slash and burn agriculturists/Theocracy/TL:2-3).*



Under the serpent god Klysus, Lankanôk has grown powerful in recent years, and is a potential threat to her neighbors as the Lankani priests are ever seeking more sacrifices for the bloodthirsty god.

P. **Ardania**: *[Hot/Wet & Dry] Laan/mixed (Mixed economies/Dictatorship/TL:5).*

This new kingdom seems intent on reviving the Emerian Empire. So far they have brought back many of the old customs... and some of the ancient artifacts.

Q. **Vajaar**: *[Tropical/Humid] Muadani (Mixed economies/Dictatorship/TL: 2-3).*

This realm recently made a bold attempt to conquer Komaren and other neighbors but suffered a humiliating defeat when her fleet was sabotaged. The government is now in confusion.

R. **Itanis**: *[Tropical/Humid] Kinsai (Mixed economies/Oligarchy/TL:4).*

The "Warlocks" of Itanis rule this small cluster of islands, using their power—and the might of their Amazon guard—to protect them from raiders and aggressive neighbors such as the Vajaari. Itanian *Truthsayers* (they are actually Seers and Mentalists) are famous across Emer and beyond, sought by kings and wealthy merchants alike—those who can afford their services, that is.

S. Rhiani Plains: *[Hot/Semiarid] Rhiani (Herders/Clan/TL:2).*

The horsemen of these plains struggle against a hostile environment to survive. While suspicious of strangers, they have a generous nature.

T. Lys: *[Tropical–Temperate/Humid–Seasona] Linæri Elves (Mixed economies/Oligarchy/TL:5).*

A small refuge for the fair Elves, this land is guarded on the north by mountains and on other sides by rocky coasts. The Linæri also use their powerful magics to dissuade would-be invaders. While technically advanced, these Elves prefer a relatively simple life. One of the *Bakuul Portals* is located here, but the Elves keep it inactive and in a sealed chamber.

U. Uj Desert: *[Hot/Arid] Synshari (Hunter-gatherers/Anarchy/TL:2).*

Amidst the rolling dunes of Uj are scattered Synshari family groups. While they visit the few remote oases that exist in the deep desert, they do not linger there. As with most of their race, the Synshari here are extremely xenophobic.

V. **Naal**: *[Temperate/Rainy] Shay (Hunter-gatherers/Anarchy/TL:1-3).*

A civilization and enviroment destroyed by war with Ansidus, Naal is sparsely populated. Further east are desolate moors and bogs.

W. Caves of Ulgon: *[underground] Trogli (Hunter-gatherers/Tribe/TL:1); Krylites (Mixed economies/Oligarchy/TL:6-8).*

Stretching north beneath the length of the Spine of Emer and south under the Falias *Seawall Mountains*, the Caves of Ulgon are considered by some to be an upper portion of the Ash Lairs; there are undoubtedly links between them, but these caves are water-formed and generally not as deep as the Lairs. The northern regions are inhabited mainly by Trogli, while the southern portion is dominated by an insectoid race called the *Krylites*, who possess an advanced technology but are few in number.

X. Gethæna: *[Hot/Semiarid (underground)] Special (Mixed economies/Feudal/TL:4-6).*

Home of the immortal and malicious Ishru and their servants the Dain Sædhu, Gethæna is located far beneath the Emerian continent. It can only be reached through secret, enchanted passages. In form Gethæna is a gigantic cavern, its roof so high that the inhabitants are unaware that they are living underground. It is illuminated with an eerie bronze light, bright enough to allow flora to live and grow.

***GM Note**: The Ishru lords of Gethæna are extremely powerful; the GM may wish to keep this place sealed and apart from the rest of the **Shadow World**. In any case, access to Gethæna should be virtually impossible.*

Places of Note (West/Central)

1. **Artha**: Capital of Danarchis.
2. **Ikeya**: Capital of Præten.
3. **Xooba**: Trade city within the Præten kingdom. More of an independent city-state, Xooba is a dangerous place, unofficially ruled by an oligarchy of pirate lords.
4. **Pahtôm**: A city of Lankanôk (formerly Dubach, Capital of Pochantos).
5. **Changramai Monastery**: An elite school for martial arts; training center for the famous Changramai monk-bodyguards.
6. **Forest of Ash**: All the trees in this wood are dead, flash-burned by a burst of heat and radiation from a crashed spacecraft long ago. The forest is haunted by the Undead crew and the ship's computer, which has been magically given a malevolent sentience.
7. **Kenezan**: Capital of the Lankan Empire.
8. **Isle of Fire**: Religious center of the Church of Zanar.

9. **Port of Izar**: Independent city-state and trade center.
10. **Aquitar**: Capital of the Komaren Republic of Islands (aka the "Komaren Cluster").
11. **Kaitaine**: Independent city-state and trade center.
12. **White Wood**: A Haunted forest made up of leafless, bleached-white trees. At the center is a natural portal to the First Pale.
13. **Ahrenthrôk**: (Ir. "Guardian Secret") First and primary of the eight citadels of the Jerak Ahrenreth, it is the home of the Crystal.
14. **Ardan City**: Capital of the kingdom of Ardania.
15. **City of the Dead**: A vast necropolis believed to have been constructed by the Jinteni. It holds many secrets, including vehicles powered by the ancient, magical *Sun-gems*.
16. **Grotto Path:** A tunnel running under the Spine of Emer, the Path is at sea level and large enough for most ships to traverse. It connects the Bay of Uj and the Rællian Bay and is an important trade route.
17. **Tower of Vour**: Also the *Ahren-Lyax* (Ir. "Dreaded Secret"), one of the eight citadels of the Jerak Ahrenreth. The plain beneath the tower is a huge marsh, haunted by the hundreds who died there in a great battle long ago.

Emer Realms and Regions (East)

A. Sel-kai: *[Temperate/Seasonal] Mixed Races (Mixed economies/Monarchy/TL: 5-6).*

A powerful city-state known across much of the hemisphere, Sel-kai is a trade center with few equals.

B. Vog Mur: *[Tropical/Humid] Shay, Erlin (Fisherfolk/Clan/TL:3).*

A cluster of tiny islands off the NE coast of Emer, Vog Mur is notable mainly as the home of Voriig Kye, the Silver Dragon.

C. Reandor: *[Temperate/Seasonal] Laan, Shay (Mixed economies/Monarchy/TL:4-5).*

A small kingdom in the foothills of the Rust Mountains, Reandor is a remnant of the Emerian Empire.

D. Nuyan Khôm: *[Temperate/Seasonal] Y'nari (Mixed economies/Feudal/TL:4).*

The various lords of this realm are often fighting amongst themselves, and the unity of the realm varies with each successive Hûtarn (Overlord).

E. Námar-Tol: *[Tropical–Temperate/Humid–Seasonal] Loari, Erlini (Mixed economies/Republic/TL: 6+).*

The technically advanced inhabitants of this island cluster are among the few masters of air transport, mastering both the power of Arinyark and the more mundane properties of helium. Their technology may be necessary to fend off the aggressions of several neighboring realms.

F. Arûl Desert: *[Hot/Arid].*

This is essentially a great desolate plateau with scattered rock formations carved by the hot winds.

G. Quon: *[Tropical/Rainy] Kuluku (Hunter-gatherers/Tribe/TL:2).*

This is one of the very few homes of the reclusive *Kuluku* people (though the Alliance now has a colony of this race which they are breeding as their elite *Kal-chah* warriors). Despite living a simple life in the deep rainforest, they possess some very unusual tools and weapons—items which could only be created by a much more advanced culture. These include læn knives and *baws*, and throwing stars of a beryllium-like alloy that does not corrode or grow dull. The Kuluku remain a reclusive people, though recently they have resumed trade with a few select groups, using third-party mediators. There are many herbs and drugs found only in the rainforest that are coveted by many cultures, so the Kuluku can just about name their price. What they are doing with their new wealth remains a mystery.

H. Rulaash: *[Tropical/Rainy].*

This dense rainforest is uninhabited excepting the rich variety of wildlife... and the shards who protect the perimeter of the Ahrenreth Secret (the *Ahrenæk*) in the mountain foothills.

I. Ahnasan: *[Tropical/Wet & Dry] Kinsai (Hunter-gatherers/Tribe/TL:2).*

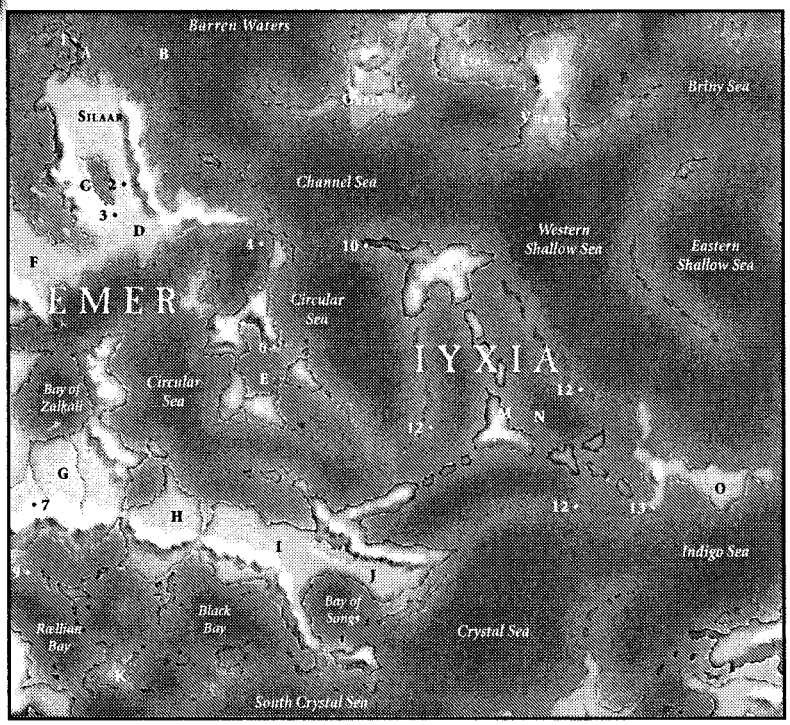
Ahnasan is the name given to the open grassland north of the Black Mountains. It is sparsely inhabited by the Kinsai tribes, who ride the great six-legged beasts known as *kith* and hunt herds of antelope and other beasts. They supplement their diet with wild grains and berries.

J. Malqanar: *[Tropical/Humid] Shuluri (Fisherfolk/Tribe/TL:3).*

Shuluri are masters of the great Bay of Songs, living along the coast and in the warm shallows. The Malqani are among the more land-oriented aquatic Elves, and have trade ties to other cultures such as Námar-Tol, Sel-kai and Kaitaine. Blue pearls, as well as rare perfumes and dyes from creatures of the bay, are valued by many.

K. Isle of Jade: *[Tropical/Humid] Vorloi (Mixed economies/Tribal/TL:4).*

Long ago in the Second Era this island was under the benevolent rule of a theocracy administered by a triumvirate: a Warrior, a Priestess and



a Mystic, who served the mythical Jade Dragon (which was, in fact the creation of an awakened K'ta'viir woman who has since departed). The triumvirate was overthrown by the *Green Brotherhood*, a dark priesthood in the service of a shadowy group known as the *Jerak Agothu*. Today the island is fragmented, a dozen different tribes engaged in shifting alliances and endless skirmishes.

Emer Places of Note (East)

1. **Eidolon/Sel-kai City**: Eidolon is a gleaming vision: a city which literally floats in the sky. This makes it not only a powerful symbol of the wealth of Sel-kai but an ideal port for the city-state's fleet of flying merchant ships. Earthbound below is Sel-kai city, impressive in its own right for its size, varied population, and many bridges spanning the city's trademark canals.
2. **Vœrken Mire**: A huge swamp, inhabited by Kæden, gas dragons and undead.
3. **Ashenoq**: The capital of the Nuyan-Khôm Kingdom.
4. **Maelstrom of Quodoris**: A huge whirlpool that is a permanent menace to sea travellers in the area.
5. **Varnost**: The Capital of Námar-Tol.
6. **Orv Cibur**: The principal trading port of Námar-Tol.
7. **Lost City of Zæn**: This is the home of the *Jerak Agothu*, worshipers of Agoth. Much of it was destroyed in the Wars of Dominion, but beneath the ruins remains a portal to the Void. Those mad enough to seek out Schrek's origins would find clues here.
8. **Ahrenæk**: (Ir. "Secret of Stone") One of the Eight Secrets of the Jerak Ahrenreth; also the great smithy and workshop complex of the Alchemist A'kesh Central Onar.
9. **Isle of Glass**: Home of the Dragonlord Drûl Churk. The island is a garden with a wide variety of flora, all under the care of the Dragonlord and his Erlin servants. It is also well guarded.

10 · Iyxia

Less a continent than a peculiar cluster of islands strung between Emer and Palia, Iyxia nevertheless is worthy of mention for two related reasons.

In actuality, of course, the home of the Navigators is the isle of Nexus, east of Emer at the center of a unique trinary formation of islands and atolls. Nourished by a swirling pinwheel of Essænce, the Navigators are able to propel themselves anywhere in a twinkling. This is the heart of Iyxia, less a continent than a strange collection of mountainous islands jutting from treacherous waters. The climate of most of the Iyxian isles is temperate or subtropical.

Realms and Regions

L. **Gethanen**: *[Temperate/Seasonal] Y'nar (Fisherfolk/Clan/TL:2-3).*

This large, verdant island would be a coveted possession, except that Gethanen is inaccessible even by Kulthean standards. It—like the other lands of Iyxia—is surrounded by treacherous reefs, atolls and rocky islands. All these hazards are made even more perilous by the many whirlpools and the swift, shifting currents. As a result it is a sparsely settled land, with scattered fishing villages along the coasts.

M. **Nexus Island**: *[Temperate/Seasonal] Kinsai, Sulini (Mixed economies/Oligarchy/TL:4-5).*

This island is home to the headquarters of the Navigators Guilds. The Nexus complex itself is located high in the central hills, while the lowlands and coasts are populated by a number of semi-autonomous towns and villages. They are all under the Navigators' rule and are responsible for guarding the island perimeter. In return they are granted many technological and magical benefits.

N. Iyxian Shallows: *[Temperate/underwater] Shuluri, Mermen (Fisherfolk/Clan/TL:2).*

Throughout the warm waters inside the great reef are scattered undersea villages of Mermen and Shuluri. The Sea Elves also have some settlements on the islands west of Unakai, but most prefer to live under the water.

O. Unakai: *[Temperate/Seasonal] Erlini (Fisherfolk/Monarchy/TL:3-4).*

Led by King Malæk, this bucolic Elven land is allied to the Silver Forest kingdom.

Places of Note

10. Channel Lighthouse: Of Earthwarden construction. Beneath it is a Coral Road Entry.

11. The Nexus Complex: An array of towers surround one great central hall, connecting to it and each other via a web of bridges, all supported by flying buttresses. Each guild has its own tower of residence, and inside the central tower is a huge chamber containing a massive globe. Using this they are able to keep track of all Navigators everywhere.

12. The Great Reef: This is a massive coral reef and shoal network with very few surface breaks. These openings are mapped by the residents of Nexus to allow them safe passage, but other sailors face almost certain destruction.

13. Old Earthwarden Tower: Beneath it is a Coral Road Entry.

11 · Falias

Lying to the south of Emer, Falias comprises a sizeable land mass, a large adjacent island further south, and a number of islands and island groupings in between.

Protected from the chill southern winds along the west by a range of sheer mountains, much of Falias is temperate and even tropical, with much of the northern portion of the main continent covered by lush rainforest.

Realms and Regions

A. Vashaan Domain:*[Temperate/Seasonal] Loari, Shay, Ochu (Mixed economies/Feudal Monarchy/TL:5-6).*

This is an ancient Oligarchy ruled by Essence-wielding Loari Elves, essentially a council of lords. While not as advanced at air travel as Sel-kai, they have very advanced seafaring vessels which they have used to conquer many lands to the south and west. They also possess other technologies, including powered balloon airships.

B. Bokorean United Kingdoms: *[Tropical–Temperate/Humid–Seasonal] Jaaderi (Mixed economies/Feudal Monarchy/TL:2-3).*

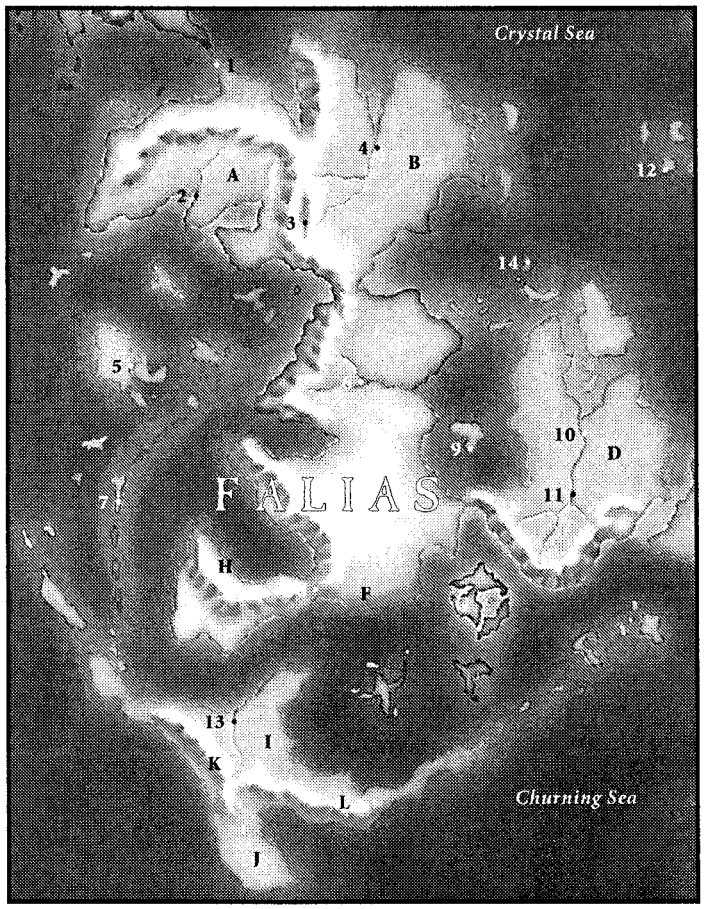
While not as technically advanced as the Vashaani, the Bokoreans have managed to hold their own against the Elven power. The natural barrier of the Farini Mountains and the treacherous currents between Falias and Emer have been invaluable of course, making eastern Thuul a more appealing target for the Vashaanic explorer ships. Bokorea is a loose alliance of feudal lords under a relatively weak king. The lords are constantly bickering and there are frequent minor wars, but they unite against an outside foe.

C. Ur Jujuy: *[Tropical/Rainy] Thesians, Garks (Hunter-gatherers/Tribe/TL: 1c).*

This lush rainforest basin is sparsely populated, being home to widely scattered tribes. It also covers a plethora of ancient ruins from a mannish empire of the Second Era, the *Vyans*.

D. Rhôn: *[Temperate/Humid–Seasonal] Loari, Erlini, Eritari (Monarchy/TL:4-5).*

Rhôn was once more centralized and united, but the more remote Erlini and Eritari peoples have



become more rustic and alienated from the city-states along the river which once ruled them.

E. Koumesh: *[Tropical–Temperate/Humid–Seasonal] Ochu (Slash and burn agriculturists/Theocracy/TL:2-3).*

The rainforest thins south of the Vananda River to a mix of temperate forest and grasslands. This region has been gathered together under a charismatic dynasty aided by powerful shaman-priests. This is the *Empire of the Black Sun*. Note: this is unrelated to the "Black Dawn" cult.

F. Otah Rhi: *[Temperate/Humid] Ochu (Fisherfolk/Tribe/TL: 2).*

Ochu city-states vie for arable land along the southern coast and worship a variety of demanding gods under the direction of elite priests.

G. Khomal: *[Temperate/Seasonal:] Dyari, Y'kin, Lydians (Mixed economies/Oligarchy/TL: 6-7).*

A name that is feared by those who inhabit nearby lands, Khomal is a guarded land ruled by an advanced Dyari elite and their mortal slaves.

H. Tazarah-Bushuy: *[Temperate/Seasonal] Hírazi, Mermen (Mixed economies/Clan/TL: 2-3).*

Within the embrace of the Geldsfaal Mountains, the Bay of Sindarah is a shallow, calm body of water. Here the winged men in their eyries and the fish men in their coral atolls have allied in a confederation. Their skills and abilities complement each other and they have co-existed for many years in this way. Humans and Elves are not welcome here.

I. Qassah: *[Cool Temperate/Wet & Dry] Jineri, Shay (Mixed economies/Feudal/TL: 3-4).*

Much of this land is actually wilderness or scattered villages, but along the Wythe River a group of Jineri and their trained knights have dominated the Shay farmers, and the dozen or so petty lords are in the process of coming together to create a kingdom.

J. Krelek: *[Cool Temperate/Wet & Dry] Centaurs (Herders/Clan/TL: 2).*

Besides the Centaurs of the lowlands there are a few scattered groups of Hill and Forest Giants in this region.

K. Burdok-Rhu: *[Underground] Dwarves (Mixed economies/Monarchy/TL: 4).*

The Dwarves of Burdok have an extensive city here, and many open vales high in the mountains where they grow crops to supplement their diet. They trade with the Centaurs to the south but have kept themselves secret from the Qassah peoples to the north. To the east is a settlement of Mountain Giants.

L. Yugokh: *[Underground] Trogli(Mixed economies/Republic/TL:4).*

More advanced and intelligent than most Trogli, these are ruled by an elected group. They have not lost their hatred for all races who live on the surface, however—or their taste for human flesh.

Places of Note

1. **Vog Ien:** (Er. "Death's Point") An ancient, ruined tower stands on this rocky promontory, overlooking the impassable straights between Emer and Falias. Beneath the tower, however, is a passage to a Coral Road leading across the straits then east to Onar.
2. **Talakyron:** Capital city of Vashaan homeland, it is marked by the grand Loari architecture style.
3. **Lothaas Valley:** High in the Farini Mountains is this cool-temperate vale. There are secret tunnels leading east and west from this valley, which is home to Jinteni ruins, access to a subshuttle station, and no less than three Portals.
4. **Boko-ta:** Capital of the Bokorean United Kingdoms, it is also a well-known trade center.
5. **Telegris City:** Part of the Vashaan Domain.
6. **Dænok City:** Capital of the Empire of the Black Sun.
7. **Orona Islands:** A string of atolls and small isles, it is populated by a few Shuluri and Merman.
8. **Red Dawn Pass:** This one break in the Geldsfaal Mountains is deep and narrow, and guarded by a pair of ancient Earthwarden towers—now inhabited by Hírazi.
9. **Sunset Island:** Holy place for the priests of the Empire of the Black Sun. It is also the site of some ancient ruins.
10. **Talasfurin:** At the mouth of the wide Kaeresh River stands this sprawling seaport, second only to Varkakonia in size and importance. Elves and half-Elves of all kinds mingle here.
11. **Varkakonia:** At the confluence of three rivers, this city of bridges and canals is the capital or Rhôn, seat of the high king Sojokiras.
12. **Althan Installation:** Sealed, only partially functional. No cronagenic vaults, but there is some useful equipment if one can gain access.
13. **Ohtah-Nor:** A seaport of mainly Jineri fisherfolk and traders.
14. **Khofea Monastery:** A religious complex and library, Khofea was once under the potection of Rhôn but is now pretty much on its own. The monks follow Valris and other Orhan gods and are peaceful, but the increasing threat from raiders has forced them to build defenses.

12 · KELESTIA

Among the northernmost of the Inhabited Lands, Kelestia is known to the well-travelled as the Land of the Northern Lights. This is because Kelestia is particularly graced by shows of the luminous curtains of gas ignited by the planetary radiation belts. Only one place has more beautiful displays: the remote islands of the *Mur Fostisyr* northwest of Jaiman.

Northernmost Kelestia is largely tundra, with limited agricultural capability except in more sheltered vales and the southern grassland ranges. The southern mass of the continent is quite lush, however, being primarily temperate in nature.

Once northern Kelestia was more temperate, but the ravages of the Wars of Dominion took their toll.

Realms and Regions

A. Orbis: *[Temperate/Seasonal] Y'nar (Herders/Clan/TL:2).*

This is a rainy, windy land of rolling hills and moors, the land in many areas too poor or sodden or rocky for most agriculture.

B. Isra: *[Temperate/Seasonal] Lydians (Mixed economies/Feudal/TL:4).*

Immigrants from Gaalt, the Isran Lydians have settled here in a loosely allied group of fortified holdings.

C. Verya: *[Temperate/Seasonal] Y'nari, Erlini (Hunter-gatherers, Herders/Clan/TL: 1c-3).*

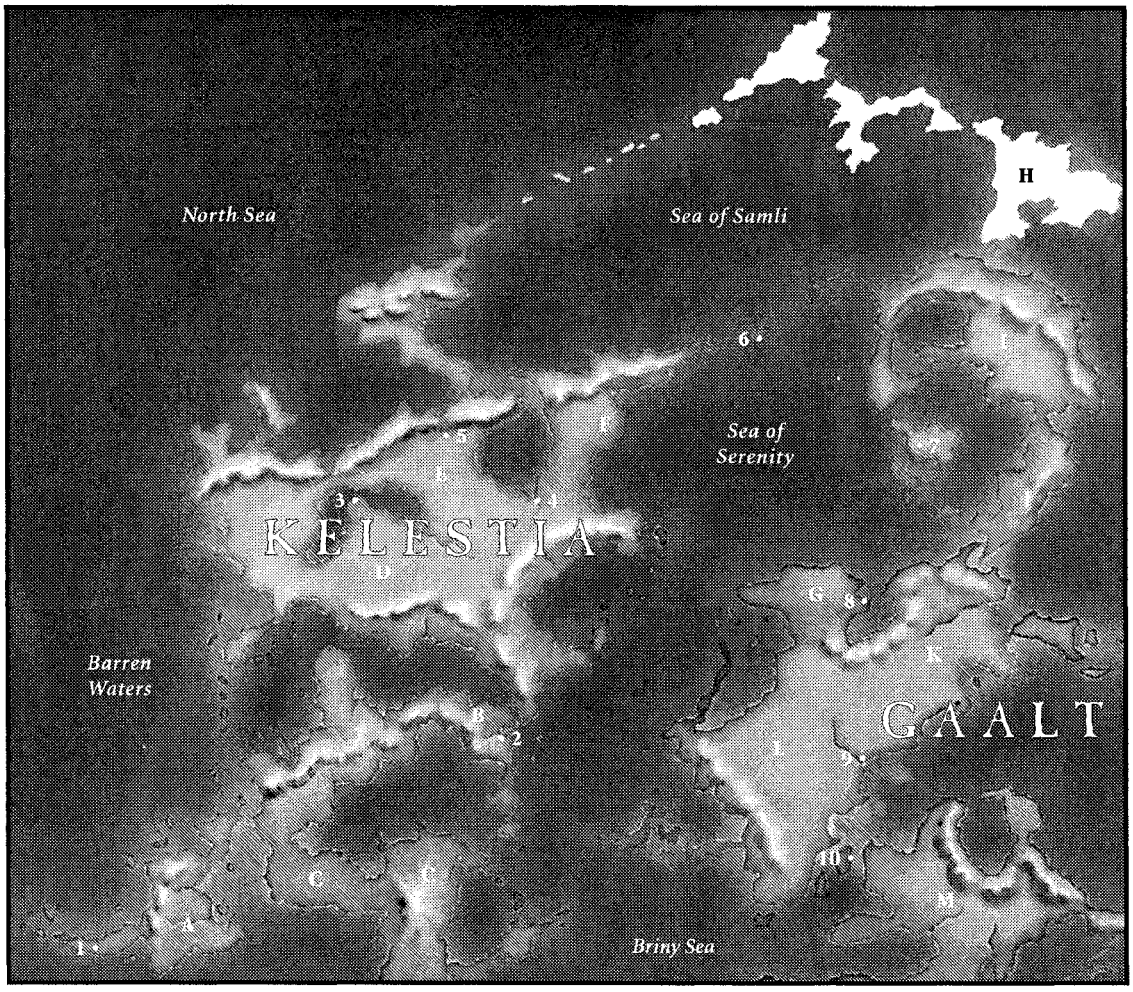
Across this region are isolated Y'nari towns, villages and homesteads, and in the heavily forested areas are a few reclusive Elven communities. They face the constant looming threat of Gaalt.

D. Vandara Plain: *[Cool Temperate/Wet & Dry] Haid, Shay, Quaidu (Herders/Tribe/TL:1c-2).*

The Y'nari were driven from this land long ago and never reclaimed it. In the early part of the Third Era, many Haid and Shay people migrated here from Jaiman and settled. Now the Raven Queen controls them through her armies of Pale Men.

E. Magalang: *[Cold/Semiarid] Quaidu, Anzeti (Hunter-gatherers, Herders/Tribe/TL: 1b-1c).*

The Magalang steppe is mostly desolate tundra and hardy grassland. Only a few nomadic communities even attempt to make a living here. The Raven Queen has claimed it, but the land has little to offer.



F. Amoatul: *[Cool Temperate–Cold/Seasonal–Semiarid] Anzeti (Herders/Clan/TL:2).*

These hardy people have managed to avoid the brunt of the Raven Queen's armies by retreating into high hidden vales and keeping a low profile. The lowlands are bleak tundra and of little value.

Places of Note

1. **Coral Road Entrance.** This was the escape route used by the Y'nari who fled to Silaar long ago. It remains a hidden entrance.
2. **Majay**: Largest city in the Lydian states of Isra.
3. **Jytan**: Haidic trade city.
4. **Magang**. Capital city of Magalang.
5. **Ice Citadel of the Frost King**: Now in ruins, it was the home of one of the Master of Malice's lieutenants in the Second Era.
6. **Earthwarden Ruins**. There is a hidden Coral Road entrance here.

13 · Gaalt

Gaalt, along with its sister-continents Palia and Murlis, is more of a grouping of substantial islands than a true continent. Swept by winds from the Endless Sea, the eastern shores of Gaalt are largely cold, barren places, with few large coastal communities. Some areas find protection, however, and Gaalt supports many scattered populations. Much of Gaalt is cool and moist (inundated by eastern storms along the Barrier), with some temperate areas inland and a few pockets of subtropical climate in the southernmost regions.

Realms and Regions

G. Clycallah: *[Cool Temperate/Seasonal–Wet & Dry] Laan (Mixed economies/Republic (TL:6-7).*

This little realm would have fallen long ago to Gaalt but for two things: the powerful Mages among the Laan, and their machines. The Clycallah's war machines (based on Wôrim technology) strike terror into even the Raven Queen's elite forces, and they are powerful enough to defeat her Troll warriors.

H. Samli: *[Frozen/Arid] Umli (Fisherfolk/Clan/TL:1c).*

This bleak land nevertheless supports a handful of Umli villages. As if the climate were not forbidding enough, the Umli must deal with Frost Giants… and the Shards of Samli.

I. Laakia: *[Cool Temperate–Cold/Seasonal–Semiarid] Quaidu, Anzeti, Talath (Mixed economies/Monarchy/TL: 4-5).*

The heart of the Raven Queen's empire, most of Laakia is shielded somewhat from arctic weather by the great curve of the Whiterock Mountains. The north face, however, is a dark land where little light or warmth reaches. Passes are guarded by granite fortresses and the land is dotted with villages and castles.

J. Seremia: *[Cool Temperate–Cold/Seasonal–Semiarid] Quaidu, Shay (Mixed economies/Feudal/TL:4).*

Also part of the Raven Empire, the Shay population has been subjugated by Quaidu lords.

K. Calermia: *[Cool Temperate/Seasonal]Quaidu, Shay (Mixed economies/Monarchy/TL: 3)*

Also part of the Raven Empire, the Shay population has been subjugated by Quaidu lords.

L. Hukoo: *[Cool Temperate/Seasonal] Quaidu, Shay, Hui, Lydians (Mixed economies/Monarchy/TL:3).*

Hukoo is in the process of being conquered by the Raven Empire. There is an appointed Quaidu Viceroy who rules from the captured city of Hukoo-voo. Forces of Pale Men are heading south, killing or capturing young men, seizing valuables, and subjugating the land.

M. Orenoki: *[Temperate/Seasonal] Hui, Talath (Mixed economies/Clan/TL:3).*

The Talath villages in the northwest are bracing for the inevitable invasion by the Raven Empire, but have little chance of stopping its spread. In some forested lands to the south there are also a number of Erlini tribes, and there are Hui settlements in the Hills.

Places of Note

7. **Citadel of the Raven Queen**: The Dyar sorceress who calls herself the Raven Queen has built a massive fortress on this rocky island. It is heavily guarded by her Quaidu forces, in addition to her elite *Guarlu* bodyguards. (More on the Raven Queen and her minions can be found in the *Powers of Light & Dark* book.)
8. **Cly**: Port city and capital of Clycallah.
9. **Hukoo-voo**: Capital of Hukoo, now controlled by the Raven Queen through a Quaidu lieutenant.
10. **Nonasa City**: A fortified, independent city-state, Nonasa is of course concerned about the approach of the Raven Empire forces. The wealthy merchant-barons who run the city have no desire to surrender, and while they might hold out against a siege for a long time, it would spell the end of their merchantile empires.

14 · GOVON

Much of Govon enjoys tropical or subtropical weather. Areas along the many rivers and lakes are dense with rainforest and other deciduous growth, while some of the northern areas are given over to desert. The central basin, surrounding the *Gefting Sea*, is home to several states, successors to an ancient empire. Tenryk was formerly the center but now the land of Kerq (north and east of the sea) is the center of the new Star Crown Empire.

***GM Note**: much of the Govon material is digested from the original ICE module* Star Crown Empire.

Realms and Regions

A. Tashok Jungle: *[Tropical/Rainy].*

This dense rainforest is uninhabited except for wild creatures.

B. **Danris:** *[Tropical –Temperate/Humid–Seasonal] Shay (Mixed economies/Feudal/TL:4).*

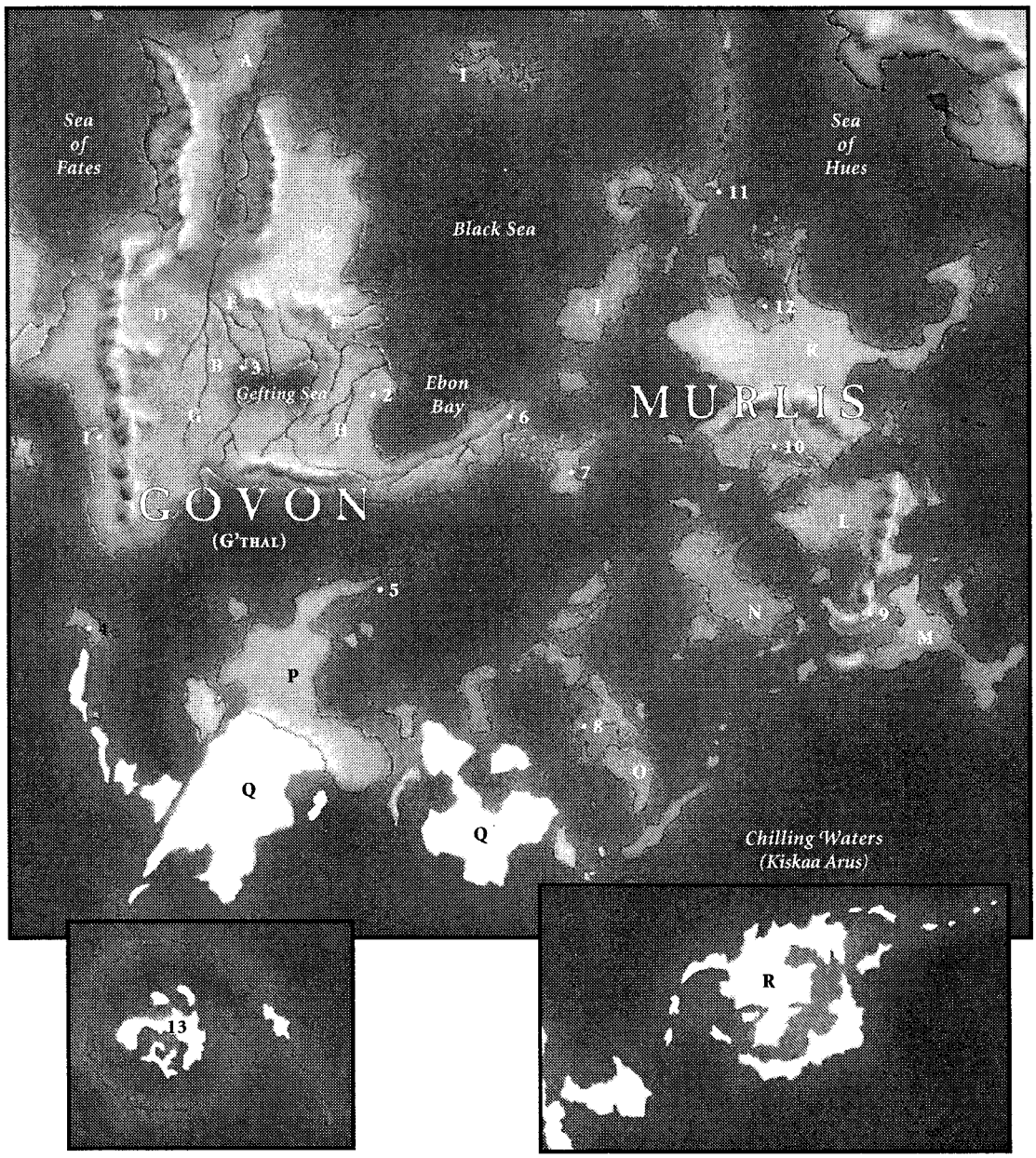
Mainly an agricultural economy, Danris is also a clearinghouse and trade center for commodities from neighboring realms… including slaves.

C. Bola Wastes: *[Hot/Semiarid] Muadani (Hunter-gatherers/Tribe/TL:1-2).*

The semi-nomadic Bolans eke out a living in the parched land. Once it was fairly fertile grassland, but the Wars of Dominion (known here as the 'Destruction') ravaged much of this land. There are also scattered Synshari in the wastes; they and the Bolans hate each other and attack on sight.

D. Onel Hills: *[Temperate/Seasonal] Centaurs (Herders/Clan/TL:2-3).*

While centered here, the equine people have been expanding in recent generations. They are more



gregarious with other races than most Centaurs, and also have greater expansionist goals.

E. Tenryk: *[Temperate/Seasonal] Shay (Mixed economies/Feudal/TL:4).*

Tenryk is the heart of the old Empire on Govon. They and Danris are at odds and Tenryk has recently seized the 'free city' of Arelios, which stands on the border between these two realms.

F. Baku-jagum: *[Underground] Dwarves (Mixed economies/Monarchy/TL:4).*

Baku-jagum (Dw: "Dwarf-home"), located under the Wyrmian Mountains, is the largest Dwarven settlement on Govon, though there are five small cities located in the Jomeloto (the mountain range running along the western coast).

G. Elfost: *[Temperate/Seasonal] Erlini (Hunter-gatherers/Tribe/TL:3).*

The Erlini of Elfost are a thinly settled group of Elves, loosely organized, fairly friendly with the human populations.

H. Hrange: *[Temperate/Seasonal] Erlini (Mixed economies/Monarchy/TL:3).*

More reclusive than the Elfost Erlini, the Forest Elves of Hrange are rarely seen by mortals. They are growing increasingly angered at the intrusions of lumberers from Moregador to the west and may soon strike back.

I. Zojikiri: *[Tropical/Rainy] Kuluku (Hunter-gatherers/Fisherfolk/Theocracy/TL:2-3).*

The Kuluku of this verdant isle worship a powerful local god: *Zokar*, Lord of the Forest.

Places of Note

1. **Brighthead City**: An independent trade port.
2. **Ebon City**: A center of magical learning, located in the land of Fydon Fey.
3. **Arelios**: A free city-state until recently when it was claimed by the adjacent Tenryk
4. **Boag-kha'al**: There is a hidden grotto on the south coast of this island; inside is a Taranian installation and subshuttle station.
5. **Wôrim Ruins**. Typical severe, geometric Wôrim design. Little of great value except some broken fragments of ancient machines.
6. **Nekuria**: Independent city-state and trade port.
7. **Isle of Däkothal**: Home of the Ice Men, an Umli subgroup.

15·Murlis

This name is generally used to describe not only the large land masses south of Folenn, but the vast archipelago to the southeast, and the frigid lands south of Govon. Murlis includes the long string of islands extending past Folenn to the west, all the way down to the polar regions in the *Kiskaa Arûs* (I: "Chilling Waters") and the strange *Spiral of Marek* south of Falias.

Realms and Regions

J. Xou'oune: *[Cool Temperate–Cold/Seasonal] Y'nari (Mixed economies/Feudal/TL:4).*

A number of city-states and villages compete for resources on this windswept island of rolling forested hills and boggy lowlands.

K. Drakiis: *[Cool Temperate–Cold/Wet & Dry–Semiarid] Haid, Lydians (Herders, Fisherfolk/Clan/TL:2).*

Most of the land is sparsely inhabited plains, but the NE peninsula is home to the Vancu, a brutal group of cannibals under the mastery of Soulslayer warlords, expanding their reach from Folenn. The captains of their forces wear Dragonskin Armor and carry a three-headed mace they call a *war claw*. Vancu cut the tongues out of their victims and tie them to their belts.

L. Yuar Noak: *[Cool Temperate/Seasonal] Lydians (Mixed economies/Feudal Monarchy/TL:4-5)*

Largest and most powerful of the Murlis realms, Yuar Noak is under the control of an aggressive king and heirarchy of nobles.

M. Khajir Goak: *[Cold/Wet & Dry] Y'nari (Mixed economies/FeudalMonarchy/TL:3-4).*

Formerly part of Yuar Noak, the lords of this land have broken away. However they fight amongst themselves and may be vulnerable to being conquered once again.

N. Torakh Gul: *[Cool Temperate/Wet & Dry] Laan, Haid (Mixed economies/Monarchy/TL:4).*

This large island is a land ruled by a Lich king and a hierarchy of his sorcerers underlings. These spell-casters and their families are all of Laan descent and form a sort of nobility, the Haid being serfs.

O. Kushua: *[Cool Temperate–Cold/Wet & Dry] Anzeti (Fisherfolk/Oligarchy/TL:3).*

An inhospitable land with a short growing season, Kushua is nevertheless able to support scattered Anzeti villages, mostly along the northern coast.

P. Narash: *[Cold/Semiarid] Umli (Herders/Clan/TL:2)*

Only the hardy Umli could carve out a living on this tundra, criss-crossing the land on their dogsleds.

Q. Black Ice Realm: *[Frozen/Semiarid] Ice Giants (Hunter-gatherers/Anarchy/TL:1).*

The snowfields and dark icy plains of this land are broken by rocky basalt outcrops and some stunted vegetation—enough to sustain some hardy animals and in turn the cold-immune giants.

R. Ekeris: *[Frozen/Arid/TL:10].*

Beneath the snow and ice completely covering this land is a domed Taranian outpost with subshuttle access. A few facilities are still functioning, powered by thermal reactors.

Places of Note

8. Isle of Twilight: Holy city of the Kushua Anzeti.

9. Khirn-Rhu. An abandoned Dwarven city lies hidden under these mountains.

10. Noakara. Capital of Yuar Noak.

11. Jinteni Ruins. There are also two portals on this island.

12. Kakuda. An independent city-state, populated mainly by Haid.

13. Spiral of Marek. Home to a clan of Storm Giants, this isle and its strange spiraling reef is constantly buffeted by winds and violent weather.

16·Palia

Palia—partially because of its more southerly location and partly because of its protective mountains—has a generally temperate climate. The central western isles bridge the seas between Gaalt and the Iyxian cluster, and powerful flows of Essæncewash over those regions. These islands are temperate to subtropical, and some of the southwestern areas are the most verdant on the planet.

Realms and Regions

A. Abarquan Islands: *[Tropical/Humid] Saurkur (Mixed economies/Oligarchy/TL:4).*

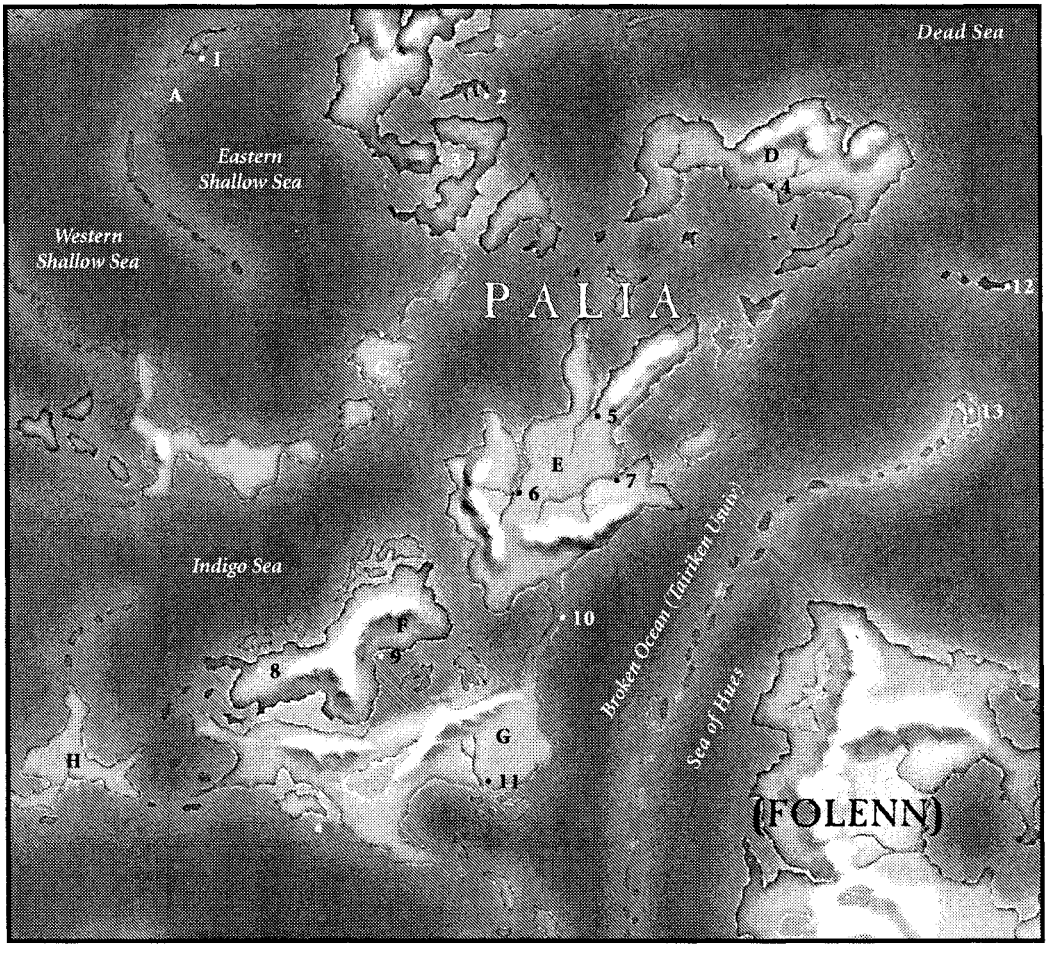
Home of the Lizard-men described in the ICE SW module *Islands of the Oracle*.

B. **Botha**: *[Temperate/Seasonal] Talath (Herders/Clan/TL:2).*

These green hills are dotted with the towns of peaceful Talath Clansmen.

C. Dalov Dom: *[Temperate/Seasonal] Erlini (Mixed economies/Monarchy/TL:3-4).*

Under the benevolent rule of Queen Nor, the Erlini Elves of the *Dom Naduum* (Er. "Silver For-



est") have lived in peace for many thousand years. They have weathered the Wars of Dominion and many other threats. They would not have survived without the protection of the powerful Nereid *Nimira* and the many Dryads who share the forest.

D. Vulth-torgu: *[Temperate/Humid–Seasonal] Lugrôki, mannish races (Mixed economies/Dictatorship/TL:3).*

Once a land of scattered Shay and Hui villages, it was overrun in recent decades by an army of Lugrôki led by War Trolls. This force has become known as the *Vulth Horde* and now threatens the Empire of a Thousand Dawns.

E. Dhuria: *[Tropical/Rainy–Humid] Erlini, Thesians, Eritari (Mixed economies/Monarchy/TL:5-6).*

Dhuria is heavily forested with scattered feudal city-states mostly along the coast and major rivers. It is part of the Empire of a Thousand Dawns.

F. Ran Tairi: *[Tropical–Temperate/Rainy–Seasonal] Erlini, Loari, Iylari (Mixed economies/Monarchy/TL:5-6).*

The heart of the Empire of a Thousand Dawns, this island is a mix of forests and rolling hills with many fertile fields. While there are few true cities, there are many small towns huddled around fortified castles. King Rænedor rules from the ancient city of Ketharia.

G. Dalov Ram: *[Tropical–Temperate/Humid–Seasonal] Loari, Erlini (Mixed economies/Feudal Monarchy/TL: 5-6).*

Ram is similar in many ways, with many dense forests broken by Loari fortified manors and villages.

H. Dalov Cor: *[Tropical/Rainy–Humid] Erlini, Jineri, Eritari, Sulini (Mixed economies/Clan/TL: 3).*

Also part of the Empire of a Thousand Dawns, Dalov Cor is almost entirely forested and inhabited by the more rustic Elves and their half-Elven brethren.

Places of Note

1. **Luzon**: A Coral Road Entry, unknown to the Saurkur inhabitants.
2. **Tokeke**: Scattered Second Era ruins.
3. **Boriboth**: Free Port town, inhabited primarily by Talath.
4. **Turiak Shek:** Capital of Arkitor.
5. **Murataria**: Located at the head of the Arjus River, this city of mixed Thesians and Eritari overlooks an estuary rich in shellfish and crab.
6. **Selis Dhur**: A city and major ship-building center.
7. **Kalorn Drin**: Port town whose residents are mainly Erlini and Sulini.
8. **Diaskar**: A primarily Linæri city, Diaskar is notable for its many gardens and low, unobtrusive structures.
9. **Ketharia**: Capital of the Empire of a Thousand Dawns, it is an ancient fortified city and trade port. The Elven-king resides in a massive palace built into the mountainside overlooking the city.
10. **Kykor Ku**: A walled city that spans the Dhurian isthmus, Kykor Ku is also bisected by a gated canal that passes through the strip of land.
11. **Thalassia**: Capital city of Dalov Ram, most of its residents are Loari and their Erlin servants.
12. **Vulm Shryac**: Citadel of Kydak Dum, the Golden Dragon.
13. **Syton Kyr**: Coral Road Entry.

17·Folenn

An isolated, shadowy land on the edge of the earth, Folenn has had little contact with the rest of the hemisphere. It is shielded by the encircling *Gale of Hues* (a name for the EssænceFlow surrounding the continent), and is near the Great Barrier dividing East from West.

18·North Polar Region

The geographic (rotational) northern pole is actually not covered by land, and even the ocean is relatively clear of ice. This peculiar situation is explained by ongoing volcanic activity on the ocean floor, keeping the water warmed well above freezing. This activity causes alarming weather changes, and the convection turbulence makes the *Polar Bay* one of the most treacherous areas to navigate on the entire planet.

The surrounding ice fields are subject to some fluctuation through the year; this map is an approximation of the average coastline.

Realms and Regions

A. Raathvaalg: *[Frozen:/Arid] Ice Trolls (Mixed economies/Monarchy/TL: 5-6).*

Northernmost reaches of a vast empire of the eastern hemisphere encompassing the lands within the great *Black Dragonsteeth* and beyond. This northmost region is a desolate snowfield inhabited only by creatures that can survive there. In this case it is Ice Trolls under the control of Lord Gathgaatu.

Note: the Black Dragonsteeth is in fact the mountainous crater-rim created by the impact/penetration of the black hole ages ago. The sheer ridge is steep and high, but there are a few breaks, forming narrow passes.

B. North Plains *[Frozen/Semiarid].*

Essentially a vast, desolate snowfield. This region of the north pole has very little actual land mass; the solid surface is floating ice hundreds of feet thick.

C. Hynuria *[Tropical/Humid] Jineri (Hunter-gatherers/Theocracy/TL:3).*

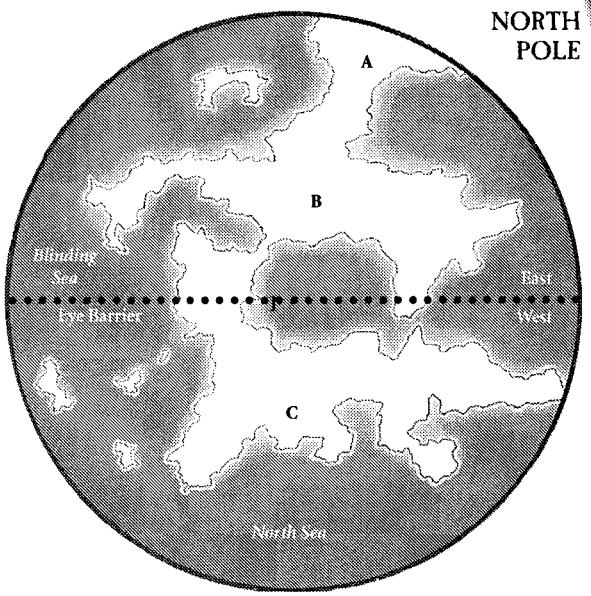
This is a volcanic island formed long ago under the snowfield. The volcanic heat melted away the snow and ice from the immediate region, and ongoing submarine vulcanism maintains a warm climate on and around the island. Here lies an island fifty miles across, with approximately five miles of open water around it, and beyond an encircling wall of ice and snow.

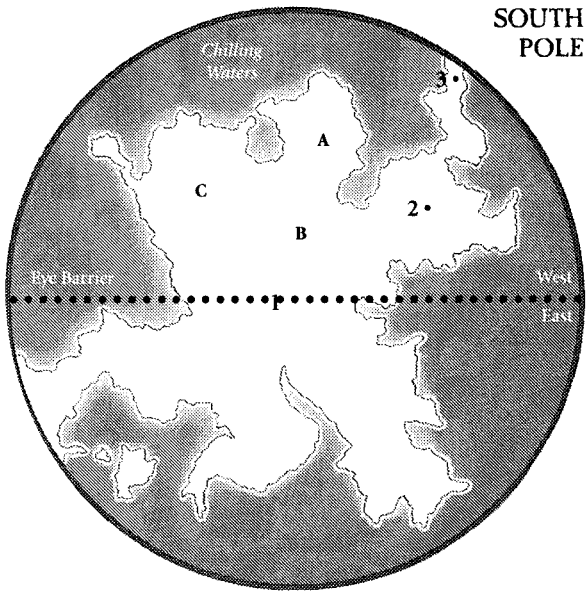
The island is a lush rainforest inhabited by a culture under the careful supervision of a sophisticated priesthood. All aspects of society (including marriage and children) are carefully controlled by the priests so as to maintain the idyllic—if basic—civilization.

How these people (and the other warm-climate life) came to such an isolated location would be a mystery—unless you were one of the high priests of Gamuru and knew of the Portal inside the Stonefire Temple.

PLACES OF NOTE

1. Citadel of the Northern Eye: Located on a small island at the geographic North Pole. There is actually very little to see aboveground: a six-sided tower approximately sixty feet tall. Constructed of an adamantine material, it houses an elevator to the complex below that housed the Eye and the machinery that focused its power.





19 · SOUTH POLAR REGION

The South Pole has somewhat less severe temperatures along the coasts and a wider variety of animal life that the northern polar region. Some coastlines actually enjoy periods above freezing during the southern hemisphere's brief "summer".

Beneath one region of the southern pole lie the great *Ice Grottoes*, monstrous caves roofed by vaulted ice. In the Ice Grottoes there is no rain; life is sustained by water from springs and melting ice. Heat from thermal vents adds warmth and humidity. Sunlight enters only filtered through the great ice roofs.

REALMS AND REGIONS

A. Vasai Republic: *[Temperate/Humid] Lydians, Ochu (Mixed economies/Oligarchy/TL: 3-4).*

This is the land beneath a monstrous Ice Grotto complex. The interconnecting ice domes rise from sheer ridges and often span dozens of miles. Ochu ruled by Lydian overlords inhabit this dimly illuminated land.

B. Nanuur: *[Frozen /Arid] Frost Giants (Hunter-gatherers/TL: 1b).*

Scattered over this entire region, the Frost Giants roam seeking anything (or anyone) edible.

C. **Isaria:** *[Tropical/Humid] Eritari (Hunter-gatherers/Tribe/TL: 2).*

A secret valley surrounded on all sides by sheer cliffs of ice hundreds of feet high, this land is a tropical paradise heated by thermal vents. However, it is always in peril from the same active volcanoes to which it owes its existence.

Places of Note

1. **Citadel of the Southern Eye:** Identical to the North.
2. **Ordia:** A fortified tower set into a frozen cliff-face overloking the southern ice plains. It is also one of the Eight Secrets of the Jerak Arenreth: the Ahrenryak (Ir. "Secret of Souls")
3. **Ice-causeway:** To Ekeris.

20 · The Eastern Hemisphere

Here, for the first time, is a glimpse of what lies on the far side of Kulthea.

Note: *Unfortunately, a map of the Eastern hemisphere is not yet available. Hopefully one will be posted on the website in the near future.*

The most obvious formation is the cluster of crater-rings of mountains in the northwest region. These were formed by the impact/penetration of the super-massive object that struck the planet long ago. (The Pillar of the Gods on the opposite side of the globe marks the exit-point of the object.) Other craters were caused by the impact of trailing material caught in the object's wake, striking along a line as the planet rotated.

One might think that such an object would have destroyed the planet or at least jarred it out of orbit. But the object (possibly a micro-black hole or neutron star) was moving so fast and was so small, that it penetrated Kulthea more like a hot needle than a cold hammer. It streaked through the core and out again in an instant, its gravitational power so briefly felt that the planet's own inertia prevented it from breaking up. More damage to the world was probably done by the cloud of material at the event horizon and the long trail of debris it had accumulated. Much of that material is believed to have also dusted the Five Moons; and the two smallest moons may actually be captured debris from the object. This event may also be the reason for the Essænce.

The Essænce Lords & Their Domains

Few but the Loremasters and a handful of other scholars even know of the ancient race which originally populated this planet, and even they all believe the same version of the fall of the Althans: that almost all were slain in the final conflict and the Eyes of Utha were placed at the poles to somehow protect the planet from dangers and moderate the Essænce.

This, however, is not entirely true. Many more followers of Kadæna survived than Utha and his Duskwalkers could hope to defeat, even with the Shadowstone lost. The Eyes were created as a prison, to trap the Kadænan Althans on Kulthea and in the eastern hemisphere where they were concentrated. The *Dænku Ahrenreth* was formed to monitor the Eyes and maintain a vigil against any K'ta'viiri (members of Kadæna's extended royal family) who might escape or emerge in the West. But the watch has failed, and a former member of that order may soon be responsible for releasing these Essænce Lords from their prison.

Awakened from secret chronagenic (time suspension) vaults by the reappearance of the Shadowstone in 5030 TEI (brought back by Ondoval), the Essænce Lords have been building empires in the East for over a thousand years, and they are poised to make their escape. A handful of these K'ta'viiri, along with dozens of other Lords, have been fighting amongst themselves for supremacy, but also biding their time and massing their forces for the moment when they might escape from Kulthea and rule the stars once again. All of these realms are generally at Tech Level 6-8, with the Lords themselves having some machines to TL 15, but these are all items preserved from their former glory. Because of their few numbers, their inability to cooperate with each other, and the limited resources, they have been unable to construct many new tools, vehicles or weapons even approaching their old levels.

Ozyrin: The smallest of the domains, it is the realm of *Kyjariis*.

Sotar-ki: Lord V'jarin rules this domain in the southeast

Wojok: Located on a continent in the southwest, the Lord Dijarka has designs on Folenn across the Barrier.

Goath: The brothers *Jeral* and *Jeraniis* share control of this empire in the central continent.

Kytan-Kûr: Largest of the domains, it controls all the lands inside the crater-ring in the northwest. The ruler is *K'thaalhír*.

Chapter VI

The Bay of Izar

1 · About the Map

The Bay of Izar map shows most all the major known sites in or around the bay. Some of these are straightforward, like the settlements or fortifications. Others are more mysterious in nature, be they ruins, mystical sites or just areas of conflict, like a band of raiders. These are included to give the GM a starting place for their adventures.

This area in general has been included as a campaign location for GMs new to *Shadow World*. It is a complete adventuring area, detailed as opposed to the more general treatment in later sections. Further areas will be detailed in future *Shadow World* products.

2 · Key to the Text

This section is organized by category. First of all, the general geography of the Bay area is defined. Next the major settlements of the area are listed, from small but noteworthy villages to packed, fortified metropolises. Next, the major fortifications are listed. These areas include the major castles, keeps and towers. If they are listed here, they are currently in working condition. If they are ruined or broken, they are listed in the final section. This final section lists the sites and mysteries of the area. These areas are specific adventure sites for the most part. They include ruins, strange locals and any other potential puzzle or site of conflict. Within all these sections, the Bay of Izar will be fully detailed. This should be enough information for a long and fruitful campaign.

3 · Geography

This section details the major geography of the area. Artificial sites and locations are detailed in latter sections.

Mountain Ranges

This section lists the major hills, mountains and other mountain features of the area. For details on manmade mountain locations, see the succeeding sections.

Deep Chasm

Located in the Scorpion Ridge, this is one of the deepest canyons in this area of Emer. Not connected with any known water source, the wise of the area believe this chasm to have been created by some for of catastrophe, probably a magical one. It is said that spells and other magical effects fail more often in this canyon. It's not known whether this is because of some intrinsic difference in the magic here (none has ever been detected), or because of the strange bodings and distractions that seem to plague spell casters here. Many people think that this area is supernatural in nature, and expeditions have been launched in the past to determine whether or not there is some current cause for this, or whether this is some echo into events of the past. None of these expeditions have discovered anything blatantly out of the ordinary.

Izaran Crest

These old, rolling hills lie along the eastern banks of the Bay of Izar, separating Sarnak from the lands to the east and north. The Crest is much higher on the Bay side, the last fold before the great plateau (which holds central Hæstra and the Sea of Votania) falls to the level of the ocean.

These hills are peaceful for the most part, but it's not unheard of for bandits or even strange creatures to be spotted here. These groups lie in wait, most of the time, preying only on the victim of opportunity. They are rarely seen venturing forth into the surrounding lands.

Morbek Highlands

A vast area of ancient mountains whose peaks have long ago worn down, the Highlands still rise to a respectable altitude. Mining attempts in these hills have yielded nothing of value, proving them to be worthless as well as ugly. However, ancient lore speaks of a kingdom beneath the Hills, populated by strange, stunted people. These are the Murlogi, and under these hills and the Forbidden Ridge is their realm-under-the-mountain. And even further down are the Ash lairs.

The Murgoli are the a frightened and reclusive people. They don't venture onto the surface often, and when they do, they tend to travel in large bands and strike against weak foes. The Ash Pass Tower (see below) is the only exception to this rule. There, the Murgoli are directed by a much more dangerous hand . . .

Mountains of Gold

A ridge of hills jutting up from the ocean, they form a sheer barrier between central Hæstra and the stormy waters of the open sea — isolating the Elven Isle of Talæn and a handful of neighbors from the mainland. Named for their golden color in the sun, they also embrace rich mines of that precious element.

In the days of the empire, these mountains held a thriving mining trade. Of late, however, more and more mines have played out and fewer and fewer new ones have opened. This isn't because of a lack of veins, but a lack of people capable of finding them. In this decline, and with the withdrawal of imperial protection, a darker element has taken hold in these mountains. As the civilized element has withdrawn, a dangerous element has taken its place. Now abandoned mines are inhabited by raiders and worse.

Scorpion Ridge

Named for the hooking line of the ridge not unlike the curled barb of a scorpion, the ridge encloses the southern portions of the Bay of Izar. It is rocky and the slopes are steep, but a few hardy groups have made their homes along its flanks. The Ridge also has several dormant volcanoes and three known active ones.

These mountains are dangerous. The groups living on its slopes are sometimes benign, but often they are dangerous predators. In addition there are many natural hazards, from the volcanoes mentions above to landslides, earthquakes and worse. Travelers in these mountains had best beware.

Seas and Waterways

There are many significant bodies of water in the area of the Bay. They are as follows:

Adeous River

This river is cold, swift and deep. It is otherwise calm. It is known for good fishing and safe travel.

Arth River

This river is swift and shallow. The fishing is adequate, and occasional prospectors have been able to make a living panning for gold here.

Bay of Izar

The most prominent feature in the area is this huge, enclosed bay along the western coast of Emer. The waters of the bay are calm and easily navigable. There is little land upon which to gain a foothold, the only flat shores lie to the northeast. Land meets water in rocky shoals along much of the rest of the coast, and in the southwest sheer cliffs loom.

There are three primary ports on the bay: the Port of Izar at the mouth, the town of Bentara along the northern coast, and the city of Sarnak, lying to the far east of the bay and shielded under the Morbek highlands.

Because of the protection of the Port of Izar, there is little in the way of danger, especially where piracy is concerned. Storms are blunted on the arms of the bay and in many ways, these are some of the most ideal waters in all of the *Shadow World*.

Daluj River

The Daluj is small, fast river in this region. It becomes deeper and slower farther along. The fishing in the Daluj is not particularly good, but it makes for a good waterway.

Glor River

This river is cold and turgid. The fishing is terrible and the boating is worse. Still, it makes a good natural barrier.

Janaten River

This river is wide, warm and gentle. It is popular for swimming and fishing (even when the fish aren't biting.) It has many fords and is easy to cross, but because of this, only flat-bottomed boats with a very shallow draft can sail any distance upstream.

Janten River

This river flows south out of the mountains. It is deep, slow and warm. It is good for fishing, but an inordinate number of swimmers have been lost in it, so the wise do not wade into its waters. No one knows why, but predators of some sort are suspected.

Lake Sonfora

This pleasant lake has turned into something of a hot spot for the rich and powerful of the region. Nearly all of them own homes and estates around the northern shore of lake. The winter social season is quite alive here, and many squabbles, arguments and feuds are both started and settled here. It's not unusual for a dead body to show up, though this usually causes a new squabble, argument or feud, not to mention quite a scandal (far worse in their opinion).

Noldune River

This river flows swift and cold out of the Gold mountains. It is a fairly deep river, and can be difficult to cross, except at the established bridges and fords. The cold water can be good for panning for gold on the edges, and many people swear by the fishing there.

Norulean River

This river is swift and colder than usual for the area. It has many rapids, and therefore it's impossible to travel far up its course without a good deal of portaging. Still, it is an important body of water for the region.

Norund River

This river is swift and just a touch cold. The fishing is good, and the swimming is invigorating. The boating is not so good.

Runan River

This winding river is wide and quiet enough to make for good trade. It is also marginal for fishing, and many of the locals depend on it in many ways.

Sea of Gold

Most of the northwest coast meets this relatively calm sea, named long ago perhaps for the adjacent mountains or the lovely hue it acquires at sunset. This area is a hotbed of fishing, whaling and commerce. Its calm seas and relatively mild weather make it an ideal place to sail.

However, this sea *is* outside of the easy protection of Izar, and that means that it is not unknown

to pirates and other predators. This sea is relatively safe, but nowhere near as safe as the Bay.

Slyk River

This river is fast, with many rapids. Many fishermen ply this river, and the lower areas, which are calmer, are used in the logging industry, though of late the great woods have been depleted and there are fewer and fewer trees to fell upstream.

Urij River

Urij flows down from the foothills of the Forbidden Ridge into the Bay of Izar. The upper reaches of this river are swift and dangerous — far too rocky to be navigable. The fishing here is a bit sparse, but a fisherman can make his way. This river is usually considered the southwest border of Sarnak.

Wailing Marsh

Between the northwestern end of the Izaran Crest and the shores of the Bay, lies this swamp. It straddles the road between Bentara and Falkenna, looming over about fifteen miles of the ancient highway built by the Old Empire. Once this road was raised above the swamp—a causeway with periodic low bridges to allow the waters to flow beneath. But the road has sunk in places, and a few bridges have collapsed, making this a treacherous route.

Year-round, it is warm and muggy in the marsh, even oppressive. The air is still and the sun never reaches beneath the trees. Often a dark mist will rise from the waters.

The marsh is infested with alligators and large constrictors, but the greatest peril is the wailing deep in the swamp. No one is certain what causes this wailing, but many theories, from clever bandits to the restless dead, abound.

Other Locals

This section details the other geographical locations of the area. Everything from islands to forests are included here.

Harig Forest

This forest is a pleasant enough place, full of life and growth. It has its dark areas, but for the most part, it is a good and bountiful place. The rangers and natives to this wood say that it is generous to anyone who respects it and takes no more than needed. Those who kill wantonly or destroy trees without a genuine need for the wood often meet with tragic accidents. It's not known if this is

due to the guardians of the wood, or if the wood itself has the ability to defend itself.

Isle of Fire

A single island about 20 miles off the Hæstra coast, the Isle of Fire is the domain of the Lord High Priest of Zanar. His palace is perched high on a bluff near the southern end of the island, and protected by many guards and magical wards.

More on the Isle of Fire will be revealed in later books.

Kijara

This relatively pleasant island is located in the Sea of Gold due north of the Port of Izar. It has a mild climate and thriving grasslands, dominated by weeds. There is evidence that this island used to be heavily forested, but few trees grow here now and the skeletons of dead trees stand like grim reminders of the past. Whatever destroyed Tornor seems to have devastated the ecology of the island.

Tirok Isles

These islands are beautiful and fertile, with good weather year round and a robust sampling of animal life. This makes these islands popular for minor settlements and homes. They are more or less all under control of Count Khaanok, but the western isle is shunned because of rumors of hauntings and other strange goings on.

4 · Settlements

While this area is noted for its large tracts of wilderness, there are several noteworthy settlements that serve to tame the lands. The most noteworthy are as follows.

Bentara

Bentara is located along one of two key land routes from mainland Hæstra to Izar and the sea, and also the main trade point with the Dwarves of Ton-Bor.

The Count of Bentara is the young Bryce Korel, who succeeded his father in 6052 at the age of nineteen. The elder Korel was killed along the road from Izar, apparently by bandits. There were rumors that the boy arranged his father's death, but no proof. Meanwhile, Bryce has proven a capable leader and managed to keep his council of advisors in line—including the power-hungry Sorcerer Ventine.

There is much intrigue currently in Bentara. Certain loyalist groups seek to overthrow Bryce for the murder of his father. Other seek to place Ventine on the thrown. Travelers are best advised to keep their heads down in Bentara, and to not voice any opinions on the leadership.

Bildamur

Bildamur is a village, rare in this area, as there is a strong current of Elven blood in the occupants. They are fair for villagers, and many of them live hundreds of years. This village also has a several genuine spell casters, a rarity in a place like this.

Calwen

This village is the last stop in the area on the road east. It is a quiet place, and like most villages exists for the sake of the local farmers. There are many small, local factions in the area. They tend to orient around religious beliefs, as this village has seen many distinct waves of immigration. While all these groups center on the worship of the Lords of Orhan, that doesn't mean that they always agree, and occasionally one group will undertake the sabotage of the farm of another.

Catheod

This village is a grungy and poor affair. They have had considerable trouble with their prosperity of late, and this has become a concern for all the inhabitants. Crops are failing. Crafts seem sub par and trade seems to be thin. The people of Catheod are superstitious, and don't follow the atheism popular in Sarnak. Many of these suspicious people are now trying to figure out how they have angered the Lords of Orhan so that they can appease their gods.

Elengora

This village has experienced much prosperity in the recent years. Because of it, it has developed a significant criminal element. The sheriff managed to get a man inside this ring of thieves, but he recently disappeared. The sheriff has just begun to investigate the matter.

Eloian

This small village is somewhat raucous. The law has never been really strong here, and there's a considerable "wild" element to the citizenry. There's a bar fight in the taverns most every night, and rarely does a week pass without an injury. There are people in Eloian who would like to lead a more sedate life, but it doesn't seem likely that they will get their wish. What this village needs is a strong sheriff to get the place under control.

Falkenna

Only recently the Count Dennik of Falkenna swore fealty to the Directorate of Sarnak. He is not thrilled at being lorded over by women, but his knights proved no match for the amazons.

This spur of the Forbidden Ridge yields up diamonds and silver, enough to keep the Count well-off even after paying taxes to the Amazons. And not as glamorous but hardly less valuable is the salt mined from vast caves nearby.

However the Count isn't the only person in Falkenna who isn't pleased with the recent events. A large group of men has united to for an underground rebellion, set on the plan of throwing of the "yoke" of Sarnak. Though their complaints are unfounded, they are quite fervent in their plans. Their most viable plans seems to be a sustained guerilla war against the Amazons, with the goal of making Falkenna more trouble than it's worth. What the future holds, no one knows.

Fen-Jorl

This town would be wealthier if the insane Count Gilden didn't squander his profits from his Eog, sapphire and amethyst mines on his sprawling and increasingly baroque castle. It is a spectacle easily seen from well off the coast and a source of resentment by the common people. Gilden's son Raen is an ambitious and resourceful teenage boy who might soon solve the problem...

Not everyone is happy with a prospective coup, however. Certain elements in the town have declared themselves "loyalist." Though Raen has made no moves, or even a hint of one, to take out his father, the loyalist movement thinks he will try. They listen to the grousing of the other commoners and they believe an assassination or a coup is inevitable. They have even whispered about taking out Raen *first*.

Feoerin

This village owes its prosperity to its location at a set of crossroads. Still, it has certain qualities that would keep it on the map even if the trade routes were to change. Most notable is a skilled and talented healer, who has taken up residence here to treat travelers moving down the roads. Life in this village is pretty quiet, but recently an herbalist has set up shop in town and the healer and the herbalist are now competing for business.

Feoras

This village is located in the far north of the area, on the coast of the Sea of Gold. It sits at the end of the road through the Mountains of Gold and enjoys some small amount of trade. For the most part, this village is a forgotten end of line. The natives commonly tell people, "It's not the edge of the world, but you can see it from here."

People in this town do not welcome outsiders. While traders and the likes are tolerated, if anyone outstays their welcome (which isn't hard) they can wake up trussed and tossed out of town, or worse.

Glorithas

This village profits from both good trade and good fishing. Their lives here are hard, but worthwhile. All things come in abundance for those who are willing to work for it. The only problem in the village currently is that the town thatcher and his entire family died of a fever a few months back. Now the roofs are leaking and no one knows how to fix them.

Golaar

This town is a center of craftsmen and learned in the region. It is said that in Golaar's libraries and classrooms, that most any fact can be found (in truth, this is an exaggeration, but for this region, it has a notable store of books). It is said that its craftsmen can create any item, (again, an exaggeration). The only thing this town really lacks is a strong fighting force. To date, they have been spared major invasion, and accordingly, they are somewhat soft and complacent.

Haerogim

This village is small and quaint. They do not like outsiders, and tend to blame any little problem in the village on whomever might be visiting at the time. Travelers are best advised to just pass straight through.

Hondorun

This village, a member of the Directorate of Sarnak, knows prosperity and peace. It's ruled by a council of wise women and is said to produce some of the finest archers of the realm. Rumors abound that these women cut off one of their own breasts to better draw a bow, but these are patently false.

The most noteworthy thing about this village is its underground male resistance movement. This group looks to overthrow the council and succeed from the Directorate. They haven't worked out the logistics of the succession, however, and so their plans are currently little more than talk.

Ieldran

This village also caters to the whims of travelers. It has a thriving farm trade as well, so many caravans pick up food and supplies here. It is a welcoming, friendly place, but it's locked in its own

internal feud between the thatchers and the smiths. These two families usually manage to keep their fights from spilling into the affairs of outsiders, but this isn't always the case.

Jantanen

Huddled in a narrow valley at the foot of the Morbek Highlands, Jantanen is constantly under threat from Murlogi raiders by land and one of the few band of pirates operating on the bay. However, the rich gold, emerald and Eog mines nearby make the perils worthwhile. Lord Iorn was killed a few years ago in a raid by the Goblins, but his widow, Lady Cinnamona, has proven a skilled leader and administrator.

Jantanen is known for its fine sailors. Pirate attacks have honed the navy and merchant marines of Jantanen into an experienced fighting force. They *might* be the most combat saavy sailors in the Bay.

Kerian

This village subsits on farming and general trade. It is ruled by a council of elders who are troubled as much by their own senility as the problems of the community. Still, they are well meaning, and during their more lucid moments, quite wise.

Laslinur

This is the southernmost major village still considered a part of Sarnak. It is a well-defended place, considering itself the first line of defense in a southern invasion (not that one is likely to be forthcoming). As such, this is not a village in which to cause trouble. Most every woman here has a weapon and knows how to use it.

Lean

This village prospers from good trade and good fishing. It has few truly poor residents, as most people share *some* degree of success. The worst that can be said for Lean is that it has more than its share of swindlers and greed mongers. It's not unusual for a traveler to be bilked out of their entire fortune here, and the residents are good at covering their tracks and disappearing before anyone is the wiser.

Londelear

This is a simple fishing village located on the northern coast of the southern arm of the bay. It is a quiet, peaceful place, living off the sea. They are happy to continue life in this fashion. They do not ask for much out of life, and they are happy with what fate gives them.

Not everyone in the village feels like this, however. A small group of people have gathered together to practice the worship of the dark gods. They have been promised great riches if they do the Dark Gods' biding. This has yet to escalate to the point where normal citizens in the area have noticed, but some things are inevitable.

Lonweriet

This village thrives on the northbound trade from Izar. It does not have much other purpose, but it makes a great living serving the needs of the caravans traveling to and from the Port. This has lead to an equally thriving crime rate, and this little village supports a much larger criminal element than its size would otherwise warrant. The town officials turn a blind eye as long as no locals are preyed upon.

Lorudier

This village handles the usual duties of craft services and a marketplace for the surrounding farms. Strangely enough, the fishing here is terrible, and no one knows why. It does well enough supporting farms, so it doesn't miss the lack of the fishing trade.

Recently, Lorudier has had a major spilt in its leadership. The mayor, a man named Kaldurin is at odds with his son, Alderoch. Kaldurin represents the interests of the rich, but Alderoch has decided that the needs of the farmers has been ignored. The farmers have united behind the son, and there is a schism growing between these two factions daily.

Merund

This village has suffered a strange renaissance of late. It started with an influx of poets and bards. Since then, more and more citizens have begun to take up the arts, many to the exclusion of all beneficial trades. Farms are becoming neglected. Stores have closed. Forges are lying cold. No one knows why this has begun, but many of the remaining working citizens have begun to become worried, thinking some strange madness is descending.

Mutrial

This village sprang up around the protection and maintenance of the southern light of Izar. Other various services, like the production of food and fishing, have sprung up as well. Life in this village is pretty peaceful, however there is a growing schism between the people whose jobs revolve solely around the lighthouse and the "townies" who are native to the area. So far, this has luckily been restricted to the occasional barroom brawl.

Naem

Another fishing/trade route village, this place is not very noteworthy. There is only one resident of any real importance to travelers, and that's because of his wealth and tastes. This man, named Aldor, is a collector of rare texts. He keeps to himself, but he is always on the lookout for visitors who seem capable of delving into the more inhospitable book caches.

Nanworun

This village is located on the northern coast of the southern arm of the bay. It is a quiet, fishing village, most noteworthy for its location on a road. It can cater to the odd traveler, but it would just as soon have nothing to do with them. Nanworun has had a higher than normal loss of fishermen of late, which is odd, because the weather in this part of the region has been better than usual. The ships go out, and simply don't come back. Inquiries have been made, but these are a simple people, and they have few resources at their disposal. In fact, they have more or less just decided to chalk it all up to bad luck and hope that their husbands and sons won't be the next to be lost.

Otrane

This village is known for its level of learning. Almost the entire population is literate, and there is even a public school, run by the local Lord, Ginion. The people of this village love Ginion, and they would do anything to keep him safe. They know they owe him a great debt of gratitude.

Port of Izar

Located at the tip of the northern peninsula guarding the entrance to the bay of Izar, this independent city-state has been growing steadily in wealth and size for many years. The Lord Mayor of Izar has become little more than a figurehead, while real power rests with the Council of Guilds. In addition to being located at a key location for trade, Izar has become a center for skilled craftsmen. The city's gracefully curving walls protect her vast wealth and teeming population within. Izar's circular port is always bustling with ships.

A truly cosmopolitan city, Izar is home to representatives virtually every race on Emer and beyond. It is a bustling trade center and source for goods of all kinds. Entry costs 5 bp; crime (mostly robbery and petty theft) and corruption (mostly bribery) are moderate.

The only fly in the ointment here is a recent feud that is brewing between the leather worker's guild and the tailor's guild over the right to make leather clothing. This squabble has escalated of late, and both guilds refuse to listen to the Council's demands to stand down. Thugs have been hired on both sides. Shops have been vandalized, merchants threatened. The Council recently hired their own peacekeepers to break up the fights, but this only resulted in bigger brawls. Right now, everyone is at a loss for what to do next.

The Lights of Izar: These monstrous twin lighthouses were constructed by Aldaron during the heyday of the Emerian Empire thousands of years ago, but have been maintained in fairly good condition. Each tower is of stone, and almost five hundred feet tall. The method of their construction has been lost, and how such tall slender towers can stand in the face of storms and earthquakes is a mystery many present day architects would love to unravel.

Each tower is topped by a small chamber surrounded by glass. In the chamber is an enchanted crystal that glows with a powerful light. The southern one glows blue-violet while the northern one glows amber.

Rudane

This village fills the role of so many villages just like it. It's a centralized place for supplies and commerce. The entire thing is owned by one man, Liencel, and this man has started to raise the rents to outrageous rates. The villagers grumble, but so far they have done nothing, despite the fact that several have gone out of business, and most of the others owe large debts to Liencel, who is also the town's only money lender.

Sarnak

To the south of the river Urij, slag-like hills rise steeply to the impassable Morbek Highlands. To the north stretches the rocky Forbidden Ridge. At the mouth of this swift and cold River lies the city-state of Sarnak, realm of the amazon warriors.

Situated strategically on the trade route between the coastal mining villages along the bay and the inland settlements, Sarnak guards the shortest route to Votania, and the only pass from Hæstra to western Uj. Many caravans travel through the Storm Pass to Sarnak, and the city has grown wealthy and powerful—but this was not always so.

The most notable feature of Sarnak society is the role of the sexes. Women rule this land, and men are subservient. Males look after the children, cook, sew, farm, and perform all other domestic chores. The women are the warriors, heads of government, and usually the craftsmen.

Once Sarnak was like most other cities that had outgrown their feudal lord: ruled by wealthy guilds and merchants. But a series of foolish mis-

takes made in the interest of short-term gains almost ruined the town. The women conspired to rescue their city. They drugged the male leaders and soldiers, and imprisoned them. Then the women took control.

While the Warrior-Amazons of Sarnak are known throughout Emer, the people of Sarnak do not consider themselves a martial society. While women are trained as fighters, they are not an aggressive people, only attacking when they consider themselves threatened. And they only resort to war when diplomacy and other means have failed. As a classic example, rather than face Stroane on the battlefield and lose hundreds of lives, they sent an assassin to kill Stroane's leader and collapse the realm's government, thus removing the threat.

Sarnak City

Located on the northern shore of the river Urij, the city is constructed on a bluff of rock overlooking the river and the eastern portion of the Bay of Izar. Sarnak City itself is a looming presence, a jumble of dark towers and parapets designed to look impressive and to be impregnable. Inside it is not so grim, many of the shops and houses being painted bright colors. It is also unusually clean, boasting an efficient sewage system. The Directorate meets in the Administration Center, a cluster of interlocking towers. This is also the site of the Sarnak treasury.

Remarkably, most everyone is happy with the status quo in Sarnak. There aren't any resistance movements, and the city guard is popular and trusted. The only wrinkle this has thrown in the mix is that a small group of women has managed to take over the local thieves' guild.

This has led to an interesting development. The women ruling the guild are more willing to do "what needs to be done" than the men ever were. The power of the thieves' guild has increased, as has its ruthlessness. For the first time in years, the thieves' guild of Sarnak is something to be truly feared.

The Realm

The land claimed by the Directorate of Sarnak lies along the coast to the southwest, up the steep valley behind the city to the east. On the eastern front the state is guarded from the north by the Emerald Forest, and on the south by the Morbek Highlands. There is a pass south to the Charn Plateau in Uj.

Visitor Notes: The women of Sarnak are cooly polite to visitors. They will attempt to address the apparent lead female of a visiting group, but will deal (somewhat condescendingly) with men if that appears to be the group dynamic. The charge to enter Sarnak City is 3 bp, plus tariffs on trade goods. Crime and corruption are minimal; the Amazons have little tolerance for either.

Trade

As a crossroads, Sarnak sees a wide variety of goods. Trade has increased recently as the Sea of Gold has become a less desirable route from the north to Izar.

Resources/Exports

In the hills east of Sarnak, people of this small realm have built countless terraces to hold the plentiful rainfall and drainage from the mountains. In these stepped fields they grow cranberries and rice, potatoes and other vegetables. On the drier hillsides to the southwest they grow grapes for wine. Sarnaki wine is no match for that of Danarchis, but it is plentiful and relatively inexpensive.

The Sarnaki export wool, salt and wood and some finished goods: weaponry, armor, and steel tools. They are also known for their mercenaries—female of course.

Imports

As mentioned above, Sarnak has little flat land for farming. They import wheat and corn from Vornia, red meat from Vajaar, grains and cotton from Bodlea.

Cultural Summary: Sarnak

Racial Origins: Primarily Shay but with clear Laan influence. The women are unusually tall, often exceeding 6'.

Political Structure: Representative democracy. Ruled by a council of five women known as the Directorate, elected by the female populace.

Society and Culture: Men are considered inferior except in domestic matters. They do not vote, cannot own land, and are not permitted to carry weapons (except a quarterstaff). Women may have more than one husband, and wealthy women may also have a "harem" of servant men. Despite the heavy trade through Sarnak, most outsiders see little of their private life. Men when seen in public always have their eyes cast down and speak quietly.

All women are addressed as "Mistress."

Technology: TL 3-4. The Sarnak smiths have mastered steel-making and are able to craft fine armor and weapons.

Arts & Architecture: The city of Sarnak is a fortress, with high granite walls and buttressed towers. The interior of the city is somewhat more colorful, with many banners and gardens. But

the atmosphere is one of a defensive, inward-looking people.

Clothing: The climate of Sarnak is almost uniformly balmy, so that clothing's only purposes are decoration and modesty. Men are often shirtless, and the women usually wear a simple, functional tunic. Silk toga-like garments are worn by the women at important festivals, political and cultural events. The Amazons keep their hair no longer than to their shoulders; many keep it trimmed very short or worn up.

Military Structure: This security-oriented society has a large and well-equipped standing army and navy. Women occupy all positions of authority, while men serve support functions. Men may not carry or learn any weapon besides the quarterstaff. There is an elite core of soldiers known as the Shaitan, skilled in many weapons as well as the arts of reconnaissance and sabotage. (The woman who killed the Katra of Stroane was from this group.)

Currency: While a silver coin is minted, barter is often employed.

Language: A tongue called Arlak is spoken exclusively, which appears to have roots in Old Emer, but has changed radically. The women are also taught Shay and some Erlin. Most women have basic reading and writing skills, but it is forbidden for all but a select few men to learn reading and writing.

Diet/Subsistence: Mixed Economies. Tubers, wheat breads and vegetables supplement a diet heavy in seafood and red meat.

Worship: Atheistic, the Sarnaki and consider all supernatural beings to be "magicians with overdeveloped egos."

Sharin

This quiet village seems peaceful enough. What no one knows it that five hundred years ago a demon, named Mæzebrasân, came through a portal and managed to elude detection and capture. She has carefully concealed her true identity, and few people realize that current mayor of this village is she. This mayor, gong by the name Nalin, hasn't decided what she intends to do with the next several decades. At the moment, she is happy to bide her time.

Slyk

A growing town overseen by the ambitious Lord Rislian, Slyk trades in lumber felled from the surrounding forests and cut at their mill. They also mine iron, tin, platinum and precious gems. The hills above Slyk are also the only known place in Emer where the rare lifegiving herb Salíva grows.

For the history of Slyk, logging has been the primary industry. In the recent years, however, the trees have been felled farther and farther out. Now, the logging industry has begun to suffer, and this is leading to impending unemployment and possible financial problems for the city.

Somurund

Another village owing its existence to a crossroads, Somurund is a friendly and comfortable place. It is known throughout the area for its comfortable beds and good, hearty food. Prices might be a bit higher here than in other places, but they are still reasonable. There is, however, some slight corruption in the local authorities, and things can get unpleasant for travelers who aren't willing to grease a few palms. The bribes are all quite reasonable, however, so most people are happy to pay them.

Ulaed

This village is on the wester coast of Emer, and is not sheltered by the bay. This makes for terrible storms and fear of pirates and other miscreants. Because of this, the village has developed a well-trained militia, but of late, the militia has seized ever-increasing power from the people. The citizens are beginning to be alarmed by this trend, but they have yet to do much more than gripe.

Yarmór

This village is a bustling little place in the middle of a growth spurt. Because of a series of bumper crops and other resource finds, this village is enjoying a constant influx of settlers. At this rate, it will be qualified as a town in a year or two. Already tensions and factions are mounting in the village. The criminal element is beginning to band together. The law enforcement is suffering growing pains. The merchants and craftsmen are beginning to talk of guilds. The next few years look to be eventful and tumultuous.

5 · Fortifications

Naturally, some of the most notable locations in any lands are the fortifications. The most noteworthy of these notable are listed below.

Ash Pass Tower

Originally named Green Pass Tower, this place was once a fortification against Murlogi expeditions. Ironically enough, Murlogi managed to tunnel into the bottom reaches of the foundation some ten years ago. The tower quickly fell, and now, it seems that strange and powerful forces are marshaling within. It's generally accepted that it is now

inhabited by demons and their hordes of followers. It is thought that somewhere in the maze below it is a Deep Gate to an Ash Lair, and that someday soon, the very legions of the Pales are going to come streaming forth. Lord Gorkon watches this place constantly.

Castle of Count Khaanok

Dominating the southern bay, this castle is a fortification capable of controlling all shipping in the area. Built one hundred years or so ago, the current Count Khaanok has been more aggressive, patrolling with his ships. Many fear that he might soon impose restrictions or tariffs on shipping in the region, and there is little that the southern villages could do but pay.

Castle of Count Ajendar

Count Ajendar presents a pleasant face to everyone in the area. He is active in the local social scene. He is a known philanthropist and has given money liberally to the poor. His peers respect him, his vassals love him and he is popular with ladies and children. He is unmarried, but most everyone accepts that this is because he is holding out for a true love.

What few people know is that the Count himself is the head of one of the largest cults in the region. In the secret dungeons of this castle, sacrifices to dark gods and plans for eventual world domination are common occurrences. The Count, though, is a flawless actor and seems to have some protection that renders him immune to true mental probing (he can *seemingly* be probed, but these attempts only reveal what he wants revealed). Few people even *suspect* that anything is amiss with this man.

Castle of Lady Letarnia

Little is known of Lady Letarnia by the commoners. Even the noblity, who have come here many times for parties, know little about the Lady. Large sections of the castle are kept locked whenever visitors are here. The more trusting souls say that the Lady is an eccentric, or a secretive collector, or merely that the castle is in poor repair. Others think that this is to hide her . . . appetites from those who visit.

Dwarven City of Ton-Bor

Within the southern region of the Mountains of Gold lies one of the few Dwarven enclaves remaining on Kulthea. Others on Emer are rumored to be in the Spine of Emer and the Crystal Cliffs far to the east.

Ton-Bor is said to be a vast underground complex. It is filled with forges and is said to be able to field one of the greatest armies of the region. Few have seen it however.

Life in Ton-Bor is more or less peaceful. There are rumors, however, that the lower regions of the city open into deep gates and the Ash Lairs, and that the Dwarves are in constant vigilance against a tide of darkness.

Gorkon Citadel

Fifteen years ago, a man named Lord Gorkon came out of the east and claimed this area as his own. After ten years of building, he managed to erect a great citadel here. Since then he has brought protection against murlogi excursions to the villagers in the area and mustered a sizeable force of fighting men. No one knows what his intentions are, but Lord Gorkon seems to be a peaceful man. His greatest watch is against the Ash Pass Tower.

Sarnak Watchtower Harbor

This harbor, tower and island are critical in defense of the city of Sarnak. From here, much of the Bay of Izar can be studied and alarms can be raised. It is said that Sarnak can never fall as long as it holds this island.

Temple/Palace of Zanar

This is the home of the Lord High Priest of Zanar. More details on this locale will be included in future *Shadow World* works.

Tower of the Warlock

This tower was erected suddenly, seemingly overnight, about three hundred years ago. It is not known who lives inside or what they are doing, but the resident is known by sailors as the Warlock. Sailors have heard strange sounds coming from within, including the occasional inhuman roar. The noises seem to carry a long way, even for the open sea. Still, anyone who investigating the tower has returned, his memory lost, but with a strange feeling of aversion where the tower is concerned. There are many reports of people being spirited to the tower and tortured, but in truth, there is no evidence that anyone traveling to the tower has ever been harmed.

6 · Sites And Mysteries

These are the sites that don't fit into any of the other categories. Most of them are straight adventure hooks, but there is the odd location with another purpose, known or not.

Acropolis of Scalu

There is a spit of land ten leagues north of Jantanen in the Bay of Izar. The hills are fertile, covered with tall grass and scattered trees, but this peninsula, known as Desamis Point, lies empty. Loremasters believe that the place was once the domain of an evil lord—the remains of his castle still stand somewhere along the coast—but it was all destroyed when he turned against the god Scalû. At the very tip of the peninsula the land rises in a rocky cliff, hundreds of feet above the water. It is here that the Temple of Scalû once stood.

A treacherous narrow stair cut into the rock is the only way up there short of flying or teleport, and at the summit one is greeted by a sprawling, walled complex of temples and other structures. This was a monastery once inhabited by dozens of monks devoted to the Bringer of Night. Now there are only ruins and the moaning cry of the wind.

System Notes: Those foolish enough to spend the night on the peninsula will have terrifying nightmares. Each night on the peninsula afterwards, they will suffer an attack from the Evil Mentalist Base Mind Disease list. The GM should roll 1D10 to determine the spell level, then roll an attack with no range mod. For Neurosis, Phobia, and Psychosis, the GM should choose things or acts that seem appropriate for the character.

Ancient Observatory

This observatory is run by the Loremasters. It is a well-designed place, inaccessible and high in the mountains. It is usually staffed by astronomer Loremasters, and is practically accessible only with magic. It is also shielded with magic, making it very difficult to find. Loremasters operating in the Bay usually return here frequently, and some times use this place as a headquarters.

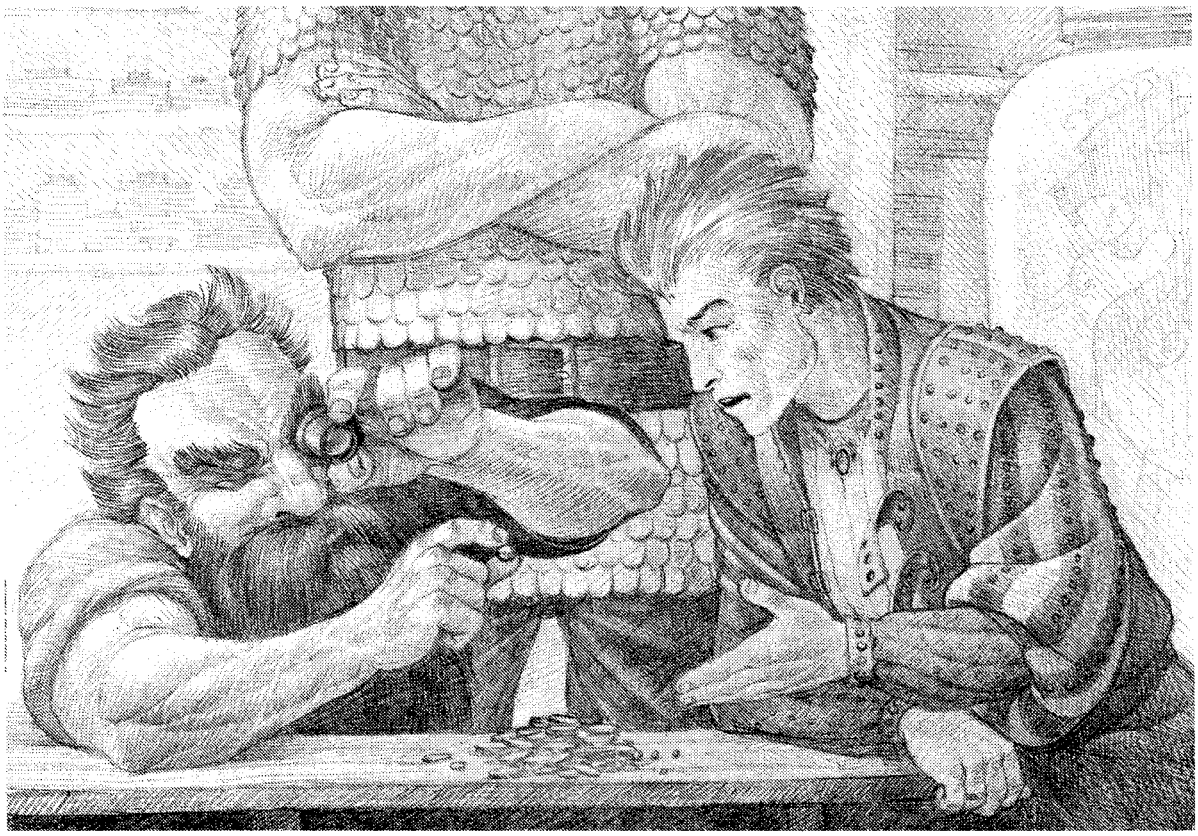
Ash Lairs & Deep Gates

Far beneath the surface of the *Shadow World*, flows of water and magma have carved vast mazes of tunnels and caverns. Kulthea is a world riddled with secret caves, and the darkest of these are the Ash Lairs.

Ash Lairs

Even the Loremasters know little of this underworld—it remains largely unexplored. However, it is the home to many creatures and beings: Demonic refugees from other planes, hideous spawn of inter-species matings, and other things unthinkable. Wild tales of this realm tell of everything from maze-like tunnels to huge caverns enclosing entire cities. Demons of the Essænceand the Void (those of the Fourth through Sixth Pales in particular) make their homes here.

Even the Trogli rarely venture into these depths, though Goblins, Trolls and Lugrôki find



their way into the lairs—whether by plan or misfortune—inevitably to become subjugated by the demonic residents. Cave Worms and similar beasts also dwell here.

Deep Gates

Entrances to the Ash Lairs are the Deep Gates, these are physical and magical doorways connecting the surface world to the lands below—and beyond. Fortunately for surface dwellers, these access ways are few and most are closed by enchanted locks. However, take care when exploring a cavern, especially when the air turns from cool to an uncomfortable warmth with a whiff of sulfur...

Brine Pool

Over the past year, this region of the bay, popular for long-range fishermen, has begun to go dead. This has put a strain on the livelihood of dozens of ships. No one knows what is causing it, but there seems to be a strange underwater spout of briny water here. Fishermen in the area are worried that it might spread and that fish may start dying in other areas of the Bay.

Burial Fields

Located on an island east of the Port of Izar in the Sea of Gold, these burial fields are old. They are thought by some to date back as far as the Interregnum. Some think that they are the remnants of creatures that the K'ta'viiri created through genetic manipulation. It is unknown whether they were some of the living lines of *Shadow World* denizens or some failed experiment. At any rate, it is an accepted fact by the sailors and fishermen of the area that these fields are thoroughly haunted. It's been speculated that this area has more than its fair share of shadow gate openings in the wake of the comet.

Burial Mound

Dating back as far as the second era, this burial mound has been a feature of the area for as long as any records can record. It is known that a great leader of some sort was buried here, and it is said that underneath this cairn is a huge complex, in the style of a pyramid or other great crypt. Many parties have journeyed inside. Some haven't returned, others have come back with phenomenal wealth. Currently, the first two levels of the complex have been picked clean, but the tomb itself has never been found, so there is still some exploring to do, for anyone who can solve the riddle of finding the next level.

Of course, the dead might not rest long, if their sleep is disturbed.

City Ruins of Tornor

The city of Tornor was once a thriving metropolis. Its wealth and location made for a successful center of commerce. Then, with the last path of the comet, a portal opened in the very center of the palace. The ruling family and militia fell in a matter of hours to hordes of demons and other unnatural creatures. The city fell soon thereafter. Soldiers from Izar eventually managed to reclaim the city, but by then it was a ruin. After the closing of the portal, it was looted and abandoned, but many think that there are still creatures living here. It is uncertain whether these are demonic remnants, scavengers that moved in later or simple bandits. Whatever is there, sailors have seen lights in the city at night, and those expeditions that didn't come back empty handed didn't come back at all.

Gold Delve Cave

Gold Delve Cave is the site of one of the richest gold deposits in the region. Unfortunately all attempts to mine the veins here has met with utter disaster, including cave-ins and apparitions. Most people have just decided that this mountain does not *want* to be mined. More skeptical minds search for a more practical answer, but one has yet to be discovered. It's not known how far these caves extend, but it is thought to be a vast complex.

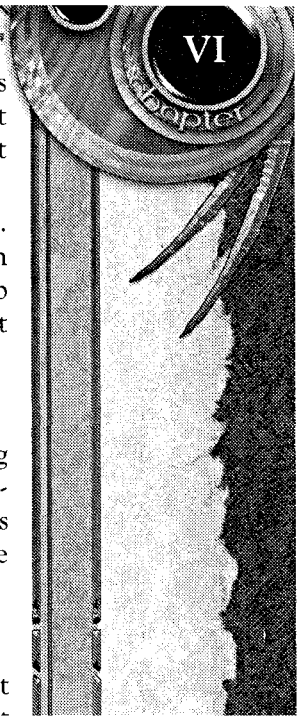
Harik's Delving

Little is known about this place except for its name and legends of its past. Even its exact location is unknown. Everyone in the region knows its approximate location, but either its entrance has been covered or it's been lost in the maze of local hills.

Harik's Delving has a long history. It was originally created by a wizard during the second era. He was later rousted, after which the place was adopted by a series of raiders and Lugroki tribes. Most recently, it was inhabited by a lich who is thought to have been destroyed over two hundred years ago. At the time, a party of adventurers went in to seal his fate. They never returned and the place was never found again, but the lich's reign of terror ended. The exact nature of its fate or the fate of the party was never discovered. It's thought that they destroyed one another and that the shape of the land in the area was changed during the battle.

Jinteni Ruins

This town had a shadow gate open much too close to its borders during the last passing of the comet. The resulting horde of demons and other foul creatures destroyed the place. For years is was



abandoned, but lately it's said that things are moving in the ruins again. It is not known whether these are natural creatures, Demons, Undead or simple bandits. Whatever they are, they have probably dug in deeply in the extensive catacombs under the town's monastery.

Jodai College

This college, nestled in the wooded hills of the northern edge of the Scorpion Ridge, is secluded and peaceful. Here, one can learn everything from languages, to history to magic. It is an eclectic and forward-thinking place, and many of the best minds in the region are trained here.

Mount Farin

This mountain was settled many years ago by a rich and eccentric noble. He carved a road to the top and built a mansion there, which in the later years has been destroyed and repaired many times

stories are more gruesome. The only thing that is known as a fact is that not one eyewitness account of the actual event made it out of the camp. Not even the spell caster was ever seen again.

To this day, strange events surround the camp. Some people say that those who go there often disappear completely. Some say that they wake up dead the next morning. Few know for sure, but rumors of strange events abound.

Raiding Party

This group of raiders has caused problems among villages and settlements for miles. It is mostly human, but has a healthy mix of Lugroki as well. It is rumored that the head of the band is a troll of some sort, but this has yet to be confirmed.

Ring of Stones

This place is of one of mystery. Its origin is lost

Standing Stone

A mysterious site, this weathered stone stands alone. Little is known about its past, but the stone currently is impervious to all damage (Loremasters speculate about how it became weathered). Many people in the area look upon this stone as a holy or mystical site. It is said that many local women have left offerings here when they were in great need. Occasionally, one will fall into a magical sleep against the stone, and when they awake, their wishes are fulfilled. This almost only happens when the need is great and the person's heart is pure. Wishing for something for someone else (like shoes for a child) are more likely to be fulfilled than one for one's self.

Taranian Ruins/Subshuttle

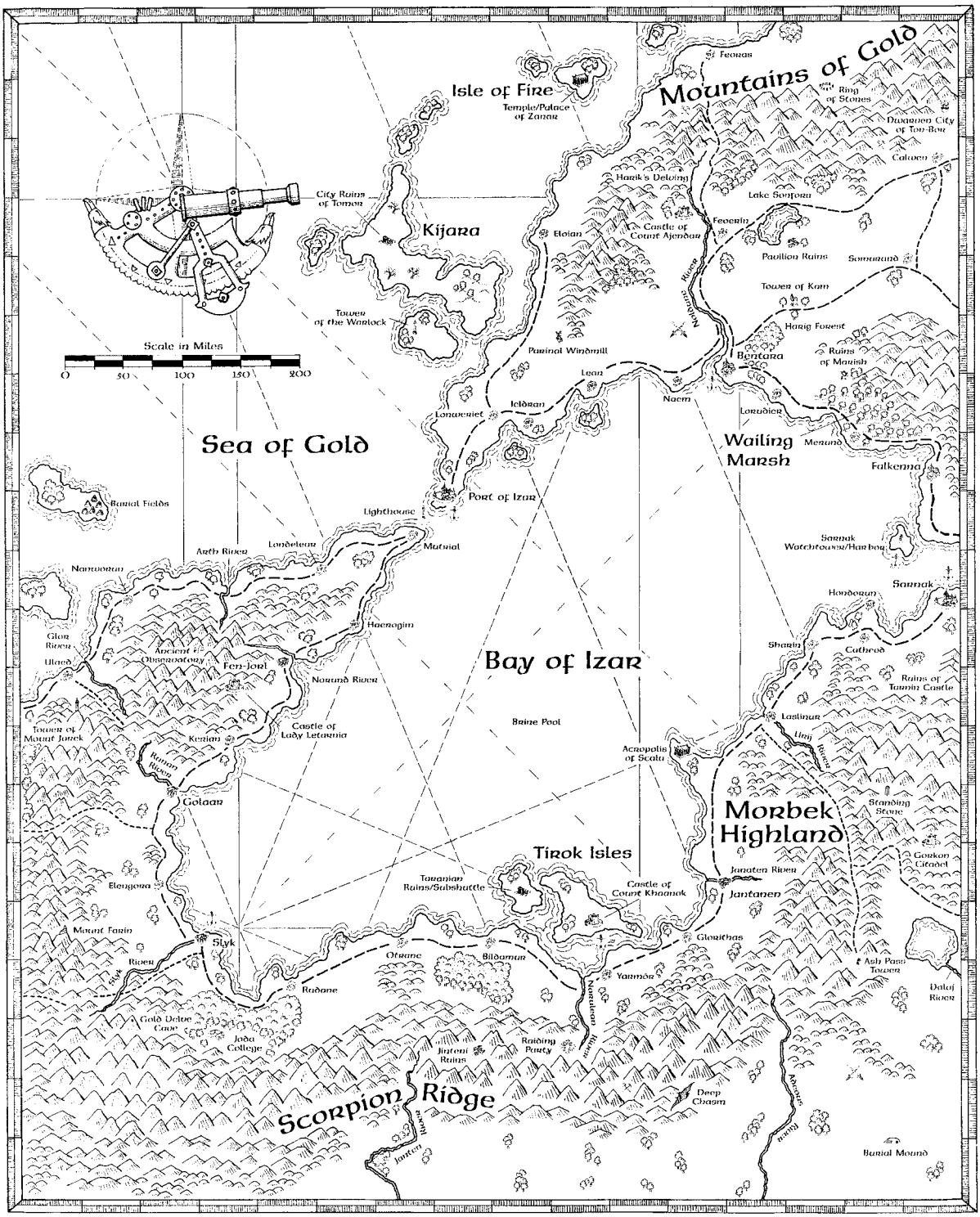
This is an ancient site, probably filled with technology and riches, but also with terrible defenses. Groups have been known to emerge with strange and powerful artifacts. They are also saids to have been cut to pieces by beams of light. Deep in these ruins, an entrance to the Taranian subshuttle system is buried.

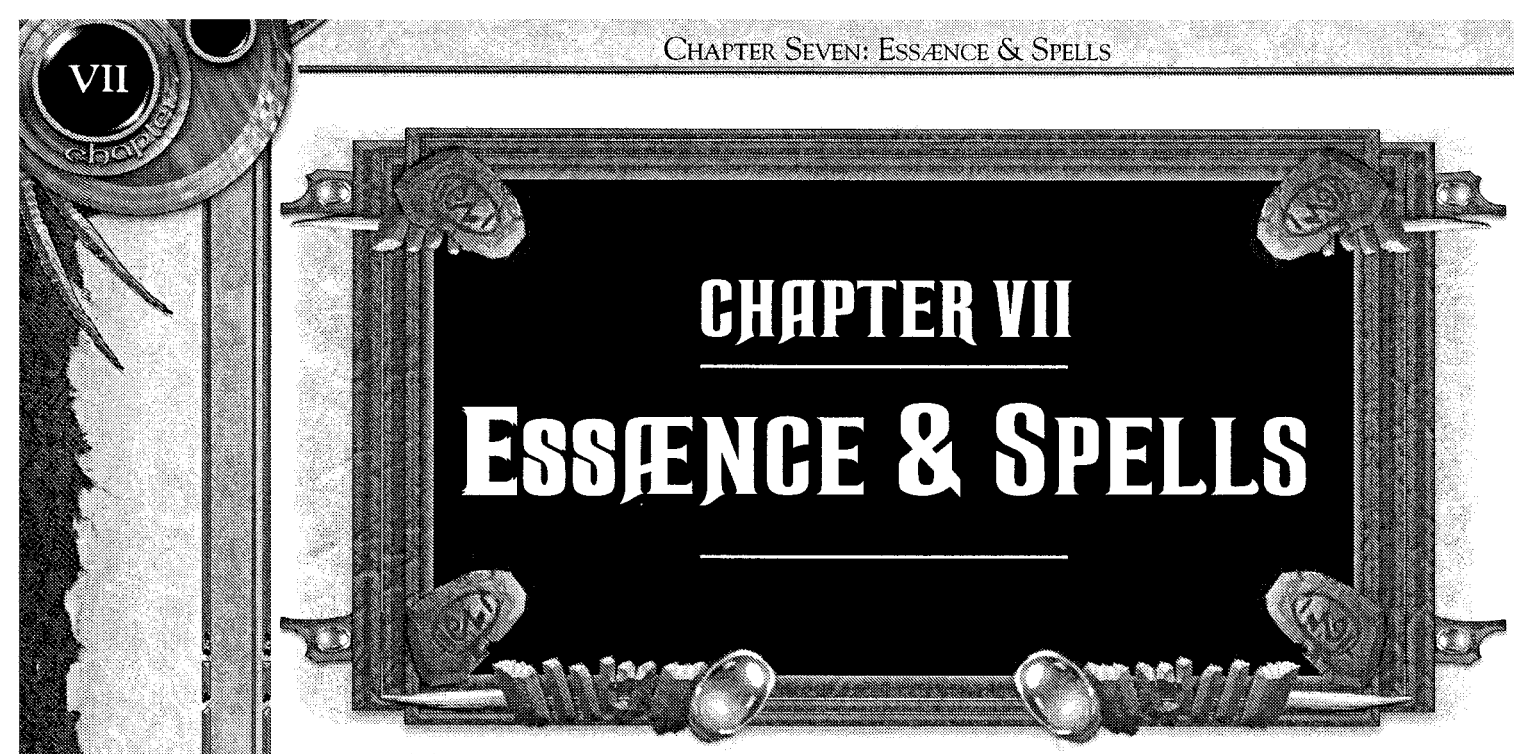
Tower of Mount Jarak

This tower appeared, literally overnight, some six months ago. No one in the area knows who resides within, but strange lights and music is often heard from within, drifting for miles and miles under the worst of conditions. At times, screams are heard as well. If any have investigated this tower, they have yet to report their findings to the general public.

Tower of Karn

This tower is linked to the Pavilion Ruins, at least in legend. It is said that the spell caster who destroyed that army lived here. The place fell into disrepair after that event, and it has been picked through pretty thoroughly in the years since. There are rumors however, that there is an extensive underground complex under these ruins. Those who say that Karn used an artifact and not natural ability to destroy the army sometimes say that he discovered it here and built the tower on top. If this complex exists, not one has found it.


Mountains of Gold
Isle of Fire
Temple/Palace of Zanar
Fearas
Ring of Stones
Dwarven City of Tor-Bor
Calwen
Harik's Delving
Lake Sonfora
City Ruins of Tomon
Kijara
Eloian
Castle of Count Ajendar
Fevesin
Pavilion Ruins
Samuraud
Tower of Kam
Tower of the Warlock
Nebdun River
Harig Forest
Scale in Miles
0 50 100 150 200
Pawinol Windmill
Bentara
Ruins of Manish
Lean
Naem
Lonwenlet
Idoran
Londolen
Sea of Gold
Wailing Marsh
Menund
Falkenna
Burial Fields
Lighthouse
Port of Izar
Sarnak Watchtowers/Harbor
Arth River
Londeleon
Matriel
Nantuoran
Sarnak
Hondorun
Glor River
Ulrad
Ancient Observatory
Fen-Jorl
Haerogim
Sharin
Catheod
Bay of Izar
Nornd River
Ruins of Tamin Castle
Baine Pool
Tower of Mount Jorek
Kenian
Castle of Lady Letania
Lastinar
Acropolis of Scalu
Golaan
Morbek Highland
Standing Stone
Tirok Isles
Gorkon Citadel
Janaten River
Tarranian Ruins/Subshuttle
Castle of Count Khaanak
Jantanen
Elengona
Mount Fasin
Slyk
Gloathas
Oteane
Bildamun
Ash Pass Towers
Yanmôa
Rudone
Dalaf River
Gold Delve Cave
Joda College
Jantan River
Raiding Party
Scorpion Ridge
Deep Chasm
Burial Mound



Chapter VII

Essænce & Spells

Half a dozen men waited on the Haalkitaine dock holding mooring ropes, keeping the skyship *Starwind* from drifting. The Navigator Sulfean stood at the ships' railing, staring into the sky.

"How soon before we can depart?" Randae asked the captain.

"Momentarily. I will not be rushed," the tall Laan woman snapped, and then turned to her first mate. He stood with another man at a windlass, one hand on a nearby lever. He nodded to her, tightening his grip.

Sulfean strode quickly to stand by Randae and the captain. "We must leave at once!" On his usually expressionless face Randae thought he detected a faint betrayal of — uncertainty? Fear? Impossible.

Captain Nankara looked annoyed. "Navigators! He forgets who the captain is here," she muttered. But a moment later a crewman called the 'all ready' from the rigging. Nankara rang the final ascent warning bell and braced herself at the wheel. "Stage One!" she called out. The mate pulled the lever, then he and the other crewman began to slowly turn the windlass. The ship trembled as a system of pulleys and gears and chains controlled the unfolding of the Xenium plates towards the bottom of the *Starwind*'s hull. After two full turns they stopped.

Meanwhile, Sulfean templed his fingers, obviously concentrating on a spell. A faint blue-violet aura danced along his hands. He thrust his palms out and forward, and translucent rays of light fanned outwards, splashing over the sails and the crew, and finally swirling around the ship like a huge, ethereal soap bubble. The *Starwind* creaked and bobbed upward, rising perhaps twice a man's height, then held steady by the mooring ropes.

"Stage Two!" Nankara's voice cut through the night, and the first mate cranked the windlass around again, while crewmen extended the ventral sail spars and began to unfurl the mainsail.

Then the world ripped apart.

From the northwest came a flash of lurid green lightning. For an instant it turned the night to eerie day, illuminating everything in stark light and shadow. There followed utter silence and darkness for the space of perhaps three heartbeats, during which everyone was frozen in surprise — except Sulfean. He alone fully understood what that flash foretold, even as he felt his spell of *Wind Mastery* torn from his grasp. The Tall Elf braced himself and, turning toward the lightning, called upon the full power of his *Compass*.

While not as knowledgeable in such matters as Sulfean, Randae had a pretty good idea of what was about to happen. He grabbed the nearest railing and shouted "Hold on!" At the same time, Nankara and her mate heard Sulfean's urgent thought voiced in their heads: *Drop the panels to Stage Five and come hard around to the west at once!*

Next came deafening thunder, a sound so loud as to press against your very eardrums. The first mate released the windlass and the *Starwind* lunged upward and spun, tearing the mooring ropes from the dockmen's hands.

And finally the wind: like a great hammer it smashed into the aft port side of the ship just as she was turning with it — and that is possibly what saved her from capsizing. Even so, her structure protested with awful creaks and groans and she pitched prow down and hard to starboard, lurching forward and earthward at a terrifying angle towards the docks. Men on the rigging were tossed about like rag dolls — and one crewman was thrown from the foremast, falling toward certain death on the pier.

But Sulfean, bathed in a shimmering radiance, thrust his hands out and up, sending a surge of light out to engulf the plummeting ship. Then with one hand he reached forward as if to grasp something: a filament of light whipped out from his fingers to ensnare the tumbling crewman and stop his fall. To those on the ship the gale seemed to die away, while *Starwind's* descent slowed and her bow came up.

Randae clutched the balustrade, wishing he could help but knowing that he dare not try magic in this storm; it could backfire and endanger the Navigator.

Slowly... slowly the ship leveled off and turned, encased in an iridescent sphere of Essænce. Sulfean drew the semiconscious crewman in and lowered him onto the deck, where his mates ran to help him.

It was about that time the snow began, like a wall of white outside the sphere, yet only a few flakes drifted inside. Finally the Navigator relaxed a bit, shoulders slumping as the sphere around the *Starwind* dimmed to a phantom glimmer. Randae approached him slowly. "That was spectacular." He said softly, "Thank you."

"Not as spectacular as my fee." The corner of Sulfean's mouth twitched just a bit. "But now that things are under control, I am a bit tired. I shall be in my cabin." He pulled his black cloak over his shoulders and strode away.

It is widely believed that in the youth of Kulthea the three realms of power were essentially the same. In support of this contention, Loremasters point out that in those tumultuous days there were no gods — not even the pantheon of Orhan — but only the Lords of Essænce(unless one could consider the Lords themselves gods). Those beings could tap the power of their minds and the radiation of the Flows with equal ease; in fact, the two were *one energy*, as those who attempted to flee the *Shadow World* discovered to their undoing. Thus, the origins of the three realms are, in reality, one.

Those capable of tapping into the united Essænce(referred to by many as the *Arcane Power*) have a unique flexibility and sensitivity; perhaps they are descended from the Lords of Essænce. In any event, the ability to tap the Arcane Power is extremely rare and much sought-after by the mighty.

ESSÆNCE VS ESSENCE: A SYSTEM NOTE

A clarification is needed here between the Essænce—the arcane term for primal magical power, and the source of what later became the three realms (Channeling, Mentalism, and *Essence*). The need for an explanation goes back, in a way, to the reality presented in *Spell Law*, where *Essence* was used to describe not only the general concept of "magic," including the power channeled by Deities and the energy of the Mentalist, but also as one of the three realms of power. When we designed a world that would embrace the concepts of *Spell Law*, the flaw in that single terminology became evident.

This is not to concede that our conceptualization was flawed; indeed, the primal *Essænce* is the same, simply mutated into the three realms. Our problem was that there was no way to tell the difference when trying to discuss one with the other. The all-encompassing *Essænce* was being referred to as the Arcane *Essence*, which differentiated but was cumbersome. So now we are making a distinction by using the special character "æ" for the Arcane, primal energy, and the more modern spelling for the *Essence* that is one of three kinds yet very similar to the original *Essænce*.

There are three realms of power that can be tapped on the *Shadow World*, and while all share origins with the Essænce, they differ in nature and application.

A NOTE ON TERMINOLOGY

As part of the updating these rules to include the current version of ***Rolemaster***, all uses of the word Power Point *Enhancer* have been changed to Power Point *Mutiplier*. These items work the same way, but the word "multiplier" should be clearer to a wider number of readers.

1 · ESSÆNCE BARRIERS

Even as the Essaence can be a means of transport, it can be a powerful wall. Essænce barriers take two distinct forms, both of which occur naturally, though they can also be erected by a skilled Essence-user.

PHYSICAL WALL

As the name suggests, this type of barrier is primarily tangible in nature, though it is usually invisible. It physically prevents the unwanted from passing though it. Natural Essænce Barriers are indiscriminate, impeding everyone who tries to pass, though Essence users usually find the way easier. Constructed barriers can be designed to be more selective, allowing certain individuals to pass while stopping others.

In any case, the very powerful can override any such barrier with brute Essænce Force.

MENTAL WALL

Much more subtle, Mental walls are usually erected around a natural boundary (such as the perimeter of a forest) and divert the unwanted by misleading them and misdirecting them, sending the victims wandering away without being aware that they have been diverted. It sometimes appears as a shimmering mist, a distortion, or an amorphous darkness.

2 · FOCI

A very important aspect of the Essænce is its tendency to form foci, both permanent and temporary. These concentrations of pure primal Essæncecome in many forms and manifestations, but all can have a telling effect on the surrounding lands (or waters).

An excellent example of a major focus is the island of *Nexus*, home of the Navigators. One of the half-dozen Key Foci on the planet, Nexus serves as a gathering place of power and a springboard for the Navigators' transport. The latter function is made elementary by the three curling "arms" of power (corresponding to the three arms of land) which whorl out from the focus in the island. This permanent focus not only provides enhanced power to the inhabitants, but wards off errant lesser Flows and Flow-storms.

Aside from the Key foci, there exist Greater and Lesser Foci, of which there are hundreds of the former and thousands of the latter. Greater Foci are almost always rooted to a specific location or tied to a large item (like a great crystal sphere, a rock formation, or an ancient tree). Some were discovered long ago, and ancient monuments have been built around them to mark their location; some have arcane colleges, citadels, or towers of powerful Magicians built over them. Others are all but undetectable, except by sheer accident.

Most of these foci exist as mystical locations from which Essence users are able to draw power when they are in proximity.

GM NOTE: *The function of an Essænce Focus is an important part of the Shadow World. How a given focus will affect players is something the GM should consider carefully. Greater Foci have an effective radius of*

from 1 to 100 feet, while Lesser Foci are less defined, often existing as a wave that passes over an area, or a mutable "cloud."

Focus Parameters

Following are some options regarding Foci. Obviously, Greater Foci would exhibit more of these attributes, while a Lesser Focus might pass invisibly near an Essence user, giving him a shiver and a few random Power Points.

Perceiving the Focus: Only users of Essence (yes, Essence: only users of this realm are in touch with the ambient, primal Essænce) would be able to pick up these signs, and maybe only those trained to do so. Different foci may exhibit one or more of these attributes:

1. Seen as an occasional, faint shimmering, like a heat distortion, growing more severe or frequent towards the center.
2. Felt as a tingling, like static electricity buildup.
3. Smelled as a unique, ozone-like odor.
4. Heard as a high-pitched whine, or an almost sub-audible thrumming.

Effects of the Focus: One focus might even do all of these things, a different one for each Essence-user who encounters it. Some effects are obviously weaker and better suited to Lesser Foci, while others require a Greater Foci.

1. Provides caster with 1-10 extra PPs for that day only (and only once per day); if the caster remains within the focus sphere for a day or returns there, he would get a random 1-10 points.
2. As #1 except PPs are doubled.
3. As #1 or #2 except that extra PPs are only available while within the sphere.
4. Provides caster with unlimited PPs while within the sphere.

Note that Hybrid spell users (if allowed) would only receive the benefits towards their Hybrid Base lists and their Essence Lists. Arcane Spell users would receive full benefits, or perhaps even enhanced benefits. Mentalism users might receive some reduced benefits, perhaps with a successful Meditation.

One additional aspect is worthy of note here: Foci—either Greater or Lesser—are capable of becoming natural portals. This occurs when conditions cause two random Foci to *resonate* with each other. Fortunately, this is extremely rare, as resonation must be precise and cannot last very long.

3 · Flow-Storms

One of the most terrifying characteristics of the Flows of Essænce is a storm of their causation.

When the Essænce is disturbed, the result can often be a *Flow-storm*. The cause of such an Essæncedisturbance can be one of any number of events: solar flare, a planetary or lunar conjunction, even a particularly strong thunderstorm. Powerful Mages can trigger flow storms if they try to tap into a strong flow or focus and lose control of the Essænceunleashed.

The properties of a Flow-storm can vary somewhat, but there is always a tremendous flux in energy levels, making it very dangerous to use the Essence (or in some cases even to be attuned to the Essence) in that area. Power points might be drained or quadrupled randomly, and the actual effect of a given spell might be warped, diminished, or increased radically. Sometimes a Flow-storm is localized, while every thousand years or so a single storm can envelop the entire planet. In many ways, Flow-storms behave in a similar fashion to a hurricane or thunderstorm and are almost always accompanied by high winds, violent lightning discharges, and unusual weather. In addition, the energy release can trigger volcanic activity and earth tremors. Flow-storms can also have such strange secondary effects as opening random gates to unknown locations and dimensions, allowing

bizarre, nightmarish creatures to enter the *Shadow World*.

As noted elsewhere, the flows move not only across the surface of the World, but beneath it and far out into space. Orhan produces a considerable Essænce force of its own, and the flow between it and Kulthea is strong.

GM Note: *In space, a Flow-storm can disrupt communications, sensor capabilities, and even interfere with hyperspace jumping and defense field operation.*

Underground (depending on the size of the cavern), flow disturbances can cause tremors, cave-ins, electrical discharges and volcanic upheavals.

FLOW-STORM EFFECTS

In nature, a Flow-storm takes the form of a great whirlwind or thunderstorm, but instead of dust or water vapor it is composed of translucent bands of multicolored light with energy discharges arcing between them. It is no wonder that in some lands a Flow-storm is called the *Gale of Hues*.

Storms vary in size from a tiny disturbance of 100 feet across to more than a dozen miles miles in diameter. Smaller perturbations cannot sustain themselves and dissipate within a few minutes. On the other hand, there have been recorded storms hundreds of miles across. These monstrosities behave like hurricanes and can last for weeks or months, wreaking havoc with weather, Essænce, and life. While none have been witnessed in recent times, the Loremasters tell of Essænce storms that shrouded the entire planet in a tortured veil of power.

While to the untrained observer the impact of a Flow-storm is very similar to that of a normal (albeit prismatic and extremely violent) meteorological event, this is but a side-effect of a far more devastating damage to the invisible Essænce.

ESSÆNCE DISCHARGES

Those caught within a Flow-storm will inevitably feel a tingling sensation as electrical and magical energies build up. Short neck hairs will stand on end; a smell like ozone might be detected. Essænce discharges occur as explosions of colored light. Small discharges are called *microbursts*, and are rarely more than a foot in diameter and their duration is only a fraction of a second. Larger ones—called *Essænce Bolts*—are like lightning in power and appearance—except the bolt is multiforked, has a longer duration as the charges dance and waver, and is multicolored.

Rules: To be in contact with a *Microburst* means taking 1 hit, but Essence users also gain 1-6 PP. To be the target of an *Essænce Bolt* means an "A" Electricity critical and, depending on the target's realm of Power, he gains or loses PP. Essence and Hybrid users (if allowed) gain full PP for the day plus 10 additional points (for that day only) and must make an unmodified Non-attack Spell Failure roll. All other spell users lose all remaining points and must make an unmodified Attack Spell Failure roll. Note that spell adding devices are unaffected, and multipliers will amplify the new total. In an intense storm, roll percentile dice for each character each round; an 03-20 means contact with a *Microburst*, while 01-02 means being hit by an Essænce Bolt.

ESSÆNCE DRAINING

Essænce Storms require vast amounts of raw power to fuel their violence. They tap this energy from nearby Flows and Foci. Thus, after a storm has passed through an area, those Essence users living within it will suffer from reduced PP renewal for 1-100 days while natural energies recharge. GM's should figure the percent reduction (1-100) that PCs will get. Mentalists and Channelers are unaffected. Hybrids (if allowed) will have to do ugly averaging calculations (or, the GM could just make an estimation).

Example: *Aldon the Mage normally gets 20 PP after each rest when he sleeps in his home city of Lethys; his x3 PP multiplier gives him a total of 60. An Essænce Storm sweeps through and drains the ambient Essænce by (rollD110) 45% for (roll D100) 10 days. When Aldon wakes up in the morning for the next ten days, instead of his usual 20 PP, he gets only 9. His multiplier still works as usual, so he has a total of 27. Bummer.*

DIMENSIONAL RIFTS

• Perhaps the most majestic—and terrifying—aspect of a powerful Essænce storm is the dimensional rift. This is essentially a great temporary portal between the *Shadow World* and any one of the countless other planes of existence. Rifts may appear in several forms:

• As a pure-black "hole," floating just above the ground, with wavering, luminous edges. The hole could be anywhere from ten to fifty feet in diameter, and remain open from one minute to several hours. It is relatively immobile, and the other end of the hole (where one would emerge after passing through it) is also usually constant. The "hole" appears the same from all vantage points, but from any one direction it appears two-dimensional (flat, face-on). This creates a disquieting effect for beings with depth-perception vision like humanoids. These smaller rifts can be closed by powerful Essence users. This hole lasts from 1 minute to 1 hour.

• A "curtain" of energy, usually 100 to 1000 feet across (though curtains such as this have been recorded at several miles in length). The height is at least 100 feet, sometimes reaching up to the lowest clouds. This "curtain" is much like a wall of rain or shimmering crystal, it moves across the landscape. Behind it is deposited a strange debris of creatures and beings from other worlds. To be caught in its path is to be swept far away, often to another reality. This curtain can last up to 6 hours; longer in a cataclysmic storm.

• An instantaneous flash of energy. Rather than an interdimensional effect with a real duration, the discharge occurs only for a split second. Having a radius of from 10 to 100 feet, it will randomly transport Essence-sensitive beings and objects to another plane and/or location.

OTHER MAGICAL EFFECTS

Following are some other (usually detrimental) effects that an Essænce storm may have on people and magical items. Nearly all such symptoms will clear up almost immediately upon departure from the storm area. Some are rather harsh, and the GM may wish to not employ them in his milieu.

• Continuous spells (e.g., *Invisibility*, *Fly*, etc.) have a 20-50% chance of failure every minute. Chance is dependent on storm severity.

• Add an unmodified 20-50% to the chance of the failure of any spell cast within a Storm in *RM2*. In *RMFRP*, not automatic spell casting is allowed and a -20 to -50 penalty is applied to SCSM. The GM may wish to create *special* (i.e., larger) penalties for attempting to *Teleport* into or out of storm areas.

• All non-intelligent spell-casting items have only a 50% chance of operating within a storm. E.g., every time Jarek tries to use his Boots of Leaping, they have a 50-50 chance of just not working.

• Intelligent items are at -20 to speak or accomplish other activity in a storm.

• There is a 5% chance per minute in a storm that magical items (e.g., belt of flying, wand of firebolts) will "go off" randomly. This does not affect runes or intelligent items.

SECONDARY EFFECTS

The following physical effects are often triggered by Flow-storms.

WHIRLWINDS

Almost all Flow-storms spawn whirlwinds of varying intensity. A small storm (sometimes referred to as a *flow squall*) may only support one small whirlwind while larger ones may create dozens of powerful effects, some similar in might to minor tornadoes.

RULES

Small: All within effect (1-10' radius) are at 50% activity; standing requires a successful *Medium* maneuver every round, and all suffer an "A" severity Impact critical each round.

Medium: All within effect (11-50' radius) are at 20% activity; standing requires a successful *Hard* maneuver every round, and all suffer a "B" severity Impact critical each round.

Large: All within effect (51-100' radius) are at 10% activity; standing requires a successful *Very Hard* maneuver every round, and all suffer a "C" severity Impact critical each round.

TREMORS/VULCANISM

Planes of Essænce energy knifing into the earth can trigger seismic and—in the right areas—volcanic reactions.

RULES

Small: Minor tremors only; little or no damage to structures; to remain standing is a *Light* maneuver; movement is reduced by 50%. Tremors are intermittent: once every half hour or so.

Medium: Moderate shaking occurs at irregular intervals, as close as ten minutes apart and lasting 3-5 minutes. It requires a *Medium* maneuver to stand; movement is reduced to 20%. Poor construction may be damaged; small rockslides or other natural disturbances may be triggered.

Large: It is relatively rare for a Flow-storm to cause strong quakes, but it is not unheard-of. Villages have been leveled, tidal waves created, hundreds killed, when a Flow-storm triggered strong earthquakes. Standing is a *Hard* maneuver, movement is at 10%; all but the most solid structures are damaged or destroyed.

FLOW-STORM EFFECT SUMMARY

Flow-storms should not be overused by the GM, but they are an important part of what makes the *Shadow World* unique. Don't be afraid to give your players a good scare.

Roll daily. 01-98: No Flow-storm activity; 99-00: Flow-storm: roll again on the chart below:

01-50 **Minor Flow Disturbance**: Lasts about 1 minute, about 100 feet in diameter. Essence users lose _ points for the day. For each minute in the disturbance 50% chance each character contacts 1-4 Microbursts. No Other Magical Effects or Secondary Effects.

51-75 **Small Flow-squall**: Lasts about ten minutes, about 500 feet in diameter. Essence users lose _ points for the day. For each minute in the squall 50% chance each character contacts 1-10 *Microbursts*; 10% chance characters contact an *Essænce Bolt*. No Other Magical Effects or Secondary Effects.

76-90 **Large Flow-squall**: Lasts about an hour, about a mile in diameter. Essence users lose all points for the day or double points. For each minute in the squall 75% chance each character contacts 1-10 *Microbursts*; 30% chance characters contact an *Essænce Bolt*. No Other Magical Effects or Secondary Effects. 10% chance a *Dimensional Rift* opens.

91-95 **Minor Flow-storm:** Lasts 1-4 hours, 1-4 miles in diameter. Essence users lose all points for the day or double points. For each minute in the storm 75% chance each character contacts 1-10 *Microbursts*; 30% chance characters contact an *Essænce Bolt*. Other Magical Effects in force. 10% chance of a Secondary Effect. 20% chance a *Dimensional Rift* opens.

96-97 **Serious Flow-storm:** Lasts 2-8 hours, 5-10 miles in diameter. Essence users lose all points for the next 1-10 days or double points. Roll percentile dice for each character each round; a 03-20 means contact with a *Microburst*, while 01-02 means being hit by an *Essænce Bolt*. Other Magical Effects in force. 20% chance of a Secondary Effect. 40% chance a *Dimensional Rift* opens.

98-99 **Major Flow-storm**: Lasts 6-12 hours, 10-20 miles in diameter. Essence users lose all points for the next 1-20 days or quadruple points. Roll percentile dice for each character each round; a 03-20 means contact with a *Microburst*, while 01-02 means being hit by an *Essænce Bolt*. Other Magical Effects in force. 50% chance of a Secondary Effect. 70% chance a *Dimensional Rift* opens.

00 **Cataclysmic Flow-storm**: Lasts 25+ hours, 20-100 miles in diameter. Essence draining rules in effect Roll percentile dice for each character each round; an 10-50 means contact with a Microburst, while 01-09 means being hit by an Essænce Bolt. Other Magical Effects in force. 80% chance of a Secondary Effect each hour. Roll: 01-75: one Dimensional Rift opens; 76-00, more than one rift. 80% chance storm lasts another day, 50% chance the storm grows by 20%.

4 · SPELLS & SPELL LISTS

This section and those following assume that the GM is using *Spell Law* with the *Shadow World*. While *Spell Law* is an excellent magic system, beyond the actual names of the lists and incantions, it lacks a certain flavor. We try to address that shortcoming here.

A NOTE ON TERMINOLOGY

While the system itself is imaginative in many ways, some of the terminology in *Spell Law* (and all of ***Rolemaster***) is sometimes dry and technical. Terms like "List", "Pick" for a portion of a list learned, "Power Points", "Spell Multiplier", etc., are not exactly evocative of a medieval world of magic and monsters. So, while we'll continue to use the standard terms for the most part, in the discussion of the various schools where spells are learned there are some suggested alternate terms that may be more mood-evoking.

LEARNING SPELLS

Something not covered in *Spell Law* is exactly *how* spells and spell lists are learned. Part of the uniqueness of *Spell Law* is the "list" system, and also the concept of *learning* an entire list (or ranks in one), but then only being able to actually cast spells on that list of certain levels as the user ascended to that level of power and expertise. This is a wonderful concept not only from an organizational point of view, but a roleplaying one.

For instance, student mages may learn the concepts of *Fire Law*, and understand the manipuation of fire using the Essence. However, only after practice and "experience" do they gain the ability to actually cast all of the spells on a given list.

Regarding the actual learning of spell lists, *Spell Law* assumes that the user is studying all through the period between levels, then the list is either learned or (of a full set of skill picks are not allotted) a roll is made (in *RM2*, in *RMFRP*, ranks are picked up like any other skill). It is not addressed exactly *what* the user is studying, or how he goes about it.

The Spell Book

It must be assumed that the user has some sort of a book for each list of spells that he studies. In fact, most Magical schools refer to each list as a "book"; e.g., the *Book of Fire Law*. Once the list is learned, the book is no longer needed. So, either a PC has a book which he is assumed to study while traveling and uses skill picks to "learn" lists or, or he spends the requisite number of days in a place of learning where he studies without interruption, and it does not cost him skill picks.

Spell books need not be expensive; after all they are not magical in themselves. However, they might only be accessible at special schools (any spell using PC would have gone to a school as part of his background) or from masters in the given profession. It might be that the books cannot be purchased, but can be copied by the student.

Essænce Tongues

As a spellcaster advances levels in a given profession, he also gains skill in the specialized tongue of the Essænce realm. These languages are not really full languages, and aren't useful for conversational purposes. Instead they are concepts and mental disciplines necessary to manipulate the power in a precise manner.

Power Points

This is a somewhat artificial game mechanic used to essentially represent "magic exhaustion points." While necessary to game balance, it bears an unfortunate resemblance to firing rounds out of a gun. In *RM2*, It also lacks the potential for any sort of heroic effort.

The following is for *RM2* only.

As an alternative, the GM might wish to allow spell users in extraordinary circumstances to "borrow" from points they would recover the next day, but not without risk: a roll on the Spell Overcast Table would be required, the same as when an attempt is made to cast a spell more quickly than normal.

In extreme situations, the PC might also have the option of pushing their PP enhancer beyond its normal limits, with a percentage chance that it will subsequently fail permanently afterwards. Opportunities for these "above and beyond" efforts under pressure (always with great risk of course) make for more exciting gaming, especially in larger quest-type scenarios.

About the Three Realms of Power

Another *Spell Law* concept which makes for neat organization but sometimes flawed implementation is the idea of three realms of power, each with the same number of professions. (In addition there are three "hybrid" professions: Astrologer, Mystic, and Sorcerer; those will be addressed separately below.)

The Alchemist, for instance, has been rather artificially placed under the Essence category in *RM2*, when in fact it should probably fall under whichever realm the Alchemist wishes to concentrate in, as it does in *RMFRP*. Under the original rules, the Monk is under Essence simply because monks don't wear armor, and neither can Essence users. Convenient, but hardly in the spirit of the actual nature of their power. Bards, similarly, were made Mentalists because singing in a helmet is impractical, and Mentalists don't wear helmets. Thus was spawned the Amthorian alternative, in which Bards are Essence users and Monks — who primarily utilize powers affecting their own body — are Mentalists. Armor is a separate issue. Among the other professions, Healers could easily be (and perhaps *should* be) Mentalists (In *RMFRP* they are hybrids), while Lay Healers could be of the Essence. GM's should follow their instincts and be flexible in these matters, as where these professions fall will not affect game balance, but could enhance the play experience for a player.

Hybrid Spell Users

The *Astrologer*, the *Mystic*, and the *Sorcerer* were all considered "Hybrid" conjurers in *RM2* (in *RMFRP*, the Astrologer was dropped and the Healer took its place), for reasons which are now lost in the mists of time. Hybrid spell users are a nightmare of Power Point calculation; it is impossible to find a PP multiplier for something so specialized, and besides that, the rationale behind them is... marginal. How does one explain gaining half of one's power from their own Essænce and half from a deity? Or half from the ambient Essence and half from within? It flies in the face of a real magic "philosophy."

While the GM should feel free to continue to handle the hybrid professions as described in *Spell Law*, a more rational alternative is to have a player *choose* which realm to align the profession with. The GM may still allow the PC to have access to the lists from both realms as defined in *Spell Law*, but their source of power would all be from one realm. The explanation would be that the spells were created for that realm — not farfetched considering how

heavily the "Open" spell lists overlap across realms already. Sorcerers would probably tend more toward Essence and Mystics to Mentalism, while Astrologers and could go either way. In *RMFRP*, their PP development cost should be adjusted to match that of a pure caster as well.

The Astrologer, represented for *RMFRP* in this book, had this done already, however to keep the feel for people who wanted use of the profession in ***Rolemaster*** games other than *Shadow World*, it was created as a hybrid and then converted to a pure channeler. GM's who allow hybrids should just convert it back (by changing its prime requisites and adjusting the PP development cost).

SPECIAL PROFESSIONS

The GM may also wish to allow players to create a custom profession (within reason), regrouping some spell lists into special base lists. For instance, a Witch or Warlock might have access to the *Flesh, Mind* and *Soul Destruction* Sorcerer lists plus certain Essence lists and the Animist *Nature's Lore*. A Shaman might be an Animist with access to the Astrologer *Holy Vision* and *Time's Bridge* lists. Many such choices are possible, but would be dependent on the culture and teachers available.

ARCANE POWER

The progenitor of the three realms, Arcane power predates even the gods. They, like the earth-essence and mind-essence, are manifestations of the Arcane Essænce. True, primeval Arcane power is rare, but there are those very rare individuals who still understand its secrets. Arcane conjurers can access all realms with equal ease.

This ability is limited to gods, the K'ta'viiri, and certain other exclusive groups.

CASTING SPELLS

One of the most powerful concepts in roleplaying a fantasy milieu is — of course — magic. Unfortunately, while there are lists and lists of spells in *Spell Law* and its companions, little is devoted to exactly how these spells *manifest* themselves. Certainly, the spell results are explained in (sometimes gruesome) detail, but what do these spells *look* like in action?

This section discusses some general ideas on the form of spells in the *Shadow World*.

Most spells are cast without a "material component" (unless otherwise noted in the spell). However, the caster must marshal his Essænce (whether it be his own psyche, the Essence around him, or the channeled power of a Deity), and most require at least a brief spoken incantation that gives form and focus to the power.

GM Note: *This section in particular is meant to reflect one visualization of the workings of spells in* Shadow World. *These concepts may not be consistent with descriptions of spell casting in the GM's own vision of* Shadow World, *and should definitely be considered an optional idea.*

SPELL MANIFESTATIONS

One way to categorize the spells is by their **Class** (See *Spell Law* for a detailed explanation of Spell Classes).

Note: The caster may inhibit the noticeable aura some nonoffensive spells generate if he wishes to remain unnoticed. Also, if the caster is invisible and casting a non-offensive spell, his spell manifests invisibly as well.

Defensive Spell: As these spells usually generate some form of barrier to inhibit or deflect an attack, the spell generates either some sort of shimmering shield or aura about the caster; or, if it is similar to *Deflections*, the caster's hand glows for a moment as he deflects the attack.

Elemental Spell: The results of these spells are obvious and often ostentatious. When such a spell is being prepared, the caster's hand will glow, and the chosen element becomes visible as a whirling mass about four inches in diameter, cupped in the caster's palm. The spell is then shot or hurled when ready.

Force Spell: Hard to hide, these spells include everything from *Repel Undead* to *Shapechanging* to *Teleportation* to spells which effect the elements. Exact manifestations might vary with realm and the nature of the spell, but spells of Essence might involve the tracing of a runic pattern of glowing lines in the air. *Repulsions* might summon actual misty rays of light that fan out from the caster's hands against the targets. *Telekinesis* would cause the target item to glimmer. *Teleportation* and *Long Door* would cause the target to glow with an aura of light, then perhaps fold or collapse prismatically as it vanishes.

Healing Spell: The wound and healing hands (if appropriate) would glow with a dim light.

Informational Spell: This is a type of spell that would almost certainly have no visible manifestation.

Mental Attack Spell: The nature of Mentalism would suggest that any visible manifestation would be subdued. Mentalists' eyes have been known to sparkle unnaturally, or their PP multiplier might give off a warning glow, but as often as not, there is no betraying indicator that a Mentalist attack spell is being cast.

Passive Spell: Like Informational Spells, Passive spells (such as *Presence*) do not betray their caster.

Subconscious Spell: These unusual spells will sometimes bathe the caster in a faint light as they activate, but it is often subtle and can optionally be completely invisible.

Utility Spell: Spells which affect the caster such as *Haste*, *Leaping*, etc., are usually accompanied by a faint aura of light which dissipates as the spell duration ends.

Essænce Manifestations

The Essaence often manifests itself in a rainbow of colors and hues, depending on the realm, the nature of the user, and even the environment. General guidelines for the color manifestations of spells follow.

Very powerful spell casters can alter the appearance of their spells to make them seem to be of another alignment or nature, but those skilled in *Power Perception* or related skills can see through this ruse.

The GM should decide in what color a PC's spells manifest, not the PC. A spellcaster's spell color may be a mingling of two colors, or could change from one to another if his nature is shifting. The hue would not change from day to day; the shift would be gradual.

When creatures of the Void cast spells, the color is a strange rainbow of color: a twisting, often nauseating swirl of impossible hues which, while not "evil", is in its way even more loathsome.

The GM may wish to have spell colors only visible to those casting a *Detect Essence* or similar spell, and/or those who make a successful *Power Perception* roll.

Channeling Spells

The mightiest of the three realms in terms of raw power, Channeling is also a rather "pure" concept. Spells are of necessity aligned with whatever deity is channeling the energy.

Channeling spells almost invariably involve a spoken invocation; even those designed for hiding require a whispered plea to the deity. Other enchantments demand a full-voiced summons. A powerful Cleric's *Absolution* spell will make a grand hall reverberate with the power of his voice.

The Colors of Channeling

Silver-white: Purest of Good Channels. Spells cast by devout followers of the Lords of Orhan and a handful of others have this color. Holy Weapons glow with this light. The GM may rule that only very powerful spells, powerful true Clerics, or spells from certain Orhanian deities (such as Eissa) are silver-white; all others being gold. Often, followers of even the purest deities will be less than altruistic all of the time, yet might not be deserving of punishment or excommunication. Such would manifest in gold due more to the nature of the user than the deity.

Gold: This color stands for Good, though not selflessly altruistic or blindly crusading. Many spells channeled from "local gods" radiate this color, as do virtually all spells of users of lesser Channeling spells.

Black with a red halo: *Evil Channelings*, invariably with the Dark Gods of Charón or the Unlife itself as a source. The dark channelings are unmistakable.

Essence Spells

Magic spells may or may not have a spoken incantation; often it depends on the nature of the spell and the user's schooling.

Alchemy almost always involved a chanted incantation. Bardic spells require a musical incantation. Base Essence conjurings usually only involve a brief spoken phrase in Uscurac as the spell is cast.

When subtlety is required, however, all but Elemental and Force spells may be cast silently.

THE COLORS OF MAGIC

Most common of the three realms, Essence colors are based on the rainbow of light. The colors are more down-to-earth, as would be expected for a power that comes from the earth itself.

Blue: The purest Magic, often associated with the Iylari. Its appearance would be more common than "good" Channeling except in powerful magic items created by pure Alchemists.

Green: More suspect than golden Channeling, Green Essence implies a certain selfishness or impurity of spirit. Certainly not evil, but not necessarily to be trusted like a brother, either.

Red: Those who have fallen to the Shadow cast spells with a luminous red hue. Evil Magicians such as the Dyari wield the red light of dark magic with skill and ease.

MENTALISM SPELLS

In contrast to the other realms, Mentalism spells are rarely vocalized; the exception being Force spells, most notably the *Voice* list.

THE COLORS OF MENTALISM

Mentalism, being a self-oriented realm has only two colors. Either it is evil or it is not; there are not further distinctions of character. In general, Mentalism manifests itself much more subtly than the other realms, and the colors—when visible to the naked eye at all—are subtle.

Blue-violet: Non-evil Mentalism is a faint aura of this color. It is easily discernable from blues in the other realms because of a certain transparent (almost "ultraviolet") quality.

Yellow-orange: Not a rich color like the sunset but a sickly yellow halo which is troubling to look upon, this ochre tone of evil Mentalists triggers a deep uneasiness, as when confronted with acts of an amoral nature.

ELEMENTAL MAGIC

Fire and Ice: the Elemental Companion has extensive rules on expanding elementalism in a ***Rolemaster*** game. For the most part these rules can be used as is. Use the multiplanar model. The elemental planes are planes of Essence, and this is where the elemental demons come from. They are each ruled by their lord as detailed therein.

The only thing different in *Shadow World* are the Dragons. The Dragons of *Shadow World* were not created by the Elemental Lords. Their existence stretches back into the prehistory of *Shadow World*, and no one is certain of their origins. It is thought, however, that the Plasma and Nether drakes came along later, created much in the same way as an Elemental Champion creates a Plasma or Nether Champion.

5 · CHANNELING NOTES

Because its source is inherently more complex than that of Mentalism or Essence, we include some notes about Channeling here.

THE NATURE OF CHANNELING

Channeling represents the power of the deities as transferred (or "channeled") through their followers or other spell users. It is spiritual and religious in nature and is independent of the Essænce. (Although the deity himself may draw power from the Essænce to supplement his own stores, his followers gain strength directly from him and have no contact with the pervasive Essænce.) A spell user of this realm may draw his strength from his respective deity, and often does not require that deity's conscious cooperation; this is especially true where the spell-user employs relatively weak or subtle spells (e.g., minor healing, detection). Thus, spells of this realm do not necessarily reflect the nature of specific deities. More powerful and significant spells, however, such as those that take or give life, might require the active consent of a deity.

FROM ORHAN

Users of Channeling who are followers of a Lord of Orhan have the advantage of rarely needing to worry about being "cut off" from their usual supply of Power Points: only in the rarest circumstances would someone be in a position where a Lord of Orhan was unable to Channel. On the other hand, the Lords, being so omnipresent, are quite unlikely to take any interest in a specific follower. A PC worshipper of a Lord might go his entire mortal life without even seeing or contacting his chosen god.

Holy places dedicated to specific Lords (and occasionally to the entire pantheon) are scattered across Kulthea, offering the possibility of stepped-up power points in the vicinity of those locations.

From Local Gods

Followers of a god closer to home have the advantage of a more intimate relationship with their master, and so have a much better chance of getting personal help while they are in the vicinity of the god's influence. This can become problematic if the character travels far, however. A god may have no power or influence a continent away, and the character's daily PP allotment might be reduced or even lost until he returns to his home.

NOTE: *This problem can be averted if the PC is given an amulet or other item that can serve almost as a "portable holy place" for the follower (i.e., a PP multiplier).*

Worse, the character may travel to an area where his god is particularly disliked. Things could quickly become unpleasant for the unwary faithful, for not only will he be unable to gain power points, but any conscious petitions to the god may actually alert the resident god.

From Sites & Artifacts

PCs who are of Channeling may be able to tap power from inanimate objects, such as holy sites (see below) or amulets. Often, characters such as Animists, Sorcerers or (in RMC) Druids are inclined to be associated with sites that are actually Channeling foci, remainders of a god long gone. Though the god is no more, the site/artifact acts almost like a passive god.

Holy Places

Holy places on the *Shadow World* are nearly always more than simply symbolic locations; they are the sites of a focus for one of the many deities of Kulthea.

A god of Kulthea is often tied to a holy place, to which he is (or becomes) specifically attuned, and from whence his powers emanate. Such a deity is thus limited in how far he can stray from that holy place without losing his powers—or even dying. This limit is called the *sphere of emanation* that has a range that is usually between one and a thousand miles (though terrain, Flows of Essænce, and environment can be factors).

Channeling Power

Tying directly into the concept of holy places is that of Channeling. While users of that realm of power do not tap directly into an Essænce focus, they receive their powers through the worship of a god who does get his energies from the Essænce, and then "channels" them to his followers. Characters who use spells of that realm must have some deity whom they are channeling *from*. Followers of this god are able to draw on the power of the Holy Place while within the sphere of emanation of the place and the god.

GM NOTE: *The GM may wish to interpret a Channeling-based character's PP availability in one of a number of ways: 1. Full PPs while inside the god's sphere; none or half outside. 2. Extra PPs while within the sphere. 3. Access to Base lists or other very powerful spells (Absolution, Lifegiving, Commune) only while in the sphere; otherwise, all spells as normal.*

This can be useful as a guide to determining the beneficial effects of a holy place. These can be somewhat trickier, however, since Essence is merely a non-sentient force waiting to be tapped, where holy sites contain the residual lifeforce of a thinking, feeling being. This force has a pseudo-personality unto itself, and cannot be tapped by just anyone. Even a devout follower who attempts to overreach himself or too-frequently abuses his privileges at a given site will attract the annoyed attention of the patron himself.

Generally, however, a PC who is devoted to a god will easily be able to tap into the energy of that god's site.

Prayer

Prayer is a concept that every GM running Channeling-based characters must consider carefully before the game begins. A few specific concepts that must be worked out (and some suggested solutions):

1. Can the PC "pray" at any given moment and expect to get some sort of response? The GM must think about how he wants to handle prayer in the game. The nature of "prayer" may vary from god to god, since it would hardly seem practical to have to change into ritual vestments and perform some rite in the heat of battle to get a few extra Power Points.
2. Would he make actual contact with the deity? (Would the god speak to him? Would the god put in a personal appearance or a vision, or just be a disembodied voice?) This is tricky, as there are specific spells allowing a character to glean information from his god. Therefore, if the GM wants to allow communication outside the formality of these spells, he must be careful not to have the god handing out free information. Gods can range from mischievous to deceptive to merely tight-lipped, but it is never in their nature to reveal information without cause. In general, the more local the god, the more likely he is to appear in some form or another. The god would be much more likely to appear if the PC were at a holy place devoted to him.

3. How much is the god going to help out his follower in tight spots? Just because a player makes his Prayer roll doesn't mean he gets automatic help. There's nothing more pathetic than a worshipper who always needs bailing out by his god. Most gods simply won't put up with it, and ignore all but the most important pleas. It should be made clear to users of Channeling that petitions for aid should be made rarely and only in the direst of circumstances. Help should also come in the form of extremely limited, consistent, and non-overwhelming aid. For example, almost never should a god allow a player to cast spells from a list he does not know. Perhaps—if the need is great—the player may be given a bonus to overcast a spell on a list he *does* know (but never a guaranteed safe overcast).
4. Should the PC be required to "pray" in order to cast some spells he theoretically has the ability to cast normally? The idea behind this question is that some spells (such as the various *Death Channels*, *Lifegiving*, and *Commune*) are so powerful and special by nature that they are going to require the attention of the god, at least on a subconscious level. It is not that the PC will have to actually pray or channel in addition to the spell. In this case the spell itself is a request to the god (e.g., "Slay Herbert my enemy!" or "Please raise my friend Zachary from the dead!"). If the god should find such a request unreasonable, he may simply refuse. This might not happen often, but should the character be trying to slay an innocent or someone who has in fact been a devout follower of the god (or former lover or any of a slew of other reasons the PC could be clueless about) he could find his spell nonfunctional.

More suggestions, especially on the subject of divine intervention, can be found in *Channeling Companion* for *RMFRP*.

EXTRA POWER POINTS

Should a PC wish to — without risk — gain more Power Points than the normal daily allotment, there are two basic courses: tapping power from a holy site, and prayer. Praying at a holy site is especially effective.

The GM must decide exactly what form the additional powers will take; naturally this may vary with the situation. However, it is suggested that the PC develop the *Channeling* skill, and be required to make a successful roll in order to receive extra points and/or abilities from the holy place or god.

LIFE, DEATH & BEYOND

In a world where souls can be destroyed, moved from body to body, and even restored to a body previously thought to be dead, it seems necessary to define just what a "soul" is, at least in this context.

In the *Shadow World*, all living things have a soul of sorts: they possess a life-force, an energy which defines them as being "alive." This spark of energy is the true Essænce.

All souls are not the same, of course. The lifeforce of a fungus is far less powerful and complex than that of a human. But when either body becomes too damaged to support the soul, the same thing happens: their soul leaves the body and the body dies. In most cases, this energy begins to disperse into the environment, becoming one with the surrounding Essænce. The individual is gone, but their energy remains a part of the world.

The dispersal of the soul can sometimes be delayed by use of spells or magical herbs, allowing time to repair the body and reunite it with the spirit.

RELIGION AND DEATH

The GM may wish to allow the devoutly religious an advantage with regard to soul departure and its return to the body, along the following lines. This gives the characters an additional reason to actually worship a god, whether of Channeling or not.

RELIGION AND LIFEGIVING

Those who are devout followers of a Lord of Orhan are at an advantage; their souls (if they make a successful RR) do not disperse but instead go to Orhan.

None have hardier souls from a practical standpoint than the Sisters of Eissa, worshippers of She who guards the Gates of Oblivion, the portal to the Beyond where the souls go. *Lifegivings* cast by Sisters on devout Eissa followers are as potent as a *Lifegiving* three classes higher (e.g., A Sister casting a 12th level *Lifegiving I* on a devout follower actually casts the equivalent of a 20th level *Lifegiving IV*. Unfortunately for men, the Sisters only allow women in their religion, and they must be active Clerics. A sister casting on a devotee of another Lord of Orhan casts effectively two classes higher. A priest of any other Lord casting on a follower of the same religion as his own has the effectiveness of his *Lifegiving* spells being two classes higher (so it's helpful if everyone in the group has the same religion). A priest of any other Lord casting on a follower of a different religion

from his own, but also among the Lords has one class higher effectiveness.

Lifegiving True is treated as Class VI.

FAITH VS. ABSOLUTION

The faithful might also gain a small RR advantage vs *Absolution* (an additional 1 pt per skill level; see below), and an additional RR (at 5 pts per skill level) vs their soul being destroyed by a *Dark Absolution*. A successful RR in that case would mean the soul is simply cast from the body and not destroyed.

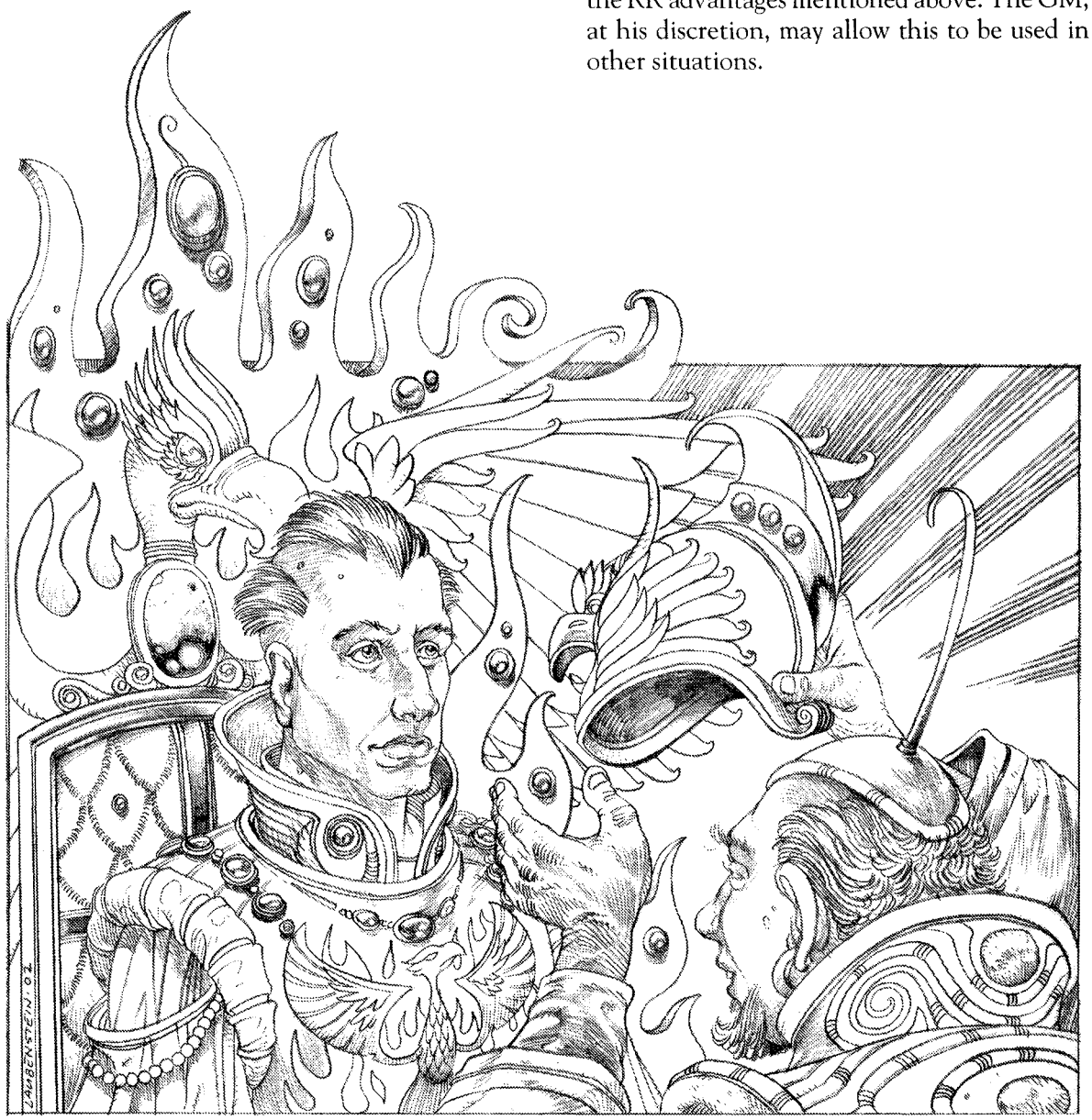
BEING A DEVOTED FOLLOWER

Being a devoted follower of your chosen deity involves three factors. Two are primarily role-played, while the third is a game mechanic:

Appropriate Behavior: Obviously the character's deity is not going to help him out if he constantly behaves in a manner contrary to the god's philosophy. Most of the Lords are pretty casual as long as the character isn't totally self-serving or downright evil, though some sects will be stricter. Check the "Ten Offenses" to get an idea of what the gods do and don't like. Obviously murder, stealing from innocents, etc., are no-no's.

Prayers/Temple visits/tithing: Devout followers pray at least once a day for a few minutes, they visit the temple to their deity when in a city that supports him or her, and tithe. A few silvers a visit is usually considered plenty if you are a well-off adventurer (and most are).

Developing "Skill": The follower who (in the GM's opinion) pretty much adheres to the rules above, has the option of buying one rank per level in the secondary skill of *Religious Conviction*. For Channeling types the cost is 1 pt per skill level, for others it is 2 points; you can only pick one per level. This level is what gives you the RR advantages mentioned above. The GM, at his discretion, may allow this to be used in other situations.



CHAPTER VIII
KULTHEAN GODS AND IMMORTAL SPIRITS

Deities are an integral part of Kulthea, and there are many such beings, real and imagined, of various power levels and scope, with influence all over the globe.

A discussion of the nature of gods is always one to stimulate the imagination, as they are not really a "race" like Men or Elves, yet they are very real beings. Immortal in the truest sense, gods do not age or grow old and they cannot be killed, even through violence. A god can only be "slain" (permanently rendered discorporate) should the focus of his power be destroyed — a feat nearly impossible for even another god. A god is an independent being whose spirit is truly undying, and will apparently survive in one form or another until the end of time.

Beings who can be considered gods are similar in some ways to the Titans, and in others to the Nymphs (or, conversely, these races were perhaps born from the mating of gods with mortals in the distant past). The greatest among the gods — the Lords of Orhan — also have the distinction of predating the Lords of Essænce.

Some Loremasters theorize that the gods are actually manifestations of the Flows of Essænce: entities of pure energy who evolved intelligence and independence over the aeons. While this seems somewhat farfetched, the theory has merit. However, this does not explain one aspect of the gods: they are apparently able to mate with intelligent races and parent offspring.

One thing is clear: they are not the Lords of Essænce, though at times an Essænce Lord would impersonate a god, or set up a realm in which he or she desired to be considered a god. Gods of Kulthea are a group unto themselves, with strengths and weaknesses unique to their kindred.

Andraax
The *Early Loremaster Lectures*
S.E. c. 300, Karilôn

1·Interpretation

Users of Channeling gain their powers not from the Flows of Essence but from the very energy of their patron god. This can limit someone who wishes to travel far from his god's home, for more localized gods (the vast majority of deities on Kulthea) have limited influence outside of their defined home boundaries.

The source of a god's power is similar in concept to that of Mentalists (in that they depend only on their own energies rather than the Flows of Essænce or Channeling from someone else). Many, however, are tied to a specific location, and their powers are significantly reduced when they stray from their home.

2·Involvement

Local gods frequently exert considerable influence in their limited area; some even rule a land as the god-king. Others remain more aloof, residing in a remote area or only appearing when the mood strikes. For most Kultheans, an occasional show of power is enough to keep them convinced of the god's continuing reign, and so order is maintained. Gods can range from completely benign (or even overly protective, like a doting mother) to savagely demanding, requiring regular human sacrifices.

Interestingly, gods rarely come into direct conflict with each other, the patterns of their control having been established long ago. Very rarely, an aggressor god will send his people against a more passive neighbor and successfully seize their land, but the true dislocation of a god has only happened a handful of times in the entire history of the world.

The role of the gods in the Lords of Essænce conflicts and the war against the Unlife is not clearly documented, though many deities labored long and hard after the conflicts to bring their peoples back from ruin.

3·Lords of Orhan

Of all the gods and their pantheons that have come and gone through the history of Kulthea, the Lords of Orhan stand alone. Though some believe that they are merely refugee Lords of Essænce from the First Era, they predate even that time. Besides, the Lords of Orhan draw power from within themselves, whereas the Essænce-masters tap into the Flows for their energies. Their godlike abilities are without parallel. However, they rarely intervene actively in the affairs of the *Shadow World*, and would never exert their full strength against any Kulthean (except in the unlikely need for self-defense).

Orhan

Making their home on the great moon of Orhan, the Lords reside primarily within vast palace complexes in various locations on that small world. The sky of Orhan is almost always shrouded in clouds, preventing easy viewing of the surface from Kulthea. In addition to the Lords themselves, Orhan is inhabited by a variety of interesting beasts (most of them quite docile) and a population of Elves, Men and other races who serve the Lords. Orhan itself has not felt the dark touch of the Unlife, and the Lords are careful to keep their home safe from its agents.

Whether or not the souls of dead Kultheans go to Orhan is uncertain, but the Lady Eissa does guard the portal to another dimension, from whence she has the power to recall souls from the dead. She can also channel that ability to her devout followers.

GM NOTE: Access to Orhan by PCs should not be possible under any but the most bizarre circumstances—the moon should be considered a place of great power and mystery, not an advisable place to go adventuring.

The Conclave of Orhan

This is the council called by Kuor on rare occasions, to which all of the Lords must attend. Even Shaal must return to Orhan to attend the Conclave.

It has only been called a dozen times since they arrived in this space-time. (This is not to say that the Lords have only met that many times, but the formal Conclave is only called in a crisis.)

On Orhan there stands a great domed palace which is normally empty; but when Kuor calls the Conclave, the Lords enter the central council hall wherein stand twelve large marble thrones. Issues are debated and there is usually a vote, for the issue is almost always one which concerns the entire pantheon, and the Lords need to act as a united group. Kuor breaks ties.

Orhan Alliances

A GM should consider when running the Lords that they are not necessarily a united group. In fact, the Lords live apart from each other, only gathering in full Conclave under the direst circumstances. The "married" pairs may spend more time together, but not even that is necessarily a political bond. The Lords' powers are matched by their egos; virtually all of them have overwhelming superiority complexes. Most are quite vain, and the

more quick-tempered are easily angered by the smallest insult.

They sometimes compete in bizarre games involving cosmic forces or human emotions, but rarely do their direct manipulations cause an inhabitant of Kulthea to come to permanent harm.

However, the fragmentary nature of Orhanian society cannot be stressed enough. The last time the Lords agreed unanimously on something was when they decided to join in the Wars of Dominion against the Unlife—and even then there was initial dissension.

While they are all basically "good" in orientation, they are subject to disagreements and even petty rivalries.

Kuor and Valris: Complementing each other these "elder gods" are the most level-headed of the Lords. Valris is strong-willed as well as wise, and Kuor will often turn to her for advice.

Reann and Jaysek: The moody, often grim pair will frequently travel to Kulthea together.

Eissa: Almost always alone, beautiful Eissa wanders through her forest-garden where the River of Life flows. While on good terms with all the other Lords, she prefers solitude... and the others respect her wishes.

Phaon, Oriana and Cay: This triad always seems to be involved in playful contests of athletic and combat prowess.

Iloura and Iorak: It might seem that the earth-mother and the metal-worker would be at odds, but Iloura and her husband have achieved a certain harmony.

Kieron and Teris: Most playful and immature of the pantheon, these two often exhibit childish tendencies, exacerbated when they are together.

Kieron and Jaysek: The twins, temperamental polar opposites, nevertheless complement each other. They frequently engage in philosophical debates. More than one Kulthean culture believes them to be a single deity with a dualistic personality.

POWERS COMMON TO THE LORDS

Editor's Note: Below are listed some general rules about the powers of the Lords of Orhan to guide the GM in case the PC's might happen to witness a Lord's appearance on Kulthea. Actual specific skills and abilities of the Lords, the Dark Gods and Greater Spirits will be provided in the upcoming **Powers of Dark & Light** book.

• The Lords can transport themselves instantly between Orhan and anywhere on Kulthea; they can fly at high speeds (riding the Flows of Essænce) and are immune to natural cold and heat of space.

• Though their "normal" size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height (all of their personal items and clothing are enchanted and change with them).

• As with all of the more powerful deities, the Lords are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body vanishing in flash of light. The "soul" of the Lord returns to Orhan where he recovers his strength—a process requiring one full revolution of that moon (70 days). During that time the Lord cannot affect physical reality, though he may appear and interact with the other Lords on Orhan.

• Lords are aware—at least subconsciously—of all of their followers on the *Shadow World*, and should a follower repeatedly abuse his god's name or power, the Lord may inhibit or cut off powers, or even show up personally to have a talk with his sycophant. In addition, the Lords provide the information for scrying spells of other users of Essence such as Seers and Astrologers.

• Lords can—theoretically—communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

THE LORDS OF ORHAN

GM NOTE: *Notations in parentheses refer to powers, professions or abilities in the* **Companion** *Books, should the GM have these books and wish to use these alternate choices.*

Kuor

Age: Immortal (appears middle-aged but hale). **Eyes**: Grey. **Hair**: White. **Build**: Muscular. **Height**: 6'6". **Race/Sex:** Godlike being/M. **Skin**: Ruddy. **Demeanor**: Aloof, commanding. **Dress/Accouterments**: Flowing, toga-like garment, jewelled gold crown, scepter/mace. **True Attitude**: Reserved, cautious. **Favored Attack**: *Absolutions Pure; Lightning Bolt.* **Home:** Orhan.

Kuor is King of the gods and ruler of Orhan. He can control the weather on Kulthea and reputedly is master of the Flows of Essænce. While this isn't strictly true, he is able to manipulate the paths of the lesser Flows (currently he is exerting a great deal of energy trying to compensate for the loss of the Northern Eye of Utha). Appearing as a man of middle years yet strong, he has a wild mane of snow-white hair. Kuor is almost never seen on Kulthea, preferring to observe activity on the *Shadow World* from afar. As leader of the Lords of Orhan, he keeps the others in check and will sometimes overrule one who is planning a rash action. One who he will not overrule, however, is Eissa, whose judgement is final. He presides over the Conclave of Orhan: the gathering of the Lords to debate a major issue.

Valris

Age: Immortal (Appears 30) **Eyes**: Pale grey. **Hair**: Black. **Build**: Slender. **Height**: 6'1". **Race/Sex:** Godlike Being/F. **Skin**: Pale. **Demeanor**: Aloof, quiet. **Dress/Accouterments**: Flowing garments of light grey or white, Silver girdle, silver and pearl tiara. **True Attitude**: Serene, scholarly. **Favored Attack**: Broadsword, javelin. **Home:** Orhan. **Aka:** "The Wise".

Wife of Kuor and goddess of learning and wisdom, Valris is patron of scholars and masters of thought. Thick sable hair that flows down her back, large pale grey eyes and ivory skin are Valris'most striking features. She favors scholarly clerics and monastic groups; Astrologers also often follow her. Mentalists revered her though of course they do not channel power directly from her—they tap their own "Essænce".

Reann

Age: Immortal (appears 23). **Eyes**: Dark grey. **Hair**: Black. **Build**: Slender. **Height**: 6'8". **Race/Sex:** Godlike being/M. **Skin**: Fair. **Demeanor**: Sleepy; sardonic. **Dress/Accouterments**: Various garments, always black. **True Attitude**: Alert, yet weary. **Favored Attack**: ?. **Home:** Orhan. **Aka:** Dream-master, Bringer of Sleep, Lord of Dreams.

God of the Night, he is master of sleep and dreams, sending visions to his followers. He is the only god who prefers the night. It is his domain, though one which is tainted by the evils of the Unlife. As a result, Reaan has faced the terror of the Unlife more than any other Lord. While there is little danger that he would ever be turned to its evil path, the endless (sometimes seemingly hopeless) struggle has wearied him.

He often travels to the *Shadow World*, hunting evil beasts through the night astride his mighty steed: a white Unicorn with luminous silver horn. He is feared by servants of the Unlife more than any other Lord. Riding through dark forests, a misty, shimmering presence in the night, his endless quest is to save the helpless from the fangs and claws of the evil demonic creatures of evil.

Reann has a dry sense of humor and has been seen in Jaysek's company (in his rare appearances during the day).

Reann is a tall, slender young man with fair skin, black hair and dark, hypnotic eyes. He wears only sable-hued cloth garments, often trimmed with black leather.

EISSA

Age: Immortal (Appears 30). **Eyes**: Grey/blue. **Hair**: Blonde. **Build**: Slight. **Height**: 5'10". **Race/Sex:** Godlike being/F. **Skin**: Pale. **Demeanor**: Somber. **Dress/Accouterments**: Flowing black hooded robes with a white gown underneath, a set of six keys on her belt, a gold and diamond necklace. **True Attitude**: Restrained, pensive, yet not unhappy. **Favored Attack**: Never attacks; will use her laen quarterstaff to defend herself. **Home:** Orhan.

Goddess of Death/Rebirth (and Winter), she is the sister of Reann. Eissa is the deity appealed to when a religious "Lifegiving" is administered. She guards the Gates of Oblivion and it is her decision whether a soul is returned—even Kuor will not overrule her decision. Eissa is more inclined to allow the return of a soul whose mission on Kulthea has not been completed. If the being in question has lived a full life, or has died in a significant and meaningful way, she will usually deny the soul's return.

Eissa wears a hooded, flowing black robe and carries a staff of crystal—and a set of crystalline keys to the Gates. Before the Gates is a small garden, in the center of which is the Spring of Youth, which feeds the enchanted River of Life on Orhan. Eissa rests here often, staring into the mere by the spring, through which she views her followers on Kulthea.

Cultures on Kulthea have myriad differing beliefs regarding the soul and what becomes of it when someone dies. Those who follow Eissa believe that the soul lives forever, though if the body is destroyed or fails due to age, the soul passes beyond the gates into another state of being. The worst fate is if the soul itself is somehow destroyed, something which can only happen to someone who falls victim to one of the Unlife's cruel servants.

PHAON

Age: Immortal (Appears 30). **Eyes**: Amber. **Hair**: Golden blond. **Build**: Muscular. **Height**: 6'10". **Race/Sex:** Godlike being/M. **Skin**: Tanned. **Demeanor**: Egotistical. **Dress/Accouterments**: Short tunic of white cloth trimmed with gold; golden circlet. **True Attitude**: Well-meaning, yet self-confident. **Favored Attack**: Gold scepter/mace, gold javelin (bursts into flame). **Home:** Orhan.

God of the Sun (and Summer), Phaon rides a great winged horse with flaming mane and tail. His eyes are a deep amber and his hair is golden blond. Very tall, tan and muscular, he wears only a short tunic of white cloth trimmed with gold.

Phaon was once patron of the Cloudlords of Tanara; he is often considered the god of "fatherhood" in that, as husband of Oriana (the Earth-goddess) and god of the Sun, he represents the masculine aspect of fertility. He has fathered numberless children on Kulthea.

ORIANA

Age: Immortal (Appears 25) **Eyes**: Violet, gold-flecked. **Hair**: Golden blonde. **Build**: Statuesque/voluptuous. **Height**: 6'3". **Race/Sex:** Godlike being/F. **Skin**: Lightly tanned. **Demeanor**: Caring; sometimes amorous. **Dress/Accoutrements**: White gown, gold pendant and tiara. **True Attitude**: Serene; empathic. **Favored Attack**: Golden broadsword; Sunfires. **Home:** Orhan/Mur Fostisyr.

Goddess of Love and Fertility (and Spring), Oriana is a beauty with golden hair and violet eyes. She is the wife of Phaon, and flies beside her husband on golden wings made for her by Iorak.

As is typical with the Lords of Orhan, the concept of 'marriage' between gods is more a loose association than a true spiritual union. Both Oriana and Phaon have many lovers; in Oriana's case it was part of her ritual with the Kytaari to bear the first members of the royal line.

Called upon to aid in many wedding ceremonies, her blessing promises many healthy children, and (perhaps ironically) an undying mutual love. She is called upon often, but rarely bestows her full blessing. Although almost always bearing a serene visage, Oriana has been known to break down and weep should one partner in a beautiful relationship (which she may have nurtured) meet with a tragic end. She also has a more sensual side, playful and lustful.

Oriana favors a tunic or gown of shimmering white trimmed with gold. Sometimes her tunic is a sheer, revealing garment.

She is an adept martial artist, and may have brought those skills to her Kytaari people—along with the unusual weapon called the *Ikasha*. It is similar to a large throwing star, but more effective, and the accomplished user can cast it so that it will return safely to him.

NOTE: *Oriana is worshiped by the arctic Ky'taari people as Ariaana, Goddess of the Sun (the reason she is worshiped rather than Phaon is not clear). She appears to her followers there with golden eyes.*

CAY

Age: Immortal (appears 20) **Eyes:** Azure. **Hair**: Brown, curly. **Build**: Muscular. **Height**: 6'10". **Race/Sex:** Godlike being/M. **Skin**: Fair. **Demeanor**: Usually lighthearted, playful. **Dress/Accouterments**: Plain tunic/bracers. **True Attitude**: As demeanor. **Favored Attack**: Unarmed/spear. **Home:** Orhan.

Lord of physical strength and athletic prowess, Cay appears as a muscular yet not brawny youth. He cannot be bested in unarmed combat, and only Kuor can beat him with weapons. Cay is considered most handsome of the gods (with the exception of the twins). He wears only a short blue tunic off one shoulder unless leading mass combat — an extremely rare occurrence for any of the Lords — in which case he dons shimmering silver armor. His favored weapon is a spear. Patron of athletic games, Cay is also an infamous seducer, having fathered countless children across Kulthea.

ILOURA

Age: Immortal (appears 30) **Eyes**: Hazel. **Hair**: Auburn. **Build**: Full-proportioned yet not overweight. **Height**: 6'2". **Race/Sex:** Godlike being/F. **Skin**: Ruddy. **Demeanor**: Warm, hospitable. **Dress/Accouterments**: Green and brown robes/garland of flowers. **True Attitude**: Caring, motherly. **Favored Attack**: Quarterstaff. **Home:** Orhan. **Aka:** Illila (to Myri), Earth-mother.

Goddess of the Earth (and the Harvest/Autumn), she is the mistress of growing things, of plants and animals of the lands. Iloura wears flowing robes of green and brown, and her auburn hair is often adorned with flowers and colorful leaves. Her eyes are large and hazel, framed by soft features; she frequently appears on Kulthea in the form of a deer or other fleet-footed animal.

Harvest festivals are the time she is most honored, and many peoples of the *Shadow World* give thanks to her for bountiful returns. Her husband is Iorak the Smith.

SHAAL

Age: Immortal (appears 40) **Eyes**: Blue. **Hair**: Blue-white. **Build**: Muscular. **Height**: 6'8". **Race/Sex:** Godlike being/M. **Skin**: Pale (almost blue-white). **Demeanor**: Stern; angry. **Dress/Accouterments**: Naked or draped in a rough kelp garment/silver and coral diadem. **True Attitude**: Impatient; quick-tempered. **Favored Attack**: Trident/waterbolts (ice/water/steam bolt from trident). **Home:** Orhan/Kulthea's oceans. **Aka:** Allanda (female, to the Myri).

God of the sea (and of Fall). Shaal is also called "The Destroyer" by some, in association with the erosion of the sea and sea storms.

Shaal is moody and rarely is seen in his human form, instead assuming the shape of a Merman, whale or great dolphin. When in human form, he is a burly man with blue-white hair and beard, pale skin, and blue eyes. He wields a great trident of greenish alloy set with emerald points. Ruthless and unsympathetic to all but sea beasts and peoples, he cares little about events on the land.

JAYSEK

Age: Immortal (appears 20). **Eyes**: Hazel. **Hair**: Dark brown. **Build**: Slight. **Height**: 6'8". **Race/Sex:** Godlike being/M. **Skin**: Fair. **Demeanor**: Pouting; sullen. **Dress/Accouterments**: Dark, monochromatic clothing with platinum fasteners and simple jewelry. **True Attitude**: Self-possessed. **Favored Attack**: Kynac. **Home:** Orhan. **Aka:** The Poet.

Jaysek is god of Visual Art and Magic, twin brother of Kieron—and like his brother, he is lean and beautiful. Very serious and at times sullen, he occasionally takes to writing morbid poetry.

He wears black or grey garments, and has been seen on the *Shadow World* astride a dark horse, wearing a black, hooded cloak and speaking dark prophesies (though he is not the Nameless One). Jaysek composed (or has claimed to compose) many of Kulthea's alphabets. He is the patron of Illusionists, Mystics, and Seers. At one time he took an interest in the Dúranaki people of Tanara, and has adopted their favored weapon: the Kynac.

KIERON

Age: Immortal (appears 20) **Eyes**: Blue. **Hair**: Dark brown. **Build**: Slight. **Height**: 6'8". **Race/Sex:** Godlike being/M. **Skin**: Fair. **Demeanor**: Playful, mocking. **Dress/Accouterments**: Highly varied clothing; usually flamboyant. **True Attitude**: Self-infatuated. **Favored Attack**: Rapier/main gauche or longbow. **Home:** Orhan. **Aka:** Davix (Myri), The Bard.

God of festivals, including the performing arts (music, plays, some poetry). He plays a stringed instrument called the *Quindera* and has a hypnotic singing voice. He is called upon to bless wineand ale, and to aid in recovery from hangovers.

Also a prankster, he will often pose as his twin Jaysek (the two are 'naturally' identical, except that Kieron's eyes are blue), causing mischief on Kulthea.

Although Kieron's clothing tastes are quite varied, he will often don a tunic of sheer silk. His hair is most often shoulder length or gathered in a ponytail.

Kieron is somewhat of a lustful god, appearing in many attractive forms — including that of a beautiful woman — to seduce unwary Kultheans.

Teris

Age: Immortal (appears 16). **Eyes**: Light brown. **Hair**: Blond, curly. **Build**: Slender. **Height**: 6'4". **Race/Sex:** Godlike being/M. **Skin**: Lightly tanned. **Demeanor**: Hyperactive, childlike. **Dress/Accouterments**: Short, diaphanous tunic, staff. **True Attitude**: Serious about his duties, but little else. **Favored Attack**: Quarterstaff. **Home:** Orhan.

Messenger of the gods, he appears as a beautiful, androgynous youth in his middle teens. He carries a short staff that records the messages to be delivered. Always barefoot, he can run faster than any living creature, or travels on his magical shield with superlative balance. Teris is the patron of one of the Navigator Guilds (*The* Navigators), his name occasionally mentioned—not always in a positive way—by other Navigator guilds.

Iorak

Age: Immortal (appears 30) **Eyes**: Brown. **Hair**: Black. **Build**: Bulky/muscular. **Height**: 6'2". **Race/Sex:** Godlike being/M. **Skin**: Dark tan/brown. **Demeanor**: Impatient, surly, distracted. **Dress/Accouterments**: Sturdy cloth/leather garments; smithing tools. **True Attitude**: Gentle, uncomfortable among others. **Favored Attack**: 2-H sword. **Home:** Orhan.

Husband of Iloura and Smith of the gods, Iorak is physically strong but not the match in combat of Cay or Kuor. With his dark complexion, black hair and beard, Iorak is an imposing character, an appearance that belies his gentle nature. He almost never leaves his great smithies on Orhan. In fact, he is somewhat of a recluse, avoiding many of the social gatherings frequented by the gods and their aides.

Iorak has made all of the items used by the Lords of Orhan, and is in most ways the most powerful Smith of the Kulthean system. However, an occasional Human or Elven smith has risen above Iorak's incredible yet "workmanlike" abilities to produce an item of surpassing beauty or elegant power. The Smith Tethior was among this very small group.

4·Greater Spirits of Orhan

These are powerful servants and aides of the Lords of Orhan; in essence they are demigods. Spirits are more numerous and more likely to be encountered (or at least seen) by an adventurer than the Lords themselves. A selection of these spirits is detailed at the end of this section.

The Nature of the Spirits

The Spirits of Orhan are lesser beings who entered this space-time with the Lords and have always served them. Their nature is similar to that of the Lords, but they lack the omniscient power and are rarely worshiped as gods themselves.

General Powers of the Greater Spirits

The following powers are common to all the Greater Spirits of Orhan. They are similar to the powers of the Lords, though in many cases lessened somewhat. These reflect the fact that the Spirits have tremendous innate resistance because of their common origins with the Lords.

- The Spirits can transport themselves instantly between Orhan and anywhere on Kulthea; they can also fly at high speeds (riding the Flows of Essænce) and are immune to natural cold and heat.
- Though their "normal" size and form is that of beautiful humanoids, they have an alternate size of about twelve feet in height though slightly smaller than the Lords (all of their personal items and clothing are enchanted and change size with them).
- As with all of the more powerful deities, the Spirits are truly immortal. The death or destruction of their Avatar (chosen mortal form) results in the body vanishing in a flash of light. The "soul" of the Spirit returns to Orhan where he recovers his strength — a process requiring one full revolution of that moon (70 days). During that time the Spirit cannot affect physical reality, though he may appear and interact with the other deities on Orhan.
- Spirits can—theoretically—communicate mentally with each other instantly wherever they are. Some, however, choose not to answer a call, for various reasons.

Some Specific Spirits

Following is a selection of a few Spirits of Orhan. There are in fact dozens of these beings.

GM Note: Notations in parentheses refer to powers, professions or abilities in the **Companion** Books, should the GM have these books and wish to use these alternate choices.

Laia

Age: Immortal (Appears 20). **Eyes**: Azure. **Hair**: Mahogany/wavy. **Build**: Slender but athletic. **Height**: 6'0". **Race/Sex:** Godlike being/Female. **Skin**: Light brown. **Demeanor**: Aloof, confident. **Dress/Accouterments**: Belted tunic/bracers. **True Attitude**: Indifferent, reserved. **Favored Attack**: Unarmed/gé. **Home:** Orhan.

Daughter of Cay, Laia is one of the few children of the Lords of Orhan (see the following section) who has been elevated to "godhood." She is a superior warrior, a martial artists like her father, though unlike him she has a cool demeanor. She is the patroness of the Amazon warriors of Itanis.

Bæris

Age: Immortal (appears 18). **Eyes**: Green. **Hair**: Red-blond. **Build**: Muscular. **Height**: 6'6". **Race/Sex:** Godlike being/Male. **Skin**: Fair (freckled). **Demeanor**: Melancholy. **Dress/Accouterments**: Short, belted tunic off one shoulder, bracers. **True Attitude**: Angst-ridden. **Favored Attack**: Holy broadsword, longbow. **Home:** Orhan.

A servant of both Oriana and Eissa, Bæris has the interesting occupation of being the patron of young love—and its inevitable tragedies. While boyishly attractive, he never smiles and always looks to be on the verge of tears. He will sometimes act to re-unite couples who are divided because of a misunderstanding, and he comforts those who have lost a lover.

In cases of a special tragedy where one lover has been slain, Bæris will beseech Eissa to allow him to return the dead lover to the living. If Eissa allows him to cry, his tears falling on the face of the dead youth will heal his or her wounds and bring him or her back to life. This would be quite unusual of course, and Bæris will only ask for this under the specific circumstances of starcrossed lovers. Bæris does have considerable healing powers short of raising the dead, however, and his followers will often call upon him to protect or save their loved ones who have been injured—especially in battle.

On a more tangible level, Bæris frequently combats the *Procreators*, demons of Essænce who pervert the higher ideals of love. In his fury he will sometimes get in over his head, and has had to be rescued more than once. Frequently his savior has been the (seemingly) compassionless Laia.

Talaraine

Age: Immortal (appears 20). **Eyes**: Blue. **Hair**: Blond. **Build**: Average. **Height**: 6'4". **Race/Sex:** Godlike being/Male. **Skin**: Fair. **Demeanor**: Charming. **Dress/Accoutrements**: Varies; usually lute. **True Attitude**: Self-indulgent. **Favored Attack**: Rapier; spells. **Home:** Orhan.

A servant of Kieron, Talaraine is the patron of Music and Dance. While he is usually lighthearted, he is a deadly foe when confronted with a genuine challenge (such as Inis the Dark Goddess). Talaraine frequently travels as a wandering minstrel in disguise to seek out new musical talents. When he finds gifted young men and women he will often stay and tutor them for a few months, greatly increasing their skill, and sometimes imparting magical abilities.

***GM Note**: the GM may wish to consider having a Bard PC be tutored by a mysterious minstrel in his youth, and give him a +10 bonus to spells involving singing or playing an instrument because of Talaraine's teaching.*

Quen

Age: Immortal (appears 20). **Eyes**: Hazel. **Hair**: Light brown. **Build**: Muscular. **Height**: 6'8". **Race/Sex:** Godlike being/Male. **Skin**: Ruddy. **Demeanor**: Gentle. **Dress/Accouterments**: Flowing green-brown robes. **True Attitude**: Serene. **Favored Attack**: Wooden sword/bow. **Home:** Orhan.

The patron of herbs and flowers, Quen is a strange character. He is a large, almost hulking presence, his shimmering green, amber and brown robes unable to conceal his brawny shoulders. He is as gentle as a father with his newborn, but there is a sense of controlled might. Destroyers of his wild flowers beware!

Quen is called upon by many Herbalists and Animists when working in their gardens. Flowers grow spontaneously in his wake. Where he walks, plants are not crushed or flattened. He can pass through even the most dense undergrowth with ease.

Neela

Age: Immortal (appears 16). **Eyes**: Blue. **Hair**: Pale blonde. **Build**: Slender. **Height**: 5'9". **Race/Sex:** Godlike being/Female. **Skin**: Very pale. **Demeanor**: Wistful. **Dress/Accouterments**: Clinging blue-green gown, necklace of coral and shells. **True Attitude**: Melancholy. **Favored Attack**: Net, long knife. **Home:** Waterways of Kulthea.

Said to be a daughter of Shaal, Neela is one of the few who might stay his temper. She is mistress of waters and patron of sailors. With the look of a spritely but somewhat pensive young woman (no more than a girl, really) she swims through the waters of the world seeking for ships in trouble.

Neela tries to moderate Shaal's stormy temper and save those who might otherwise be lost at sea. Even if she cannot stop a ship from being smashed, she will guide shipwrecked sailors to islands (admittedly, she saves young men who she finds attractive).

VULT

Age: Immortal (appears 25). **Eyes**: Blue. **Hair**: Black. **Build**: Muscular. **Height**: 6'7". **Race/Sex:** Godlike being/Male. **Skin**: Fair. **Demeanor**: Grim, sometimes snide. **Dress/Accouterments**: Black chain with white surcoat. **True Attitude**: Determined. **Favored Attack**: Blue laen battle-axe. **Home:** Orhan.

Vult is indirectly a servant of Eissa, as it is his task to free the Undead and cleanse their souls. He wanders Kulthea alone seeking out cursed Undead and slaying them.

With his flowing sable hair and striking blue eyes, he is handsome but unapproachable. His black chain armor looks like it is rent in places, but his surcoat is always gleaming white.

JAYNOR

Age: Immortal (appears 16). **Eyes**: Hazel. **Hair**: Long, brown. **Build**: Slender. **Height**: 6'2". **Race/Sex:** Godlike being/Male. **Skin**: Fair. **Demeanor**: Playful. **Dress/Accouterments**: Breeches and feathered bands. **True Attitude**: Lighthearted. **Favored Attack**: Staff, boomerang. **Home:** Orhan.

Follower of the Four Winds, Jaynor is also friend of birds and all non-evil flying beasts.

His costume consists of green breeches and many colored bands about his arms, wrists and head. From all the bands hang brightly-hued feathers given to him by his many bird-friends. He communicates with the birds, and they serve him as a vast information network.

5·NYMPHS

The Essænce given form and personality, the Nymphs are of a similar nature to the Lords of Orhan, but are tied to the earth rather than Orhan.

Nymphs live on Kulthea as long as the source of their life, be it river or tree; should their source fail, they disperse into the greater Essænce to be reborn again in another place.

Each is bound to a specific place and must remain within her domain. Nymphs have two forms: most are normally human-sized, and most often take the form of impossibly beautiful youths, the males sinewy yet slender, the females just blossoming with womanhood. They are usually either naked

or draped in only the most minimal gossamer covering. None have any body hair, though their scalp hair is always luxuriant and thick. The only other difference is the skin: water spirits have a decidedly blue tint, while plant spirits are green; hair can be of any color.

Alternately, they may assume a more "elemental" incarnation, becoming a watery form, a tree-like shape or other appearance depending on their nature. Some can assume a larger version of their humanoid form as well.

These earthly spirits are generally benevolent as long as their home is not attacked or damaged. Even the Oceanids who reside in treacherous whirlpools are not necessarily malicious; but they are often haughty and disdainful of sailors who stray into their influence.

Nymphs do have a reputation for playfulness; their amorous nature is also well known. They have been known to seduce attractive Elves and mortals alike.

Some Nymphs serve particular Lords of Orhan or other gods; others are fairly independent beings. The Dryads and Oreads are aligned with Iloura, while the Naiads, Nereids and Oceanids are generally under the influence of Shaal. Because of the sea-lord's lack of attention, however, the water-spirits tend to be more independent and willful.

Damaging a Dryad's tree or polluting a Naiad's stream will make them sickly and weak. They also cannot stray far from their focus or their powers are diminished.

Below is a listing of the different varieties of Nymphs; a future book will elaborate on their powers.

Dryads: Dryads are tree spirits and can be male or female. Their fate is tied with the life of the tree, so they are almost always associated with strong sturdy trees. Often they are deep in a forest and the Dryad is the protector of the entire wood.

Naiads: Often (though not exclusively) female, Naiads are watery spirits associated with a spring, river or lake.

Nereids: Spirits of grottoes and sheltered coves, Nereids are often male and their nature tends to be secretive. Winning a Nereid's favor may mean gaining access to a hidden sea-cave that others cannot see.

Oceanids: More powerful water spirits, Oceanids are tied to regions of a sea such as a bay or sound. Others might control unusual features such as a massive whirlpool or large waterfall.

Oreads: Hill & Cave spirits, Oreads are of either sex. In some cases they may become the protector of a group of people, for instance a village situated on their hill.

6·Children of Gods

The fact that a supposedly noncorporeal being such as a Lord or Spirit of Orhan can sire offspring is a concept to make any Loremaster squirm. However, there are men and women on Kulthea who claim to be the child of a god, and flaunt superhuman abilities to prove it. Most are no more than magnificent humans, while a few have been endowed with powers akin to a Spirit of Orhan. One important difference: any child of a Kulthean parent is tied to his body: it is not an "avatar" like the forms of the Lords and Spirits.

These godlike gifts diffuse like any terrestrial trait: descendants of offspring of the Lords grow closer to normal mortals with each successive generation mingled with human blood.

***GM Note**: allowing PCs to be offspring of the Lords of Orhan is in general not a good idea, unless he wishes to give the PC very limited powers, virtually no access to his "parent" and a healthy disadvantage to go along with his very special ancestry.*

7·The Dark Gods

Mirroring the rather benign Lords of Orhan, there is another pantheon of immortal beings residing on another of Kulthea's moons. However, the Dark Gods have less of a hierarchical structure than the Lords. And while most are associated with a certain aspect of life, these roles are also more fluid than those of the Lords of Orhan.

Their Home: Charón

The third moon of Kulthea is known as *Charón* and is considered an evil presence by nearly every culture on the planet. One of the strange things about Charón is its unique polar orbit (meaning that it circles Kulthea by passing over the poles rather than roughly on the equatorial plane, like the other moons). It takes about 21 days to make this orbit, but it has many disturbing perturbations.

The Night of the Third Moon

Because of this orbital anomaly, Charón is invisible for more than half of its rotation, as it is between Kulthea and the sun. As it comes around the planet, however, it rises slowly from the south, every night rising higher and becoming more full, until one night every 149 days Charón is full and at Zenith in a given location (this occurs in different places at different times, of course, and the latitudes further from the equator are fortunately spared this horrible event). It shines much more brightly, and with a reddish glow. There is no mistaking the Night of the Third Moon.

Dark cults worship Charón. They consider the zenith to be a time of particular importance, a time when servants of the Unlife are able to leave their home on Charón and come to the *Shadow World.*

It should be noted that every 10.2 years in certain locales near the equator there is a correspondence of perigee (closest proximity to Kulthea) and zenith in which Charón hangs huge and red over the night sky. It is a time that all good people fear.

THE CAVERNS

The surface of Charón is a frozen waste; there is no atmosphere and the exterior is encased in a solid coating of ice (possibly frozen carbon dioxide) which Kulthean Astronomers think to be as much as hundreds of feet thick.

But under that coating of ice, Charón is heated from within by volcanic forces, creating a (barely) livable environment in the thousands of caves and tunnels. It is here that the Dark Gods and their minions survive.

The Third Moon is a sphere 350 miles in diameter, and even though it possesses a massive core, it has only enough gravity to barely maintain a small hold on objects. Thus, the caverns and warrens have the added disorientation of almost no perceptible "up" or "down." Any poor unfortunates who are transported suddenly to Charón will find themselves in a totally alien world.

The caverns of Charón are populated by all manner of monstrous creatures, awful travesties of life summoned to guard the passages of the Third Moon. There are portals to other worlds everywhere, especially the Fourth Pale.

***GM Note**: See* Demons of the Fourth Pale *for details of lesser creatures who might be lurking in the corridors of Charón.*

ABOUT THE DARK GODS

The Pantheon of Charón is really not a pantheon at all; no single god is recognized as the leader. The Dark Gods coexist on the Third moon in little more than an uneasy alliance. Often they bicker amongst themselves, their servants sent on errands of petty sabotage and mischief.

POWERS OF THE DARK GODS

The Dark Gods are not intrinsically as mighty as the Lords of Orhan, mainly because their origins and power base are different. This lack of innate power is more than offset by the Dark Gods' lack of restraint: They, unlike the Lords of Orhan, do not make an effort to distance themselves from direct interaction with Kulthea and her inhabitants.

- **Transport:** The Dark Gods can only come "in person" (i.e., through an avatar) to Kulthea via three routes. They can only remain on Kulthea for a matter of hours in cases one and two.

- *Through Space.* It requires considerable power for a Dark God to make the journey, and still project a physical form. As a result their powers are diminished by the time they arrive on Kulthea, and then they can remain for only a few hours.

- *Via a ritual summoning, usually under the Third Moon.* This is the most dangerous, as evil servants of a Dark Lord may open a temporary Gate for a God to enter through, and by continuing to make sacrifices or otherwise channel power (through a ritual chant, for instance), they can thus allow their master to remain for as long as they can keep up the activity. Fortunately, there are few priests and cults with the power to open such a portal.

- *Through a Portal.* A Dark God can only pass through a Portal opened at the Kulthean side, But once this is accomplished the god may remain unchecked until it is forced back or the Portal closed.

- **Form**: Dark Gods are each tied to a unique form (often large and hideous), but most can assume a humanoid form at will.

- **Immortality**: As with all of the more powerful deities, the Dark Gods are truly immortal. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the avatar body vanishing in a ball of fire or other showy end. The "soul" of the Dark God returns to Charón where he recovers his strength — a process requiring from 50 to 150 days. During that time the Dark God cannot affect physical reality, though he may appear and interact with the other Dark Gods on Charón.

- **Awareness**: Dark Gods are aware—at least subconsciously—of all of their followers on the *Shadow World*, and should a follower repeatedly abuse his god's name or power, the Dark God may inhibit or cut off powers, or even show up personally to have a talk with his sycophant.

THE DARK GODS

Below is a selection of the evil entities that inhabit Charón and have influence over the inhabitants of Kulthea.

GM Note: Notations in parentheses refer to powers, professions or abilities in the **Companion** Books, should the GM have these books and wish to use these alternate choices.

Orgiana

Age: Immortal (appears 25). **Eyes**: Glowing red. **Hair**: Long, black. **Build**: Shapely. **Height**: 5'9". **Race/Sex**: Godlike being/Female. **Skin**: Steel grey; aflame. **Demeanor**: Cruel, destructive. **Dress/Accouterments**: Orb and tiara, otherwise nude; her skin is metallic like armor. **True Attitude**: As demeanor. **Favored Attack**: Firewhip, spells. **Home**: Charón/the Black Hel.

Goddess of Darkness, Orgiana escaped a purge of Dark demigods in southern Jaiman during the Wars of Dominion. She alone escaped back to Charón, while the others were imprisoned, banished to one of the Outer Planes (a place known as the "Black Hel"), or utterly destroyed. She had a number of serving Spirits, who were also destroyed.

But she has been rebuilding her power and prepares for the day when she will return to the *Shadow World*. Cruel beyond belief, she delights in pain. She has a particular loathing for men, and her cults are most frequently made up of females who torture and kill the males of their species.

Inis, Goddess of Beauty

Age: Immortal (appears 25). **Eyes**: Green. **Hair**: Blonde. **Build**: Voluptuous. **Height**: 6'1". **Race/Sex**: Godlike being/female. **Skin**: Fair. **Demeanor**: Seductive. **Dress/Accouterments**: Diaphanous skirt, veils. **True Attitude**: Insatiable. **Favored Attack**: Four knives. **Home**: Charón.

The Dancer is a lovely woman with fair skin—and four arms. She vies with Moralis for the attentions of the weak, seducing those who cannot control their lusts.

Cults of Inis are invariably devoted to youth, beauty... and the carnal pleasures. This includes any number of perversions, most of them unspeakable. Her servants infiltrate cultures and bring about their downfall through the violence brought about by vanity, jealousy and lust.

Inis is also a warrior, a formidable opponent in combat, wielding four curved knives with her four arms in a whirling dance of death.

Kesh'ta'kai, God of Magic

Age: Immortal (appears 35). **Eyes**: Grey. **Hair**: Short; Black with grey streak. **Build**: Average. **Height**: 6'5". **Race/Sex**: Godlike being/Male. **Skin**: Olive. **Demeanor**: Cool; calculating. **Dress/Accouterments**: Hooded robes. **True Attitude**: Distracted. **Favored Attack**: Runesword, spells. **Home**: Palace of Runes, Charón.

Kesh'ta'kai is the master of signs and symbols. The magic of words and letters is known better by him than perhaps any entity in the *Shadow World* milieu. This Dark God is relatively reclusive and has no desire to dominate others. In fact, he (along with Andaras) is in some ways not what one could consider "evil." He does hate the Lords of Orhan and the Loremasters—and nearly slew one of the Masters of Emer an age ago—but has little wish to dominate the peoples of Kulthea.

But in some ways he is still the most dangerous of the Dark Gods. His followers are scholarly men and women, devoted to learning and copying ancient texts, and to mastering the arcane arts. Among these they count the mastering of Demons and the control of Gates and Portals. Unfortunately, their experimenting disrupts the Essænce balance and is causing constantly increasing access to the *Shadow World* by more unpleasant creatures.

In appearance, Kesh'ta'kai is a man of perhaps 35, though his eyes have a much older look, and his hair has a streak of grey. Ironically, his natural form is most hideous: a tentacled mass which resembles the unspeakable Agothu more than a creature of the Essænce.

Kesh'ta'kai is a master of glyphs (spells cast by tracing luminous symbols in the air) and Power Words. He could paralyze an army in an instant.

Andaras, God of Wisdom

Age: Immortal (appears 25). **Eyes**: Brilliant green/slit pupils. **Hair**: Shoulder-length, straight, black. **Build**: Muscular but lithe. **Height**: 6'8". **Race/Sex:** Godlike being/Male. **Skin**: Very dark. **Demeanor**: Playful. **Dress/Accouterments**: Black leather loincloth, collar, bracers. **True Attitude**: Sadistic or indifferent. **Favored Attack**: Mace or cat-form. **Home:** Charón.

The Lord of Cats is an interesting character, being less single-minded than some of his brethren. He is lord of numerous cat-cults on Kulthea, and has a certain twisted sense of humor when dealing with his minions or their foes. Like a cat, he will toy with his prey before finishing it off.

Andaras' alternate form is—not surprisingly—that of a huge black panther, 8' high at the shoulder.

Z'taar: God of War

Age: Immortal (appears 30). **Eyes**: Black/luminous red. **Hair**: Silver. **Build**: Muscular. **Height**: 6'8". **Race/Sex:** Godlike being/Male. **Skin**: Marble-white. **Demeanor**: Determined. **Dress/Accouterments**: Black silk tunic or lack Eog chain shirt. **True Attitude**: Righteous, obsessive, vengeful. **Favored Attack**: Black Eog 2-h sword. **Home:** Charón.

Z'taar is one of the more terrifying Dark Gods, partly because he seems almost mindless in his pursuit of followers and the destruction of his enemies.

A fearsome warrior, he wields the *Slayer* with a grim vengeance. He is the unofficial champion of Charón, though he will rarely enter battle on behalf of any other God. Z'taar's cults are always oriented towards warfare and dominating less martial cultures. He faced Cay in single combat once during the Wars of Dominion, but the contest was inconclusive — interrupted by a shattering Flowstorm that swept them apart. Between them lies a grudging mutual respect.

Scalû, God of Night

Age: Immortal (appears 30 as a human). **Eyes:** Luminous yellow (amber as a human). **Hair:** Black furred hyena head (shiny black hair as a Human). **Build:** Very muscular. **Height:** 10' (6' as a human). **Race/Sex:** Godlike being/Male. **Skin:** Pale. **Demeanor:** Cold, emotionless. **Dress/Accoutrements:** A metallic gold kilt. **True Attitude:** Cruel. **Favored Attack:** Hand-axe. **Home:** Charón.

The bringer of Night (and nightmares), Scalû has a particularly terrifying visage, if only because of its strange fusion. Though he may appear as a handsome human, Scalû's normal form is that of a ten-foot tall man with the head of a black hyena.

Scalû is frequently at odds with Reaan, the Lord of Orhan who also sees the Night as his realm and dreams as his playground.

Moralis, God of Lust and Pain

Age: Immortal (appears 25). **Eyes:** Blue. **Hair:** Blond. **Build:** Muscular. **Height:** 6'4". **Race/Sex:** Godlike being/Male. **Skin:** Fair. **Demeanor:** Charming. **Dress/Accouterments:** A fine tunic or silk loincloth, pendant, bracers. **True Attitude:** Sadistic. **Favored Attack:** Broadsword. **Home:** Palace of Tears in the Wailing Caverns, Charón. **Aka:** The Lover.

The self-described "God of Love" is one of the more twisted of the Dark Gods. He appears normally as a very handsome blond young man, virile and charming — though he sometimes assumes female guise, equally beautiful. He visits Kulthea to seduce young women and men, and once he has them in his thrall, he takes them to his palace in the caverns of Charón where he keeps them as slaves. He abuses them in a perversion of love, leaving them emotionally as well as physically battered, yet they are so taken with him that they fight for the opportunity to be with him. His harem is large but the membership turns over rather frequently.

Moralis' followers differ from Inis' in that they are more self-obsessed and masochistic. Their orgies end with many of them dead.

Moralis is often accompanied by an entourage of beautiful Procreator demons. Priests of his religion will sometimes summon these creatures as part of a special ritual to honor Moralis.

Klysus, God of Death

Age: Immortal (appears 30). **Eyes:** Green/slitted & reptilian. **Hair:** Black; slicked back. **Build:** Extremely muscular. **Height:** 7'. **Race/Sex:** Godlike being/Male. **Skin:** Bronze. **Demeanor:** Creepy, yet persuasive. **Dress/Accouterments:** A long white pleated tunic. **True Attitude:** Treacherous, sadistic, bloodthirsty. **Favored Attack:** Trident, spells. **Home:** Palace of Golden Sand in the Sun Caverns, Charón. **Aka:** Soul-taker, The Winged Lizard.

The lizard-god is the God of Death, enemy of Eissa (a Lady of Orhan). While she is the Goddess of Death as well, hers is a clean ending, with the release of the soul. Klysus' death is a tortured sacrifice, where he drinks the blood and devours the very spirit of the dead. He is the Soul-taker.

Very tall, muscular, with skin of an almost metallic bronze color, Klysus has large almond eyes which have slitted, reptilian pupils. His long, forked tongue and fangs are not normally noticeable, though he does speak with a hissing lisp.

Klysus has a continuous thirst for victims and is one of the more frequent visitors to Kulthea to partake "personally." One of his most favored groups of followers is the Lankan Empire in Tai-Emer.

Klysus' alternate form is of a huge, fifty-foot long, bat-winged snake. While he has no limbs, he has the power of levitation and swift flight, and he can cast any spell from any *Air* or *Wind* list (any realm), he can cast his other spells as normal, and can breathe a *Death Cloud* of a cone 100' long by 30' at the far end, which delivers Disruption criticals: "E" the first round, "D" the second, etc.

Klysus and his followers are turned back by the lovely but inexpensive gem *Eissa's Tears*. Klysus himself can overcome small concentrations of the gems (though at a subtraction). But they can literally kill his priests if they come into contact with the Tears.

8·Dark Spirits

While the Dark Gods frequently summon Demons of the Essænce to do their bidding, they also have a handful of particularly mighty individuals who are their chief lieutenants. They are considered "Greater Spirits", both because of their inherent power and because of their ties to Charón.

These beings share their masters' intense loathing for all things of goodness and beauty in the *Shadow World*. Petty, spiteful and destructive, they encourage all things loathsome and malignant.

General Powers of the Dark Spirits

Interestingly, many of the Dark Spirits can remain on Kulthea indefinitely, and can thus act as minions for their Charón-tied masters. Their powers are considerably more limited than the true Dark Gods, however, and each has his or her own vulnerabilities.

• **Transport:** The Dark Spirits can only come in person to Kulthea via three routes (same as the Dark Gods). However (perhaps ironically) they can remain on Kulthea for a theoretically indefinite period of time, perhaps because their masters can channel power to them to maintain their form.

• **Form**: Dark Spirits are each tied to a unique form (often hideous), but most can assume a humanoid form at will.

• **Resistance of Form**: All Dark Spirits resist attacks as *Large* creatures; some resist as *Superlarge* creatures when in their natural form. They resist spells as per their noted level. Attaining a "Stun" result against a Dark Spirit only forces them to parry; obtaining an "Stun No Parry" result means they are stunned, but may parry. Dark Spirits can *Haste* themselves at will for the duration of any melee. They are not necessarily immune to natural cold and heat, but certain Spirits may be, as noted.

• **Immortality**: Unlike the greater deities, the Dark Spirits are not exactly immortal, as they are really little more than manifestations of their master's will. The destruction of their chosen mortal form (as indicated by a killing critical or other catastrophe) results in the body (though not personal items, those are left in a heap) vanishing in a ball of fire or other showy end. The "soul" of the Dark Spirit flees to Charón if his master wills it — and he has the energy; many Spirits are unable to make the trip and are dispersed forever. If he makes it, he will be either permitted to reform, or the angry God may dissolve him anyway.

• **Awareness**: Dark Spirits are aware of their own followers only if summoned or otherwise alerted (by a ritual, for instance). Their Dark Master might contact them and send them to a location, however.

• **Resistance to Essænce**: Dark Spirits resist vs. all forms of magic (Mentalism, Essence, Channeling) equally, using their level to resist. If they succeed, there is no effect; Dark Spirits never suffer any "partial effects" from spells.

• **"Profession"**: Dark Spirits are often listed as having more than one profession; this is to reflect their access to several sets of Spell Lists and/or martial skills. GMs may also wish to give various Dark Spirits certain High Level Spells from *RMC I*. A few suggestions are included but should not be considered limitations.

A Few Greater Dark Spirits

Below is included a selection of the immortal beings which act as servants for the Dark Gods. Unlike the Dark Gods, many of the Spirits have specific weaknesses that they take great pains to hide. However, should their enemies discover this weakness (vulnerability to water or another element, poisoned by nectar of a specific flower, driven away by a certain sign, etc.), it can be freely exploited.

Omir, God of Vengeance

Age: Immortal (appears 30). **Eyes**: Grey. **Hair**: Black, very short. **Build**: Slight. **Height**: 5'9". **Race/Sex**: Godlike being/Male. **Skin**: White. **Demeanor**: Relaxed, confident, friendly. **Dress/Accouterments**: Black coverall; varies. **True Attitude**: Cold-blooded, emotionless. **Favored Attack**: Fingernails as poison claws, dagger. **Home**: Charón.

Omir is known in some circles as the *Thief* or *Assassin of Charón*. Unlike the other Spirits, he is coldly professional. However, he is often called upon by those swearing vengeance in anger. He is the patron of assassins, thieves, and others who operate by night and stealth.

He particularly likes to assume the *Waterform*, *Mistform*, or *Flattening* to get to his prey.

Akalatan, God of Procreation

Age: Immortal (appears 25). **Eyes**: Green (reptilian with slitted pupils). **Hair**: White. **Build**: Muscular. **Height**: 6'4". **Race/Sex**: Godlike being/Male. **Skin**: Bronze. **Demeanor**: Arrogant, seductive. **Dress/Accouterments**: White silk pants, diadem. **True Attitude**: Cruel, voracious. **Favored Attack**: Falchion, dagger, spells. **Home**: Charón.

A servant of Klysus (and in some religions called his "son") Akalatan is frequently on Kulthea to oversee ritual sacrifices. A striking figure with his white hair and broad, bare chest, he feeds off not only human blood but the energy released at frenzied "religious" celebrations.

While not as visibly tied to reptilian roots, Akalatan's eyes have slitted pupils, he has many snake tattoos, and his tongue is unnaturally long.

ZANIA, GODDESS OF THE MOONS

Age: Immortal (appears 25) **Eyes**: Grey. **Hair**: Silver. **Build**: Slender. **Height**: 6'. **Race/Sex**: Godlike being/Female. **Skin**: Fair. **Demeanor**: Spaced-out. **Dress/Accouterments**: Silver breastplate, grey tunic. **True Attitude**: Insane, unpredictable. **Favored Attack**: Scepter, longbow. **Home**: Charón.

Zania is called the Keeper of the Moon by her followers, and it is believed that she drives a spectral chariot through the sky, towing the moon Charón. She is also reputedly insane, and sends her followers to the same twisted end.

She does indeed drive a misty chariot pulled by spectral grey stallions to Kulthea, where she haunts the tormented souls of its inhabitants. Her servants are Doombringers or Procreator Demons.

DANCERS OF INIS

Age: Immortal (appears 20). **Eyes**: Green. **Hair**: Blonde. **Build**: Voluptuous. **Height**: 5'9". **Race/Sex**: Godlike being/Female. **Skin**: Fair. **Demeanor**: Sultry, seductive. **Dress/Accouterments**: Diaphanous skirt and veils. **True Attitude**: Mindless. **Favored Attack**: Scimitars. **Home**: Charón.

A dozen beautiful women, these dancers are all identical, and resemble Inis (including their colorful costumes). Some or all of them will sometimes appear during rituals to entertain her followers—or destroy her enemies.

9·LOCAL GODS

In many cases an apparent "local" god is actually a different incarnation of a Lord of Orhan or Dark God. There are also, however, many superhuman beings who can legitimately be considered gods. Most, while in most respects non-corporeal, are linked to a specific location and their power diminishes tremendously with distance from that place.

Few gods have the personal energy to be truly global powers (the Lords of Orhan and the Dark Gods of Charón are among this elite), yet within the boundaries of their locality any god can be formidable. The relationship of a god to his locality can be explained thus: it is as if the locality is part of the god, whether the actual focus is a temple, an item (such as a large stone), or an entire country. Thus, the separation causes a strain. The greater the distance, the more energy is required just to maintain the all-important linkage. Gods have been rendered harmless—and even destroyed—by foes who have successfully isolated them from their locality. This could only be done by some extremely formidable enchantments and trickery.

THE LORDS VS LOCAL GODS

The Lords of Orhan have a "policy" (if you will) of not interfering with the authority of any local deity. While this sounds quite magnanimous of the Lords, it is as much a pragmatic decision as anything else. A local god could conceivably defeat (certainly not destroy, but perhaps drive away) a lord while that god is on his home soil. This would be very embarrassing at the very least. Thus, when the Lords want something done on Kulthea, they usually employ more subtle means.

CHAPTER IX
GOOD & EVIL, ORDER & CHAOS

1·GOOD AND EVIL

"Good" and "Evil" fall at the two extreme ends of a spectrum; most thinking beings exist somewhere in the middle ground. In addition, there are the complicating factors of the competing affiliations among those of evil ambition: the servants of the absolutist Unlife sometimes find themselves at odds with power-thirsty Dragonlords, the Dark Gods, and numerous other agencies of evil.

When "Evil" is referred to in the *Shadow World*, it does not mean the small injustices one man commits against another; nor does it even mean most acts of violence or warfare. True Evil, the evil that is fostered by the Unlife, is the drive to destroy—and to feed on that destruction. The Unlife desires not only to kill, but to draw energy from the poor spirit as it dies. Without attempting to make a judgment on what is "evil" and what is not, the concept of pure, true, universal evil in the context of *Shadow World* applies only to the Unlife and its willing servants. Others may do "evil" deeds, but they are not evil until they succumb to its power. However... once one sets a foot upon the dark path...

It has been theorized that without the "Positive Essænce," the "Negative Essænce" of the Unlife could not exist. It is even believed that, should the Unlife somehow succeed in its horrible desire to absorb the entire Essence of the world, it would itself be destroyed. This might be what the Unlife seeks: complete annihilation.

What would happen should this occur has been the subject of debate among magic scholars for millennia. Most agree that all magical power will simply evaporate: no Gods, no Essence, no supernatural mental powers will survive. It is the nature of possible destructive side effects that no one can agree on.

When the Unlife is moved to use force, it can unleash servants who wield a terror of majestic proportions. Not the horror of the Demons, nor the brute force often preferred by the Dragonlords, but such lieutenants as the Heralds of Night and the Priests Arnak, who possess a commanding presence. They are lordly and distant, and cannot be swayed by bribes or other coercions.

They are inhuman in their unwavering allegiance to that formless ultimate evil which is the Unlife.

2 · Unlife Origins

The force which is the beginning and the end of all True Evil—whether its servants know it or not—the Unlife is the shadow which taints many of the wonders of Kulthea. There are those who do not consider themselves "evil": certain cult leaders believe that they are merely imposing a better structure on the world. However, they tap their power from the raw, unfocused power of the Unlife: the Anti-Essænce.

This Anti-Essænce has emerged in the universe here, on the *Shadow World*, because of the very powerful flows of energy that—by their very presence—set the stage to allow the Unlife to enter. Before the tapping of the Flows by the early Lords, the Unlife remained safely beyond the reach of our universe. When they began to utilize these massive energies, the balance was upset and the barrier of Essence which keeps the planes of existence separate was weakened. Many now believe that the Essænce itself could not exist without its shadow: it is the price Kultheans pay for their special powers.

The Unlife itself is not a single intelligent entity. It is a collective energy which may or may not possess what could be called "awareness;" its servants, however, are all driven by essentially the same goal.

3 · Manifestations

The Unlife itself cannot be seen or otherwise detected in this universe; it is so alien that there are no common reference points. In fact, the most perceptive of the masters of Essænce can barely detect the Unlife as a "void" or an absence of the usual "background" Essænce that is everywhere.

Thus the Unlife must utilize servants and strange—often frighteningly majestic—manifestations to work towards its ultimate, unspeakable goal. Most of these tools are in the form of demons, but others can take almost any shape—depending on the purposes of the Unlife.

4 · Other "Evil" Forces

The beings and groups discussed below tap the Anti-Essænce of the Unlife, but remain essentially immune to its direct power.

They walk a thin line, however, and at any time risk losing their own will to that of the mindless power of the Unlife.

Dragonlords

Most independent of the "evil" powers, each Dragonlord pursues his or her own goals. While the lords may draw power from Chaos (and so, albeit indirectly, the Unlife) they are not its servants. Some are not even wholly "evil", able to use positive Essænce as well.

Instead, the Dragonlords are unique spirits of such power and dynamism that they are able to use the energies of Chaos and order with impunity, a feat greater than most of the Lords of Essænce can claim.

Dark Gods

Individually, the Dark Gods are the most intrinsically powerful of the "evil" factions. They are not driven by one implacable will like the Unlife, and yet they are not fully independent like the Dragonlords. These masters of dark power are not even life in the biological sense, but energy beings: manifestations of the chaotic aspects of the Anti-Essænce. Most are less than complete personalities, driven by specific needs and goals. As a result, they sometimes seem two-dimensional and are often predictable in their reactions. Vindictive, violent and wantonly destructive, their methods are often the antithesis of the artful minions of the pure Unlife.

5 · Evil Essence

This section specifically refers to the "Evil" Spell Lists found in the **Rolemaster** *book* Spell Law, *and provides an explanation of the origins of these lists, and a philosophical base from which to build NPCs who may have access to these lists.*

There are a number of spell lists—and even entire professions—in *Spell Law* and the

Rolemaster Companions (e.g., Sorcerer, Warlock, etc.) that some might consider to be "Evil" because of the cruel or destructive nature of the spell lists. They are not Evil, however, and a character may go merrily through life casting all the cruel Sorcerer spells he wishes without any danger of surrender to enslavement by true evil. (Depending on how the GM feels about this, he might suffer some small punishments from an unhappy patron god, however.)

On the other hand, while it is possible for an "Evil" spell user to have access to these professions (or any other, for that matter), they are not by their nature "evil" in the absolute sense. Some cultures may find them objectionable, yet they are not Evil for system purposes.

Most users of the Essænce will not even be aware of the nature or existence of the Evil lists (Evil Cleric, Evil Magician, Evil Mentalist), much less how to use them. Every so often, however, an ambitious apprentice may gain access to books or a tutor of uncertain motives. In the process of learning an Evil list, there should be no question that the spell caster is turning to a new power source for his energies (the Unlife or a Dark God). Once the first spell is cast, he starts down a dark path. It may take years, but eventually he will reach the end: submission to utter and complete Evil. At that time, he is a creature of darkness. It is up to the GM to decide, depending on the nature of his campaign world, whether the PC maintains free will or must become an NPC.

System Note: Learning Evil Lists

Should a player decide to learn one or more Evil Lists, (after stern warnings about the consequences), this is the suggested sequence:

1. With the first list learned, the PC gains a whole new set of PPs (from the Unlife—the Anti-Essænce—whether it be Mentalism or Essence, or Channeling through a new, Evil god) equal to and in addition to his own PPs, but usable only for Evil spells (and not enhanceable by his normal PP multiplier).
2. Every time an Evil spell is cast, the PC must make a RR vs the level of the spell, using his appropriate PP stat bonus (**In** for Channeling, **Pr** for Mentalism, etc.). If he succeeds, no side effects. If he fails, however, 1-2 points are lost from his *Essænce Soul*, an artificial number initially equal to his PP stat.
3. When the PP stat reaches Zero, the PC becomes "Evil." He loses his regular PPs and must use his Anti-Essænce points for all spells. He does not lose all free will, but any thought or action is subject to veto by the GM, who must intercede on behalf of the Unlife. The PC should try to play the character appropriately, as a being who now is indebted to the Unlife for power, and wishes to serve this new master.

6 · ORDER AND CHAOS

These terms can mean a number of things in the *Shadow World* universe, including (according to the scholar Taliax Chun) opposite lines of reality. However, in practical terms *Order* and *Chaos* are empirical references for the leanings of individuals and groups, helping to indicate whether their tendencies lean toward a very structured environment or one in which events are more random and disorganized. Both philosophies have merit, and the world of Kulthea exists somewhere in between what we could consider absolute Order and absolute Chaos. However, these forces are at odds with each other as much as the powers of Good and Evil.

Chapter X
Groups of Note

I closed my eyes and clenched my teeth in preparation for the Jump, partly in anticipation of the stomach-wrenching vertigo, partly because of the large sum of gold I was about to be separated from. Teleport-Jumps cast by Navigators were expensive. But we had come to the eastern edge of Emer, and our next destination was distant Folenn. We had no ship. The only possibility was a Jump.

Time went by. Nothing happened. No sensation of falling, no whirling gust of wind, no popping ears. I tentatively opened one eye to squint at Iarsang.

He stood in profile, a Loar Elf tall even among his own kind, long dark hair blowing in the sea breeze. His powerful arms were held out to the sides, the compass on his left wrist blazing with a light to outshine the sun. His gaze was fixed at the place where sea met sky, far to the east beyond the curve of the world.

Still nothing happened.

Out of the corner of my eye I saw my Squire Jad shifting from foot to foot. He caught my glance and looked at me as if I could somehow explain this delay. I shrugged.

Then Iarsang lowered his arms; the light of his compass faded.

"Our route appears to be blocked." The Navigator showed no sign of irritation—no emotion at all, in fact. Of course, the greatest reaction we had gotten from him after traveling together for nearly three months was a smirk, so anything here would have been out of character.

"Is there no other way?" I was incredulous. Navigators were all-powerful (or at least very resourceful); I couldn't accept that getting to Folenn was just plain impossible.

Iarsang looked speculatively at the sky. "The Flows of Essaence about the Bladelands are agitated. Travel there by magical means is not advisable at this time."

Jad stomped across the sand to face the Elf, hands on hips. "And what are you going to do about it?"

Uh-oh, I thought, trouble.

"Entertain suggestions." Iarsang replied with a raised eyebrow. "Perhaps you have one?"

—Kalen Avanir
From his *Travel Journals*

1·Powers Overview

Although—as has been mentioned before—the world of Kulthea is a place fragmented by forces both natural and supernatural, there are a few groups and individuals of such sweeping influence that their names are known across the hemisphere... and perhaps beyond. A few selections from this elite group are included here—along with some organizations and groups of particular significance that might be encountered by the PCs. Much more on these and others is revealed in the *Powers of Light and Dark* book.

2·Loremasters

Almost never prominent personalities, yet so often to be found operating beneath the colorful façade of a realm's government, Loremasters are the great information-gatherers (and sometimes meddlers) of the world. Lurking behind thrones and in council chambers, they whisper a word here, and overhear a rumor there.

Information is their trade and the substance of their lives. With the acquisition and careful dissemination of knowledge, they keep the Free Races of Kulthea alert to the scheming of the Unlife's servants. Without them the world would be a desolate planet with only small pockets of life under the cruel domination of creatures unspeakable, servants of the Unlife.

GM Note: *The presence of the Loremasters and the extent of their involvement is up to the GM, but he or she should take every care to remember that discretion and subtlety are traits common to all Loremasters. They will not interfere directly unless the lives of many would be jeopardized by their inaction.*

Keep in mind that Loremasters rarely take sides, unless one faction is clearly operating according to the wishes of the Unlife or what the Council would clearly consider to be evil in nature. They never condone aggression against other governments or peoples (unless in defense or when assaulting a Dark Realm).

Loremasters do operate more freely than Navigators, often not contacting superiors at Karilôn more than once or twice a year. Navigators are on more of a short leash, returning to Nexus between journeys to report.

The Loremasters are in fact a fairly sophisticated organization. They are controlled by a council of twelve elder Loremasters charged with coordinating the actions of their agents around the world. All of the members of the Council are elected for life or 100 years, whichever ends first. Six are immortals, the balance being sage mortals. The exception is Kirin T'thaan, the only surviving founder of the Order, who holds a permanent seat. (There is also a thirteenth chair at the council table, designated for Andraax. Needless to say it is considered to be a symbolic position.)

The Council rarely intervenes in specific "field" situations unless specifically asked by the Loremaster involved. This group meets in a guarded chamber atop the Tower of Winds—the highest pinnacle of the hidden citadel of Karilôn.

Vurkanan Tyes

Age: 500 (Immortal; appears 30) **Eyes:** Grey. **Hair:** Black. **Build:** Slender. **Height:** 6'6". **Race/Sex:** Loari/M. **Skin:** Fair. **Demeanor:** Quietly aloof. **Dress:** Black and grey combinations, usually leather. **True Attitude:** Objective but dedicated. **Home:** Varies (Emer).

Vurkanen has been known to frequent northwestern Emer, but has explored much of Falias, Thuul, and southern Jaiman. In many ways he is the stereotypical Loremaster: seemingly detached, but intimately knowledgeable.

A striking presence, Tyes travels astride his faithful Kith (a huge six-legged black panther by appearance) and is accompanied by his youthful aide Pelk (an accomplished Thief and Burglar). He does not settle down, but moves from town to city to hamlet, righting small wrongs through clever manipulation, information-gathering, and exposing minions of the Unlife.

GM NOTE: *Tyes is a Loremaster likely to be encountered by players, and an excellent example of their "type."*

RM2 Stats

Hits: 180. **Melee:** 200sbr. **Missile:** 165lb.

AT(DB): 14(120). **Sh:** Y*. **Gr:** A/L.

MovM: 30. **PP:** 810 (135 x 6).

Lvl: 45. **Profession:** Sorcerer. **Stats:** St-85; Qu-99; Em-100; In-101; Pr-96; Ag-101; Co-93; Me-98; Re-96; SD-86. **Will:** 90. **AP:** 97.

Skill Bonuses: Climb60; Ride110; DTraps50; PLocks90; S&H180; Perc130; Rune90; S&W75; Chan40; DirS180; AMov50; MASt80; Act100; Appr80;; Diplom110; Fals78; Fletch50; For70; Lead65; Medit70; Nav80; PubSp120; RMas30; Seduct70; Sig60; SpellM80; Subdu80; Track40; Trad50; Trick95.

Spells: Base Spell OB: 90; Directed Spell OB: 180 (Waterbolt). Though Technically a Sorcerer, Tyes has chosen an interesting combination of Spell lists. As with all Loremasters, his Arcane training allows him to choose Base lists from related realms

with relative ease: Base Sorcerer *Gas, Solid, Fluid Destruction* and all Base Loremaster to 50th; Open and Closed Essence, all Base Healer to 30th.

Bracelet: An Althan artifact, it is a golden band of metal with shimmering blue-green patterns etched into the outer surface by some craft now lost. It casts a *Spell Shield True* (Open Channeling Spell Defense) instantly to protect the wearer, activated by raising the bracelet in defense. The bracelet also subtracts 50 from BARs instead of the spell's usual 10. This item can also cast Bladeturn at will.

Cloak: Dark grey, full-length hooded cloak. It adds 80 to hiding because of its ability to blend with surrounding colors.

Sabre: +30 Sabre (uses the *RM* Broadsword table w/no penalties) *Of Slaying* Lugrôki. After three rounds of combat with a single foe, the sword will 'dance' for three rounds, continuing to fight that foe with the wielder's full bonus, freeing the wielder to cast a spell, etc.

Composite Bow: A beautiful bow of laminated woods and dragon-bone, it is +30 with 2x the normal range.

Armor: Tyes has a set of Cold Drake skin armor: shimmering white breastplate and greaves trimmed with platinum. It protects as chain shirt and greaves with a bonus DB of 30. It also does not interfere with spellcasting abilities.

*Includes Bladeturn.

RMFRP Stats

Hits: 151. **Melee:** 165sbr. **Missile:** 150lb.

AT(DB): 14(119). **Sh:** Y*. **Gr:** A/L.

PP: 1272 (212 x 6).

Lvl: 45. **Profession:** Sorcerer. **Stats:** Ag-101; Co-93; Me-98; Re-96; SD-86; Em-100; In-101; Pr-96; Qu-99; St-85. **AP:** 97.

Skill Bonuses: ArmH 3; ArmL 3; ArmM 3; ArtA 45 (Act 76); ArtP 9; AthB 12; AthE 22; AthG 35 (Climb 45); AwarP 11 (Alert 29, SenAmb 23); AwarSch 24 (DetTrp 110, Observe 103, Track 54); AwarSen -4; Comman 27; Comm 29 (Sig 48); Cra 25 (Fletch 42, RMas 42); DS 53 (DirS 157); In 47 (Dipl 86, Lead 62, Psp 91, Sed 62, Trad 49); LorG 44 (CultL 73, Fauna 59, Flora 59, Herald 64, Hist 61 RegL 70); LorM 35 (ArtL 49, CirL 49, Glyph 49); LorO 4; LorT 29 (HerbL 43, LockL 46, MetalL 43, TradL 43); MASt 32 (Box 60); MASw 3; OutA 44 (Ride 83); OutE 29 (For 56, Surv 44); PowA 49 (Attune 61, Rune 72); PowM 39 (Chan 48, SpellM 61); SciAB 23; SciAS 19; SCon 29 (Abal 46, ACon 44, ALand 46, ALeap 42, AQuick 46, ASpeed 45, AStab 40, AStr 42, Med 62); SpecA 18; SpecD 0; SubA -2; SubM 44 (DTraps 46, Count 61, PLocks 76); SubS 48 (Hide 180, Stalk 100, Trick 81); TechGen 21; TechP 19; TechVoc 23 (App 61, Nav 61); Urb 9; Weap1HK 13; Weap1HEd 58 (sbr 165); Weap2H 13; WeapM 52 (lb 150); WeapMA 31; WeapPA 23; WeapT 23.

Spells: Directed Spell OB: 157 (Waterbolt). Though technically a Sorcerer, Tyes has chosen an interesting combination of Spell lists. As with all Loremasters, his Arcane training allows him to choose Base lists from related realms with relative ease: Base Sorcerer *Gas, Solid, Fluid Destruction* and all Base Loremaster to 50th; Open and Closed Essence, all Base Healer to 30th.

Bracelet: An Althan artifact, it is a golden band of metal with shimmering blue-green patterns etched into the outer surface by some craft now lost. It casts a *Spell Shield True* (Open Channeling Spell Defense) instantly to protect the wearer, activated by raising the bracelet in defense. The bracelet also subtracts 50 from BARs instead of the spell's usual 10. This item can also cast Bladeturn at will.

Cloak: Dark grey, full-length hooded cloak. It adds 80 to hiding because of its ability to blend with surrounding colors.

Sabre: +30 Sabre (uses the *RM* Broadsword table w/no penalties) *Of Slaying* Lugrôki. After three rounds of combat with a single foe, the sword will "dance" for three rounds, continuing to fight that foe with the wielder's full bonus, freeing the wielder to cast a spell, etc.

Composite Bow: A beautiful bow of laminated woods and dragon-bone, it is +30 with 2x the normal range.

Armor: Tyes has a set of Cold Drake skin armor: shimmering white breastplate and greaves trimmed with platinum. It protects as chain shirt and greaves with a bonus DB of 30. It also does not interfere with spellcasting abilities.

*Includes Bladeturn.

Randae Terisonen

Age: 500 (Immortal, appears 25) **Eyes:** Hazel. **Hair:** Brown.

Build: Slender. **Height:** 6'7". **Race/Sex:** Loari/M. **Skin:** Fair. **Demeanor:** Blank expression, friendly but often looks "distracted". **Dress:** Simple travelling clothes. **True Attitude:** Well-intentioned. **Home:** Jaiman.

Another "field" Loremaster, Randae has spent most of his time in Jaiman and nearby lands. His intervention—while sometimes frowned upon by the Council—has salvaged more than one explo-

sive situation in the region. As a result, he is considered to be somewhat of a hero by some groups there, while barely tolerated by other political factions.

Randae often seems somewhat distracted. He tends to get too deeply involved with local troubles (and people) and is sometimes forced to bend rules to the breaking point in order to right matters. He does have phenomenal luck in getting out of tight scrapes.

He is one of the few outside the Loremaster Council who know the full story of the Eyes of Utha and the current situation with Ondoval. Recently he has been travelling with Kalen Avanir of Rhakhaan.

RM2 Stats

Hits: 160. **Melee:** 160bs. **Missile:** 120lb.

AT(DB): 1(90). **Sh:** Y*. **Gr:** N.

MovM: 30. **PP:** 360 (90 x 4).

Lvl: 30. **Profession:** Bard. **Stats:** St-98; Qu-100; Em-89; In-86; Pr-101; Ag-100; Co-99; Me-95; Re-75; SD-87. **Will:** 50. **AP:** 98.

Skill Bonuses: Climb90; Swim50; Ride86; DTraps80; PLocks120; S&H130/180; Perc145; Rune70; S&W60; DirS70; Amb15; AMov50; MASt90; Act80; Appr70; AthlG40; Cav35; Cont55; Cook40; Dance70; Diplom120; Fals40; FAid20; Fletch45; For50; Medit90; Music160; PubSp70; Seduct100; Sing145; Subdu60; Track55; Trick70; WeathW35.

Spells: Base Spell OB: 30. Directed Spell OB: 125. Randae knows All Bardic Base lists and all Loremaster Base to 30th. Also knows *Cloaking, Attack Avoidance, Self Healing, Movement* and *Mind's Door* to 20th; *Brilliance* to 30th.

Sword: +25 broadsword *Of Slaying* Lugrôki and Garks, golden blade glows within 300' of either foe.

Harp: Lap Harp +20 to all *Controlling Songs, continuous Sonic Law* 10'R. Highly intelligent, it has a feminine voice and can talk or sing with Randae (it also chides him about some of his misadventures).

Ring: Gold ring set with an emerald, it casts *Invisibility to 1'* 3x/day.

Earring: Gold earring with an emerald, x4 PP.

Longbow: Elven bow, can be fired every round without penalty.

Cloak: Adds 50 to hiding attempts.

* Includes Blade Turn.

RMFRP Stats

Hits: 163. **Melee:** 171bs. **Missile:** 148lb.

AT(DB): 1(92). **Sh:** Y*. **Gr:** N.

PP: 664 (166 x 4).

Lvl: 30. **Profession:** Bard. **Stats:** Ag-100; Co-99; Me-95; Re-75; SD-87; Em-89; In-86; Pr-101; St-98; Qu-100. **AP:** 98.

Skill Bonuses: ArmH 6; ArmL 6; ArmM 6; ArtA 58 (Act 81. Dance 79, Play 118, sing 111); ArtP 40 (Music 108); AthB 20; AthE 23 (Swim 28); AthG 38 (AthlG 50, Climb 71, Cont40); AwarP 8 (Alert 18, SenAmb 14); AwarSch 42 (DetTrp 52, LieP 51, Observe 92, Track 44); AwarSen -7; Comman 26 (Subd 30); Comm 46; Cra 21 (Cook 30, Fletch 30); DS 21 (DirS 92); In 53 (Bribe 60, Dipl 91, PSp 63, Sed 78); LorG 42 (CultL 69, Hist 57 RegL 63); LorM 6; LorO 6; LorT 15 (TradL 30); MASt 37 (Box 70); MASw 6; OutA 34 (Ride 64); OutE 13 (Cave 25, For 28, WeathW 20); PowA 27 (Attune 49, Rune 51); PowM 10; SciAB 15; SciAS 11; SCon 41 (Abal 56, ACon 60, ALand 56, ALeap 53, AQuick 56, ASpeed 58, AStab 43, AStr 53, Med 72); SpecA 21; SpecD 0; SubA 13 (Amb 44[9]); SubM 39 (DTraps 62, Count 44, PLocks 87); SubS 42 (Hide 136, Stalk 92, Trick 61); TechGen 43; TechP 11; TechVoc 13 (App 45); Urb 5; Weap1HK 8; Weap1HEd 61 (bs 171); Weap2H 8; WeapM 64 (lb 148); WeapMA 6; WeapPA 11; WeapT 11.

Spells: Directed Spell OB: 125. Randae knows All Bardic Base lists and all Loremaster Base to 30th. Also knows *Cloaking, Attack Avoidance, Self Healing, Movement* and *Mind's Door* to 20th; *Brilliance* to 30th.

Sword: +25 broadsword *Of Slaying* Lugrôki and Garks, golden blade glows within 300' of either foe.

Harp: Lap Harp +20 to all *Controlling Songs, continuous Sonic Law* 10'R. Highly intelligent, it has a feminine voice and can talk or sing with Randae (it also chides him about some of his misadventures).

Ring: Gold ring set with an emerald, it casts *Invisibility to 1'* 3x/day.

Earring: Gold earring with an emerald, x4 PP.

Longbow: Elven bow, can be fired every round without penalty.

Cloak: Adds 50 to hiding attempts.

* Includes Blade Turn.

Jaysten Tyrallion

Age: 150 (immortal; appears 20) **Eyes:** Dark Blue. **Hair:** Pale blond/curly. **Build:** Slender. **Height:** 6'6". **Race/Sex:** Linær/M. **Skin:** Fair. **Demeanor:** Gentle, quiet. **Dress:** Simple black and grey traveling clothes. **True Attitude:** Sensitive, intelligent. **Home:** Dalov Ram, Empire of a Thousand Dawns.

Jaysten's talent is listening. As an advisor to a member of the Vashaan ruling oligarchy in Falias, he does a great deal of listening...and reporting to

his superiors. There is concern that Vashaan and the Alliance will soon clash violently.

Though somewhat shy, Jaysten also has a great musical talent and has been asked to perform a few times at private gatherings of the nobility (this is also a subtle insult to the Linær, asking him to perform like a minstrel when he is also a capable diplomat and strategist).

RM2 STATS

Hits: 120. **Melee**: 140qs. **Missile**: 180lb.

AT(DB): 1(40). **Sh**: (N). **Gr**: A. **MovM**: 30.

Lvl: 16. **Profession:** Mentalist. **Stats:** St-91; Qu-100; Em-87; In-90; Pr-101; Ag-101; Co-92; Me-84; Re-71; SD-69. **Will**: 75. **AP**: 99. **PP:** 160 (32 x 5).

Skill Bonuses: Climb40; Swim30; Ride35; S&H105/155; Perc90; Amb5; AMov20; MASt60; Acro40; Act45; Diplom50; Fletch10; Lead35; Music85; Nav50; PubSp25; S&T: 45; Sail20; Seduct40; Sig15; Sing 110; Subdu20; Trick40.

Spells: Base Spell OB: 80. Directed Spell OB: 180 (Firebolt). All Mentalist Base lists to 20th, Mentalist *Self-healing, Solid manipulation*. ???

Quarterstaff: +20 and made of a strong but light alloy. It is also capable of casting *Shield* 2x per day and *Deflections* 2x per day.

Bracers: Grey leather with silvery alloy reinforcements, they allow the wearer to parry even bladed weapons.

Cloak: Dark grey, adds +50 to hiding.

Amulet: A neck chain of a silvery alloy with a large rune suspended from it. The amulet is a x5 Mentalism PP enhancer.

Bow: +25, with 2x normal range.

Earrings: Silver hoops, they can each store 1 spell up to 10th level per day.

RMFRP STATS

Hits: 120. **Melee**: 98qs. **Missile**: 121lb.

AT(DB): 1(42). **Sh**: (N). **Gr**: A.

Lvl: 16. **Profession:** Mentalist. **Stats:** Ag-101; Co-92; Me-84; Re-71; SD-69; Em-87; In-90; Pr-101; St-91; Qu-100. **AP**: 99. **PP:** 565 (113 x 5).

Skill Bonuses: ArmH 4; ArmL 4; ArmM 4; ArtA 34 (Act 37, sing 69); ArtP 17 (Music 50); AthB 16; AthE 22 (Swim 28); AthG 30 (Acro 47, Climb 38); AwarP 10 (Alert 21, SenAmb 16); AwarSch 25 (LieP 34, Observe 46); AwarSen -5; Comman 28 (Subd 33); Comm 26 (Sig 34); Cra 19 (Fletch 29); DS 49 (DirS 123); In 42 (Bribe 50, Dipl 50, Lead 63, PSp 53, Sed 50); LorG 33 (CultL 50, Fauna 45, Flora 45, Hist 41 RegL 50, Religion 44); LorM 17 (ArtL 25, CirL 25, Undead 25); LorO 6 (DevilL 16); LorT 12 (HerbL 20, TradL 23); MASt 23 (Box 31); MASw 4; OutA 22 (Ride 31); OutE 13 (StarG 21); PowA 20; PowM 16; SciAB 10; SciAS 6; SCon 25 (Abal 42, ACon 46, ALand 42, ALeap 33, AQuick 42, ASpeed 42, AStab 28, AStr 33); SpecA 19; SpecD 0; SubA -1; SubM 4; SubS 18 (Hide 79, Stalk 54, Trick 39); TechGen 31; TechP 6; TechVoc 10 (Nav 26, Tact 26); Urb 8; Weap1HK -5; Weap1HEd 21; Weap2H 12 (qs 98); WeapM 30 (lb 121); WeapMA 4; WeapPA 4; WeapT 4.

Spells: Directed Spell OB: 123 (Firebolt). All Mentalist Base lists to 20th, Mentalist *Self-healing, Solid manipulation*. ???

Quarterstaff: +20 and made of a strong but light alloy. It is also capable of casting *Shield* 2x per day.

Bracers: Grey leather with silvery alloy reinforcements, they allow the wearer to parry even bladed weapons.

Cloak: Dark grey, adds +50 to hiding.

Amulet: A neck chain of a silvery alloy with a large rune suspended from it. The amulet is a x5 Mentalism PP multiplier.

Bow: +25, with 2x normal range.

Earrings: Silver hoops, they can each store 1 spell up to 10th level per day.

3·NAVIGATORS

Second in fame only to the Loremasters, the Navigators are a planet-wide coalition of several *guilds*, an alliance that has virtually monopolized a unique transportation service. By utilizing arcane devices, they provide swift, relatively safe transport to anyone who has the money to afford their prices.

Obviously, Navigators are masters of the Essænce, for not only can they guide ships and caravans along the safest route, they are able to *Teleport* groups or even ships and large animals across vast distances by using nearby Essænce Flows.

All Navigators utilize some sort of device (usually referred to as a *Compass*) in their trade, though its nature and appearance varies tremendously from guild to guild. One group uses a disk-shaped object resembling a large and ornate magnetic compass, worn about the neck on a chain. Another's members manipulate an intricate device with many small tubes and slides which looks like a very sophisticated sextant. Yet another Guild uses a bracelet of silvery metal fitted with a single semi-spherical gem (about two inches in diameter) which glows a variety of colors: indicators to the trained eye.

It seems as though the Navigators take great pains to maintain the already pervasive mystique about their powers, perhaps to defend their monopoly, perhaps for the more altruistic purpose of holding a certain balance in the world. It is important to note that one of the tenets of the Alliance Code is that they will not transport what they consider military personnel or items, either for the purpose of attack, espionage or sabotage, and they maintain the right to refuse any assignment they consider to be such. If any Navigator has been successfully bribed to betray this code in the past, the organization has managed to keep it a complete secret.

There have been a few incidents in the past in which some power-hungry lord has attempted to coerce a Navigator—or, worse yet—kill one and use his *Compass*. The ultimate failure of such attempts is quite well-known; retaliation was swift and sure.

One king who had a Navigator killed vanished soon after (along with the entire royal treasury) and was never heard from again.

NAVIGATOR GUILDS

The Guilds have divided the world into districts, each Guild having a defined jurisdiction. The actual boundaries have yet to be understood by outsiders, partly because they seem to differ depending on the time of year and time of day. A single Navigator is always the guide for an entire assignment, however.

An assortment of Guilds likely to be encountered and used by wealthy travelers are listed below.

Guides of Vurn-Kye

One of the more ostentatious (not to mention stuffy and condescending) Guilds, their Navigators use a *Compass* which resembles a golden sextant with tiny jewelled fittings. A Navigator is never parted from his *Compass*, and when it is not in use he carries it in a fine black leather pouch slung from the belt. This *Compass* is actually one of the most sophisticated as well, requiring considerable skill to use. The many slides and moving indicators, in conjunction with the small, telescope-like viewer, allow the trained user to see Essænce flows, determine their power and direction, and so tap into them.

Navigators in this Guild wear a tunic and pants of black cloth trimmed with gold thread and gold fastenings, black leather boots and, unless the weather is very hot, black leather gloves. Their symbol, an abstracted sextant-compass, is embroidered in silver and gold thread and many tiny gems on the left breast.

The "Navigators"

Possibly the largest Guild, this group is composed entirely of Elves who seem perpetually in a daze, though they are no less competent than their peers. Simply referred to as the Navigators (rather presumptuous), it has been hypothesized that they are also the first Guild as such to have formed.

They wear a glazed expression rarely broken by any sign of emotion. Most of the members of this Guild are actually Mystics or Monks by profession; although all, of course, have the necessary Arcane lists.

Members wear neutral grey clothing, the only decoration being their Guild insignia emblazoned on the left breast. Their compass takes the form of a rigid two-inch wide silver band, apparently permanently affixed about their left wrist. Set on the band is a semi-spherical clear crystal that continuously glows different colors. Whether the colors mean anything is a mystery to outsiders, since the Navigator rarely pays any attention to the item at all, instead staring off into the distance. (In fact, the colors have some meaning, but the attuned user does not need to consult them; he is linked to the Compass and able to perceive Essænce Flows with a sort of second sight—hence the dreamy, distracted look.)

The Daruni Olkanin

One of the more "down to earth" Guilds, the Daruni Olkanin Navigators have even been known to carry on casual conversation with clients while on assignment (an activity not forbidden, but frowned upon by stricter Guilds who consider it "demeaning"). Members vary greatly in actual profession, and they have no uniform other than a bright green surcoat, trimmed with gold. Navigators usually wear green or brown garments to complement this surcoat. Their Compass takes the form of a gold disk four inches in diameter with a convex crystal on one face, beneath which is an intricate mosaic of jeweled inlays resembling an actual compass and a delicate filigreed arrow which swings about in directions which seem aimless to the untrained; even the Daruni Olkanin do not discuss the functioning of their Compass with outsiders. This disk is attached to a heavy gold chain worn about the neck at all times by the Navigator.

Cypharia

A Guild whose membership consists entirely of females, the Cypharia is sometimes referred to as the "Sisterhood" by the other guilds. They are fairly aloof, even from the other Navigator groups. Their

remote island is reportedly a beautiful center of learning and magical experimentation. Rumors that the Cypharia are involved in some sort of breeding program are coldly denied by members.

All of the Cypharians wear long, flowing white gowns trimmed with gold. These women are always beautiful, and their profession is usually Mystic or Seer. Their *Compass* is a beautiful golden wand set with gems, each with unique, carved designs on it.

Pathmasters of Hulgan

All of the Pathmasters of Hulgan are—or at least appear to be—aged men (their actual visage is open to speculation, as these men seem to always remain the same age for centuries). They wear flowing black or grey robes and matching hat with intricate embroidered arcane designs. The Pathmasters' *Compass* is in the form of an ornate wooden hand-telescope. Their professional background is frequently in Magic or Astrology.

A Few Navigators

Following is a selection of specific Navigators who might be encountered on the *Shadow World*.

Iarsang

Age: Immortal (appears 25) **Eyes**: Brown. **Hair**: Black. **Build**: Athletic. **Height**: 6'9" **Race/Sex**: Loari/M. **Skin**: Fair. **Demeanor**: Bemused. **Dress**: Dark grey belted tunic and pants. **True Attitude**: Professional and confident. **Home**: Nexus.

A member of the Guild of "Navigators," Iarsang has the characteristic "dreamy" countenance, though he will look quite alert given the right situation. He will cock an eyebrow when concerned—or in response to a question—give a blandly patronizing smile and make a circumspect observation.

As with all "Navigators" he never looks at—or even seems to pay attention to—his Compass. He is completely competent, however, and was a very dry sense of humor (so dry, most of his clients never realize his little comments are jokes).

Iasang wears a suit of fine leather: a thigh-length tunic closed diagonally across the front with simple but ingenious silver clasps, soft leather pants, and riding boots of a darker shade of grey. His belt is also dark grey, with a heavy rectangular buckle.

RM2 Stats

Hits: 170. **Melee**: 240bs. **Missile**: 280lb.

AT(DB): 11(150). **Sh**: (Y*). **Gr**: A/L. **MovM**: 30.

Lvl: 40. **Profession:** Mystic. **Stats:** St-98; Qu-100; Em-99; In-90; Pr-101; Ag-101; Co-95; Me-88; Re-91; SD-79. **Will**: 75. **AP**: 95. **PP:** 960 (120 x 8).

Skill Bonuses: Climb60; Swim70; Ride85; DTraps80; PLocks110; S&H135/185; Perc150; Rune80; S&W100; Chan40; DirS180; Amb15; AMov50; MASt90; Acro70; Act80; Chem60; Diplom50; Fletch60; Lead80; Nav150; PubSp70; Sail80; Seduct80; Sig65; Ski60; StarG90; Subdu110; Trick100.

Spells: Base Spell OB: 80. Directed Spell OB: 180 (Firebolt). All Navigator and Mystic Base lists to 50th, Essence *Physical Enhancement, Essence Hand, Elemental Shields, Rapid Ways*; Mentalist *Self-healing, Solid manipulation.*

Compass: A shimmering opalescent stone set in a platinum bracelet permanently affixed about his left wrist, it apparently functions as other *Compasses*, yet unlike the other devices, the wearer never looks at it or seems to "consult" it in any way. The opal-like stone, a flat cabochon about 2" in diameter, constantly glows with a scintillating, multihued radiance. It is an x7 PP enhancer in addition to its *Compass* powers.

Armor: Actually his leather suit, which protects as full hide with an additional DB of 30. If desired, it will *chameleon* to blend in with surrounding (+50 to hiding). The garment also has the bizarre ability to "heal" itself, cuts and tears slowly closing over a period of hours.

Broadsword: +30 yellow laen sword, it flames on command, delivering an additional Heat critical. The sword is beautifully constructed, with a yellow topaz pommel-stone. It is *Of Slaying* creatures of Cold (in additional to the slaying critical, it delivers double hits from the Heat crit).

Long Bow: Powerful yew bow, +30, with 2x normal range.

Ring: Gold ring with a ruby set. Makes wearer immune to fire and heat (even dragon-breath).

*+50 Full Shield

RMFRP Stats

Hits: 131. **Melee**: 149bs. **Missile**: 162lb.

AT(DB): 11(150). **Sh**: (Y*). **Gr**: A/L.

Lvl: 40. **Profession:** Mystic. **Stats:** Ag-101; Co-95; Me-88; Re-91; SD-79; Em-99; In-90; Pr-101; Qu-100; St-98. **AP**: 95. **PP:** 1616 (202 x 8).

Skill Bonuses: ArmH 8; ArmL 8; ArmM 8; ArtA 33 (Act 39); ArtP 1; AthB 18; AthE 29 (Swim 41); AthG 38 (Acro 55, Climb 56, Ski 48); AwarP 7 (Alert 18, SenAmb 18); AwarSch 46 (DetTrps 93, Observe 91); AwarSen -8; Comman 28 (Subd 81); Comm 25 (Sig 40); Cra 20 (Fletch 30, Rmas 30); DS 46 (DirS 144); In 38 (Dipl 46, PSp 46, Sed 46); LorG 27 (CultL 51, RegL 48); LorM 1; LorO -4; LorT -4; MASt 39 (Box 72); MASw 8; OutA 31 (Ride 51); OutE 24 (StarG 48, WeathW 41); PowA 40 (Attune 71, Runes 49); PowM 21 (Chan 23); SciAB 15; SciAS 11 (Chem 36); SCon 20 (Abal 37, ACon 39, ALand 37, ALeap 32, AQuick 37, ASpeed 37, AStab 23, AStr 32); SpecA 23; SpecD 0; SubA -4 (Amb 25[8]); SubM 43 (DTraps 49, PLocks 82); SubS 49 (Hide 140, Stalk 102, Trick 74); TechGen 46 (Orient 54, Sail 56); TechP 11; TechVoc 11 (Nav 110); Urb 6; Weap1HK 3; Weap1HEd 50 (bs 149); Weap2H 3; WeapM 59 (lb 162); WeapMA 4; WeapPA 8; WeapT 8.

Spells: Base Spell OB: 80. Directed Spell OB: 180 (Firebolt). All Navigator and Mystic Base lists to 50th, Essence *Physical Enhancement, Essence Hand, Elemental Shields, Rapid Ways*; Mentalist *Self-healing, Solid manipulation.*

Compass: A shimmering opalescent stone set in a platinum bracelet permanently affixed about his left wrist, it apparently functions as other *Compasses*, yet unlike the other devices, the wearer never looks at it or seems to "consult" it in any way. The opal-like stone, a flat cabochon about 2" in diameter, constantly glows with a scintillating, multihued radiance. It is a x7 PP multiplier in addition to its *Compass* powers.

Armor: Actually his leather suit, which protects as full hide with an additional DB of 30. If desired, it will *chameleon* to blend in with surrounding (+50 to hiding). The garment also has the bizarre ability to "heal" itself, cuts and tears slowly closing over a period of hours.

Broadsword: +30 yellow laen sword, it flames on command, delivering an additional Heat critical. The sword is beautifully constructed, with a yellow topaz pommel-stone. It is *Of Slaying* creatures of Cold (in additional to the slaying critical, it delivers double hits from the Heat crit).

Long Bow: Powerful yew bow, +30, with 2x normal range.

Ring: Gold ring with a ruby set. Makes wearer immune to fire and heat (even Dragon-breath).

*+50 Full Shield

Sulfean Kuldir

Age: Immortal (appears 18). **Eyes**: Deep blue. **Hair**: Pale blond. **Build**: Slender but muscular. **Height**: 6'6". **Race/Sex**: Linær/M. **Skin**: Fair. **Demeanor**: Coldly aloof. **Dress**: Black uniform. **True Attitude**: Controlled. **Home**: Nexus.

A beautiful youth, Sulfean is nevertheless a master of the remote demeanor required of the Guides of Vurn-Kye. His black tunic, breeches and boots are skillfully tailored to his athletic frame, shoulders crowned by the usual gilded epaulettes and braid, etc. Not surprisingly, he has broken the

heart of numberless fair maidens among his clients. Never has he cracked his chilly manner. Not once (in front of a client) have his perfect lips curled into a smile.

Sulfean is actually not much older than he appears, being a very adept pupil and powerfully gifted Essence-user. He keeps control of his emotions only with an effort, determined to prove wrong those who opposed his full certification on the Guild at his unusually early age. Thus he comes off as cold and remote—even to his fellows.

RM2 Stats

Hits: 180. **Melee**: 240yb. **Missile**: 230(lcb).

AT(DB): 1(90). **Sh**: Y*. **Gr**: N. **MovM**: 30.

Lvl: 34. **Profession:** Mentalist. **Stats:** St-98; Qu-101; Em-87; In-66; Pr-102; Ag-100; Co-96; Me-99; Re-94; SD-98. **Will**: 447. **AP**: 101. **PP**: 1088 (136 x 8).

Skill Bonuses: Climb50; Swim40; Ride85; PLocks90; S&H150/200; Perc180; Rune70; S&W85; Chan60; DirS160; Amb10; Act110; Diplom90; FAid50; Lead70; Medit65; Music80; Nav145; PubSp110; Sail25; Seduct120; Sig80; Sing45; SpellM60; StarG90; Subdu100; WeathW100.

Spells: Base Spell OB: 60. Directed Spell OB: 160 *(Hand of Fire True)*. Sulfean knows all Base Mentalist lists to 30th, Navigator lists to 50th, Open and Closed Mentalist to 20th.

Compass: The Sextant-like device of the Guides of Vurn-kye.

Cloak: Full-length flowing cloak, it adds 50 to Hiding bonuses, and will turn the wearer invisible 4x/day.

Yarkbalka: (*RM* special weapon; essentially a +10 falchion.) A sword of unusual design, Sulfean's Yarkbalka is an additional +30, fashioned of a golden alloy. The pommel gem is a large yellow sapphire; intelligent, it will *Mind Type* at Sulfean's request. The sword will also *Long Door* to his hand at a thought, from up to 30 miles away.

Ring: Gold with a yellow diamond set, it allows Sulfean to cast the spell *Hand of Fire True*, 5x per day.

Dart Gun: A curious, baroque affair, it looks like a contorted pistol of some kind. It is fashioned of a variety of fine metals and woods, and fires tiny metal darts with the same effectiveness as a Light Crossbow at 1/2 hits. It holds clips of 12 darts, and can be fired 2x a rnd.

*+20 Full Shield

RMFRP Stats

Hits: 135. **Melee**: 175yb. **Missile**: 124(lcb).

AT(DB): 1(93). **Sh**: Y*. **Gr**: N.

Lvl: 34. **Profession:** Mentalist. **Stats:** Ag-100; Co-96; Me-99; Re-94; SD-98; Em-87; In-66; Pr-102; Qu-101; St-98. **AP**: 101. **PP**: 1520 (190 x 8).

Skill Bonuses: ArmH 6; ArmL 6; ArmM 6; ArtA 36 (Act 58, Sing 53); ArtP 10 (Music); AthB 19; AthE 28 (Swim 47); AthG 36 (Climb 54); AwarP 9 (Alert 15, SenAmb 15); AwarSch 45 (Observe 103); AwarSen -6; Comman 28 (Subd 52); Comm 32 (Sig 52); Cra 23 (RMas 28); DS 51 (DirS 141); In 48 (Dipl 51, Lead 71, PSp 66, Sed 72); LorG 34 (CultL 63, RegL 60); LorM 6; LorO 3; LorT 3; MASt 6; MASw 6; OutA 28 (Ride 49); OutE 27 (StarG 47, WeathW 51); PowA 19 (Attune 45, Runes 36); PowM 11 (Chan 30, SpellM 36); SciAB 22; SciAS 18; SCon 31 (Med 38); SpecA 21; SpecD 0; SubA 1 (Amb 16[5]); SubM 24 (PLocks 49); SubS 44 (Hide 132, Stalk 94); TechGen 46 (FAid 58, Orient 52, Sail 60); TechP 18; TechVoc 11 (Nav 77); Urb 5; Weap1HK 3; Weap1HEd 56 (yb 175); Weap2H 3; WeapM 55 (lcb 124); WeapMA -3; WeapPA 6; WeapT 6.

Spells: Directed Spell OB: 103 *(Hand of Fire True)*. Sulfean knows all Base Mentalist lists to 30th, Navigator lists to 50th, Open and Closed Mentalist to 20th.

Compass: The Sextant-like device of the Guides of Vurn-kye.

Cloak: Full-length flowing cloak, it adds 50 to Hiding bonuses, and will turn the wearer invisible 4x/day.

Yarkbalka: (*RM* special weapon; essentially a +10 falchion.) A sword of unusual design, Sulfean's Yarkbalka is an additional +30, fashioned of a golden alloy. The pommel gem is a large yellow sapphire; intelligent, it will *Mind Type* at Sulfean's request. The sword will also *Long Door* to his hand at a thought, from up to 30 miles away.

Ring: Gold with a yellow diamond set, it allows Sulfean to cast the spell *Hand of Fire True*, 5x per day.

Dart Gun: A curious, baroque affair, it looks like a contorted pistol of some kind. It is fashioned of a variety of fine metals and woods, and fires tiny metal darts with the same effectiveness as a Light Crossbow at 1/2 hits. It holds clips of 12 darts, and can be fired 2x a rnd.

*+20 Full Shield

Porel

Age: ? (appears _ 80). **Eyes**: Blue. **Hair**: White. **Build**: Medium. **Height**: 6'2". **Race/Sex**: Human/M. **Skin**: Fair, wrinkled. **Demeanor**: Mild, yet gruff. **Dress**: Long blue-grey robes. **True Attitude**: Preoccupied. **Home**: Nexus.

One of the Pathmasters of Hulgan, Porel is—like all of his brethren—an aged-looking man with long white beard and hair. Though he walks with a stoop and appears to lean heavily on his ebony staff, he is strong and energetic, and a formidable combat opponent.

Porel is forgetful, easily distracted, and his mind seems to wander. These faults don't apply to his Navigating, however; he has a flawless service record. That doesn't reassure his clients when—about to cast a spell to Teleport them—he suddenly turns and says from under his bristly brows "Where was it you wanted to go?"

RM2 Stats

Hits: 125. **Melee**: 180qs. **Missile**: —.

AT(DB): 20(55). **Sh**: (N). **Gr**: N. **MovM**: 15.

Lvl: 45. **Profession:** Astrologer. **Stats:** St-85; Qu-97; Em-87; In-100; Pr-100; Ag-95; Co-89; Me-99; Re-97; SD-90. **Will**: 80. **AP**: 79. **PP**: 1215 (135 x 9).

Skill Bonuses: Swim40; Ride80; S&H90; Perc145; Rune110; S&W125; Chan80; DirS185; Act75; Diplom80; Lead65; Math70; Medit50; Nav130; PubSp60; RMas95; Sail45; Sig80; SpellM70; StarG180; WeathW90.

Spells: Base Spell OB: 90. Directed Spell OB: 215 (Starhand True). All Base Astrologer and Navigator lists to 50th. Selected Mentalist and Channeling lists.

Compass: A handheld telescope of fine wood, set with jewels and inlays of precious metals. It really is a telescope, but much more—allowing Porel to see Flows of Essænce, through solid objects, confers other, more Mystical abilities.

Staff: 7' tall staff of gnarled black ebony, set with a crystal sphere at the head. The Staff is highly intelligent and can speak with a feminine voice. It is a x9 PP enhancer, and has the power to fly, following Porel, or defending him (acting as a +30 wall shield in all directions). The staff will also allow Porel to cast *Starhand True* at will. The staff 's *Starhands* are *Of Slaying* Demons.

Robes: Deep blue, flowing garments, they have a shimmering, slightly distorted look. In fact, they are enchanted, protecting as AT 20 with a +40 DB. The robes give off a visible blue aura when struck by weapons.

Amulet: Eye of the Guardian. A large star emerald set in a flat, greenish metal, this strange device is designed to look like a great eye, the emerald being the iris. It hangs about the neck on a metal chain, and detects/locates active Portals within 400 miles.

Sword: A broadsword of keron alloy, it has the characteristic black sheen. It is also +30, and is *Of Slaying* Demonic creatures.

RMFRP Stats

Hits: 125. **Melee**: 144qs. **Missile**: —.

AT(DB): 20(64). **Sh**: (N). **Gr**: N.

Lvl: 45. **Profession:** Astrologer. **Stats:** Ag-95; Co-89; Me-99; Re-97; SD-90; Em-87; In-100; Pr-100; Qu-97; St-85. **AP**: 79. **PP**: 1890 (210 x 9).

Skill Bonuses: ArmH -2; ArmL 15 (SoftL 25, HardL 25); ArmM -2; ArtA 30 (Act 61); ArtP -1; AthB 12; AthE 21 (Swim 43); AthG 23 (Climb 38); AwarP 22 (Alert 34, SenAmb 26); AwarSch 58 (Observe 127); AwarSen 7; Comman 15; Comm 35 (Sig 98); Cra 16 (RMas 97); DS 54 (DirS 152); In 32 (Dipl 74, Lead 51, PSp 54, Sed 46); LorG 38 (CultL 65, RegL 62); LorM 7; LorO 2; LorT 2; MASt -2; MASw -2; OutA 31 (Ride 65); OutE 57 (StarG 159, WeathW 94); PowA 54 (Attune 121, Runes 111); PowM 19 (Chan 76, SpellM 59); SciAB 27 (BMath 62); SciAS 17 (AMath 60, Ast 157); SCon 26 (Med 51); SpecA 13; SpecD 0; SubA -1; SubM 2; SubS 43 (Hide 91, Stalk 90); TechGen 44 (Orient 57, Sail 63); TechP 17; TechVoc 19 (Nav 122); Urb 5; Weap1HK -3; Weap1HEd 15 (bs 24); Weap2H 47 (qs 144); WeapM 16 (lb 25); WeapMA 2; WeapPA 15 (sp 24); WeapT 15 (dg 25).

Spells: Directed Spell OB: 215 (Starhand True). All Base Astrologer and Navigator lists to 50th. Selected Mentalist and Channeling lists.

Compass: A handheld telescope of fine wood, set with jewels and inlays of precious metals. It really is a telescope, but much more—allowing Porel to see Flows of Essænce, through solid objects, confers other, more Mystical abilities.

Staff: 7' tall staff of gnarled black ebony, set with a crystal sphere at the head. The Staff is highly intelligent and can speak with a feminine voice. It is a x9 PP enhancer, and has the power to fly, following Porel, or defending him (acting as a +30 wall shield in all directions). The staff will also allow Porel to cast *Starhand True* at will. The staff's *Starhands* are *Of Slaying* Demons.

Robes: Deep blue, flowing garments, they have a shimmering, slightly distorted look. In fact, they are enchanted, protecting as AT 20 with a +40 DB. The robes give off a visible blue aura when struck by weapons.

Amulet: Eye of the Guardian. A large star emerald set in a flat, greenish metal, this strange device is designed to look like a great eye, the emerald being the iris. It hangs about the neck on a metal chain, and detects/locates active Portals within 400 miles.

Sword: A broadsword of keron alloy, it has the characteristic black sheen. It is also +30, and is *Of Slaying* Demonic creatures.

Little-known Facts about the Navigators

Navigators have failed in the past, but the occurrence is extremely rare, and the client involved has been more than compensated for his loss in each case. As is true with all professions there are apprentices, who in this case are usually charged with lesser tasks like answering obelisk summons and setting rates, which are pretty straightforward. As they learn more and increase in power they are assigned more complicated tasks. Two factors separate the Navigators from the average skilled Magician: the specialized training and aptitude that allows them access to the Arcane Lists, and the *Compasses*. These ancient artifacts of the Lords of Essænce are at the heart of the Navigators' ability to safely Teleport with such regularity.

About Compasses

Though they can differ in the full range of their power, the Compasses all perform basically the same task—generating a safe teleportation route for the traveler who wields it. It is necessary for the user to have mastered the appropriate Arcane lists to be able to fully utilize a Compass, and therefore to become a Navigator. Compasses are invariably intelligent items mentally attuned to the user (attunement is often a complex process in itself) and directs him or her on the safest route.

The wielder provides information on those who are to be Jumped and approximately to where; the Compass keys in on the Navigator's PPs in addition to its own formidable energies, and enacts the Jump using Essænce Flows for power and guidance.

Jumps using a Compass are almost risk-free.

4·The Jerak Ahrenreth

This section describes a secret order known amongst its members and followers as the Jerak Ahrenreth, or "Secret Circle." It is a cult of surpassing power and evil, with a convoluted history which reaches back far into the First Era.

How this organization is used (if at all) is up to the GM. With such powerful agents and subtle operations, the Secret Circle could be behind any number of subversive operations, large and small.

An ancient cult, the original Ahrenreth was called to order long before the founding of the College of Loremasters and before the first Navigator Guild was formed. In fact, its origins lie in a different age, when the very face of Kulthea was different. Its founding leader was a Lord of Essænce by the name of Dænkú—though in a later age he would be known as *Andraax*.

The First Secret Circle

In the hours that followed the death of Kadæna, Utha's forces routed her evil minions and either destroyed them or sent them back into the Void from which they came. Utha then decided that Kulthea needed to be shielded from the possible threat of surviving followers of Kadæna who might be in hiding, as well as demonic forces from the outer Planes—and Beyond. He had set his Eyes to watch over the world, but feared that they alone could not maintain a guard against Darkness. So he charged Dænkú with the task of forging an organization to protect the Eyes and maintain the safety of Kulthea. To aid them he gave the *Crystal*, a mighty artifact through which flowed the Essænce. With it, the Circle could tap vast energies, and it acted as a focus of their powers and purpose.

This first Secret Circle, known properly as the *Dænkú Ahrenreth*, was made up entirely of K'ta'viiri, and was led by the man whose original name was said to be *V'gliin*. As leader of the Circle, V'gliin came to be known as *Dænkú* exclusively, and his birthname was virtually forgotten. The Dænkú Ahrenreth did its duty for thousands of years, but at last the inexorable march of time—and the attrition of conflict with the minions of the evil Lords—reduced the Circle to Dænkú alone. Some were slain in combat with demons, some were swept away by the tides of the Essænce. Among those lost into the Void was Ondoval, trusted friend of Dænkú.

Then came the Wars of Dominion, in which Dænkú faced his old foe the Master of Malice and finally vanquished his fellow Essænce Lord. But Dænkú was badly wounded and vanished from history for a time.

The Ahrenreth Reborn

At the Dawn of the Third Era, Ondoval returned from beyond the Void and opened the sealed gates of the Guardian Isle. The old members of the Secret Order were long lost, but he resolved to reestablish the Circle. But Ondoval was not as he had been when he entered the Void. His mind was twisted by the warped reality, and his purposes were

not what they had been. He strayed from the ideals of the original order and fell into evil. He was to be come the greatest of the Unlife's servants.

He summoned forth the Secret Circle once again. Some aspects of the Circle remain the same: as before, the eight members assume titles associated with specific seats on the council, taking those titles as their names. In some ways these were more than designations, for they were indicators of their role, and even became part of the owner's identity. Those names have changed, however, and new rings have been forged for the Eight of the Cult.

At first the order followed Ondoval's will, which was the sabotage of civilizations everywhere. It was Ondoval's twisted, paranoid belief that the K'ta'viiri Essænce Lords were everywhere and that the only way to stop them was to destroy all semblance of order.

Ondoval became obsessed with the East, and sought ways to nullify the power of the Eyes of Utha. As he spent less time with the Secret Circle, a quiet rebellion arose. Members vanished to be replaced with others. Now their purpose is less clear. Some desire domination of the 'lesser races', some desire chaos, others are simply cruel.

More on the Jerak Ahrenreth will appear in the upcoming *Powers of Light and Dark* book.

5·DRAGONLORDS

All the Greater Dragons are intelligent, sentient beings, these Dragonlords are all of surpassing cleverness and unimaginable might. Each is master of Arcane Power and could stand against a Lord of Essence as equal... or superior. While—as noted elsewhere—Dragons are not by nature "evil" creatures, all that is known of the Dragonlords indicates that they have an acquisitive nature and desire domination of other races.

They have lived for thousands of years, having survived the Wars of Dominion and countless lesser conflicts. Some rule lands, while others hold only their citadel and operate in more subtle ways to gain power and ever increasing wealth. They worship no deity greater than themselves. All of the Dragonlords have the power of shapechanging, allowing them to assume human form. This has advantages in that they are able to move about freely in a world dominated by humanoids. The disadvantage is, of course, that they are more vulnerable in human form.

The origins of the Dragonlords are shrouded in the temporal mists which divided the First and Second Eras. It is not known if dragons shared Kulthea with the Althans, or if they came into being during the Interregnum. In any case, an alliance of

the six most powerful Lords was formed sometime in the Second Era, its purpose to promote the supremacy of the dragons. The master artificer Krelij (in return for many alchemical secrets) aided Oran Jatar in the forging of the helms, which allowed the Lords to remain in human form indefinitely, and use their devastating breath weapon with almost full potency. These items have greatly enhanced the scope of the Dragonlords, and they control formidable cults of followers.

It should be remembered, however, that though these lords may appear as humans (and in fact spend much of their time in human form), they are alien creatures. Dragons do not think the same way that men (mortal or immortal) do.

The Dragonlords and their essential nature is noted below. All are winged and should be considered at the least "Old" Great Drakes. More on the Dragonlords will appear in the upcoming *Powers of Light and Dark* book.

The Six Dragonlords

Name	Color/Type	Focus	Home
Drûl Churk	Green (earth)	Animism	Molac Rúann
Sulthon Ni'shaang	Red (fire)	Magic	Ja'miil Targ
Ulya Shek	Black (gas)	Mentalism	Awg Arul
Voriig Kye	Silver (electricity)	Astrology	Vog Mur
Oran Jatar	White (cold)	Alchemy	Aalk Gaath
Kydak Dûm	Gold (fire)	Mysticism	Vulm Shryac

6·Heralds of Night

Harbingers of Darkness, these messengers of terror are among the most frightful of the Unlife's servants. Coming forth only at night, their very presence brings a terrible dread to their foes. The actual origin of the Heralds is unknown, though it is believed that the Swords of Night they wield are a dark legacy from the Wars of Dominion.

Heralds of Night appear astride black unicorns, all handsome men and women with hypnotic eyes and fair skin. They are without helm, but wear a metal breastplate and greaves of black armor that reflects no light. A black kilt of leather girds their hips, and tall black boots cover their legs to above the knee. Their arms and legs are left bare, revealing their marble-white skin. If injured, their wound slowly oozes a thick blue-white "blood." Wounds heal as noted below.

All carry swords with strange powers: glittering two-handed blades of dark glass.

A Typical Herald of Night

Age: ? (appears 25) **Eyes:** Black. **Hair:** Black. **Build:** Muscular. **Height:** 6'6". **Race/Sex:** High man/M or F. **Skin:** Very pale. **Demeanor:** Emotionless. **Dress:** Black breastplate and leather. **True Attitude:** Possessed. **Home:** Varies.

Heralds wear black armor and usually a short black leather kilt-like garment. Studded black thigh-boots, gloves and headband complete the uniform. They possess super-human strength, perhaps partially conferred by the sword, or summoned using adrenal control.

Their Black Unicorn steeds have red glowing eyes, steaming nostrils and a luminous golden horn. They are evil and will attack a non-evil Unicorn on sight 90% of the time unless controlled by the rider.

RM2 Stats

Hits: 200. **Melee:** 250. **Missile:** —

AT(DB): 18(90/190*). **Sh:** (Y*). **Gr:** A/L.

Lvl: 20. **Profession:** Fighter (Warrior, Evil Paladin). **Stats:** St-103; Qu-101; Em-80; In-100; Pr-100; Ag-103; Co-100; Me-90; Re-80; SD-95. **AP:** 95. **PP:** 240 (60 x 4).

Skill Bonuses: Climb80; Swim80; Ride120; S&H95/175; Perc100; DirS100; Acro75; Track60.

Spells: Base Spell OB: 20. Directed Spell OB: 100 (Dark Absolution). May know any of the following: Evil Cleric lists, Open or Closed Channeling lists, (*Paladin [Un]holy Warrior, Spell Breaker, Shielding Ways*).

Special Abilities:

Physical Resistance: Heralds cannot be stunned, and they regenerate 4 hits per round.

Mental Resistance: Because their minds are dominated by their sword, they have an additional +40 to RRs vs mental attacks.

Black Unicorn:

Lvl: 20. **Base Rate:** 160. **Max Pace/MN Bonus:** Dash/50. **Speed/MS/AQ:** BF/VF. **Size/Crit:** L/I. **Hits:** 200. **AT(DB):** 11(80). **Attacks:** 250LHo/135LBa$/1160LTs. **Notes:** Vicious, intelligent, and evil.

Sword of Night:

1. Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. A +40 bastard sword. The sword glows with a dim blue-white light.
2. Delivers a Cold critical in addition to any other.
3. Casts Magician Base *Light Law* "*Utterdark*" at will.

4. Can (at the decision of the wielder) draw the "soul" of anyone it delivers an "E" critical to. Spell requires 1 rnd of inactivity to cast; target gets a RR, but is "touching," and the sword is considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast.
5. Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200.
6. x4 Evil Channeling PP enhancer.
7. Can cast *Deflections III* 3x per day.

*+20 off Full Shield. The number after the slash represents *Deflections*.

RMFRP Stats

Hits: 223. **Melee:** 249. **Missile:** 63

AT(DB): 18(85/185*). **Sh:** (Y*). **Gr:** A/L.

Lvl: 20. **Profession:** Fighter (Warrior, Evil Paladin). **Stats:** Ag-103; Co-100; Me-90; Re-80; SD-95; Em-80; In-100; Pr-100; Qu-101; St-103. **AP:** 95. **PP:** 460 (115 x 4).

Skill Bonuses: ArmH 54 (Plate 92); ArmL 46 (HardL 63); ArmM 48 (Chain 74); ArtA 2; ArtP -2; AthB 54 (Jump 100); AthE 46 (Swim 80); AthG 40 (Acro 75, Climb 81); AwarP 17 (Alert 38, SenAmb 20); AwarSch 44 (Observe 101, Track 72); AwarSen 45 (SitComb 118); Comman 34 (Mount 190, Reverse 110); Comm 14; Cra 19; DS 23 (DirS 102); In 41 (Lead 113); LorG 20 (CultL 34, Herald 40, RegL 62); LorM -7; LorO -7; LorT -7; MASt 57 (Box 133); MASw 57 (Wrestle 120); OutA 52 (Ride 121); OutE 19; PowA 15; PowM 13; SciAB 10; SciAS 8; SCon 6; SpecA 34; SpecD 0; SubA 6; SubM 9; SubS 47 (Hide 177, Stalk 99); TechGen 36 (FAid 42); TechP 8 (MilitOrg 43); TechVoc 15 (Tact 43); Urb 26; Weap1HK 45; Weap1HEd 89 (bs 249); Weap2H 62 (2sw 85); WeapM 40 (lb 63); WeapMA 29; WeapPA 56 (sp 79); WeapT 39.

Spells: Directed Spell OB: 102 (Dark Absolution). May know any of the following: Evil Cleric lists, Open or Closed Channeling lists, (*Paladin [Un]holy Warrior, Spell Breaker, Shielding Ways*).

Special Abilities:

Physical Resistance: Heralds cannot be stunned, and they regenerate 4 hits per round.

Mental Resistance: Because their minds are dominated by their sword, they have an additional +40 to RRs vs mental attacks.

Black Unicorn:

Lvl: 20. **Base Rate:** 160. **Max Pace/MN Bonus:** Dash/50. **Speed/MS/AQ:** BF/VF. **Size/Crit:** L/I. **Hits:** 200. **AT(DB):** 11(80). **Attacks:** 250LHo/135LBa§/1160LTs. **Notes:** Vicious, intelligent, and evil.

Sword of Night:

1. Of clear laen, the blade appears to be tinted dark blue with many tiny flecks of silver inside, like a starfield. A +40 bastard sword. The sword glows with a dim blue-white light.
2. Delivers a Cold critical in addition to any other.
3. Casts Magician Base *Light Law "Utterdark"* at will.
4. Can (at the decision of the wielder) draw the "soul" of anyone it delivers an "E" critical to. Spell requires 1 rnd of inactivity to cast; target gets a RR, but is "touching," and the sword is considered 20th level for this attack. The sword can hold up to 4 souls at a time, and a soul may be used to fire an Evil Cleric *Dark Absolution* at the level of the soul. Soul is automatically destroyed when the spell is cast.
5. Intelligent, the sword will attempt to control any other wielder than itself. It should be treated as 20th level and has a Will of 200.
6. x4 Evil Channeling PP multiplier.
7. Can cast *Deflections III* 3x per day.

*+20 off Full Shield. The number after the slash represents *Deflections*.

7·Individuals of Note

The following are of surpassing importance in the world scheme of things, and some additional information about them would seem to be in order.

Ondoval, The Essence Lord

Ostensibly the only remaining member of the original *Dænkú Ahrenreth* (although the first Dænkú—Andraax—does survive), Ondoval was first a follower of Utha and aided in the defense of the Eyes during the Interregnum. However, the first Arulis Kygari was trapped into a warp in time and space while in combat with a Demon of the Void. Swept into the Outer Planes, Ondoval was lost to the Ahrenreth.

But Ondoval did not perish. A Lord of Essænce, the Arulis Kygari survived through an age in a realm that would have killed a lesser being in moments. But the twisted reality had its corrupting effect on the K'ta'viir, and after more than a thou-

sand centuries, it was a different being who emerged from a broken Portal amidst the wreckage of the Wars of Dominion.

After traveling the world for many decades, Ondoval returned to the Guarded Isle, original home of the Ahrenreth in TEI 408. He entered the Vault and awakened the slumbering Crystal, though it had grown weak with the passage of time. He perceived the Loremasters as tools of hidden Essænce Lords and therefore his enemies. He resolved to free the world of their oppression, and the choking blanket which held back the True Essænce. The Loremasters would be swept away, and the Eyes of Utha would be destroyed. He had become a tool of the Unlife.

Now he has taken one of the Eight citadels of the Ahrenreth for his own and gathered a huge army. Once the Eyes are rendered powerless, he will (he believes) use his forces and the Shadowstone to destroy all the Essænce Lords on Kulthea and fulfill Utha's purpose. The fact that this will render Kulthea lifeless is inconsequential.

The Nameless One

The man who calls himself the *Nameless One* first appeared in Zinvar in 5945 TEI. This was to be the first of a number of fateful appearances across Emer in which he (accurately) predicted disaster. Never does he suggest a way to avert this catastrophe; often he does not even specify what it will be or when it will occur. His purposes are impenetrable. Only the Loremasters have a comprehensive picture of the scope of his forewarnings, but even they have been unable to intercept this elusive figure.

Descriptions of this doomsayer vary somewhat, but most agree that he has the visage of a young man with light brown skin and black hair. His eyes are said to be blue-violet, and he appears human, not Elven. He wears a flowing black hooded robe and is often accompanied by Changramai bodyguards. Some witnesses claim to have seen a bracelet not unlike the Compass worn by the *Navigators*. Many say that he is Andraax returned from the East and driven insane by visions of destruction. Loremasters will not comment on this assertion.

The Nameless One's appearances are becoming more frequent and his doomsayings more ominous: his fame has spread from Kaitaine to the Mur Fostisyr, and every black-robed stranger is seen as an approaching harbinger of disaster: a specter to be feared.

Contrary to the popular theory in Karilôn, the Nameless One is not Andraax, but Tethior the Smith. He survived the Wars of Dominion, though he was forced to kill his brother Krelij in self defense. His mind and heart have not been the same since.

After the Wars he fled in shame to a distant place of seclusion. On one of the Inner Isles of Thuul, where the Flows of Essænce begin to distort Time and Space, Tethior built a new forge.

For nearly six thousand years he hid from civilization, working alone in his hidden smithies. Finally he chose to make his presence known again, but not as Tethior, for he still considered himself a failure. Tethior, whose magical Helms failed to maintain peace on Jaiman, Tethior who killed his own brother. Instead he uses his powers to appear as a Lord of Essænce, and, guided by visions seen in his Orb, makes prophesies of doom.

He will not suggest a course of action because he believes that he was too quick to do so before and that led to his failures. Instead he only warns of disaster. Unfortunately, his prophesies have been of little help, and his very presence can cause panic.

Powerful beings from the Lords of Orhan to the Loremasters are seeking Tethior, but his powerful spells cloak his true nature.

As The Nameless One:

Age: ? (appears 25) **Eyes**: Violet. **Hair**: Black. **Build**: Medium. **Height**: 6'2". **Race/Sex:** Lord of Essænce (K'ta'viir)/M. **Skin**: Tanned. **Demeanor**: Cold, impersonal (but polite). **Dress**: Fulllength, hooded flowing black robes. **True Attitude**: Secretive. **Home:** Dalov Griev.

As the Nameless One, Tethior will not fight. Instead he will use his amulet to flee to his forge at *Dalov Griev* (E. "Isle of Jewels"), leaving his Changramai guard to cover him.

As Himself:

Age: ? (appears 25) **Eyes**: Blue. **Hair**: Dark Brown. **Build**: Lean. **Height**: 6'6". **Race/Sex:** Loar Elf/M. **Skin**: Fair. **Demeanor**: Passionate. **Dress**: varies (plain tunic with black leather Smith apron). **True Attitude**: Secretive, paranoid. **Home:** Secret forge/smithy within the Ring of Thuul.

Seeing Orb: Similar to the Master Orbs of the Ilarsiri, this one can combine the powers of the Seer base Lists: *True Sight*, *Past Visions*, *Future Visions*, and *True Perception*. It can also link to the Ilarsiri while shielding itself. It has 500 PP per day. It is about 8 feet in diameter and rests in a secure room at Tethior's forge.

Others: Tethior has many other items at his forge; the GM may wish to create others if necessary.

ANDRAAX

Age: Immortal (appears 25) **Eyes**: Violet. **Hair**: Black, streaked with Silver. **Build**: Muscular. **Height**: 6'3". **Race/Sex:** Lord of Essænce (K'ta'viir)/M. **Skin**: Light brown. **Demeanor**: Varies: sometimes reserved; other times manic or paranoid or sullen. **Dress**: Full-length, hooded flowing black robes. **True Attitude**: Secretive. **Home:** No permanent home. A.k.a: Dænkú, V'gliin

While theoretically no longer an actual Loremaster, Andraax's involvement in the *Shadow World*—both past and present—is such that his inclusion here is imperative. In addition to being one of the original Loremasters, he established the Nomikos Library in Jaiman, and many other centers of learning.

Andraax was one of the original three founders of the Loremasters and as such is obviously an immortal. However, he is, in fact, one of the Althan K'ta'viiri: a Lord of Essænce. He escaped the conflict of the original Lords by fleeing to a hidden subterranean chamber and placing himself in a sophisticated cryogenic sleep, to return to wakefulness after the interregnum.

Andraax—in his "natural" form—has the look of a Lord of Essænce: smooth, light brown skin with no facial or body hair, hands with six long, dextrous fingers, small round ears, and the thick black scalp hair. Some witnesses claim that his eyes, though the characteristic violet color, are round-pupiled, however, and his shimmering sable hair has a streak of silver-grey at the left temple.

The physical description given above is Andraax's most popular form. He has the power to assume any number of disguises, however. He could be encountered anywhere, in any guise. It is said that the only thing which remains the same about his appearance are his unmistakable violet eyes—something he could conceal but chooses not to

RM2/SM2 STATS

Hits: 240. **Melee**: 285. **Missile**: 240. **Energy:** 210.

AT(DB): 20 (215/315*). **Sh**: N. **Gr**: N.

MovM: +50. **PP**: 7680 (960 x 8).

Lvl: 120. **Profession:** Lord of Essaence. **Stats:** St-105; Qu-108; Em-102; In-100; Pr-110; Ag-106; Co-110; Me-112; Re-108; SD-98. **Will**: 220. **AP**: 109.

Skill Bonuses: Climb120; Swim100; S&H200; Perc180; Rune130; S&W135; Chan150; DirS115; Amb 20; Acro100; Act240; Admin110; Appr90; Arch95; Chem75; Diplom118; Fals87; Math115; Medit140; Music90; Nav114; PubSp160; RMas80; Seduct130; Sig145; SpellM110; StarG100; Stra&Tac180; Subdu200; Trick80.

Spells: Base Spell OB 120: Directed Spell OB: 240 (Any Elemental Attack, including Plasma and Nether). Andraax knows every Mentalist Base, Open, and Closed list; all Seer, Lay Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcane Lists from *RMC I*, all Loremaster and Navigator Base, all Montebanc, Sleuth and Magus Base from *RMC III*, and all *Space Master* Psion Lists to 50th).

* Additional DB is from *Deflections True*.

Special Abilities:

Racial Abilities: Andraax has all of the special abilities inherent in the K'ta'viir race.

Strength of Body: Andraax resists all attacks as a Large Creature.

Sword: A 2-h power sword (in *RM*, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals. It also has a 50% chance of destroying nonmagical weapons that are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended).

Gé: A +40 weapon, it delivers an Electricity critical in addition to its regular deadly attacks. It also returns magically to its pouch.

Robes: Able to change color to automatically match their surroundings, they are also Ultrablack, adding 100 to hiding.

Grav Belt: A High-acceleration, mentally-controlled belt device. Andraax can fly at speeds in excess of 300 mph (the belt generates a "sonic fold" which protects the wearer from wind).

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets which adds +100 to his DB, and Andraax is considered AT 20 while wearing them.

Laser Pistol: Arcane-looking Laser pistol with the powers of a Laser Rifle. (GMs without *Space Master* may wish to use the Longbow table and extrapolate with criticals—suggest regular puncture plus an "A" heat; range would also be greater).

RMFRP/SM:P STATS

Hits: 309. **Melee**: 208. **Missile**: 242. **Energy:** 216.

AT(DB): 20 (196/296*). **Sh**: N. **Gr**: N.

PP: 4464 (558 x 8).

Lvl: 120. **Profession:** Lord of Essaence. **Stats:** Ag-106; Co-110; Me-112; Re-108; SD-98; Em-102; In-100; Pr-110;Qu-108; St-105. **AP**: 109.

Skill Bonuses: ArmH 91; ArmL 91; ArmM 91; ArtA 91 (Act 190); ArtP 67 (Music 135); AthB 99; AthE 103 (Swim 144); AthG 97 (Acro 157, Climb 155); AwarP 38 (Alert 77, SenAmb 81); AwarSch 94 (Observe 183); AwarSen 73 (SitComb 172); Comman 62 (Subd 196); Comm

88 (Sig 160); Cra 72 (RMas 136); DS 74 (DirS 195); In 91 (Dipl 135, PSp 165, Sed 135); LorA 107 (CultL 158); LorG 30 (RegL 158); LorM 107 (CircleL 152); LorO 107; LorT 107; MASt 91 (Box 102); MASw 91; OutA 83; OutE 58 (StarG 130); PowA 32 (Attune 154, Runes 158); PowM 32 (Chan 166, SpellM 165); SciAB 107 (BMath 167); SciAE 107 (ChemEl 126, ChemEM 126); SciAM 107; SciAS 72 (AMath 152, Bio 91, Nav 136); SCon 82 (Med 156); SpecA 56; SpecD 0; SubA 74 (Amb 138[20], Silent 138[20], Snipe 154[20]); SubM 79 (Count 139); SubS 74 (Hide 279, Stalk 173, Trick 142); TechGen 107; TechGun 79; TechP 72 (Arch 136); TechVeh 107; TechVoc 56 (Adm144, Appr 136, Tact 181); Urb 87; Weap1HEn 95 (Lpistol 216); Weap1HF 91; Weap1HM 41; Weap2HE 95; Weap2H 91 (PowerS 208); WeapM 91 (sp 242); WeapS 41.

Spells: Directed Spell OB: 195 (Any Elemental Attack, including Plasma and Nether). Andraax knows every Mentalist Base, Open, and Closed list; all Seer, Lay Healer, Astrologer, and Mystic Base Lists to 50th level. (He also knows all Arcane Lists, all Loremaster and Navigator Base).

Psychic Abilities: (all categories to 50) Electrokinesis 68 (Average Power 92); Healing 68 (Average Power 111); Meta-Psi 68 (Average Power 113); Mind over Matter 68 (Average Power 56); Photokinesis 68 (Average Power 52); Psychokinesis 50 (Average Power 76); Radiokinesis 68 (Average Power 97); Telepathy 68 (Average Power 136); Thermokinesis 68 (Average Power 116)

* Additional DB is from *Deflections True*.

Special Abilities:

Racial Abilities: Andraax has all of the special abilities inherent in the K'ta'viir race.

Strength of Body: Andraax resists all attacks as a Large Creature.

Sword: A 2-h power sword (in *RM*, treat as a +40 2-h sword delivering double hits, Slash and Heat criticals. It also has a 50% chance of destroying nonmagical weapons which are used to parry it (20% base chance of destroying magical weapons, -5% per +5 of the item, open-ended).) In ***Spacemaster***, use Power Sword Attack Table.

Gé: A +40 weapon, it delivers an Electricity critical in addition to its regular deadly attacks. It also returns magically to its pouch.

Robes: Able to change color to automatically match their surroundings, they are also Ultrablack, adding 100 to hiding.

Grav Belt: A High-acceleration, mentally-controlled belt device. Andraax can fly at speeds in excess of 300 mph (the belt generates a "sonic fold" which protects the wearer from wind).

Barrier Shield: An enhanced version of the *Space Master* Barrier shield, this device is a pair of bracelets which adds +100 to his DB, and Andraax is considered AT 20 while wearing them.

Laser Pistol: Arcane-looking Laser pistol with the powers of a Laser Rifle (LE 12 if *Blaster Law* is used). (GMs without *Space Master* may wish to use the Longbow table and extrapolate with criticals—suggest regular puncture plus an "A" heat; range would also be greater).

CHAPTER XI
CREATURES

"Lightning tore through the curtains of rain, while icy winds swept the already tortured ocean into a fury of foam. All around I could see the tips of icebergs—strange bobbing islands luminous in the electrical light. Day or night, it was impossible to tell—the storm seemed to have no end for our trio of merchant galleys, tossed like so much flotsam. The weather off the Urulan coast was particularly bad this spring.

As if things were not hard enough, I saw a blue-white glow through the heavy clouds. I knew what it was from personal experience; one of the few to survive to see it twice. Bursting through the ceiling of clouds, the monster dove upon the lead ship.

Even above the roar of wind I heard the Ice Dragon shriek, all wings and limbs as it swept out of the sky. Bathed in a misty glow, it hovered before the galley, unphased by the tempest. Then a mighty breath—and a spray of jagged ice and freezing air erupted from its bowels to envelop the seemingly tiny craft. Sails were shredded in the deadly barrage, and the ship was abruptly transformed into a sinking mass of crystal.

One flap of its great wings and the beast was gone. Those aboard the remaining two ships counted our few blessings in this cruel place."

Turoj Mareskion

Captain's Log,

The Velution Princess

Note that most of the beasts described here are those particularly in character with the *Shadow World*. Some beasts that appeared in the first edition have been deleted; a few have been added. In addition, some common animals appear in charts with no supplemental text—they need no additional description.

1·LAND & AIR ARTHROPODS

Following is a listing of some of the more interesting insects and other arthropods to inhabit the *Shadow World*. The GM may also want to keep in mind the possibility of encounters with more mundane—yet very dangerous—insects, such as fleas and ticks, which can carry deadly diseases.

Ants (Giant): *[Tropical–Cool Temperate/Rainy–Seasonal].*

• *In some varieties, pincer attack injects a 2d lvl respiratory poison (variability A); 4"–6" pincers; 12"–18" body.*

While (like their smaller brethren) Giant Ants are usually not aggressive, they will attack and fight relentlessly if they believe their nest is threatened. And some varieties simply see humans as a potential source of protein. Unwary travellers in the deep rainforests have had their bones picked clean by giant ant colonies.

Dragonfly (Giant): *[Tropical-Cool Temperate/Rainy-Seasonal].*

These creatures are generally harmless, though their sheer size (up to 20' wingspan and 10' long body) and the loud buzzing of their wings can be alarming. The Giant Dragonflies are remarkably intelligent (for insects) and the Kuluku of SE Emer have actually domesticated them as pets and steeds.

Grekka Spider: *[Tropical-Temperate/Rainy-Wet & Dry].*

A forest and swamp dwelling arthropod, the Grekka is has shiny black legs and thorax, with a large translucent abdomen. Including legs, this spider can grow to 5' or more in length.

Grekkas do not spin webs to entrap their meals; they "spit" a web with a sticky tip to catch and entangle prey. The Grekka then reels it in, and the spider's bite delivers a nerve poison of severe effect. Once subdued, the victim is either injected with a reduction poison of extreme effect, which in a few hours reduces the internal organs and flesh to a liquid suitable for the spider to consume, or the poor unfortunate is cocooned. If the latter, the prey is merely being saved for a later snack, or—if the spider is a female (60% chance)—the spider

will insert its eggs into the target's abdomen. In [2 + 1D4] days, 2-20 baby spiders will emerge to feed on the paralyzed but —horrifically—conscious meal left for them by mom.

Hemafly: *[Tropical-Cool Temperate/Rainy-Seasonal].*

Not unlike a common horsefly in form, though adults often reach 6' in length. They are frequently found near patches of Thokot. The loud buzzing of their wings is a warning that can be heard hundreds of feet away when they swarm.

H'taan: *[Tropical–Temperate/Humid–Wet & Dry/Ruins].*

• *Nocturnal; bite accompanied by a 10th lvl nerve poison, then once subdued it injects a 20th lvl reduction poison; loners; 12'-30'*

Hideous spider-like creatures with four great luminous eyes, H'taan reside in ancient ruins and other rocky, remote locations. Though they do not spin webs, they dig shallow pits or tunnels or lurk in aban-

LAND & AIR ARTHROPODS

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
GIANT ARTHROPODS										
Giant Ants	2A	20	Run/10	MF/FA	S/—	30D	3(30)	20SPi/40SSt/poison/Special	2-20	Hungry (NO)
Giant Dragonfly	5B	180	Dash/+40	VF/BF	M/—	125B	4(90)	20TSt100	1-4	Timid (AA)
Hemafly	1A	60	Dash/+30	VF/VF	T/—	5A	1(70)	10TiSt100	5-50	Hungry (NO)
H'TAAN										
Lesser	20F	100	Spt/20	MF/FA	L/LA	220G	11(60)	100HPi/70LHo/poison/Special	1	Cruel (HI)
Greater	30G	150	FSpt/30	FA/VF	L/SL	300G	12(40)	180HPi/120LHo/poison/Special	1	Cruel (HI)
Solev Kirik	1A	70	Dash/30	FA/FA	T/—	8A	1(50)	10TiSt100/Poison	1-4	Hungry (NO)
Tallis Moth	0A	80	Spt/10	FA/MF	S/—	20B	1(20)	10TiSt100	1-4	Timid (LI)

Not Listed: Bee/Wasp, Fire Ants, Gemsting, Jadeblack, Scorpion, Spiders and Great Spiders. See Rolemaster's Creatures and Monster *for more details.*

doned ruins and await an unsuspecting passerby: anything from a small mammal to a man. They can either leap up to attack or drop down from above. H'taan possess strong pincers and a debilitating venom which they use to paralyze their prey before dragging it down into the safety of their hole.

H'taan often grow as large as twelve feet across including legs, but there are tales of giant H'taan thirty feet across or more. They are also highly intelligent and can speak. They can raise their head area and use their first pair of legs like crude arms.

Solev Kirik (Er: "buzz-sting"): *[Hot-Temperate/Rainy-Wet & Dry].*

• *Critical means probiscus is inserted, injects a 2nd lvl Circulatory poison and the creature will drain 1-10 hits of blood/rnd until stunned, killed or sated (10-50 hits).*

This giant mosquito is rarely seen except in swamps such as the Vœrken Mire and Logor Swamp. The female is over four inches long; when filled with blood her translucent abdomen is as large as a plum. The male is slightly smaller and harmless; his abdomen can give off a bright greenish light that has often been mistaken by nervous travelers for a type of Undead known as a Swamp Star.

Tallis Moth: *[Temperate–Cool Temperate/Seasonal–Wet & Dry].*

Tallis Moth often has a wingspan exceeding three feet. These nocturnal creatures are harmless, except for the damage they can do to a forest. Their blue and grey coloring hides them well at night from human observation, but they are still prey to larger, sharp-eyed avian hunters.

2·AQUATIC BEASTS

The denizens of the oceans are myriad. They are also remote and elusive, being of another world. The list below provides a sampling of those who might be encountered.

Crab (Giant): *[Temperate–Cold/Saltwater & shores].*

These arthropods resemble normal crabs, (such as blue or fiddler) except they can grow up to 20 feet in width. While they generally do not eat humans, they are very territorial and aggressive, and so can be dangerous. They move with equal ease on land and sea-bottom.

Numbing Leech: *[Tropical-Temperate/Rainy-Humid/Freshwater].*

• *Bite attack attack delivers a 2nd lvl nerve poison (Mild effects only).*

Common in marshes and swamps, the numbing leech delivers a mild circulatory poison. It is used by some Lay Healers as a sedative.

Orgiana's Fingers: *[Tropical–Temperate/Saltwater].*

• *Touch delivers a 4th lvl nerve poison.*

Seemingly fragile yet resilient, this giant jellyfish has a translucent, gelatinous body 1' – 3' in diameter, with dozens of bright red tendrils which can extend from ten to thirty feet or more. These "fingers" are prehensile and can reach out to grasp a target with surprising speed. All they need do is to touch unprotected flesh to deliver a paralyzing sting. Larger fish, dolphins and humans may require a few stings before succumbing, so it is possible to escape if one is very lucky. If not, the delicate tendrils draw the prey up close to the undulating body, where it is digested.

Salamander: *[Hot–Tropical/Essænce/Saltwater/Volcanic].*

• *Breathe under water or even in lava, can immolate at will (1 rd prep) to deliver a +75 fireball attack to all within 10' (each rd); move equally well in water or on land;).*

Salamanders are reddish gold or red serpent-like beasts which grow to 21'-30' (including a 7'-10' tail). They are akin to Lesser Drakes, but have short necks, huge heads, and smaller legs. A fanlike (foldable) mane of upright scales wraps around their neck. Deriving their name from their amphibious

AQUATIC BEASTS CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Crab (giant)	10F	80	Spt/20	MF/FA	L	160F	12(40)	70LPi/75LSt/poison/Special	1-10	Aggres. (LI)
Eels Screaming	4C	70	FSpt/30	FA/FA	L/—	45E	3(30)	40LBi100	2-10	Aggres. (NO)
Numbing Leech	0A	1	Walk/0	CR/IN	T/—	2A	1(20)	0TiBite/Poison	1-10	Hungry (NO)
Orgiana's Fingers	3B	10	Walk/10	VS/SL	M/—	30C	1(30)	20SSti 2-5x/Poison§/20MGr§	1-2	Hungry (NO)
Salamander	10G	140	FSpt/30	VF/VF	H/LA	250H	12(40)	60LBi/70LCl/50HBa/50FBall*	1	Protect (VL)
Spineshark	10G	100	FSpt/20	FA/FA	H/LA	250G	12(40)	100LBa/150HCl (dorsal fin)§/ 70LBi	1-3	Hungry (NO)
Shulushú	3A	20	Run/0	MF/MF	M/—	50D	3(30)	40SSti 2-4x/Poison§/30MGr§	1	Hungry (NO)
Tartu	12G	200	Dash/10	VF/FA	H/SL	300H	12(40)	60LBi/50HBa	1-5	Normal (VL)

Note: The statistics above are for activities in water.

Not Listed: Dolphins/Porpoises, Dragon Turtle, Electric Eel, Moray Eel, Electric Ray, Fish, Jelly Fish, Lamprey, Piranha, Portugese man-O'-War, Rays, Red Jaw, Sea Anemone, Sea Serpent, Sea Snake, Sharks, Squids, Kraken, Turtles, Whales. See Rolemaster's Creatures and Monsters, *for more details.*

**= Special.*

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.

lifestyle, salamanders are commonly found near steaming waters or molten lava. Many live in the Ash Lairs.

Screaming Eel: *[Tropical–Temperate/Freshwater–estuary].*

Similar to a Moray Eel, but larger and more aggressive, Screaming Eels move in small schools and attack with the frenzy and viciousness of Sharks. They surround potential prey and close in, splashing in and out of the water to confuse it. They emit a hideous shrieking noise, hence their name.

Sea Drakes:

These incredibly powerful beasts are the lords of the ocean, challenged only in size and power by the Great Whales and the Giant Squid. Because of their special nature, they are described in detail under the "Dragons" section.

Shulushú (Ir: "Water-fire"): *[Temperate–Cold/Saltwater].*

A giant Jellyfish with transparent undulating body as large as 6' across, the Shulushú can sense prey within 100' and move towards it with deceptive speed. While the individual tentacles are fragile, there are literally dozens of them. Once the victim is subdued, the creature draws it up into the main body where it can be digested. A Shulushú can render a human down to bones and teeth in about a day, despositing the leftovers on the sea floor.

Spineshark: *[Tropical–Cool Temperate/Saltwater].*

Spinesharks are nightmarish creatures; adults grow to 16' – 20' in length. Huge carnivorous fish, they are an abhorrent breed of Shark known for their exceptionally hard upper back armor and obvious spine-ridge. Their steely dorsal fins are quite capable if inflicting mortal slashing wounds through the toughest of coverings.

Note: the undersea vehicle of Ulya Shek (and perhaps other such submarine boats) has been mistaken for a Great Spineshark by unlearned witnesses.

Tartu: *[Temperate–Cold/Fresh or Saltwater].*

Resembling a giant reddish sea-turtle, Tartu are special in that they are enchanted and able to fly, riding Essænce-flows. A few cultures have utilized these rare beasts as mounts.

3·REPTILES & AMPHIBIANS

Cold-blooded creatures of the land and air are described here.

Darugh: *[Tropical–Temperate/Rainy–Humid].*

Sluglike creatures 9"–18" long, Darugh have a moist, mottled grey-green skin and one large slit-pupilled eye. Like a leech or remora, they use the large circular mouth on their underside to attach to larger creatures and feed off their blood for nourishment. The Darugh are unique in that they have an unusual nervous system that actually links with the host. With humans, if draped around the neck were they can link with the spine, they can act as a +2 to +4 PP enhancer for Mentalists (and operate in addition to any other PP enhancer). But Darugh are rare, and few are willing to suffer a slimy parasitic "pet" around their neck in return for some extra Power Points. They must be worn constantly, and drain 2-8 hits per day in blood.

Gartyl: *[Hot–Temperate/Humid–Semiarid].*

Reptilian creatures with an elongated head and membranous wings, Gartyl are not unlike the pteradons of ancient earth. Wingspan ranges from 3' to over 30' depending on the type. Gartyl are carnivorous, usually dining on birds, large insects, fish or small mammals. Gartyl have no real forelimbs,

Reptiles & Amphibians Chart

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Darugh	2B	10	Run/0	CR/VS	S/—	10A	1(10)	10SBi100/Special	1	Normal (VH)
Gartyl	12	240	Dash/30	VF/FA	H/LA	180	11(40)	90LCl/90LBi	1-4	Normal (MD)
Quarnak	5E	100	Dash/40	VF/VF	L/—	170D	11(40)	120LCl/180LBi/80MTr	1-5	Aggres (AA)
Salamanders/Newts	0A	10	Run/10	SL/MD	T/—	5A	4(30)	10TBi100	1-5	Timid (NO)
Shaskan	4D	100	Dash/40	VF/VF	S/—	80C	11(50)	50SBi/40SCl/Poison	1	Normal (AA)
Srill	4D	110	Dash/45	VF/FA	L/—	100D	11(40)	40MCl/50MBi/30MTra	1-10	Normal (MD)
Uthula	5E	60	Spt/20	MD/MF	H/LA	120D	11(20)	50MBi/20MCl	1-3	Normal (MD)

Not Listed: Alligators/Crocodiles/Caimans, Chameleon, Frogs/Bartha, Gila Monster, Komodo Dragon, Lizards, Newts, Salamanders, Sirrush, Boa/Python, Cobra, Giant Anaconda. Non-Poisonous Snake, Pit Viper, and Viper. See Rolemaster's Creatures and Monsters, *for more details.*

though their long, sawtoothed maw and powerful hind claws make them a formidablefoe.

Though they live in the wild (mostly along sea-cliffs where they have easy access to fish) gartyl are bred by evil warlords such as the Priests Arnak. These swift steeds can carry a man at up to 30 miles an hour, and can travel more than 400 miles a day.

Quarnak: *[Hot-Tropical/Wet & Dry-Semiarid].*

Among the largest of the reptiles on Kulthea, Quarnaks are carnivorous beasts which run on hind legs (not unlike the Terran Velociraptor). They stand 6'–10' tall and have large heads with powerful jaws and sharp teeth designed for tearing flesh. However, their primary attack is with a hooked claw on each leg. They leap up and disembowel their prey. Quarnaks are fearless, vicious, cunning and territorial, and tend to hunt in small family packs.

Shaskan: *[Hot-Tropical/Rainy-Wet & Dry-Semiarid].*

Most common in warmer climes to the south and west, most of these reptiles hibernate during the winter months. In appearance, Shaskan are winged Lizards, growing to a length of about five feet (including tail) when mature. In general they do not like men and avoid them when possible, preferring to live undisturbed in rocky lowlands areas, especially where there is plentiful sunlight (they love to sun themselves on warm rocks). Dining on a variety of insects (and on small birds and mammals when those are not plentiful enough), the Shaskan are usually harmless to men and larger animals unless molested. If their nest is approached or if they feel threatened, they are fierce fighters, wielding talon and tooth with deadly accuracy. Shaskan are equipped with a venom in their fangs, a poison capable of paralyzing or killing its victims instantly. This venom is highly prized, and those seeking profit from it contribute to the scarcity of the Shaskan.

Srill: *[Hot–Tropical/Rainy–Wet & Dry–Semiarid].*

Another large reptile, srill are similar in size to quarnaks, but they have a smaller, narrow head with a mouth more suited to chewing leaves, befitting their herbivorous diet.

Uthula: *[Hot–Temperate/Humid–Semiarid].*

Reptiles resembling Giant Iguanas, Uthula are perhaps most notable in that they are used as mounts by some cultures. They average three feet high at the shoulder and grow to over twenty feet in length. They are carnivorous, snapping up small mammals and birds with their long sticky tongues. While not as intelligent as Horses, they are trainable, and are very agile on uneven terrain.

4·Herbivorous Land Mammals

While few of these creatures pose a threat to humans, many are useful beasts of burden or companions. As such, they are worthy of description here.

Riding & Draft Animals

The following are a sampling of traditional beasts of burden which the charcters are likely to utilize.

Kith: *[Tropical – Cool Temperate/Rainy – Seasonal].*

Kith are large, strong mammals that resemble—at first glance—giant, six-legged Panthers. These beasts are herbivores, however, and are clearly a strange experiment of the Lords of Essence. Agile and fast, they make excellent riding animals, and can carry a respectable amount of gear as well. Kith are fairly intelligent, and very loyal to their master. They can leap 20' laterally and 10' vertically, even when carrying 300 pounds. Kith fur varies in color from a light grey to coal black, and their eyes are a luminous green. While their short fur is fabulously thick and plush, it falls out after the animal is dead, so the animal is not valuable for pelts.

HERBIVOROUS LAND MAMMALS

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Stationary Attacks	Charging Attacks	Capacity	Bonus
RIDING AND DRAFT ANIMALS											
Kith	5D	100	Dash/30	FA/MF	L/—	150F	4(25)	85LCl100/ 85LBi/120LCl	(same +20)	200lb	-10
Pfurgh	2C	90	Dash/20	FA/MF	L/—	95F	3(25)	30LTs100	—	250lb	-10
OTHER HERBIVOROUS LAND MAMMALS											
Unicorn (white)	10G	160	Dash/40	BF/VF	L/I	200H	11(80)	200LHo/120MBa§/ 110MTS§/Spells		1	Good(SU)
Unicorn (black)	10G	160	Dash/40	BF/VF	L/I	200H	11(80)	200LHo/120MBa§/ 110MTS§/Spells		1	Cruel(SU)

Not Listed: Camel, Donkey, Elephant, Llama/Alpaca, Donkey, Mule, Plow Horse, Horse, Pony, Quarterhorse, Reindeer/Caribou, Thoroughbred, Warhorses, see Rolemaster's Creatures and Monsters *for more details.*

Not Listed: Anteater, Antelope-like Animals, Armadillo, Beaver, Buffalo/Bull, Deer, Elk, Giraffe, Koala, Mole, Moose, Opossum, Pangolin, Platypus, Rabbit/Hare, Rodents, Sheep, Sloth, Tapir/Pig, Wombat and Zebra. See Rolemaster's Creatures and Monsters, *for more details.*

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.

Pfurgh: *[Hot – Temperate/Wet & Dry – Semiarid].*

A beast of burden, the Pfurgh is a large flightless bird resembling a stocky ostrich. While more temperamental than some mounts, the Pfurgh is surprisingly agile and can carry a grown man at considerable speeds on flat ground. In the wild they are herd animals and prefer equatorial savannahs.

Unicorn (White): *[Temperate–Cold/Seasonal–Wet & Dry/Essænce/Ruins].*

• *Can use* "Shield Mastery," "Lofty Bridge," "Elemental Shields," *and* "Spell Reins" *lists (Ess) to 20th lvl; all poisons within 10'radius of its horn are neutralized; if horn is removed (an extremely difficult task) the radius is only 6." Unicorns are able to freely utilize various Navigator Arcane lists.*

A beast of unequaled beauty, the Unicorn resembles a graceful pure white horse with a single spiraling horn projecting from its forehead. The whorled horn can be either gold or silver, but always has an unnatural, metallic look about it. Unicorns, while intelligent, have an inscrutable outlook, and will almost never embroil themselves in mundane events. They are incredibly rare, but sightings seem to occur most often in the vicinity of Flow-storms. Unicorns are creatures of the Essænce and are apparently able to travel through the Planes with ease. All are highly intelligent, and follow their own mysterious paths. Unicorns normally have 1 foal.

Unicorn (Black): *[Hot–Cold/Humid–Semiarid/ Essænce/Ruins].*

• *See Unicorn for general appearance. Able to* See Invisible *at will, yet blind in sunlight, they possess the same spell abilities as the Unicorn (no poison resistance).*

The antithesis of the White Unicorn, the demonic beast is a creature of the Unlife. Hellish, luminous green eyes stare from above the beast's flaring crimson nostrils. The Black Unicorn has a mane and hide of deepest ebony, the horn is a metallic golden color. It is intelligent, and is often the steed of a powerful Herald of Night.

5·CARNIVOROUS LAND MAMMALS

Ovir: *[Cold–Frozen/Seasonal–Semiarid].*

These lords of the Bear family live only in the northern wastes of Jaiman and the Mur Fostisyr. Giant Polar Bears often growing to a standing height of more than 15 feet, the ovir reside in ice caves. Their webbed paws allow them to glide through the chill waters with graceful ease, while their huge claws make climbing ice and rocks no challenge. A keen sense of smell and superior sight (including excellent night vision) allow the Ovir a relatively easy time hunting their meals, which include fish, deer, hare, snow wolves (if antagonized) and even an occasional human snack—though they rarely attack men unless provoked. Their fur is pure white during the cold months, though it thins slightly and transforms to a yellowish color in the spring, darkening to a tawny brown in the summer. Usually travelling in family groups of five, the Ovir are not to be tangled with. If any of the cubs is hurt, the parents become ferocious; if a mate is severely injured or killed, the partner flies into a fury, striking at anyone or anything in the area with awesome force. Ovir have also been known to track their mate's killer for hundreds of miles, using an uncanny intelligence and determination.

Tameki: *[Temperate–Cool Temperate/Seasonal–Wet & Dry].*

Small animals resembling black terran Housecats, the domesticated Tameki are favored pets of several cultures. Tameki have short, silky

CARNIVOROUS LAND MAMMALS CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Ovir	15G	90	Spt/10	MF/MF	L/II	270G	11(30)	110LGr60/80LCl†/ 70MBi§/90MBa	1-5	Aggres.(NO)
Tameki	1A	80	FSpt/40	FA/FA	S/—	15A	1(40)	10TCl50/0TBi20/†Both30	1-2	Inquis. (HI)
Voorg	5D	20	Walk/10	FA/MF	L/I	200F	4(30)	120LCl/80LBi†	1	Aggres. (NO)

Not Listed: Bears, Cats, Cheetah, Dogs, Ferret, Fishing Cat, House Cat, Lion, Mongoose, Mustelids/Civets, Night Hound, Otter, Raccoon, Skunk, Tiger, Wolf, Wolverine and Zephyr Wolves (Fire Wolf, Ice Wolf, Night Wolf, Storm Wolf and Water Wolf). See Rolemaster's Creatures and Monsters *for more details.*

† = If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.

blue-black fur, large blue or violet eyes, and upstanding triangular ears. They differ from cats in that their paws have longer, dextrous "fingers" and their torsos are slightly shorter. Very acrobatic, these small creatures are able to leap amazing distances (up to 8 feet vertically, 15 laterally). Tameki in the wild dine on small mammals, birds and reptiles.

Voorg: *[Temperate–Cold/Seasonal–Wet & Dry].*

Resembling a grey-brown Giant Sloth as much as anything, the silent Voorg are far more threatening. They may seem slow, but their deadly six-inch long claws may slash down from a sturdy tree limb and with blinding speed they can rip a man's throat then lift the body up to their perch. Voorg have four large black eyes which see equally well in day or night. They can grow to ten feet in length but are agile tree-climbers. Carnivorous, they feed on a variety of animals, but seem to relish human blood and organs.

6·FLYING BEASTS

Black Squirrel: *[Temperate–Cold/Seasonal–Wet & Dry].*

- *Saliva is lvl 2 muscle poison, max moderate effect.*

Not true flyers, Black Squirrels are actually gliders—though skilled ones. They resemble large Flying Squirrels but are carnivorous and vicious predators. They have been known to swoop down in a flock and take down prey several times their size. They attack with their sharp fang-like incisors and claws.

Storm Hawk: *[Tropical-Temperate/Humid-Semi-arid/Essænce].*

While seen at other times, Storm Hawks are held in awe for their apparent affinity to wild weather and Essænce storms. With their blue eyes, slate-grey feathers and majestic size (storm hawks can have a wingspan of more than ten feet), they are always an impressive sight. Generally remaining aloof from men, they are quite intelligent and are best left alone: those who have tried to capture or kill a Storm Hawk soon find themselves with their eyes torn out.

Tia Bat: *[Temperate–Cool Temperate/Humid–Wet & Dry].*

This mammal is one of the largest of the bat species on Kulthea, and is relatively intelligent. Although they prefer to make their homes in more temperate climes, a number have been transported to Jaiman to act as messengers and spies for servants of the Unlife in this region. With a wingspan that can exceed three feet, they are frightening to the uninformed. Tia bats feed on insects however, and are harmless to larger life forms.

FLYING BEASTS CHART

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Black Squirrel	1A	30	Dash/40	FA/FA	S/—	10A	1(20)	20TBa/10SBi/10TCl*	4-20	Bellig. (NO)
Storm Hawk	4C	130	Dash/20	FA/FA	M/—	120F	13(30)	80LCl100/70LPi	1-2	Aggres. (HI)
Tia Bat	2B	90	Dash/30	VF/VF	S/—	20B	1(60)	40MBi	1-10	Normal (HI)

Note: These statistics are for the given creatures in flying mode.

Not Listed: Bats, Birds, Condor, Eagle, Falcon, Gliders, Hawk, Owl, Fell Beast, Gargoyle, Griffin/Gryphon, Pegasus, Roc, Steardan, Thyfur. See Rolemaster's Creatures and Monsters *for more details.*

**—Special.*

7·DRAGONS

A full treatment of dragons can be found in *Rolemaster's Creatures and Monsters* on Page 39-50 and they are reexamined in *Fire and Ice: the Elemental Companion*. See these works for more details.

As noted in *Creatures and Monsters*, dragons are accomplished spell users. Some employ the Essænce to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magicks vary with the sub-race and individual, but all possess knowledge of the *Spirit Mastery*, *Spell Reins*, *Dispelling Ways*, and *Essence's Perceptions* spell lists (Ess, Open and Closed). In addition, their enchanted senses of smell, hearing, sight (they have perfect infravision, able to see in total darkness), and intuitive feeling give them the inherent ability to discern illusions (when they may make a RR as if half their usual lvl) and invisible beasts (multiply their "Presence" spell range by their lvl).

TYPES OF GREAT DRAKE

Over time, drakes have adapted to many conditions. The Great Drakes, those creatures that have a breath weapon, are no exception. They come in many colors—usually black, or some warm hue such as red or gold, or an emerald green—and some have an exceptionally unique appearance. The hides of all the Great Drakes have a iridescent, almost metallic appearance.

Cold Drake: *[Cold – Frozen/Semiarid – Arid/Glacier, High Altitude].*

• *May attack with* Cold Breath *(CBr; 1x/min; 50 times/day; Ice Bolt range 500'; cone length 300'; cone base 50'); employs spells (3xlvl PP); 15% winged; 30'-80' body, 50'-120' wingspan.*

See *Rolemaster's Creatures and Monsters*, Page 40, for more details.

Fire Drake: *[Hot – Cool Temperate/Humid – Arid/High Altitude, Ruins, Underground, Volcanic].*

• *May attack with* Fiery Breath *(FBr; 1x/min; 50 times/day; bolt range* 500'; cone length 300'; cone base 100'); employs spells (3xlvl PP); 60% winged; 30'-90' body, 50'-140' wingspan.

See *Rolemaster's Creatures and Monsters*, Page 41, for more details.

Gas Drake: *[Tropical – Cool Temperate/Rainy – Seasonal/Freshwater, Marshes, Nocturnal, Ruins].*

• *May attack with* Gaseous Breath *(GBr; 1x/min; 40 times/day; cone length 100'; cone base 100'); employs spells (3xlvl PP); 20% winged; 40'-70' body, 60'- 100' wingspan.*

See *Rolemaster's Creatures and Monsters*, Page 42, for more details.

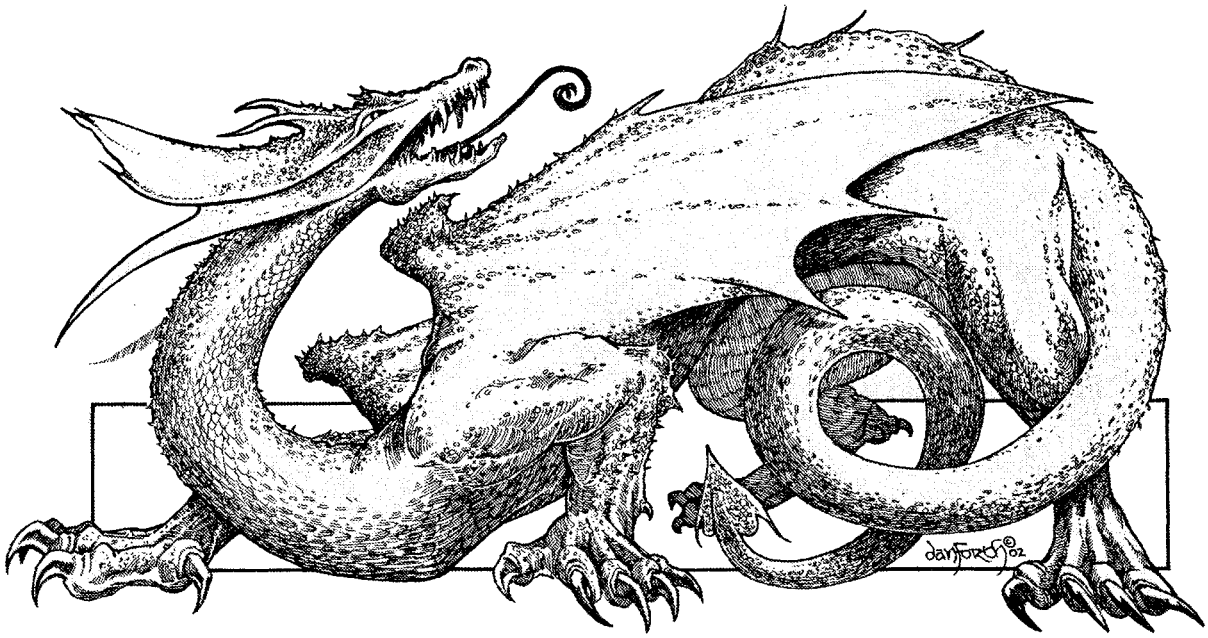
Light Drake: *[Cool Temperate – Frozen: /Wet & Dry – Arid/High Altitude].*

• *Most nocturnal (80%); may attack with* Electrified Breath *(LBr; 1x/min; 25 times/day; bolt range 300'; cone length 200'; cone base 40'); employs spells (3xlvl PP); 80% winged; 25'-60' body, 40'-90' wingspan.*

See *Rolemaster's Creatures and Monsters*, Page 42, for more details.

Sea Drake: *[Temperate – Cold/Freshwater, Saltwater, Grottoes].*

• *May attack with* Watery Breath *(WBr; 1x/min; 100 times/day; bolt range 300'); can submerge for 2 min/lvl; employs spells (2xlvl PP); 2% winged; 25'-70' body, 15'- 40' finspan; 40'-95' wingspan.*



LESSER DRAKES

Air Drake: Nocturnal hunters; nest in cliff nooks or giant trees; 20'-40' body, 30'-60' wingspan. Pale blue (rarely) purple hide.

Land Drake: Agile climbers; nest in caves, breaks, or glens; 50% use spells (2xlvl PP); 20'-50' body (including 7'-15' tail). Brown, greenor dark gray hide.

Cave Drake: Bite accompanied by burning acidic saliva attack (with crit, delivers heat crit 1 severity higher); nest exclusively in caves; - 50 in natural daylight; 15'-40' (including 5'-12' tail). Pale gray or white hide.

Water Drake: Almost exclusively aquatic; live in coastal caves; vert leap 30', horiz leap 100'; 25'-60' body (including 8'-20' prehensile tail). Usually blue-green hide.

WYVERNS (MINOR DRAKES)

Land: *[Temperate – Cold/Seasonal – Semiarid].*

• *Bite or tail-stinger attack injects muscle poison; 15'-30' body (including 5'-10' prehensile tail).*

Water: *[Temperate – Cold/Freshwater, Saltwater/Underground (grottoes)].*

• *Horn or stinger attack injects nerve poison; vert leap 35', horiz leap 200'; 20'-40' body (including 7'-13' prehensile tail).*

Winged: *[Cool Temperate – Frozen: /Seasonal – Arid/High Altitude].*

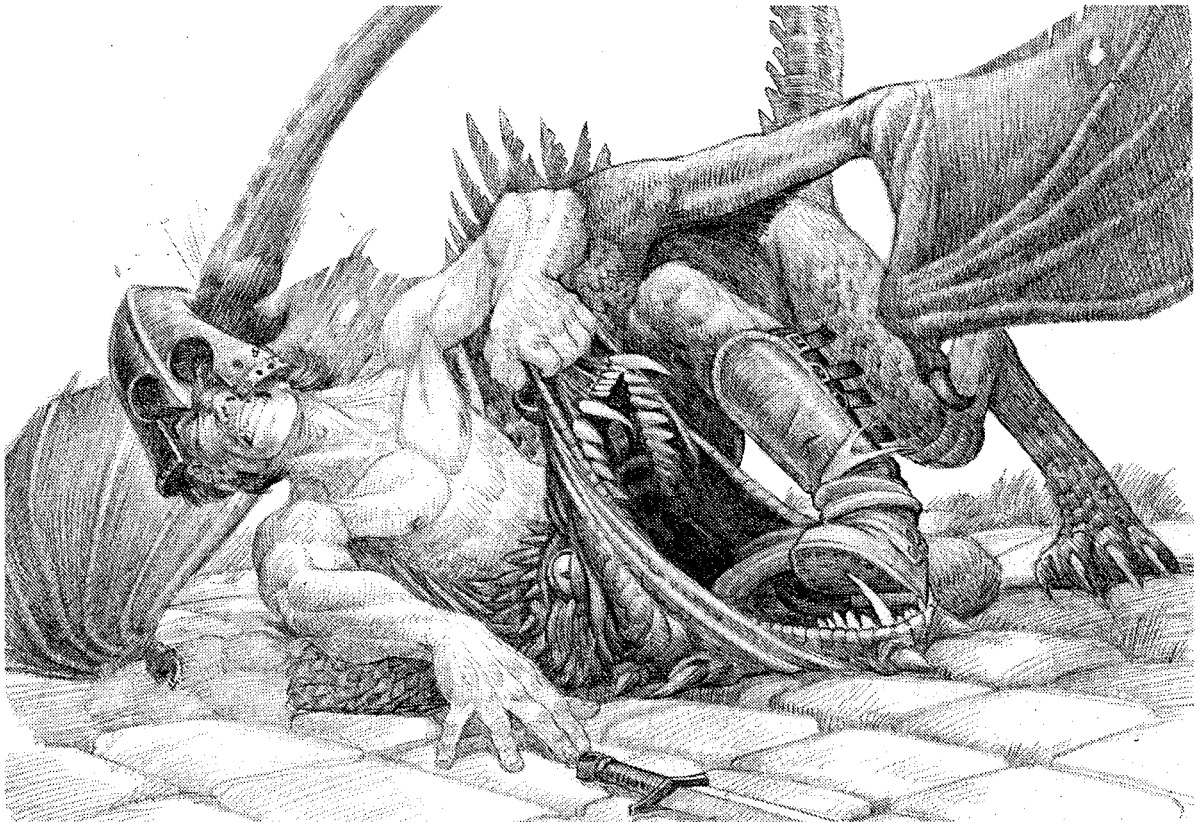
• *Tail-stinger attack injects nerve poison; 5% in water; 20'- 30' body (including 7'- 10' prehensile tail), 25'-45' wingspan.*

Hydra: *[Ruins/Underground/Volcanic].*

• *Regenerative heads; each head emits fiery breath (standard Fbr; 1x/min; 10x/day); cone base 25'); 5'-10' necks, 7'-15' body, 7'-15' tail; primary head and body defend on super large crit table, other heads use large crit table. Roll for # of heads: (01 - 10 = 3; 11 - 20 = 4; 21 - 35 = 5; 36 - 50 = 6; 51-70 = 7; 71 - 90 = 8; 91 - 100 = 9)*

Cave Worm: *[Underground/Volcanic].*

• *-75 in natural daylight; moves 25'/rd through packed earth or lava, 5'/rd through solid rock; immune to heat; crit from bite accompanied by acid crits of 1 level lesser severity (same roll); prehensile tri-forked tongue grapples from 10'; body is 35'- 40' in length. Contact with body delivers an "A" severity acid critical.*



Chapter XII

The Undead

About the Undead

Undead are beings that are not truly alive by the standard definition; nor are they quite dead. A better term for these beings would be the "unliving." There are several kinds of undead, which come about in quite different ways. Some, such as ghouls or mummies, are little more than mindless automatons; lumbering shells of rotting flesh. They are essentially animated corpses.

Others, like the lich or vampire, retain their intelligence and body intact. Rather than surrender their spirit to what lies beyond, they have entrapped it in their dead body which they keep animated using powerful spells or by feeding on other living creatures. Any conscience is gone, but they retain a dark shadow of their personality from when they lived. By their very nature they are of the Unlife.

Still others are non-corporeal spirits cursed to remain near the spot where they are buried, their soul trapped for eternity in a prison of the spirit. These undead are trapped here against their will, punished for some crime they have (or believe they have) committed in life.

Undead will not willingly enter sunlight as it burns them like fire. Most are blinded or severely hampered even in indirect daylight.

The statistics given for the 6 specific Classes of the Undead (I-VI) are intended to be for Undead "created" through the use of *Create Undead* spells from the Evil Cleric Base list, Necromancy. These Undead have a physical presence: that of the bodies used to create them. In this way, they tend to resemble either the zombies described below, or—in the case of more advanced decay— skeletons. These undead are souless and generally mindless creatures which do the bidding of their creator. Failing direction, they succumb to their hatred of things living and attack the nearest thing that breathes.

Special Undead are detailed separately, with an approximate equivalency of their "Classes" given in the table in parentheses after their types. An Undead's "Class" is used to determine the exact effect of *Repel Undead* spells from the Cleric Base list Repulsions, and of *Control Undead* spells from the Necromancy list.

See *Rolemaster's Creatures and Monsters*, Page 114, for more details on the undead.

Typical Summoned Undead

Classes I-VI: Those practiced in the art of Necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved from further decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer.

See *Rolemaster's Creatures and Monsters*, Page 121, for more details.

Special Undead

Apparition: Class III: Disease and Curses lists to its lvl; touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them.

See *Rolemaster's Creatures and Monsters*, Page 126, for more details.

Barrow-wight: Class V: 60'R "Fear" spell; touch casts "Paralysis" spell or "Sleep" spell or drains 5 Con pts/rnd (-25 RR); non-solid form.

See *Rolemaster's Creatures and Monsters*, Page 125, for more details.

Corpse Candle: Class III: trance on sight (RR), victim rolls RR each rnd to wake before death; its gaze drains 4 Con pts/rnd (RR).

See *Rolemaster's Creatures and Monsters*, Page 116, for more details.

Corpse Lantern: Class IV: while viewing, victim must make RR each rnd to refrain from drowning himself; its gaze drains 5 Con pts/rnd (-10 RR).

See *Rolemaster's Creatures and Monsters*, Page 116, for more details.

Firephantom: See *Rolemaster's Creatures and Monsters*, Page 128, for more details.

Ghost: Class II-V: Drains 3-5 Con pts/rnd of all in 10'R (RR); only magic weapons will damage them; non-solid form, and may be destroyed only if their "focus" is destroyed.

See *Rolemaster's Creatures and Monsters*, Page 116, for more details.

Ghost Wolf: Class IV: Touch drains 3 con pts/rnd (RR); non-solid form; only magic weapons will damage them.

See *Rolemaster's Creatures and Monsters*, Page 128, for more details.

Ghoul: Class I-II: "*Fear*" at sight (RR); 30% wounds dealt become infected (50% for Greater Ghouls).

See *Rolemaster's Creatures and Monsters*, Page 117, for more details.

Ice Skeleton: Class II: 10'R "*Fear*"; after 3 rnds drains 2 Con pts/rnd in 10'R (-10 RR); unaffected by Puncture crits; fire does double normal damage.

See *Rolemaster's Creatures and Monsters*, Page 119, for more details.

Lich: Class VI: Mere presence causes "*Fear*"; touch delivers Cold Bolt (+50); touch drains 5 Con pts/rnd (-20 RR); many spell lists available depending upon profession and level(always all appropriate base lists), roll 1-10: (1-2) Evil Magician, (3-7) Evil Cleric, (8-10) Sorcerer.

See *Rolemaster's Creatures and Monsters*, Page 118, for more details. Note that there is no "classic lich" in *Shadow World*. If a high level lich is needed, then it should be custom created for the occasion.

Mummy: Class III-IV: Greater may use "Disease" list to its lvl; susceptible to fire, -25 to heat and fire RRs, double damage from fire.

Mummification is the process of embalming a body and wrapping it in layers of treated cloth. A few cultures (including the Lankani, some Jinteni and the Thanorians) employ variations on this process for their most honored leaders. Mummies, if not thoroughly sealed in a sarcophagus, often prowl the elaborate tombs built for their interment. Lesser mummies crush with their well-wrapped arms; greater ones utilize sorcery. Both will falter when confronted by fire, to which they are particularly susceptible.

Shadow: Class II & IV: All in 10'R must make RR or fall into trance 1-10 rnds; bite drains blood at 2-20 hits/rnd.

See *Rolemaster's Creatures and Monsters*, Page 119, for more details.

Skeletons: Class I-III; unaffected by puncture crits—Lesser: drains 1 Con pt/rnd after 3 rounds in 10'R (RR)—greater: drains 3 Con pts/rnd after 3 rounds in 10'R (-10 RR).

See *Rolemaster's Creatures and Monsters*, Page 119, for more details.

Spectre: Class II-V: 100'R 'Fear'; Bolts have 100' range; major spectres may use "Ice Law" and "Wind Law" lists to their lvl; touch drains 10 Con pts/rnd

(-20 RR); only magic weapons will damage them; non-solid form.

See *Rolemaster's Creatures and Monsters*, Page 121, for more details.

Vampire: Class IV-VI: Can cast all Evil Mentalist base spell lists to lvl; bite drains 20-30 hits/rnd; touch drains 2-4 Con pts/rnd (-15 RR); drained victims become Vampires under the control of their killer; only harmed by magic weapons, silver weapons, Puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells.

See *Rolemaster's Creatures and Monsters*, Page 124, for more details.

Wight: Class IV-VI: Casts spells from "Illusion Mastery" list to its level; non-solid form—minor: 50'R '\"Fear"; touch delivers "A" cold crit; drains 4 Con pts/rnd in 10'R (RR)—lesser: 70'R; "B" cold crit; 5 Con pts/rnd—major: 100'R, "C" cold crit, 6 Con pts/rnd.

See Rolemaster's Creatures and Monsters, Page 125, for more detail

Will of the Wisp: Class II: Body size can range from 1'R to 5'R at will; body can act as a "Cold Ball" attack; drains 4 Con pts/rnd in 10'R (RR).

See *Rolemaster's Creatures and Monsters*, Page 62, for more details.

Wraith: Class IV-V: All spells mastered in life; gaze delivers *"True Hold"*; non-solid form; only magic weapons will damage them. —lesser: continuous *"Aura"* spell; 50'R "Fear"; "A" cold crit to all in 5'R; touch drains 10 Con pts/rnd (RR)—greater: continuous *"True Aura"* spell; 100'R "Fear"; "B" cold crit to all in 10'R; touch drains 20 Con pts/rnd (RR).

See *Rolemaster's Creatures and Monsters*, Page 125, for more details.

Zombie: Class I: Touch causes nausea, -10 to activity (RR).

See *Rolemaster's Creatures and Monsters*, Page 137, for more details.

Chapter XIII

Artificial Beings

Beware of wooden pedestals,
thrones hewn of ancient woods unbright.
(five lines missing)
And if there should be a stone,
Run and seek safety in open light.
For with a glow and a mist of rouge
there will be no right.
First Six, then one, then all will war,
the land torn by blight.
— JOURNALS OF UGUS FOST
TE 4166 (LAST ENTRY)

1 · KÆDEN

One of the many devilish constructs to emerge from the First Era, the Kæden stand with the Shards and N'eng as monstrous aberrations and parodies of life. Slightly larger than man-sized, they combine maneuverability with a frightening array of offensive abilities. While in some ways insectile in appearance, Kæden are basically anthropoid in form. They have a considerable intelligence—and might be some sort of unholy fusion.

Large, faceted eyes allow 270° vision. The long, prehensile tongue is a powerful scent organ, and antennae act as unique sensors. Thus, while they do not see well in darkness, (-30) their powers of scent and ecolocation more than compensate.

Kæden webs are also a potential weapon. They can either be mixed to form a tough, rigid lattice, or as a binding/cocoon form or even as an attack. The spinarets are located on the end of an abdominal protrusion Like all constructs, Kæden cannot reproduce. They can, however, go into a state of hibernation, cocooning themselves with a pre-set awakening time.

Kæden are carnivorous creatures, and though they have no teeth, their tongue is a powerful "needle". They capture food and "cocoon" living prey, inject a powerful reduction poison and later drink their victim's bodily fluids for nourishment. Kæden are actually nocturnal by choice—though if needed they are able to switch to sidereal living.

Each stands about 7' tall on its rear "legs," not counting the antennae which protrude from the large head. The attacks noted in the chart refer to their pincers ("arm" appendages), their long tongue, and finally the web, fired from the abdomen, which extends below the lower "hips" and can be aimed separately.

These hideous creatures leave many signs of their passing. Wary adventurers will see these harbingers and flee. Warnings of the proximity of Kæden include:

- Large, greenish, glittering webs blocking cave corridors, or strands of similar material spanning crevasses.
- *Shrill piping (Kæden sonar in use).*
- *Cocoons: 6' long ovoids of a translucent green opalescent appearance.*

Kæden have few weaknesses, but the few they have can be their undoing. These insectile beasts do not care for fire, and take double hits damage from fiery attacks. Often they will flee from intense flames unless driven by a powerful will. Sunlight they also shrink from (though it does them no physical damage). Lastly, Kæden will flee from the power of Oriana or Phaon. Powerful servants of either of these Lords of Orhan might be able to summon their blessings and drive forth these vicious servants of Darkness. (Most, however, must seek more mundane defenses.)

GM Note: Loyal priests of Oriana or Phaon may employ Repel Undead spells from the Repulsions list (they must know the list, of course) against Kæden as if the constructs were undead. Warrior Kæden have 3 pts, leaders have 6 pts; Queens are immune.

Should a victim be rendered unconscious or immobile, he is enclosed in a cocoon (see above), injected with a dose of Extreme Severity Reduction poison (see page 42) and suspended in a convenient place for later consumption. On occassion, a lucky captive will only be rendered unconscious, kept "fresh" for a few hours until the Kæden are ready to feed.

Kæden were made to operate in groups—or "nests"—of six (five workers and a warrior) and there were reputedly six "Queens" (with Kadæna as the "High Queen").

In a particularly disturbing footnote, Schrek has several Kæden in his labs and is working toward a version that is able to reproduce itself, imbedding the larva in a human host. This was also apparently Kadæna's intention, but she was never able to fulfill her gruesome plan.

Senses: Hear as well as a dog, see at night as in full light; -30 to activity in full daylight; sonar allows them to *"Detect Invisible."*

Webs: The Kæden webs are one of their most versatile tools, useable as weapon, transportation mode and defensive barrier, as well as a hibernation enclosure. The web fluid can be mixed to form a tough, rigid lattice and woven across doorways or a passageway, with 5-10 fibers (AT 12(20), 30 hits each fiber) which must be cut before a man could pass through.

As a cocoon, treat the web as AT 20(50), requiring 100 hits—no criticals—to cut through to the sleeping creature. Each round the cocoon is delivered hits the Kæden inside has a 5% chance of awakening, after which it requires only one round of preparation before bursting from the cocoon.

As an attack, the web is treated as a Large (or Huge) grapple, with appropriate criticals. The attack web has the following range modifiers:

Range	Mod
0-50'	± 0
51-75'	-25
76-100'	-50

Chameleon Power: As with all Kæden, the Warriors may alter their coloring to match their surroundings (+50 to hiding). This is especially effective when hiding among tree branches or other foliage (+80 to hiding).

Kæden Types

Warrior: As noted above, they form in groups of five, making the squad a total of six with a Leader.

• *Webs: Treat as Large Grapple +60. Poison: Delivered by the stingerlike tongue, it is an 8th lvl Reduction Poison.*

Leader: Slightly larger than Warriors (standing about 8' feet while on their hind appendages) Leaders have noticeably larger pincers and their abdomen is also more elongated.

• *Breath Weapon: x3 +50 Cold Ball in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day (the secondary use of this is to finish a cryogenic cocooning process). Flight: Equipped with large insectoid wings, Leader Kæden have the power of flight. Webs: Treat as Large Grapple +80. Poison: Delivered by the stinger-like tongue, it is an 12th lvl Reduction Poison.*

Queen Kæden: There are only Six "Queen" Kæden known to have been created. Tales tell of the deaths of at least four in the Great Conflicts that ended the First and Second Eras, but there was never proof that any really perished. All six may still survive, in slumber in some deep cavern, or ruling some dark corner of the *Shadow World.* The Queens stand well over 20 feet tall, with massive pincers and a bulbous abdomen extending beyond the wasplike thorax.

• *Breath Weapon: x3 +50 Cold Ball in a cone extending up to 30' and 15' across at the furthest extent. Useable up to once every 6 rounds, total of 6x per day. Chameleon Power: As with all Kæden, the Queen may alter her coloring to match her surroundings. Of course, her sheer bulk prevents her from hiding in any but certain types of terrain. Webs: Treat as Large Grapple +150. Poison: Delivered by the stinger-like tongue, it is an 30th lvl Reduction Poison.*

2·SENTINELS

Sentinels guard the entrances to palaces and holds, their inimical gaze unwavering as they scrutinize every being who passed their gates.

These constructs are not unlike Golems in some ways, being fashioned out of stone or other adamantine substance, but they are more intelligent, and even possess a perverse arrogance to match their formidable powers of guardianship.

Most assume that these towering statues were forever immobile, dismissing the ancient tales of the Sentinels could actually "come to life", however powerful their malevolent intelligence. In any case, a perusal of the Sentinels' powers below and in the accompanying chart will show that they need not have the power of mobility to be fearsome opponents.

Sentinels appear in myriad forms, some fully human, some resembling huge beasts, some impossible creatures not even imagined in the most evil of dreams. But all share their eerie luminous eyes, and an oppressive presence that can smother an unwelcome intruder.

Sentinels were always set in pairs, positioned on either side of a portal-way. They might face inward, towards each other, or outward, depending on their funciotn. The two Sentinels' awareness and spells work together, as if they were one unit. If one is destroyed, the other falls into ruins.

Note: in order to incapacitate a sentinel, one must either destroy an eye, deliver a killing critical, or give it more than max hits. Once any one of these is done, it and its partner both crumble into ruins with an unearthly wail of anger and pain.

Warders: Least imposing of the Sentinels, Warders were often placed at the outer gates of lesser outposts. Rarely more than eight feet tall, they are frequently fashioned to resemble a pair of humanoid guards in armor. Deep inside their helmet visor one can make out their glowing eyes.

Awareness: Warders are dormant until a presence that does not speak the password attempts to pass between them, or they are attacked by anyone within 100'.

Attacks: Three-step attack, each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List *Mind Control*, and all are tenth level in power. First they cast *Confusion*, failing that *Fear*, and finally *Mind Break*. Warders have Unlimited PPs. And can attack up to 10 intruders simultaneously.

Guardians: More imposing than Warders, Guardians are sometimes fashioned to resemble great beasts or Demons, crouched to attack.

Awareness: Dormant until a target enters within thirty feet (detected via *Presence*), or they are attacked by anyone within 300', at which time they scan the intruder's mind. *Using Thoughts* (Seer Base *Mind Visions*) they decide whether the intruder intends hostility to the hold or inhabitants. They then decide whether to allow the target to enter.

Attacks: Guardians have a four-step attack; each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List *Mind Attack*, and all are twentieth level in power. First they cast *Minor Pain*, failing that *Major Pain*, then *Shock C*, and finally *Shock E*. Guardians have Unlimited PPs. And can attack up to 20 intruders simultaneously.

High Sentinels: Most imposing of the Sentinels, these gate watchers are often more than ten feet in height. Some have multiple heads, and sit on massive thrones, giving them an even more im-

posing appearance. A few even give off a continuous *Aura of Dread.*

Awareness: High Sentinels are constantly aware of their surroundings, equipped with a 300' radius *Presence Ability* and vision even in darkness. Most intelligent of the Sentinels, they are usually keyed to the mind of the hold's master, understanding his subconscious enough to analyze whether the potential intruders should be allowed to pass. Should the High Sentinels be defeated, they mentally alert the master (unless they are destroyed instantly).

Aura of Dread: (optional) All within 30' must resist vs 10th lvl or feel dread (-20 to all activity, -50 to morale rolls). Anyone failing by more than 50 is forced to flee as in *Fear.*

Attacks: Like the Guardians, the High Sentinels have a four-step attack, each time an intruder tries again to pass between them the attack is stepped up to the next level. All are from the Mentalist Base List *Sense Control,* and all are thirtieth level in power.

First they cast *Numbing,* failing that *Nerve Stun,* then *Sensory Overload,* and finally *Mind Erosion True.* Warders have Unlimited PPs and can attack up to 30 targets simultaneously.

3·GOGOR

Once the skies were blackened with thousands of these winged beasts, but that was in the First Age when Kadæna ruled. It was thought that those few Gogor who survived the Conflict had perished over the stretch of time, but the world is not so fortunate. New evils awoke and unearthed the records of that buried Era. Guided by hints millennia-old, the dark priests searched deep in lost caverns and in the ruins of ancient citadels. They found certain crypts, and within them row upon row of stone jars, seven feet tall, their lids sealed. Sleeping within each, submerged in a foul but nutritive fluid, was an unspeakable beast-servant of the Queen of Evil, waiting through the long years until it might be needed again. Some did not survive the eternity of suspension, but many answered the call and now darken the skies of Kulthea again.

Not unlike gargoyles or huge bats in form, Gogor are black as midnight, with tough hides and leathery wings. They stand about 7 feet tall; the leaders are a bit larger, though are somewhat hunched. While the average Gogor cannot carry away a full grown human, a leader can with difficulty.

Their heads are elongated with a certain reptilian appearance. Huge, protruding green glowing eyes see in complete darkness with ease (infravision); overcast skies allow them to operate (reluctantly) at -50. Their sense of smell is extremely well-developed. Their powerful, clawed hands can tear a man apart and their prehensile tail is an added threat.

Typical Gogor:

- *Poisoned Tail: 10' long, it can be carefully controlled to slither behind a foe and strike him, delivering a (8th level) Respiratory poison.*

Lead Gogor:

- *Poisoned Tail: 12' long, it can be carefully controlled to slither behind a foe and strike him, delivering a powerful (15th level) Respiratory poison.*
- *Defense: Criticals vs. Lead Gogor are reduced one level in severity.*

4·SHARDS

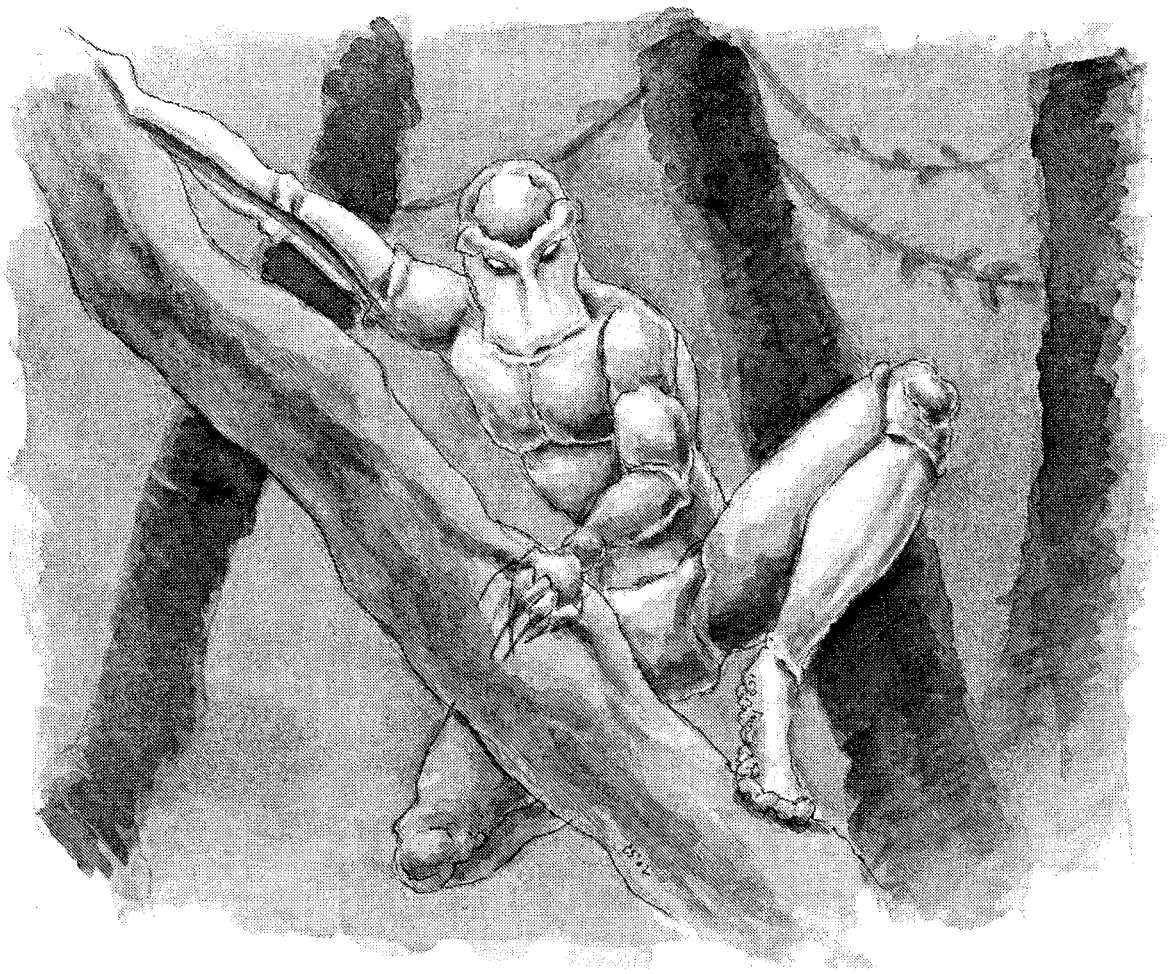
Lesser: Nocturnal; -50 in natural daylight (-100 if their facial skin is folded up); savage arboreal predators; smell as an Elf might see; attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); found in groups of 6 (including 1 greater shard leader); 6'-7'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Greater: Nocturnal; -25 in natural daylight; somewhat cunning but predominantly cruel and instinctual arboreal hunters; hear and smell as an Elf might see; enchanted gemstone eyes emit "plasma bolts" (treat as one attack; 1x/min; 6x/day; 100' range; use Plasma Bolt Attack and Critical); attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); lead groups of 5 lesser shards; 7_-8_; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

For information on Shards in general, see *Rolemaster's Creatures and Monsters,* Page 83, for more details.

According to legend, there are six "i-lats" of shards, each being a group of six lats. The blood of each i-lat is reputedly unique, and it is said that shard blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same tales speak of the greater shards from each i-lat as having gemstone eyes that cast differing bolts of power. Some supposedly use plasma bolts, while others use fire, air, water, cold, and earth.

And above them all stood the high Lord of the Lats: Shar-Bú. His cruelty is renowned. According to legend, he slew Ilmaris Terisonen (one of the three founders of the Loremasters) in the Wars of Dominion, and ate his brain on the battlefield. Given the nature of incantations, this is possible, but hardly plausible.



GM Note: *There are indeed six i-lats ("high-lats" or larger groupings) of Shards, each led by a terrifying master. These six are known as the I-Lat Norg (lords of the High Lats). As you read further, you will find that all the worst rumors of the Shards are true. On adjacent pages you will find text from the Loremaster Elor Once Dark and from Andraax, each contributing to the tale of the Shards in his own way. This text might be "discovered" by characters to provide additional atmosphere to an adventure. To clarify these texts for the GMs, we supply the following notes:*

RE Elor's Text: this refers to the fact that Kadæna created the lat ("group") of shards, and that she didn't deal with any directly except the six lords of the i-lats, and the high lord Shar-Bu.

RE Andraax's Text: regarding Dír, this simply refers to Kadæna's subjugation of the land, and how it was ruled under the frightening sway of Shar Ti, chief of the i-lat of Dír.

Samli: A region near the northern pole was depopulated by these Shards, who could operate for months at a time in the dim light.

Viour: Brown for burgundy is a reference to the blood-drinking proclivities of this lat.

Thanor: tells of the fall of Thanor (in northeast Emer) against the Dragonlord Voriig Kye. But the Shards of the land escaped, and at least six still live in the Vœrkan Mire.

Ubenmas: Pretty obvious.

Aarn Voru: Again, refers to waiting Shards, and their leader Leste Kii Lormas.

The Thrones

More mysterious than the Shards themselves are perhaps the wooden thrones that Elor refers to in his text (in the beginning of this section). Few have been seen, but always they are clustered in groups of six, each with a single huge (3" diameter) gem set in the tall back. In form the thrones are like great tree stumps, with the core carved out to make a seat, and the back rising up never less than eight feet high.

Of the Six I-Lats

Dír: There is a great forest in northwestern Jaiman, and it is called Dír. Of all of the non-desolate Northern realms, it is the closest to the pole, and thus laid open to the Umli. Yet, Kadæna was of mind and allowed only a few—survivors of the war on the forest men. Four hundred came, forever to reside down under the wicked cloak of six and sixty Shards. And then there was Shar-Ti.

Samli: Fifty leagues and over the northern pole, that is what Arak said to the Dark Captain. It was here that the "White Lat" came. With the rings of ice they stood, and the land was subjugated. All fine, for the light was never strong.

Viour: In the glen of Norg, astride the northern face of the Shadowed Hills, the Shards of Hoar Ak settled at the bidding of the Ahrenreth. They drank the blood of the lowland breed. Perhaps this is why Hoar Ak traded brown for burgundy.

Thanor: The men's label was ironic in sound, but it was given to Thaan alone. This was the reason for the Thanor Stand, the remains of the northern flanks of the Asamis Arg ("Great Grove"). Here, betwixt Iron and the Lake of Glass lay the remains of an army as well: the host of Roth the Flamboyant fell before the lungs of Voriig Kye. Only the Shards rebounded and, later, when Gholach followed, the land arose to be proud. Six went south to Ruar-Vœrk.

Ubenmas: Along the Sea of Fate there is a green beach. There are trees aside the water. Do not, if you can see life, attempt to uncover those who dwell there.

Aarn Voru: In the forest by that name in the land of Rulaash, Kadæna left a scar. To undo it would be trying. And one would have to face Leste Kii Lormas.

Andraax

(date unknown)

These thrones are artifacts that can summon Shards. It would seem that there are six types of throne, each with a different color gem, and that these colors correspond to the six I-Lats (see above). The colors correspond as follows:

Summoning Thrones of a Shard lat

Energy Eye/Gem

I-Lat. Poison Bolt Color

Dír circulatory Fire Red

Samli conversion Cold Clear

Viour muscle Force Yellow

Thanor nerve Lightning Blue

Ubenmas reduction Plasma Green

Aarn Voru respiratory Energy Violet

The I-Lat Norg

Following is a summary of the special abilities of each of the I-Lat Norg (High Shards). See the Constructs Chart for the rest of their stats.

Like the leaders of the Lat, the I-Lat Norg lack the facial skin covering which protects the features of the lesser Shards. As a result, the Lords of the Shards have a slightly more human appearance, although they still seem somewhat featureless. They have no lips or nose, and their eyes are set deep in bony sockets. Their heads are hairless and their ears are plain of form and flat to the head.

As with their lesser brethren the I-Lat can run at blinding speed and hurl small disc-shaped projectiles with frightening accuracy. Above all stands Shar-Bu, with his deadly gaze and unique discs, said to have a metallic character and enchanted powers.

Shar-Ti: Leader of the Lat of Dir, Shar-Ti wears brown leatherlike garments with a helm of bright crimson. Like all the I-lat Norg, he is ten feet tall. Shar-Ti prefers the brains of living humans as his personal delicacy, sometimes capturing prey to dine on them at a later time.

• *Energy Weapon: Eyes fire beams of heat (treat as Fire Bolts 4x hits, but do Puncture and Heat criticals); Discs are coated with a 20th level Reduction poison.*

Quorn-Tas: As master of the Shards of Samli, Quorn-Tas wears shimmering white and a silvery helm. These Shards are especially suited to the icy climes, having spurs on the soles of their feet to provide superior traction even on the smoothest ice.

• *Energy Weapon: Eyes fire white beams of intense cold, treat as Ice Bolts 4x hits, except all criticals are Impact and Cold; Discs are coated with a 20th level Circulatory poison.*

Shar-Ak: Shar-Ak wears leather-like clothes of an amber-green hue with a golden helm. He—like the other Shards of Viour—prefers the human heart to brains, taking the beating organ from their living victim.

• *Energy Weapon: Eyes fire yellow beams of force (use Fire Bolt attack table 4x hits, Shock and Impact criticals; Discs are coated with a 20th level Respiratory poison.*

Orlak–Shar: Master of the Shards of Thanor, Orlak–Shar has clothing of a deep blue, with a helm a slightly lighter, metallic color. They drink the blood of some human victims, but do not eat organs as the other I-Lats.

• *Energy Weapon: Eyes fire blue beams of charged energy. Use Lightning Bolt Table 4x hits, Electricity and Puncture criticals; Discs are coated with a 20th level Nerve poison.*

N'koru: N'koru is master of the I-Lat of Ubenmas, and wears garb of a forest-green hue, with a matching helm. As with some other I-Lats, Ubenmas enjoys the brains of humanoid foes, including primates.

• *Energy Weapon: Eyes cast green rays of superheated Plasma, use Plasma attack and Critical table, 3x hits; Discs are coated with a 20th level Conversion poison.*

Leste Kii Lormas: Master of the Shards of Aarn Voru, Leste Kii Lormas wears garments of shimmering black and a helm of violet. All other shards wear simply black, which, in the dark rainforest, reflects a shadowy green color. Leste Kii Lormas considers the intestines of human prey a delicacy.

• *Energy Weapon: Eyes cast a violet, pulsing spray of energy. Use Fire Bolt Attack 4x hits, Heat and Slash criticals; Discs are coated with a 20th level Muscle poison.*

Shar-Bú: Lord among the Shards, Shar-Bú is more human-like in appearance than his brethren, but this makes his countenance that much more hideous. His eyes are absolutely transparent, though they have no energy-weapon ability as do the orbs of his lieutenants.

• *Special Weapon: Shar-Bu has a unique Fatal Channeling: his smile can kill. Treat as an Absolution (Evil Cleric Dark Channels) with a 300' range (reduce effectiveness for range as noted on BAR).*

• *Poisoned Discs: Discs are coated with a cruel poison that is said to slowly destroy the brain (45th level Nerve poison). In addition, they have a metallic nature and a unique "following" power. Once Shar-Bu has seen a target, he may cast the disc at any later time and it will travel up to 600' (around corners, etc) to hit.*

5·NENG

• *Attack accompanied by acidic spit (1/rnd; +40 firebolt but use Acid crit; range 40').*

Neng are another creation of Kadæna, the result of combining human and demon elements. Neng saliva is composed of a powerful acid, and their six-inch tongues contain a hollow tube that enables them to spit up to 40' with startling accuracy. This power, coupled with their human appearance and exceptional intelligence, makes them formidable.

Worse, a Neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a mere touch, should they so desire. Such items will remain invisible for the duration of the Neng's touch, save for any round in which they are struck or jarred. Neng can also make their own bodies invisible (4x/day; 4 hrs total), but they must concentrate (1 rd) and will remain visible after making a violent move or being subjected to attack.

A refinement over the Shards, Neng are able to reproduce, though may not interbreed with other races. In this way they qualify as a "race", but they are first and foremost a creation of the dark empress. They are invariably evil.

In appearance Neng are caucasian with straight, coarse grey hair. An identifying feature is their rough facial skin, not unlike acne scarring. They range in height from 5'-6' to 7' and are always lean with large bony hands.

6·ELEMENTALS

Constant movement enables an elemental to maintain shape. Gathered material sometimes swirls around this focus, increasing in speed whenever the elemental hastens its pace or assumes a more compact form. Since these "creatures" are flexible and amorphous, they are difficult to slay. One dispatches an elemental by distracting its summoner, by shattering its core or destroying its source (e.g., put out the fire from which it came).

A full treatment of elementals can be found in *Rolemaster's Creatures and Monsters* on Page 79 and they are reexamined in *Fire and Ice: the Elemental Companion*. See these works for more details.

Air: A tornado-like structure visible only by virtue of suspended particles caught in its wake; flies; grappled victim takes a "D" ("B" for lesser) Impact crit (1/rd); 7'-11'; "Electricity" crits against it are rolled on Slaying column.

Cold: A mass of swirling ice surrounded by a cool fog; must maintain contact with water or ground; grappled victim takes a "D" ("B" for lesser) Cold crit (1/rd); 7'-11'; "Heat" crits against it are rolled on slaying column.

Earth: A concentration of billowing earth; must maintain contact with ground; grappled victim takes a "D" ("B" for lesser) Impact crit (1/rd); 7'-11'; "Air" crits against it are rolled on slaying column.

Fire: A moving flame capable of casting flamelets; must maintain contact with ground; grappled victim takes a "D" ("B" for lesser) Heat crit (1/rd); 7'-11'; "Cold" crits against it are rolled on Slaying column.

Light: A swirl of bluish, electrically charged particles; flies; grappled victim takes a "D" ("B" for lesser) Electricity crit (1/rd); 7'-11'; "Water" crits against it are rolled on Slaying column.

Water: A spinning waterspout-like form; must maintain contact with water source or ground (e.g., flies in rain); grappled victim takes a "C" ("B" for lesser) Impact crit (1/rd) and will drown in 11-20 rnds; 7'-11'; "Earth" crits against it are rolled on Slaying column.

Sorcerer

Fluid Destruction

5) Summon Lesser Water Elemental
9) Summon Greater Water Elemental
14) Summon Water Elemental True

Solid Destruction

7) Summon Lesser Earth Elemental
9) Summon Greater Earth Elemental
15) Summon Earth Elemental True

Gas Destruction

5) Summon Lesser Air Elemental
9) Summon Greater Air Elemental
15) Summon Air Elemental True

Magician

Fire Law

9) Summon Lesser Fire Elemental
15) Summon Greater Fire Elemental
18) Summon Fire Elemental True

Ice Law

10) Summon Lesser Ice Elemental
14) Summon Greater Ice Elemental
19) Summon Ice Elemental True

Earth Law

8) Summon Lesser Earth Elemental
14) Summon Greater Earth Elemental
19) Summon Earth Elemental True

Water Law

9) Summon Lesser Water Elemental
14) Summon Greater Water Elemental
19) Summon Water Elemental True

Light Law

9) Summon Lesser Light Elemental
14) Summon Greater Light Elemental
16) Summon Earth Light True

Wind Law

9) Summon Lesser Air Elemental
13) Summon Greater Air Elemental
18) Summon Air Elemental True

ELEMENTAL SUMMONING

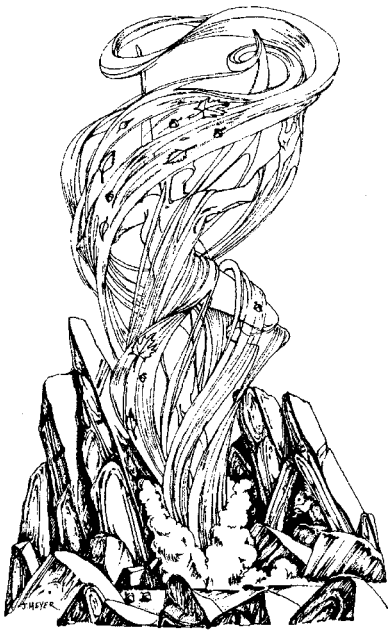
Elemental summoning spells are not included in the *2nd Edition Spell Law* rules (They are to a limited extent in the rules, more fully in *Fire and Ice: the Elemental Companion*). For those who need more complete summoning rules, we suggest inserting them as follows, offered as an "alternate" if there is already a spell in the slot designated:

Spell Description

Summon Lesser Elemental (F) D: C R: 10'/lvl. They must be summoned from an essential source (e.g., a camp-fire for a fire elemental).

Summon Greater Elemental (F) D: C R: 10'/lvl. As per Summon Lesser Elemental.

Summon Elemental True (F) D: 1 rnd/lvl R: 10'/lvl. As Summon Greater Elemental except caster need not concentrate. However, the elemental will move about randomly inside its range unless directed by the caster.



7·GOLEMS

Flesh: Capable of wearing garb (including armor) and using weapons; may appear as human; 4'-7'.

Clay: Ignore Crush crits; 5'-8'.

Brass: Quick, but not very durable; 5'-8'.

Stone: Softer weapons must make a RR each time they deliver hits (wood -5; bone -0); not-brittle; moves as Clay Golem; 5'-8'.

Iron: Softer weapons must make a RR each time they deliver hits (wood -30; bone -10); 5'-8'.

Steel: Softer weapons must make a RR each time they deliver hits (wood -40; bone -20; iron -10); 5'-8'.

Eog: Softer weapons must make a RR each time they deliver hits (wood -60; bone -40; iron -30; steel -10; keron -10); 5-8'.

Laen: Softer weapons must make a RR each time they deliver hits (wood -70; bone -50; iron -40; steel -30; keron -10); 5-10'.

Golems are formed of solid substances imbued with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are animated sculptures. All appear as living statues. They serve only their maker, responding to simple instructions. Whenever a Golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (range 200'; Bash attack at 50% OB). Should their maker perish, they will attempt to complete his last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Unlike "mechanical" constructs, golems are composed of a single piece of a particular substance. Mannish in appearance, their features are only as defined as their maker's sculpting skill allows.

Artifical Beings

Type	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Outlook
Kæden										
Warrior	8	100	FSpt/30	F/VF	M/I	80	11(40)	50MPi(2x)/80LSt*/60LGr	1-5	Hostile (MD)
Leader	12	120	FSpt/40	F/VF	L/LA	120	11(70)	80LPi(2x)/110LSt*/80LGr	1	Hostile (AA)
Queen	30	90	Spt/30	MF/F	L/SL	280	12(100)	160HPi(2x)/140HSt*/150HGr	1	Hostile (HI)
Sentinels										
Warders	10	—	—	—/VF	LA	300	20(0)	Special	Pair	Protect (SU)
Guardians	20	—	—	—/VF	LA	400	20(10)	Special	Pair	Protect (SU)
High Sentinels	30	—	—	—/VF	SL	500	20(20)	Special	Pair	Protect (SU)
Gogor										
Typical Gogor	8	250	Dash/30	VF/VF	L/I	150	4(60)	100LCl(2x)60HSt†	1-2	Belig. (AA)
Lead Gogor	15	300	Dash/30	VF/VF	L/II	250	11(80)	180LCl(2x)100HSt†	2-12	Belig. (AA)
Shards										
Lesser	15H	1000‡	Dash/50	BF‡/BF‡	M/II	175G	12(50)*	120lcb(2x)(Slash)/poison§	1-5	Cruel(AV)
Greater	25H	1000‡	Dash/50	BF‡/BF‡	M/LA	225H	12(50)*	150lcb(2x)(Slash)/poison§/ 100Bolt	1	Cruel(VH)
Lord Shards										
Shar-Ti	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	230lcb(2x)(slash)/Poison*/ Bolt160	1	Cruel (HI)
Quorn-Tas	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	250lcb(2x)(slash)/Poison*/ Bolt 145	1	Cruel (HI)
Shar-Ak	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	220lcb(2x)(slash)/Poison*/ Bolt 170	1	Cruel (HI)
Orlak-Shar	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	240lcb(2x)(slash)/Poison*/ Bolt 150	1	Cruel (HI)
N'koru	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	250lcb(2x)(slash)/Poison*/ Bolt 150	1	Cruel (HI)
Leste Kii Lormas	45	1000‡	Dash/50	BF‡/BF‡	M/II	300	12 (90)*	270lcb(2x)(slash)/Poison*/ Bolt 14	1	Cruel (HI)
Shar-Bú	90	1000‡	Dash/50	BF‡/BF‡	LA/I	500	20 (180)*	360lcb(2x)(slash)/Poison*/ Bolt 200	1	Cruel (EX)
Neng	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special*/40FBolt*	1	Cruel(HI)
Golems										
Flesh	5H	60	Spt/20	MF/MF	M/II@	100D	1(55s)‡	80SBa/50MGr/80MCr§/ 100We	1	Varies(NO)
Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)‡	90MBa/60MGr/100MCr§	1	Varies(NO)
Brass	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)	150MBa/50MGr/150LCr†	1	Varies(NO)
Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)‡	100LBa/60LGr/150LCr†	1	Varies(NO)
Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)‡	120LBa/70LGr/170LCr†	1	Varies(NO)
Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)‡	150LBa/70LGr/170LCr§	1	Varies(NO)
Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)‡	250HBa/60LGr/250HCr§	1	Varies(NO)
Laen	35H	60	Spt/0	MD/MD	M/SL#	600H	20(70)‡	300HBa/90LGr/300HCr§	1	Varies(NO)

Not Listed: Elementals and Golems (Flesh, Clay, Brass, Stone, Iron, Steel, Eog, Laen). See **Rolemaster's** Creatures and Monsters *or* Fire and Ice: Elemental Companion *for more details.*

* = *Special; see text.*

‡ = *Special movement; see text.*

§ = *If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.*

† = *If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.*

Chapter XIV
Demons of the Essence

Shanarak paced around the inlaid circle once, twice, and yet again, his fingertips glowing in the dim room. On the completion of the third circuit, however, the smooth grey ring of metal set in the stone floor erupted with a pale light. The Dyari Mage held forth his hands and uttered a spell from a time long past. As he spoke, a twisting flare spiralled up from the circle, tracing over the glowing strip as it slowly climbed towards the high arched ceiling. It left a luminous trail as it revolved once, twice...

A shrill keening filled the room, starting above the range of even Elvenears, sliding downward in a painful cry as the tiny comet finished its sixth circuit. With a gust of hot wind the spiraling coil imploded to the center of the ring—and all was silent and dark.

A few papers wafted to the floor in the ensuing quiet, and a new sound began: a hissing like steam from a vent in the earth. This came from the huge form crouched in the center of the circle. It began to glow red as it turned towards Shanarak and rose to its full height—more than twice the Magician. Its luminous skin glistened as if oiled. It was in the shape of a man but had only four fingers on each huge clawed hand. It was naked and hairless, grotesque in its masculinity: it was a mighty Fire Demon. When it opened its eyes there showed nothing but a bright orange light. Its long black fangs were visible when it spoke, and sound was a curious screeching like many angry female voices in near-unison.

"I am yours to command, my lord," it said, its tone full of hate.

Then its flesh burst into flame.

1·About Demons

The term Demon is rather simplistic and when used to apply to such a large and varied group it is actually deceptive. The creatures loosely referred to as demons fall into two very different (and in fact unrelated) categories: those of the Essænce and those of the Void.

Demons of the Essænce include Elemental Demons, Thematic Demons and Singular Demons. All inhabit the *Shadow World*, but in different parallel existences. Some (the Elemental Demons) know only an environment of pure energy, living as one with their element. Others (the Thematic Demons) inhabit a mystical place: the world of our dreams... and nightmares. The Singular Demons are unique, malevolent creatures trapped in our world. In many ways these demons are a dark parallel of the Nymphs.

When Demons enter the material world, they generally acquire a form, a tool by which they can interact with the physical reality. (An important exception is the Singular Demon, who has no form other than the place to which he is tied.) While the spirit is not dependent upon this incarnation for existence, destruction or even serious damage to the material form is usually enough to cause the spirit upheaval. It thus loses its grip on the material plane and is forced to abdicate the form, leaving an empty husk. (Sometimes even this disappears in a wisp of smoke or a glow of released Essænce.)

Demons rarely—with the exception of the Procreators—come to Kulthea willingly. Instead, they are often thrust into this world by a Flow-storm which transcends inter-dimensional boundaries. Others may be summoned by powerful Sorcerers or the Dark Gods. This is primarily true of Elemental and Thematic demons. Singular Demons, on the other hand, gain access to our world via specific places and/or circumstances. They are undoubtedly the least definable of the Souls of the Essænce.

While Demons will not necessarily serve the Unlife or even be allied with it, nearly all are malevolent and evil—at least by common standards. This is their nature, inevitable because of their origins. Unless they are controlled, they are destructive marauders who answer to no authority and act only out of their unfocused rage at being displaced.

The most common Demons of the Essænce are the Elemental Demons, manifestations of the six Elements of the Essænce: air, earth, fire, ice, light, and water. Thematic Demons, the least common of these spirits, represent more complex, non-physical concepts: harmony and discord, birth and death, love and hate, war and peace, etc.

SUMMONING DEMONS

Demons of the Essænce are the kind which Evil Magicians summon in order to gain information. Elemental Demons have special mobility and contact with their peers, while Thematic Demons have unusual powers and access to parallel dimensions.

Demons of the Void are rarely the choice for summoning because they are so alien to our world that they are unlikely to have useful information. Because their minds are so foreign and they find our world difficult to comprehend, they are also more prone to random violence and are difficult to control.

2·ELEMENTAL DEMONS

When Elemental Demons are summoned or appear among us, they frequently manifest themselves in vaguely humanoid forms, the better to interact with their environment. When it suits them, however, they may assume a more fundamental shape related to their element (e.g., a Fire Demon would become a ball of flame, an Air Demon a whirlwind, a Light Demon a sphere of electrical energy, etc.)

Elemental Demons have inherent control over their related element. (Fire-demons, for instance, know the Fire Law spell list, as well as any other spell whose name contains the word fire, while those of light know Light Law and any spell with a name including light.)

Fire Demons: [Summoned/Hot/Underground/Volcanic]

• *Average 13' in height. Most (80%) are armed with Fire-weapons (e.g., a Sword of Flame), great two-hand arms that they wield in one hand.*

• *Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base Fire Law. Those using a flaming sword deliver 3x damage on the 2-h sword table. Critical strikes are accompanied by "B" Heat crits. When they immolate, they deliver a "D" Heat crit to every victim within 5' of their flaming bodies. They are immune to non-magical weapons.*

Fire-demons are associated with destruction and typically are summoned by the forces of evil. Their power comes from the depths of the earth and the energy of the sun; they love the day and fiery caverns. Driven by avarice for flame and destruction, they are among the most fearsome of demons. Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons.

Some Fire Demons are imprisoned within deep caverns, unable to return to their element and yet unslain. They await the unwary who might free them and find death as a reward. Others remain free in the Ash Lairs, creating havoc and terror among the other inhabitants of these deepest of abysses.

Air Demons: [Summoned/High Altitude (airborne)].

• *Range in size from 10' to 20' in height. Their size seems to have little effect on their power, however.*

• *All Air-demons can cast 2x the equivalent of their level in Power Points per day of spells drawn from the Magician base list Wind Law and the Sorcerer list Gas Destruction. In addition, they wield bolts of air at will. (Treat as Fire Bolt, 100' range, but use Impact criticals; Demon can fire 1/rnd.) The insubstantial nature of the Air Demons means that they cannot be harmed by normal weapons. A whirlwind about these creatures means that all within 5' suffer a "B" Unbalancing critical every round.*

While usually solid-appearing in form, Air demons can become as ephemeral as the four winds at a thought and pack the power of a small hurricane. When solid, Air Demons are usually a pale, cloudy grey in color, with glimmering blue eyes and cirrus-like mane. Not surprisingly, they are weightless at will and can fly at tremendous speeds. They can also enter into any place accessible to the air, though they require a moment (2 rounds) to reform.

Never seen near the ground unless summoned, Air Demons prefer the upper atmosphere where they may move freely.

Ice Demons: [Summoned/Underground].

• *Average 15' in height. 50% armed with great ice clubs, while the rest find their frozen fists sufficient to pulverize any foe.*

• *Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base list Ice Law. Their thick, frozen hide is both enchanted and resilient and cannot be harmed by normal weapons. Elemental attacks have been known to reflect off their surface. Ice Demon clubs strike as war mattock delivering 2x damage while Ice-demon fists are Large Stomp 2x damage. (A Demon may strike twice each round with his fists!)*

Monstrous and massive though surprisingly nimble beings, they are one with ice and can move freely through the most hardened glacier. Ice Demons consider the frozen depths to be their domain and will destroy any who attempt to usurp their supremacy there.

Light Demons: [Summoned/High Altitude/Hot/Diurnal].

• *Typical Light Demons reach about 12' in height and their smooth skin has an inner radiance, whether it be red, green or blue. Most (70%) are armed with deadly whips of light. They also have a fearsome innate weapon: their eyes.*

• *All Light Demons can cast 2x the equivalent of their level in Power Points per day of spells from the Magician Base List Light Law and the Mentalism list Brilliance (except the Dark spells). Their light-whips strike as flails delivering 3x damage plus Electricity and Impact criticals. Anyone within 50' looking at the Light Demon must make a RR vs 5th lvl or be blinded for 1-10 rounds. Finally, Light-demons can fire powerful beams of light from their eyes 1x every six rounds. (Treat as lightning bolt 300' but delivering Heat criticals. They cannot perform any action one round before or the round during their fire.) Can only be damaged by magical weapons.*

The focusing of powerful light seems to be a major goal of these incandescent beings. Darkness is their enemy, and they are weakened at night or even on cloudy days. They are among the few Demons most to be feared in the sunlight, as they feed on that source. They love the desert; they dislike water and will not go underground. Unless summoned they live high above the earth, liking even greater altitudes than the Air Demons. There they may receive the full power of the sun and cavort at the far reaches of the Essænce. Their glassy smooth hide is both enchanted and resilient and cannot be harmed by normal weapons.

Water Demons: [Summoned/Freshwater/Saltwater].

• Average 17' in height. 50% are armed with great watery nets (treat as Huge Grapple), which entangle and drown their victims.

• Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base list *Water Law*. Their flowing, enchanted hide cannot be harmed by normal weapons. Victims entangled in their nets will drown (lose consciousness) in the number of seconds equal to their potential Co. All within 5' of a Water Demon are soaked and splattered with water, causing all melee and maneuvering to be at -20.

Denizens of the deeps, Water Demons are elongated, sinuous creatures who combat the Orhan Lord Shaal and his servants the Nereids and Oceanids for mastery of the waters of Kulthea. Cruel in nature, they sink ships and drown the unwary out of spite.

Earth Demons: [Summoned/Underground].

• *Average 20' in height. 50% armed with great stone hammers, while the rest find their rock-hard fists sufficient to pulverize any foe.*

• *Cast 2x the equivalent of their level in Power Points per day of spells from the Magician base list Earth Law. Their thick, rocky hide is both enchanted and resilient and cannot be harmed by normal weapons. Earth Demon hammers strike as war mattock delivering 3x damage while Earth Demon fists are Large Stomp 2x damage. (A Demon may strike twice each round with his fists!)*

Monstrous and massive though surprisingly nimble beings, they are one with stone and can move freely through solid rock. Earth Demons consider the deep underearth to be their domain and will destroy any who attempt to usurp their supremacy there.

3·THEMATIC DEMONS

These beings are in their way more cruel and insidious than the Elemental Demons, concerning themselves at least as much with the subversion of the spiritual as with the destruction of the physical.

DOOMBRINGERS

•*[Summoned/Underground/Nocturnal/Ruins].*

• *Average 12'-15" tall; Anyone gazing upon a Doombringer (it is Extremely Hard to avoid doing so) must roll a successful RR or flee in terror (for 1-100 minutes). RR failure of greater than 100 results in death due to shock and irreversible hopelessness.*

• *Anyone within five feet of the Demon receives a +50 Lightning Bolt (point blank range) attack during each round they are within the effect radius. Doombringers possess spells from the open Essence and Mentalist spell lists. They know all of these lists to their level and receive 3 power points per level.*

Typical of the Thematic Demons, Doombringers rely first on evoking an emotional reaction before resorting to physical attacks. Their very appearance brings panic and despair; their moaning voices summon tears and helpless depression.

The danger they present cannot be overemphasized, even under the best of circumstances, and the lighting conditions provide no salvation. When a Doombringer appears, he intends to be seen—regardless of the circumstances of his surroundings. Fortunately, once a person has withstood the sight of a particular Doombringer, he is immune to its awful presence.

Doombringers can bathe themselves in a shroud of electrical splendor, sending twisting bolts of lightning through their misty aura.

Doombringers generally look like huge man-like creatures veiled in a thick, swirling mist, a foul-smelling blackness. A Doombringer's vague image can barely be seen through this tattered cloud, like a fateful moon on a clouded night, or a specter in an evil dream.

Once they were the heralds of Kadæna and many now serve the Dark Gods. They are harbingers of inevitable and pitiless failure; their presence means utter despair and enduring fear. Doom is at hand.

SOULSLAYERS

• *Can fire three Nether Bolts per day, each at x3 hits. They need one round of inactivity to prepare each bolt. They can grapple and cast Dark Absolution (see below).*

Assuming hideous, vaguely humanoid forms, the Soulslayers have a thick pinkish hide with visible veins and a wet, oily appearance. Long sinuous arms mounted on disturbingly placed shoulders end in trinary pincer-like claws than can rotate freely to either slash in an even row or grasp with frightful power. Sinewy bowed legs end in large, three-toed feet built for running.

In melee Soulslayers strike with their claws, slashing or pinching, able to make one attack with each per round. Their surprising reach gives them a +50 first-strike advantage in melee to all but wielders of pole arms. Should a victim be stunned, they can close and grapple, reducing their DB by 50 but enabling them to use their cruel soul-draining power.

Soulslayers consume the very souls of their victims, drawing on the life-force for energy. This has the effect of *a Dark Absolution*, with the bonus of touching (the Soulslayer must be in physical contact with the victim). They can perform this operation an unlimited number of times, and in fact can heal up to the number of the victim's hit point total and/or any one critical inflicted on it per soul. The victim's soul can often be seem as a faint bluish aura being drawn out of it and into the Soulslayer's sucking maw.

PROCREATORS

Procreators are Shapechangers: they can alter their size (from 5'-14') and exterior features (or shift to mist form) whenever they concentrate, enabling them to change both their strengths and identity. A Procreator cannot, however, change its odor (which is musky and slightly foul) or its fundamental structure, which resembles that of a normal man or Elf. These demons typically possess all the Mentalist Base, Evil Mentalist Base (and Houri Base, *RMC IV*) spell lists and receive six power points per level. Additionally, some Procreators can float or fly, either as a mist or in typical form, although they do not possess wings.

Procreators take delight in carnal pleasures, corrupting the innocent and reducing them to desperate, animalistic creatures. In some cultures the male is known as an *Incubus* and the female a *Succubus*.

Appearing as fantastically virile, sensual humans, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seduce their quarry with spells and soothing words. The victim awakes tormented with need. The Procreator returns, sometimes at night, sometimes appearing to them in daylight to torture their "love." Sometimes the Procreator denies the victim, relishing their shameless desperation, but they will often relent, as it only strengthens the victim's addiction.

Their other goal is the conception of a half human demonchild, one who will serve them for eternity. Unfortunately, the mother of the child usually (75%) dies at childbirth, while a human father (seemingly without explanation) goes insane.

PROCREATOR DEMONS: KAI-TJIIN

In addition to the Demons discussed in general above, we present some specific examples of a certain Demon type. These include entire races of Essænce Demons living in parallel worlds. One such alternate-Essænce world is Azdyaer (Ir. "Home of Dark Thirsts") that the inhabitants call Kai-tjiin. It is a domain of the Dark God Klysus and his Demigod Akalatan.

This place is a warm, humid world always cloaked in clouds, filled with rainforests and volcanic islands. It is ruled by a hierarchy of male Procreator demons, all devoted to base carnal pleasures of every kind. They enter the *Shadow World* to rape humans and Elves with the intent of propagating their race. They are summoned by the priests of the Python cult on Rashelles (by Priests of Klysus in Lankanôk). Sometimes appearing as powerful and fantastically virile men, sometimes possessing the priest and transforming him, they ravish their victim—male or female—and plant their enchanted seed. If the victim survives, a female may be pregnant with a demon-spawn, giving birth in just 90 days, 25% chance the experience kills her. The father then returns to claim his offspring. A male may be "infected" and slowly become essentially a Go-tjiin-kai, least of the Demon men. Then he desires to "return" to his native home.

Kai-tjiin Procreator Demon Types

All fall under the classification of Procreator Demons, though their powers differ slightly from those of the archetypal Procreator. Their normal appearance is described below, though all can assume a fair form (except during insemination, when their true form is revealed). All have a musky odor they cannot hide, and are naked in their natural form. All know the following lists to their own level: Evil Mentalist *Mind Subversion, Mind Domination*, Mentalist Base *Mind Control*, Houri Base (RMC IV pg. 60, if available) *Influences, Alluring Ways*.

Reveling in emotional (and physical) torture, they like to dominate their mate. If by seduction and deception (preferred by the Go-tjiin and Jo-tjiin), they use spells or their irresistable fair form to entrap their mate, only revealing their beastly form in the throes of passion. Alternatively (the method preferred by the Khal-tjiin-kai) they seize and subdue the nearest man or woman and brutally rape them, enjoying the emotional and physical damage they inflict. But the ultimate goal of all Procreators is to create more of their kind, either through offspring or transformation.

Go-tjiin-kai: ("Servile-Demon-men")

- *Type III demon, level 6-10, 50% chance of appearing.*

Least of the three known races of Azdyaer, the Go-tjiin are often slaves or servants of the Jo-tjiin. They appear naturally as tall (6'6"–7'), muscular and virile youths with pale skin, oversized, pointed ears, small fangs, glowing gold eyes, hairless except for metallic-golden hair spiked up from their heads.

Jo-tjiin-kai: ("Master Demon-men")

- Type IV Demon, level 11-15, 4 PP/lvl, 45% chance of appearing.

Taller than the Go-tjiin, (7'6"–8') the masters have red-brown skin, huge musculature, pointed ears taller than their head, small black horns, fangs and their fingers have retractable claws. Their eyes glow with an orange light. Fantastically virile, they also have a two-foot-long prehensile tongue which can strangle a man (among other things). They are hairless except for a long, mohawk-like frill of wiry black hair on their heads.

Khal-tjiin-kai: ("Terrible Demon-men")

- *Type VI Demon, level 21-30, 6 PP/lvl, 5% chance of appearing.*

Though about the same height as the Go-tjiin, (7'6"–8') these terrifying lords are far more powerful and dangerous. They have glistening black skin like marble which burns to the touch. Their bodies have hugely overdeveloped muscles and they are grossly virile. Totally hairless, they sport large pointed ears and a set of ebony curving horns, from their fanged mouth they can extend a 4-foot-long, blood-red prehensile tongue. Their oversized hands have curving claws like steel and their eyes glow a deep, hungry red. They are insatiable.

Kai-tjiin Procreation Attack Results

Demon Critical % Chance
(Depression+Stress) 'Impregnated'
Type III C (1 each) 20%
Type IV D (1 each) 50%
Type VI E (2 each, plus 1 A heat) 80%

Ordainers

- *[Summoned/Underground/Volcanic].*
- *Average 20' in height; can fly 200'/rd and employ Essence or Mentalist Base spells to their level (lvl x 5 PP). When utilizing arms they carry two 2-hand weapons, striking each round as if 2 individuals. When unarmed, they use their hands, which strike as maces. In any case, their immense strength yields 3x damage (hits).*
- *Immolation: can (depending on nature) explode into flame or shroud himself in swirling ice, and all within 6' receive a "D" heat or cold critical each round they remain in the terrible, churning radius. These demons can also "Ordain" a foe, tearing the target's soul from his body with Dark Absolution (30th lvl Evil Cleric Dark Channels).*

The mightiest of the Thematic Demons are known as Ordainers, or—as they are sometimes called—*Death-Watchers*. These lordly demigods serve those who feed their appetite for death and destruction. They are often more than three times a man's height, and though manlike in form, they have rough, leathery hide, a dangerous prehensile tail and huge membranous wings. Their limbs are short and powerful, their heads unspeakably awful fanged, horned visages.

As noted elsewhere, these Demons sometimes are trapped in this dimension; some remain here of their own will. Their origins are of the Essænce, however, and are the favored lieutenants of evil lords when sheer terror and brute force is called for.

4·Singular Demons

Called so because each is unique, and each is chained to a specific location by bonds of Essænce far stronger than any alloy. Dark places of power are frequently the homes of unwilling Singular Demons. Ruins of ancient temples, or other ancient constructs of evil nature are frequent traps of the Singular Demon. More often formless than

not, their malevolent spirits nevertheless haunt these locations, lurking in the shadows of power in order to snare unwary travellers. They feed on pure Essænce, draining the very life out of their victims. Some of these may have once been demons of another type and were imprisoned in specific places or things by a Dark God to serve as a watcher or guardian.

Nearly all Singular Demons are capable of casting spells from one to three of the following Evil Mentalist lists: usually *Mind Domination*, *Mind Erosion*, *Mind Death*, *Mind Disease*. Some also possess the Mystic Base List *Confusing Ways* to better lure in their prey. While Singular Demons are unable to venture from their foci, their range of spells varies tremendously. While some cannot affect creatures more than twenty feet away, a few rare and powerful demons have a range of more than a mile. Singular Demons vary in level from 10 to 50, and have 5x their level in PP.

ESSÆNCE DEMONS CHART

Demon (Type)	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks (Prim/Sec/Tert)	# Enc.	Outlook (IQ)
ELEMENTAL DEMONS										
Fire (V)	20F	90	Spt/10	FA/FA	H/SL	300G	20(60)	210Th(3D)[heat]/ Spells/Special	1	Domin. (HI)
Air (V)	20F	150	FSpt/20	FA/VF	H/LA	280G	20(80)	Spells/Special	1	Domin. (HI)
Ice (V)	20F	50	Run/0	SL/MD	H/SL	325G	20(30)	215Wm(2D)/230LBa(x2)/ Spells/Special	1	Domin. (HI)
Light (V)	20F	180	FSpt/30	FA/BF	H/LA	250G	20(80)	200Fl(3D)[elec][impact]/ Spells/Special	1	Domin. (HI)
Water (V)	20F	60	Spt/0	SL/FA	H/SL	300G	20(40)	200HGmets/Spells/Special	1	Domin.(HI)
Earth (V)	20F	40	Run/0	SL/MD	H/SL	350G	20(20)	230Wm(3D)/230LBa(x2)/ Spells/Special	1	Domin.(HI)
THEMATIC DEMONS										
Doombringer (IV)	20G	80	Dash/20	FA/MF	H/SL	300F	12(60)	150We(Elec)/Spells/Special	1	Domin. (HI)
Soulslayer (V)	25F	70	Spt/20	MF/BF	L/L	220H	12(70)	180LCl(2x) or 180LPi/ 150LGr§/Special†	1	Cruel (VH)
Procreator (III)	12G	80	Dash/10	MF/MF	M/—	140F	3(50)	100We/Spells/Special	1	Special (VH)
Go-tjiin-kai (III)	8E	60	Fspt/30	MF/FA	M/—	150F	11(60)	150LBa(2x)/150LGr/ Spells/Special	1-3	Cruel (VH)
Jo-tjiin-kai (IV)	17F	80	Spt/20	MF/FA	M/—	190G	12(60)	180LBa(2x)/180LGr/ Spells/Special	1-2	Cruel (VH)
Khal-tjiin-kai (VI)	25G	100	Dash/10	MF/FA	L/L	240G	19(50)	230LCl(2x)/250LGr/ Spells/Special	1	Cruel (VH)
Ordainer (VI)	40H	100	Dash/30	FA/FA	H/SL	450H	20(80)	250We(2x)(3D)[Heat]/I Spells/Specia	1	Domin. (HI)
Singular Demon	10-50	—	—/—	—/—	M/—	150-750	20(50)	Spells/Special	1	Special (VH)

* *Special.*

§ = *If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.*

† = *If the attack on the left has attained a non-Tiny critical, this attack will occur in the next round of combat after the attack which obtained that critical.*

Chapter XV

Demons of the Void

(*Annals of the Wars of Dominion*)

1·The Void: An Overview

In this section we will discuss Demons of the Void: beings from beyond the known world. They may be from alien dimensions or planes of existence. They may also be from other planets. Their intermittent presence on the *Shadow World* is as unpredictable as their own quixotic motivations. Their nature is totally alien to Kulthea; they are drawn and repelled by the Essænce. To the ways of thinking most would consider rational, their actions are sometimes pointless, contradictory, and hopelessly chaotic. Unlike Demons of the Essænce, these creatures are rarely summoned using spells.

This section will also briefly discuss the Near Planes of the Void and some of the lesser creatures that inhabit them.

2·THE PLANES OF THE KNOWN VOID

These are also known as the Near Planes or the Six Pales. They are the home of the Demons most often summoned by powerful (or reckless) evil mages and sorcerers in search of powerful minions. Demons beyond the Pale are too alien and powerful to be summoned, much less controlled.

DEMONS OF THE PALE

These are the more familiar and lesser echelons of the Demons that are known as the Outsiders. Outsider is a general classification referring to all demons of the "Planar" or "Inner" Void. Demons of the Pale are categorized according to their home plane. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest.

These are in fact related to the Dark Gods of Charón, and serve those evil masters when summoned from their homes in the Planes.

Following the demons that rule the Pale is a listing of a few other beasts which share that bizarre realm. These other creatures are rarely seen outside of their home environment, but can be drawn into the *Shadow World* through Portals or Flow-storms.

Entities from other planes vary considerably. Some are friendly and benevolent (despite their terrifying form); most are selfish, malevolent creatures whose enchanted souls harbor awesome power.

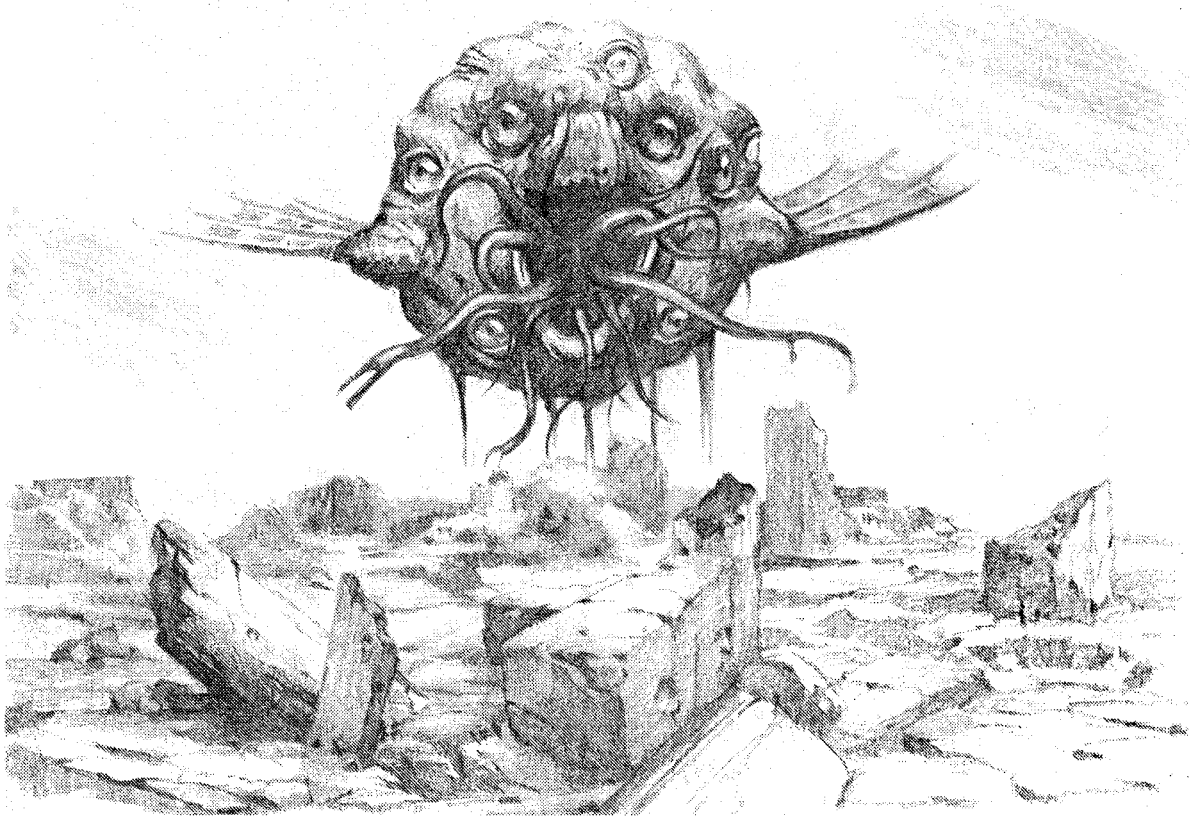
See *Rolemaster's Creatures and Monsters*, pp. 86-92, for more details on the pales, demons of the pale, and other creatures of the pale.

3·THE OUTER PLANES

Home of the Demons Beyond the Pale, the Outer Planes are not a place where sanity can survive. The senses are warped by energies and effects that cannot be understood. No more can be said, for no one has returned from the Outer Planes and recounted anything which makes the least sense.

As one travels further into the Outer Planes, things which are assumed to be immutable in our world become fluid. At first subtle changes may give clue to the fact that one is moving deeper into the Void: days and nights have no predictable length, and the stars flicker across the sky in random and sudden movements. Then colors and shapes of solid objects change; the logic of appearance and form no longer is relevant. The earth is a tortured place where oceans boil away and mountains are thrust up in a matter of minutes. Weather changes occur in seconds, and gravity sometimes falters.

These are worlds where rock may flow like water and air becomes viscous. Huge meteors crash to the earth constantly, while masses of rock rise up and into space, as if gravity has suddenly failed. The oceans steam and churn. Winds of more than



200 miles an hour blow in ever-changing directions. A day of three suns follows a night with four green moons, followed by a day of one sun that fills half the sky with a sullen, dim but angry face. As one is drawn further towards the ultimate incongruity, space itself begins to distort: stretching and contracting, twisting on itself. Past, present and future seem to reverse or even intersect.

In reality of course, the Outer Planes are made up of myriad worlds, but the subtle differences between the different incredible environments are lost on humanoid senses.

See *Rolemaster's Creatures and Monsters*, p. 90, for more details on *Demons Beyond the Pale*.

4·THE OUTER VOID

The Outer Void is oddly tranquil after the unthinkable realm of the Last Planes, though it has even fewer reference points, and serenity can lead swiftly to insanity. It is utterly silent. An almost tangible darkness is everywhere, while small white lights dodge and dart about, seemingly without mission or purpose. These glimmering lights are the Agothu as they exist in the Void. It is only in the *Shadow World* that they are forced to don hideous guises.

OLDER ONES: AGOTHU

The Older Ones are ancient spirits, eerie demigods and their servants who predate life on the *Shadow World* and have no connection with the Essænce. While their appearance in most cases is the most hideous and disgusting of all the demons, their purposes are sometimes not even what would be considered "evil." At the head of this strange and indecipherable order is Agoth itself, a sentient presence that is master of the entire chaotic hierarchy of the Older Ones.

See *Rolemaster's Creatures and Monsters*, pp. 90-92, for more details.

Althoi: [Void/Essænce; immune to natural heat and cold].

- *12' – 20' long, 8' barbed tentacles from mouth deliver a 10th level Circulatory poison with Puncture crit.*
- *Inter-planar travel at will (requires 3 rnds to materialize/dematerialize); can propel itself through the air at about 10 mph.*
- *Spells: Seer Base* True Sight *and* True Visions *to 30th; Bard* Base Mystical Change *20th; Mentalist Base* Mind Speech *to 10th.*

See *Rolemaster's Creatures and Monsters*, pp 90-91, for more details.

Guguth: ("Breathless") *[Void/Essænce/Coastal areas/East; operate freely underwater].*

- *Humanoid, 8' tall.*
- *Can cast unlimited* Great Vacuums *(Sorcerer Gas Destruction), but must be inactive for the previous round to prepare and the 10' radius of effect must be adjacent to the Breathless. Once per day it may create an* Implosion *(50th level), but must be in a doorway or window to the structure.*
- *Immune to all attacks of Mentalism, and to air-related attacks, simply inhaling the effect.*

Guguth (The "Breathless") are vaguely humanoid, but their oversized heads are little more than skulls. Their bodies are covered by a skin like grey parchment, dry and peeling. Their large, claw-like hands are skeletal. Their eyes show moisture, however, oozing a bloody liquid as they move in their sockets. Clothing themselves in armor fashioned of sea-turtle shells, they wield jagged swords of a bony material. But the most fearsome weapon is their breath attack.

Alone among the Agothu, the Guguth have established a permanent foothold on the *Shadow World*—in the Burning Lands to the East. With their servants they have begun invading neighboring domains, even challenging the Essænce Lords. Sometimes the Breathless are seen riding in eerie, silent air-chariots, powered by the Flows. This may be how they have broken through the Barrier.

Tresh: [Void/Essænce; immune to natural heat and cold].

- *Inter-planar travel at will (requires 3 rnds to materialize/dematerialize); can propel itself through the air at about 15 mph.*
- *15' – 20' tall body with 9 tentacles hanging beneath. Three are 40' long, remaining six are 20'. Probiscus injects a Level 8 Reduction poison.*
- *Possess all Mentalist Base Lists to 20th level; are immune to Mental attacks.*

See *Rolemaster's Creatures and Monsters*, p. 91, for more details.

AGOTHU SERVANTS

The creatures listed below are Demonic underlings of the Older Ones. Any of the below may be in the service of the Agothu above.

Glaar: [Void/Essænce; immune to lightning attacks].

- *Vaguely anthropoid, 10' tall, but invisible (-100 to attacks).*
- *Fires* Lightning Bolt *+50 1x/round, uses its hits as Power Points.*
- *Critical in melee delivers additional Electricity critical.*
- *Can only be harmed by enchanted weapons.*

Glaar can also be summoned and directed by the Agothu, though the energy requir ements usually make them an impractical tool. Without fresh energy, a Glaar will dissipate at the rate of 10 hits per hour. If it goes over max hits, it dissipates into harmless static electricity. A Glaar will not cross water (it will "short out").

See *Rolemaster's Creatures and Monsters*, p. 91-92, for more details.

Janak: ("Life Eaters", aka "Sucathu") *[Void/Essænce/East].*

- Most often servants of the Breathless.
- *Tartu mounts are able to "swim" through the air at 20 mph at altitudes of up to 1000' and Inter-planar travel under Life Eater direction (requires 6 rnds to materialize/dematerialize).*

Akin to hairless men, the Janak ("Life Eaters") are unspeakably evil servants of the Breathless. They are covered by tough, toenail-like protrusions, which form a scaly skin. Life Eaters have beaks instead of mouths, surrounded by an array of eight squidlike tentacles, tipped with hollow spines. They have four eyes in the front and four in the rear of their elliptical skull. Four ears crown their heads, each protected by a bony tusk. Their four arms end in four-fingered talons.

Warriors often ride Tartu, creatures resembling huge reddish sea turtles that have been bred to sport double shells with an armored compartment. This small chamber, located between the Tartu's two shell layers, accommodates 2-4 Life Eaters. The Janak cut apertures in the outer shell, transforming the Tartu into a living tank.

Each fighter carries a small, double-stocked crossbow, and a large, biting axe. The twin blades of the axe close when they strike, chewing the flesh out of the victim and opening a wide wound from which the Janak will feed. Life Eaters wear light leather armor made from Tartu hide or layers of human skin. Some adorn themselves with peculiar helms.

Life Eaters thrive on blood and other bodily fluids, which they suck out through syringe-like tentacles. A Life Eater can drain the fluids from a grown man in about an hour, although it often feeds on a victim for a day or two. Within a minute, a Life Eater consumes enough blood to render its prey unconscious.

Slyak: ("Bone Eaters", aka. Slicathu) *[Void/Essænce; operate underwater, near coasts].*

- *Can breathe water or air with equal ease.*

Like the Janak and Vlech, the Slyak are demonic minions of evil. Many serve the Breathless.

They are covered by bony plates and sport thick, four-part beaks instead of mouths. An array of of eight additional serrated mandibles surround the beak, forming a powerful outer gripping tool. A Slyak also has eight eyes: four surround the mandibles at the front of the bone eater's elongated skull and the other four face backwards. Four hollow tusks which house the ears circle the skull. The Slyak's four arms end in four-fingered talons. For armor they usually wear black or dark grey hide, and their favored weapon is a spiked warhammer or baw.

Slyak eat bone and drink bone marrow. Crushing their foes, they quickly tear away extraneous flesh, then suck the marrow from the shattered skeleton. If time allows, they follow this course with the bones themselves. An adult Slyak can consume a man in 5-10 minutes, though it prefers feeding over the course of an hour or two.

Demons and Inhabitants of the Void

Demon (Type)	Lvl	Base Rate	Max Pace/ MM Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks (Prim/Sec/Tert)	# Enc.	Outlook (IQ)
Agothu										
Guguth	20F	100	FSpt/20	VF/FA	L/—	200F	18(50)	150Th/Special Breath	1	Cruel (SU)
Agothu Servants										
Janak	8F	90	Dash/10	MF/FA	M/—	150D	13(40)	140Ba/90MCl§/Special	1-6	Cruel (SU)
Slyak	12F	110	Spt/10	FA/FA	M/II	210F	19(30)	180Wh/80LKr/Special	1-4	Cruel (SU)
Tartu Mounts	12G	200	Dash/10	VF/FA	H/SL	300H	12(40)	60LBi/50HBa	1-5	Normal (AV)

Not Listed: Demon of the Pale, Orgal, Shaan, Vooj, Algalon, Urki, Morl, Xuun, Ag-Ak, Ophul, Murg, Karax, Demon from Beyond the Pale, Althoi, Tresh, Glaar, Uthuro, Mind Eaters, Xyr and Yathlu. See Rolemaster's Creatures & Monsters.

§ = If the attack on the left has attained a non-Tiny critical, this attack will occur in the same round of combat after the attack which obtained that critical.

Chapter XVI

Appendices

1 · Weather & Climate

Climate Overview

Following is general climate information to aid the GM in establishing weather and climate in various parts of the *Shadow World*. Additionally, these terms are used in conjunction with the flora and fauna described later to guide the GM in accurately placing wildlife.

Climate Types

The following general terms will be used to provide guidelines in reference to the location of plants and animals described later in the book.

Temperature

Hot: Usually in equatorial regions and in association with Semiarid or Arid, indicates very high temperatures by day and cool to cold nights. Low humidity and sparse vegetation allows for temperature extremes. Little seasonal variation.

Tropical: Warm-to-hot, humid days and warm nights, dense vegetation moderates temperatures from day to night. Usually in equatorial areas, often near coasts. Little seasonal variation.

Temperate: Mid-latitude, lower altitudes and sometimes coastal proximity allow for hot, humid summer and cool winter with occasional freezing. Distinct seasonal variation.

Cool Temperate: Mid-latitude inland and/or higher altitudes mean cooler summers and winters, the latter often with long periods below freezing. Distinct seasonal variation.

Cold: Brief, cool summers and long winters with temperatures rarely breaking the freezing mark. Moderate seasonal variation.

Frozen: Found only in polar regions and very high altitudes. Temperature never rises above freezing; ground is permafrost. Little seasonal variation.

Precipitation

Rainy: One or two dry months; wet the rest of the year with frequent downpours. Mild seasonal variation.

Humid: Moderate precipitation year-round, frequent fogs in highlands and coastal areas. Moderate seasonal variation.

Seasonal: Common for Temperate & Cool Temperate climes. Moderate precipitation during spring and fall, and less during other months. Fairly distinct seasonal variation.

Wet & Dry: Heavy precipitation during rainy season; little or no precipitation the rest of the year. Distinct seasonal variation.

Semiarid: Usually hot or cold areas. Light precipitation one season; little or no precipitation the rest of the year. Distinct seasonal variation.

Arid: Very hot or cold areas. Light to negligible precipitation with rapid evaporation and ground absorption. Little seasonal variation.

Special

Essænce: In proximity to powerful Essænce flows or foci.

Freshwater: Lakes, rivers, ponds, etc. Generally shallow water where sunlight penetrates.

Glacier: Either on or near a present glacial mass; necessarily the location is high altitude or near the poles. The climate is *cold* or *frozen*.

High Altitude: Extreme altitude, above the tree line; snow and ice never melts.

Nocturnal: Functions almost exclusively at night or in darkness.

Ruins: In proximity to ancient remnants of civilization, long abandoned. Includes barrows, cities, castles, etc.

Saltwater: Usually large bodies of water such as oceans. Usually habitat is either sunlit shallows or dark, high-pressure depths but not both.

Swamp: Shallow wetlands with fairly stagnant water and/or spongy water-soaked earth; depending on temperature may be marsh, moor, fen, bog, or bayou.

Underground: Any cave or cavern where sunlight never reaches.

Volcanic: Proximity to active volcanoes, volcanic thermal vents, possibly volcano-heated geysers.

Atmosphere & Weather

A turbulent sea of air covering the planet, the atmosphere is subject to many forces. Weather is variable—and often violent.

The Weather

Kulthea's axial tilt is approximately 25 degrees, causing definite seasonal weather changes. Additionally, wind and air currents often lead to a variety of divergent local weather patterns. In general, weather is surprisingly mild, with habitable regions extending to quite near the poles. The equatorial regions, while sometimes quite hot, are bearable to most humanoid races.

Like everything else on the *Shadow World*, weather changes can occur abruptly and dramatically. Shifting wind and water currents can cause sudden mutations in prevailing conditions. While the planet has discernible seasons and consistent temperature ranges in a given area, there are periods when norms are abandoned and completely aberrant weather occurs.

Storms

The strange forces that have shaped the *Shadow World* continue to influence her day-to-day environment. Weather prediction, even through the means of powerful magics, is far from a certain thing. Certain areas are prone to very severe weather, however, and have consistently remained so for millennia. It is believed that they are at or near old Essænce Foci, thus attracting the more violent meteorological effects.

Essænce Influence

The Flows of Essænce have a role in the way weather patterns form on Kulthea. Just as mountain ranges and coastlines affect frontal movement, so do the Flows. A strong band of Essænce can act just like a sheer, mountainous ridge against a weather pattern. Jet streams often travel along Essænce Flows. More on the effects of Essænce Flows is explained later in this book.

Magnetosphere

Like virtually all celestial bodies, Kulthea has a magnetic field. These gigantic "belts" are generated from the core of the world, which acts like a huge magnet. The magnetosphere is critical to life on the planet, protecting the inhabitants from various types of solar radiation. It also has the side effect of creating beautiful displays of coruscating lights near the poles: a curtain of luminous gases drifting through the night sky.

Unlike many worlds, however, the magnetosphere of the *Shadow World* is in a state of flux. It appears to be affected by—and indeed a part of—the Flows of Essænce. The bands of magnetic force, which should flow in a fairly uniform arcs in a N-S direction over the planet, are often warped as much as 20 along their route.

The magnetic poles themselves move about, as far as 15 from the geographic pole (the planetary axis) and as close as dead-on. Loremasters claim that the planet's polarity has actually *reversed*, but not in the last several thousand years.

The distortion of the magnetic bands may have played a role in the formation of so many odd races on Kulthea by allowing heavy doses of radiation to reach the planet surface at intervals, stimulating mutation. The magnetosphere and the Flows are somehow related, though which one dominates the other is not clear. In any case, the capricious nature of the magnetic field makes a compass or similar instrument virtually useless.

WEATHER EVENTS

In addition to general weather patterns and normal fluctuations, there are certain seasonal or random events that deserve special mention.

Dust & Sand Storms: Any temperate to hot and arid or semiarid area can support this kind of dry windstorm. In addition to blinding dust and deafening winds, sand can cause skin abrasions, and in severe instances, static electricity can deliver *Shock Bolt* strikes.

These storms, accompanied by Essænce activity, can summon Air, Light, and/or Earth Elementals all together—a truly terrifying event. Roll D100 for chance of encountering a storm: Winter/Summer/Autumn: 01-03; Spring/Fall: 01-06.

Black Winds: Late Autumn/Early fall is storm season in the northern hemisphere, bringing the *Puirl Buirn* (Er. "Black Winds"), severe storms and even hurricanes. Water spouts are also not unknown. Essænce activity in conjunction with the Black Winds brings Water and Air Elementals.

Hurricanes: In the western hemisphere, only the Lonely Sea and the Forbidden Sea are large enough to support the formation of any sizeable storms, and the latter is too far north to allow for tropical depressions. Because of these factors, large, enduring disturbances of hurricane magnitude are rare. However, Coriolis winds and other environmental factors often combine forces to create sudden, powerful coastal storms with little warning, especially just north and south of the equator.

STANDARD TEMPERATURE TABLE

The following chart gives average temperature ranges (the low being just before sunrise, the high being usually at mid-afternoon). The GM should (a) note the size of the range, (b) roll the dice, and (c) use this as a guide for each given day. Very low or high rolls may indicate a variation of as much as 20 beyond these norms. Temperature is in Fahrenheit; water freezes at +32 .

STANDARD TEMPERATURE TABLE

Month/Day	Hot	Warm	Temperate	Cool	Cold	Frozen
Winter						
1 – 35	60 – 75	45 – 65	10 – 50	0 – 35	(-40) – 0	(-60) – (-40)
36 – 70	55 – 70	40 – 60	0 – 45	(-20) – 30	(-50) – 0	(-70) – (-50)
Spring						
1 – 35	65 – 85	50 – 70	25 – 65	15 – 55	(-35) – 10	(-40) – (-20)
36 – 70	75 – 95	60 – 90	50 – 75	20 – 60	(-25) – 25	(-30) – (-10)
Summer						
1 – 35	80 – 105	70 – 95	60 – 90	40 – 80	-10 – 50	(-30) – 0
36 – 70	90 – 115	80 – 105	70 – 100	40 – 80	35 – 60	(-20) – 20
Autumn						
1 – 35	75 – 100	65 – 95	55 – 85	30 – 60	20 – 50	(-10) – 15
36 – 70	70 – 90	60 – 85	45 – 70	20 – 55	0 – 40	(-20) – 0
Fall						
1 – 35	65 – 85	55 – 75	30 – 65	10 – 45	(-20) – 30	(-40) – (-10)
36 – 70	60 – 85	50 – 70	20 – 55	0 – 40	(- 30) – 15	(-50) – (-20)

STANDARD PRECIPITATION TABLE

The following chart gives the monthly Precipitation means and probabilities for a variety of locales. GM's should note that the date ranges represent approximations.

The pattern will be the same in the different hemispheres and temperature zones, but the local seasonal cycle may vary by as much as a month.

The first figure represents the mean in inches; the second or parenthetical is the probability number. Roll the dice each day, any roll equal to or **less** than the probability number means that there will be precipitation that day; the lower the number, the heavier the precipitation during the given time.

Computation of the type of precipitation is keyed to the area's temperature on that day: **snow**: below 32; **sleet**: 32 – 35; **rain**: above 32 . If it rains during the summer and the temperature is 90 or above, there is a 40% of it being a **thunderstorm**, and if so a 10% chance of hail. In temperate areas near lakes or rivers, there is a 5% chance of there being fog on unusually cool (but above freezing) mornings.

Rainy: hot or warm; one or two dry months; wet the rest of the year; frequent heavy rains.

Humid and temperate: precipitation in all seasons; light to moderate precipitation spread over many days, although heavy downpours can occur on occasion; heavy fogs in highlands or along coasts, rivers and lakes.

Wet and Dry: distinct and extreme wet and dry seasons, very heavy precipitation during the wet season; little or no precipitation during dry period.

Dry: areas with cold or hot climates; modest precipitation concentrated during warm-moderate temperature periods; dry the rest of the year.

Arid: extremely cold or hot areas; light to negligible precipitation; rapid evaporation or ground absorption.

WIND & WEATHER CHART

The chart below illustrates the effects of wind on land and water surfaces. The dice rolls are open-ended. Generally, drop effects one step for inland regions. Roll daily, but keep in mind that weather generally changes as a continuum rather than abruptly. When possible, roll in advance a few days to be prepared for upcoming events.

STANDARD PRECIPITATION TABLE

Mnth/Day	Rain	Humid	Tmprt	Wet/Dry	Dry	Arid
Winter						
1-35	10.5 in (90)	2 in (20)	2 in (20)	1 in (10)	.25 in (02)	— (01)
36-70	9 in (85)	2.5 in (25)	1.5 in (15)	.25 in (02)	.25 in (02)	— (01)
Spring						
1-35	10.5 in (90)	3.5 in (50)	2 in (20)	.25 in (02)	.25 in (02)	— (01)
36-70	8 in (80)	4.5 in (80)	2 in (20)	2.5 in (20)	.25 in (03)	.25 in (02)
Summer						
1-35	4 in (40)	5.5 in (85)	2 in (20)	2 in (20)	.75 in (07)	.25 in (03)
36-70	2.5 in (25)	4.5 in (80)	3 in (30)	3 in (30)	1.5 in (15)	— (01)
Autumn						
1-35	2 in (20)	6.5 in (95)	2.5 in (25)	5 in (50)	1.5 in (15)	— (01)
36-70	5 in (50)	6.5 in (90)	3.5 in (35)	11 in (95)	1 in (10)	— (01)
Fall						
1-35	6 in (60)	3 in (40)	2.5 in (25)	12 in (99)	.25 in (03)	— (01)
36-70	8 in (80)	2.5 in (25)	.25 in (25)	7 in (70)	.25 in (02)	— (01)

WIND & WEATHER CHART

ROLL	WIND SPD (mph)	TYPE	WAVE FORM / HEIGHT	EFFECTS AT SEA	EFFECTS ON LAND
01-02	under 1	Still	Glassy	Sea like mirror; sailing ships becalmed.	Calm; smoke rises vertically.
03-05	1-3	Light air	Calm, 0'	Ripples with appearance of scales; no foam crests. Sailing ships sluggish.	Smoke drift indicates wind direction; vanes do not move.
06-15	4-6	Light breeze	Rippled, 0-1'	Small wavelets; crests of glassy appearance, not breaking.	Wind felt on face; leaves rustle; vanes begin to move.
16-30	7-10	Gentle breeze	Smooth, 1'	Large wavelets, crests begin to break; scattered whitecaps.	Leaves, small twigs in constant motion, light flags extended.
31-45	11-16	Moderate breeze	Slight, 2-4'	Small waves, becoming longer; numerous whitecaps.	Dust, leaves, and loose paper raised up; small branches move.
46-60	17-21	Strong breeze	Moderate, 4-8'	Moderate waves, taking longer form;many whitecaps, some spray.	Small trees in leaf begin to sway.
61-70	22-27	Strong wind	Rough, 8-13'	Larger waves forming; whitecaps everywhere; more spray.	Larger branches of trees in motion; whistling heard in wires.
71-75	28-33	Moderate gale	Rough, 10-15'	Sea heaps up; white foam from breaking waves begins to be blown in streaks.	Whole trees in motion; resistance felt in walking against wind.
76-85	34-40	Fresh gale	Very rough, 13-20'	Moderately high waves of greater length; edges of crests break into spindrift,foam is blown in streaks.	Twigs and small branches broken off trees; progress generally impeded.
101-150	41-47	Strong gale	High, 20-30'	High waves; sea now rolls, dense streaks of foam; spray may reduce visibility.	Slight structural damage occurs; tiles blown from roofs. Damage to small trees and plants
85-89	48-55	Whole gale	Very high, 30-40'	Very high waves with overhanging crests; sea appears white as foam is blown in very dense streaks; rolling is heavy and visibility reduced.	Large tree branches broken off; heavy rains. Flimsy structures damaged.
90-92	56-63	Storm	40-50'	Small ships capsize; visibility intermittent in spray and foam.	Wood structures badly damaged; heavy downpours cause local flooding and reduce visibility for brief periods.
93-95	64-71	Severe Storm	50-60'	Exceptionally high waves; sea covered with white foam patches; visibility still more reduced.	Seldom experienced on land; trees broken or uprooted; considerablestructural damage. Possible tornadoes
96-100*	—	Flow Storm	—	—	Roll on *Flow Storm* Table; roll again on this table for general weather.
101-150	74-90	Hurricane	Phenomenal, 60-70'	Air filled with foam; sea completely white with driving spray, visibility limited to a few feet.	Very rarely experienced on land; Usually accompanied by widespread damage from wind, rain, flooding.
151-195	90-120	Hurricane II	70-80'	All ships in great danger of capsize or wreck. Monstrous waves and blinding spray	Almost never experienced on land; wood roofs torn off. Rain & hail destroy flora.
196-200*	—	Flow Storm	—	—	Roll on *Flow Storm* Table 2x; roll again on this table, adding 50, for general weather.
201-250	100-150	Super Hurricane	80-100'	Only advanced ship with expert pilot has a chance. Spray is blinding, waterspouts, whirlpools.	Winds lift large objects and wreak havoc. Large hail, battering winds cause widespread damage. Many tornadoes.
251-300+	150-200	The Perfect Storm	Over 100'	No craft could survive on surface. Visbility nonexistent. Tsunamis.	Unheard-of inland; coastal areas wiped out. All structures obliterated.

* Unmodified Roll.

2·PLANTLIFE

VEGETATION OVERVIEW

While the many races and countless beasts of the *Shadow World* may dominate the landscape, we must not neglect the landscape itself. In addition to the familiar flora, there are some interesting —and sometimes deadly—variations.

The color Hemisphere Map gives hints as to the density of the land (the richer the green, the more verdant), but beyond that it is up to the GM to decide—based on latitude, altitude, and proximity to bodies of water. Following are five basic vegetation patterns, and a set of climatic descriptions which match the climate types described earlier.

1) Tundra and wasteland (desert);

2) Grassland;

3) Mixed vegetation with grass;

a) Scattered woodland and grass;

b) Shrubs and grass;

4) Mixed vegetation without grass;

a) Needle-leaf and broad-leaf tree mixes;

b) Mixes of trees and shrubs;

5) Forest;

a) Coniferous vegetation: cone-bearing plants, normally broad and needle-leafed evergreens;

b) Broad-leafed deciduous vegetation;

c) Broad-leafed evergreen vegetation.

FORESTS

1) **Cool areas:** the forests tend toward stands of a) needle-leafed evergreens; b) needle-leafed deciduous trees; or c) mixes of the two evergreen varieties, all with little undergrowth. Except in the coldest areas, near polar reaches or along the highland tree lines, these trees are quite large and tall. Mature trees rise 100-200 feet and many exceed that height. Like other living things, trees tend to get larger and bunch closer when they need to retain heat. In order to capture the less generous amounts of light, they assume tall profiles. When the temperature and winds become extreme, however, these same varieties grow low, spreading and intertwining, eventually forming a sort of carpet.

2) **Temperate regions:** the forests generally include a mix of broad-leafed deciduous and needle-leafed evergreen trees. Mature stands normally vary in height from 50-100 feet, and variety abounds. Undergrowth is moderate in the deep forest, and rather dense along the edges of clearings.

3) **Hot, humid locales:** broad-leafed evergreens predominate. Undergrowth is uniformly extensive, and the variety of plants in these regions is unparalleled. Trees thrive and take on a tall, lean profile in order to reach the sunlight above the forest canopy. True "rain forests" may actually be composed of distinct layers: undergrowth (up to 20'), stands of younger trees (to 50'), and mature trees which form the "roof" at a height of 80-150 feet.

4) **Hot, dry areas:** trees are relatively scarce and tend toward specialized varieties, or broad-leafed deciduous and evergreen shrubs and scrub.

1) In cold **non-waste regions**, as one approaches the tree line or tundra, the trees get smaller and eventually give way to scattered broad-leafed evergreen shrubs. These get smaller as the locale gets more extreme, and dwarf varieties eventually predominate.

2) Lichens and grasses form **tundra** in very cold areas. Still colder areas that are not yet barren are covered with tundra composed of moss and lichens. Root and soil structures in tundra areas make for a damp, spongy ground which is almost rock-hard in times of cold (since the water is frozen). In warm seasons this ground becomes a soft, cushiony carpet that is often swampy or bog-like.

3) Vegetation in **waste regions** is adapted to long periods of dormancy, broken by short spurts of explosive activity. When active, these plants spread quickly and bloom with fervor.

4) **Warm waste areas** are often surrounded by belts of scattered broad-leafed deciduous dwarf shrubs.

MEDICINAL HERBS

In the perilous world of Kulthea, medicinal herbs play a crucial role in the survival of peoples of many cultures—and any party of bold adventurers.

GM NOTE: *An exhaustive chart and supplementary material follows. While the chart indicates the general environment in which an herb might be found, specific locations are not mentioned. As the* Shadow World *is revealed, the GM may wish to designate exclusive regions (and seasons) where certain herbs can be found. He should also feel free to make up herbs of his own to further enrich the campaign.*

MEDICINAL HERBS CHART

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
SENSE ENHANCEMENT & HALLUCINOGENS					
Agaath	fM30NW	berry	chew	5gp	Breathe in low oxygen (25%+) 12 hrs. Once per day. AF 3.
Alzo	mD10U	seeds	cr/boil/dr	60gp	Adds 50 to adrenal maneuver rolls for 3 rounds. AF 10.
Basira	mF20S	bud	boil/inhale	15gp	("gloweyes") Allows one to perceive Essænce Flows, and enchantments. Imbiber's eyes glow red. (1 hr). AF 15.
Borga	mF15U	toad secretion	drink	50gp	("voyager") Strong hallucinogen. Subtract 50 from perception, 30 from maneuver and melee. (4-6 hours). AF 10.
Ezrin	mV25U	flower	chew	30gp	Subtracts 30 from maneuver and melee. Adds 50 to spell and missile attacks. Euphoric. (1 hr). AF 7.
Finrot	mO5U	oyster	eat	250gp	("fang") Strong Hallucinogen. Imbiber is in a trance (subtract 90 from perception, 60 from maneuver and melee) and has sometimes prophetic visions. (2-3 hours). AF 20.
Furk	aW10M	leaf	boil/inhale	15gp	Enhanced vision (x3 plus mild infravision) for 3 hrs.1x/day. AF 25.
Gort	hJ25S	leaf	powder/inhale	2gp	("sniff") Mild euphoria. Add 10 to all Presence RRs. (1 hr). 'Psycologically addictive.' AF 5.
Hristo	cC5N	leaf	crush/burn	30gp	Allows mental summons of of one known sentient friend (100 feet x level of user). AF 23.
Jiri	mO15W	lichen	rub (on eyelids)	10gp	Infravision (one hour). AF 3.
Kalanga	hJ20U	leaf	burn/inhale	5sp	Mild depressant. Subtract 20 from maneuver and melee (2 hours). AF 5.
Kilmakur	hS10U	root	boil/eat	65gp	Protects versus all (within reason) flame and heat for 1-10 hours. AF 33.

Climate Codes: arid = a; semi-arid = s; hot & humid = h; mild temperate = m; cool temperate = t; cold = c; severe cold (frigid) = f; everlasting cold = e

Locale Codes: Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous (evergreen) forest = C; Deciduous/mixed forest = D; Jungle/rainforest = J; Short grass = S; Tall grass = T; Breaks/wadis = B; Waste = W; Desert = D; Freshwater coasts and banks = F; Ocean/saltwater coasts = O; Volcanic = V; Underground (caverns) = U

Frequency: Based on a scale of 1-100 (100 being very common; 1 very rare). These numbers are indicative of availability in the wild.

Compass Code: Last code in sequence shows area of the main continent where herb is most common. "U" equals universal. "M" indicates mid-continent.

Preparations Codes: bo =boil; br = brew; ch = chew; cr = crush; dr = drink; eat = ingest; in = inhale; po = poultice.

Addiction Factor: GMs may wish to make certain herbs addictive. The # code preceding the effect is the suggested addiction factor. Each time an herb is employed after its initial use in any given week (10 days), the GM should roll to see if the user becomes addicted. GMs can double the addiction factor # with each subsequent use (after the 2nd) in the given week. If the roll is under the adjusted addiction factor #, addiction results. Subsequent effects: (a) loss of effectiveness of herb; (b) loss of effectiveness of user (-50) when they are not using the herb; (c) loss of user's ability to resist using herb under stress; or (d) unpleasant, possibly violent, withdrawl symptoms without usage.

Effect: Unless otherwise stated, a max of one dose can take effect in any given round. The effect is based on a dose weighing _ ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

SENSE ENHANCEMENT & HALLUCINOGENS CONTINUED

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Kylan	fW20N	berry	chew	45gp	2x strength (double concussion damage, +10 to hit) 4 rnds. AF 35.
Lujat	mHCD8U	bat blood	drink	300gp	("zoom") Strong stimulat. Imbiber is hasted for 10-20 rounds, after which there is a 20% chance of a damaging heart attack (result: reduced Con, endurance, danger of more attacks).
Nira	hO60U	root	chew	60gp	Haste (3 rnds). AF 25.
Nygath	tH4U	mushroom	eat	200gp	("zap") Strong hallucinogen. Imbiber in a coma for 15 minutes, then awakens with 2x full PP restored (any extra points are lost after the next sleep). 2% chance per use (cumulative) that visions are so frightening that imbiber becomes suicidal. AF 25.
Oranto	tU20E	mushroom	eat	100gp	Haste (6 rnds) user takes 20 hits due to drug reaction 10 rounds after being taken. AF 35.
Paran	tU5SW	stem	boil/inhale	80gp	See invisible things or beings for 10 minutes. AF 80.
Resha	hV20SE	flower	chew	90gp	Allows mental contact with friend.(10 miles x level of imbiber) Contact lasts 6 rounds. AF 50.
Rud-tekma	hJ6S	fruit	eat	25gp	Bonus of +20 for casting spells or over-casting attempts. Lasts 1 hr. Maneuver and melee -20. 10% chance any spell will be cast on nearest unintended target. AF 10.
Selig	mF30U	fungus	chew	18gp	Enhances hearing 1 hr. AF 5.
Somiren	sB10E	leaf	boil/inhale	30gp	Restores as nights' sleep or meditation. Use in given week results in: once = loss 1 pt Con; twice = loss 5 pts; thrice = 25 pt loss (temp). AF 9.
Zapic	hJ4S	leaf	powder/inhale	80gp	Euphoric. Add 50 to all spell failure avoidance rolls when overcasting. (5 rnds). AF 20.

CONCUSSION RELIEF

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Akbutege	sO82S	leaf	chew	12sp	Heals 1-10. AF 1.
Akunga	tOssSE	leaf	salve	8gp	Heals 2-20. AF 1.
Anneke	cH15N	flower	chew	30gp	Heals 5-50. AF 4.
Bayla	eV90N	lichen	boil/inhale	50gp	Heals 1-100. AF 2.
Blenna	cC7N	fruit	eat	70gp	Heals 10-100. AF 6.
Darric	cM80U	berry	chew	10gp	Heals 10 (instant effect). AF 2.
Forb	fM85NE	berry	chew	40gp	Heals 10 and relieves 2 rnds accumulated stun. AF 3.
Kenja	tD80U	leaf	brew/drink	3sp	Heals 1-4. AF 0.
Morue	fH20NW	root	chew	80gp	Heals 50. AF 7.
Purg	mD10NW	nectar	dissolve/drink	30gp	Heals 20. AF 3.
Raman	sO40W	leaf	chew	10sp	Heals 1-10. AF 1.
Rigni	cM90E	lichen	crush/poultice	120gp	Heals 3-300. AF 12.
Sheku	aD5M	berry	place in mouth	140gp	Heals all hits. Instant effect. Imbiber stunned for one round due to shock. AF 50.
Shuab	eW10M	leaf	poultice	30gp	Heals 2-20. Doubles healing of all major wounds. Antiseptic. AF 1.

ANTIDOTES

Alzo	tF15U	leaf	chew	27gp	Antidote for Yosis. AF 5.
Bevolin	mO20SW	leaf	brew/drink	45gp	Antidote for Ghida. AF 5.
Deon	hO5S	root	eat	110gp	Antidote for Loryaak. AF 3.
Eshetu	mT20M	grass	poultice	80gp	Antidote for Kadah. AF 9.
Ikbal	mF2U	crystal	dissolve/drink	300gp	Antidote for any poison if taken within one hour. AF 20.
Nega	mS80N	leaf	brew/drink	80gp	Slows effect of any poison 10x. Lasts 24 hours. AF 0.
Radoje	tH90U	root	crush/rub	10gp	Cures infections (1 wound). AF 1.
Retta	tC14U	flower	chew	120gp	Neutralizes any poison below10th level. AF 15.
Siri	aW10SE	root	chew	80gp	Antidote for Luku. AF 8.
Tevy	mO20S	leaf	boil/inhale	25gp	Antidote for Vyurk. Cures Hurothgaar. AF 3.

STAT MODIFIERS

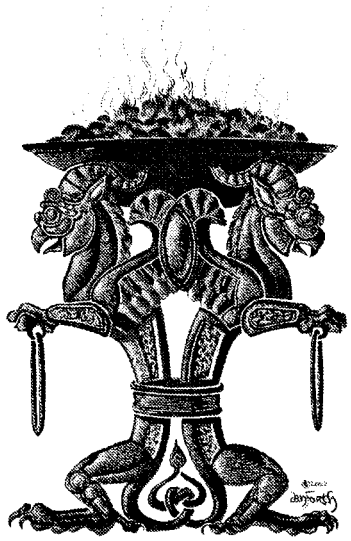
NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Alaec	aD2SW	flower	chew	450gp	Restores any stat losses other than those due to age. Affects only one stat. AF 10.
Azele	fG1NE	bud	chew	340gp	Allows one to increase any one stat's potential by one point. Effect permanent. User can only use the drug once in his lifetime, or body will reject (all stats drop by 5-50).
Sahn	cA3NE	flower	chew	500gp	Allows one to increase any one stat's potential by 4 (up to 100), but 10 must be deducted from any other one stat of the imbiber's choice. Effect lasts one year exactly. AF 50.

SPECIFIC REPAIRS

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Amar	tS20U	leaf	poultice	70gp	Stops bleeding by clotting and sealing wound (up to 5 hits/rnd; more severe wounds are unaffected). Wound is closed and healed; will not re-open. AF 9.
Arrine	mF30U	stem	rub	10gp	Doubles rate of healing fractures. AF 1.
Baalak	hO3U	reed	br/dr	160gp	Repairs one shattered bone. Takes one minute. AF 12.
Cellane	tH85U	leaf	boil/inhale	2sp	Decongestant. Adds 20 to resistance versus cold and pneumonia. AF 5.
Chuma	hO15S	root	crush/rub	12gp	Doubles rate of healing for sprains, torn ligaments, cartilage damage. AF 8.
Cicala	mT30M	grass	poultice	40gp	Mends one muscle (instant). AF 6.
Crale	tC30N	berry	chew	65gp	Restores hearing. AF 6.
Curfalaka	hJ12U	fruit	eat	40gp	Mends muscle damage. AF 15.
Daral	tO90U	leaf	poultice	1gp	Cures fever. AF 1.
Dorn	tF15U	leaf	poultice	40gp	Heals up to 50 burn-caused hits, and instantly relieves up to 2nd degree burns. 3rd degree healed in one hour. AF 3.
Dorub	cC30U	cone	cr/boil/poultice	60gp	Nerve repair (one limb) takes one hour. AF 20.
Efrid	hJ10S	flower	place in mouth	250gp	Massive nerve regeneration. One hour. AF 50.
Ghiloa	eG2NE	flower	crush/soak	10gp	Cures frostbite. AF 1.
NAME	**CODES**	**FORM**	**PREP/APPLY**	**COST**	**EFFECT/Addiction Factor**
Gursamel	tS3N	stalk	cr/po	30gp	Mends bone. Takes one minute. AF 20.
Hegheg	hS12U	root	bo/cr/poultice	25gp	Heals cartilage damage. AF 5.
Inexes	mD20SW	leaf	poultice	70gp	Stops bleeding of any one wound instantly. AF 9.
Iolar	cO60SE	mix	salve	10bp	Depilatory (removes hair in area applied). AF 0.
Irit	mM20NE	berry	salve	5sp	Local anesthetic. Lasts 4-5 hours. AF 1.
Irona	hJ20SE	leaf	boil/inhale	85gp	Cures mental disease. Takes one day. AF 10.
Jaymis	tM10SW	algae	dry/eat	60gp	Allows free breathing underwater (as well as in air). Lasts five hours. AF 2.
Jervie	mC20W	seed	cr/boil/poultice	145gp	Major organ repair (not brain). Takes one day. AF 50.
Jes	cH16N	flowers	salve	255gp	Joins limbs. Takes one day. AF 40.
Kadir	aD80M	stem	powder/dissolve/dr	3bp	Analgesic. AF 1.
Kiran	hV60SE	leaf	poultice	25gp	Heals cartilage damage instantly. AF 12.
Kiva	tD30S	nodule	poultice	40gp	Mends bone instantly. AF 15.
Macajou	cO4N	leaf	boil/apply	250gp	Regenerates one major organ. Takes five minutes. Imbiber is at max hits due to drain on body. AF 60.
Milinka	aD10U	root	salve/rub	12gp	Mends bone. Takes one hour. AF 7.
Nayeek	mS10W	flower	place in mouth	30gp	Lifekeeping (one hour). AF 10.
Nizzar	mV15S	root	poultice	80gp	Repairs one bone shatter. Takes one day. AF 5.
Nyasani	tF3M	flower	boil/dr	240gp	Regenerates one eye. Takes one day. AF 20.
Nya	eG1NE	flower	place in mouth	850gp	Lifegiving for Elves. Acts as Lifekeeping on anyone, lasting 10 days. AF 20.
Orlian	fF30NW	leaf	poultice	30gp	Preserves one limb. AF 0.
Pok	tU2U	mushroom	place in mouth	200gp	Regenerates brain tissue. Depending on area and extent, any lost accumulated experience is not regained. AF 70.

SPECIFIC REPAIRS CONTINUED

NAME	CODES	FORM	PREP/APPLY	COST	EFFECT/Addiction Factor
Reslyn	tO35SW	kelp	poultice	90gp	Cures blindness (if eyes not destroyed). AF 20.
Rumar	fM25U	berry	chew	60gp	Relieves up to 3 rnds accumulated stun. Takes effect 1 rnd after ingestion. AF 30.
Salufa	mO3W	flower	place in mouth	1000gp	Lifegiving. AF 40.
Sappora	mM15E	root	chew	2gp	Stun relief 1 round. Acts instantly. AF 20.
Savarhet	tD20U	clove	place in mouth	380gp	Will regenerate any damaged nerves and organs. Takes one day. AF 25.
Sebrun	cF45N	root	chew	5gp	General anesthetic. Lasts 10-12 hours. Level 5 atk. AF 5.
Sek	hJ60M	nectar	boil/inhale	20gp	Relieves coma, if related damage already cured. AF 15.
Shlorp	tU10U	mushroom	place in mouth	160gp	Lifekeeping (10 days). AF 40.
Shuab	tM80S	leaf	poultice	35gp	Heals up to 3rd degree burns in ten rounds. One dose will treat one square foot of area. AF 20.
Shumaran	sW20E	clove	place in mouth	1200gp	Lifegiving. AF 80.
Starza	tC23U	resin	dissolve/soak	25gp	Cures frostbite. Heals 2-20 cold related hits. AF 12.
Sterhen	tH40S	nut	eat	60gp	Stimulant. Add 10 to QU for 5 rounds; Assures wakefulness for 10 hours. AF 10.
Suman	mD8N	gold berry	place in mouth	200gp	Lifekeeping 30 days. AF 90.
Taline	mD40S	berry	crush/poultice	15gp	Blood vessel repair. AF 10.
Telpi	tT30NE	grass	poultice	45gp	Stops bleeding (up to ten hits/rnd). Victim cannot engage in strenuous activity without reopening wound. AF 8.
Tesh	mC75SE	resin	dissolve/poultice	80gp	Repairs ear. Takes one hour. AF 2.
Torrain	fH20NW	root	chew	20gp	Cures concussion. AF 6.
Tovo	sB10W	leaf	boil/inhale	5sp	Mild stimulant. Assures wakefulness for 5 hours. AF 8.
Trice	tO10SE	kelp	poultice	200gp	Will heal up to two square feet of fourth degree burns. Victim must recouperate one day. AF 2.
Trimas	tU8U	mushroom	eat	150gp	Regenerates appendage (finger or toe takes one week; arm or leg one month). AF 50.
Turfiik	sW10U	leaf	boil/poultice	50gp	Regenerates one bone (and attached tissues such as cartilage and tendon). Takes one day. AF 40.
Ujama	tM30U	leaf	poultice	10gp	Repairs sprain. Effect immediate. AF 30.
Vaniro	mH80N	berry	cr/rub	20gp	Restores heart action. AF 5.
Wor	aD30NE	cactus sap	poultice	60gp	Skull repairs. Takes one minute. AF 14.
Wumbar	sB35U	fruit	crush/rub	120gp	Joint repair. Effect immediate. AF 6.
Zaklar	tM80U	leaf	boil/inhale	3sp	Restores free breathing. AF0.
Zan	cO20S	stem	crush/rub	250gp	Spine repair. Takes one minute. AF 18.
Zorm	mS15N	grass	poultice	150gp	Shatter repair. Takes one round. AF 22.



HERB/DRUG AVAILABILITY

To Compute price/availability use the following steps:

(1) Find compass area.

(a) Mid-continent is always one compass region away from adjacent regions.

(b) Universal Herbs are uniformly distributed.

(c) Remaining regions are based on compass points (N, NE, E, SE, S, SW, W, NW). Cost is based upon main home, but any region containing compass point (e.g. E is in NE, SE and E) uses base price. Regions 1 step away use 2x cost; areas 2 steps away use 4x cost.

(2) Use cost multipliers below:

Market/Availability:

1/2x if market oversupplied in good

1x if normal/cosmopolitan market

2x if rural market

3x if isolated/black market

10x if insulated/inaccessible market

(3) When selling an herb to a merchant or interested (and rich) individual, employ two more factors (it's not that bad, really):

(a) If the herb is not "universally" available it may be hard to sell, particularly where cheap local equivalents are available.

(b) Prices are computed as normal where there is a demand. Where there is no demand, the herb will bring 50% of the price of the cheapest equivalent locally in demand and available. All price fractions here should be rounded down.

(c) Unless otherwise stated, (due to culture, locale, circumstance, etc., etc.) PCs deduct 50% of the price when selling the herb.

(4) Weights should be calculated at _ ounce per dose. This might vary in certain cases within the GM's discretion.

FINDING AN HERB IN THE WILD:

A) This formula allows the GM to determine the number of doses a group could find after a 10-hour search in previously unexplored territory (not exploited in last 6 months) which is a suitable locale for the herb sought.

B) A united group gets one roll for an organized search. Roll randomly to see how many doses a given individual finds.

C) For a group that separates into smaller units, each groups makes a separate roll. The individuals or parties must cover entirely separate areas, usually out of earshot, and not contact each other during the period in question.

D) Formula: #doses = [(1-100) on open-ended D100) + modifiers + frequency # -100] divided by 5 OR the frequency #, whichever is LOWER.

E) Modifiers:

Searching in area searched in last 6 months -50

Searching in compass code area adjacent to home of herb -50

Each Animist in group +30

Each Ranger in group +20

Each additional searcher +02

Each day spent unsuccessfully searching +05

Note: *When used too frequently most herbs will cause either dependence or a negative allergic reaction in the imbiber. The frequency necessary and ramifications should be determined by the GM. However, use of any of these herbs on the average of more than once per day for more than a week should be dangerous. Alternatively, using the herb a given number of times within any given period may trigger addiction.*

Some possible afflictions:

a) dependence forces user to imbibe drug once/day or face violent, unpleasant withdrawal.

b) drug ceases to be effective; more and more doses required at once to be effective.

c) imbiber develops allergy to drug, and cannot take drug without a reaction (from sneezing fits or hives, to a serious overall swelling, trouble breathing, and even a chance of heart attack or death.

d) imbiber who frequently uses, for instance, a "haste" herb in "tense" situations may, in a "tense" situation in which he does not use the herb, trigger a withdrawal reaction, such as *slowed* movement.

It is also important to note that the PCs will not necessarily be aware of the possibility of becoming addicted, or else they will take precautions.

POISONS & VENOMS

While sometimes not actually herbal in nature, many poisons are derived from plant extracts. A collection of various poisons common over much of the *Shadow World* is included here.

Poisons come in many forms and involve myriad effects. Actually, they are any substance that destroys life or impairs health from within the victim, regardless of the ultimate result.

The guidelines here relate to the design of poisons suitable for an FRP game.

Regarding beasts that attack with a poison or venom, ***Rolemaster*** has a variability system involving a special level roll. For simplicity's sake, we suggest that the GM may wish to use the beast's level as the actual poison attack level.

When designing your own poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g., attack bonuses).

The Types of Effect

We classify poisons in six effect categories:

1. Circulatory Poisons
2. Nerve Poisons
3. Conversion Poisons
4. Reduction Poisons
5. Muscle Poisons
6. Respiratory Poisons.

Each is a grouping of substances that share symptoms and means of attack and work toward the same detrimental aim (unpalatable result). All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system that moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs that produce movement, and nerve poisons disrupt the body's signaling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

Determining the Severity of Effect

Within these categories are four levels of severity that determine the degree of harm to the victim: mild, moderate, severe, and extreme. Normally, the degree of severity is based on the potential victim's resistance roll (RR), but the description of the poison or circumstance may dictate otherwise. If two or more means of determining severity are specified (e.g., the victim must make a RR and a roll based on his Con), resolve each and apply the most severe result.

RR-based Severity

Generally, a person receiving a critical strike in an attack that is accompanied by a poison must make a RR (using the standard RR table, found in *Spell Law* and elsewhere), comparing his own level with the level of the poison. When the unfortunate soul fails a RR, the GM should determine how much of a failure is involved by comparing the adjusted RR with the number needed to succeed. (Generally the victim adds his Constitution stat bonus and his Race bonus to the RR.) Unless the poison attack is described otherwise (e.g., the poison delivers only mild effects or the effects are not RR dependent), the difference indicates the resulting level of severity.

RR FAILURE SEVERITY LEVEL

01-25 = mild

26-50 = moderate

51-100 = serious

101+ = extreme

Constitution-based Severity

Some poisons affect the victim in ways that are independent of his level. Instead, the victim's fate is a factor of his Constitution, or even his luck.

In the case of Constitution-based results, the determination begins with a single closed-end D100 roll that determines whether on not the poison affects the target. Individual poisons may modify the roll (e.g., a +20 venom would subtract 20). The potential victim adds his Con stat to the roll, hoping for an adjusted result of 101+. Should he get a result of 00 or less, the poison affects him and another closed D100 roll is made. Severity levels are based on the second roll:

ROLL SEVERITY LEVEL

15 or below = extreme

16-40 = serious

41-80 = moderate

81-120 = mild

Luck-based Severity

Luck-based effects are determined by a single closed-end D100 roll. These are often very powerful substances that will harm anyone unfortunate enough to experience their penetration. Typically, the poison will affect anyone, should the roll fall into the effect range. For instance, a poison which will affect anyone on a roll of 01-10 (10 or less) attacks a 20th level lord with the same vigor as it does a 1st lvl peasant, and each target is equally vulnerable. As with any poison, however, the effects of such an attack can be negated if the victim possesses special powers, items, or immunities.

The severity of effect may be specified, or it can be a function of the roll; the lower the roll, the more severe the result. We suggest the following ranges for severities versus rolls. They serve as handy examples.

AFFECT RANGE SEVERITY RANGES

01-50 01-05 = extreme; 06-15 = severe;
16-30 = moderate; 31-50 = mild.

01-25 01-03 = extreme; 04-10 = severe;
11-17 = moderate; 18-25 = mild.

01-10 01-02 = extreme; 03-04 = severe;
05-07 = moderate; 08-10 = mild.

01-05 01 = extreme; 02 = severe;
03 = moderate; 04-05 = mild.

The GM should remember that, while most poisons are limited by their purity or concentration (i.e., level), some yield effects restricted to lesser severity levels (e.g., the effects are never worse than moderate).

DESCRIPTIONS OF EFFECT

The following descriptions delineate the impact of each variety of poison, based on severity levels. Effects are generally cumulative, so a victim beset with two impairments reducing his activity by -25 is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

EXAMPLE: *The starving and overly-excited 3rd lvl Mystic T'revor attempts to eat a live "Sheepmonger" Tree Frog. He succeeds, but is embarrassed when he realizes that the glands on the frog's back contain a 6th lvl nerve poison. T'revor rolls an adjusted RR of 64, barely resisting the effects. He breathes a sigh of relief. Unfortunately, the poison also requires a luck-based roll, and affects anyone with a roll of 01-10. T'revor rolls again, this time getting a 01. Sadly, the young mystic receives the maximum result: an extreme severity effect. The GM consults the descriptions of effects and rolls to see when the symptoms at each of the various severity levels set in. Because the severity is extreme, T'revor experiences mild, moderate, severe, and extreme effects. Sometime later, his already clouded brain fails. T'revor dies with a smile on his face.*

Time of Effect: The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect: The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver or critical strike indicates that the spider injects the reduction poison in the victim's neck), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart:

POISON AREAS AFFECTED (SUGGESTED SEQUENCE)

Circulatory: feet, legs, hands, arms, abdomen, chest, neck,head.
Conversion: kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle: hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve extremities: eyes, mouth, brain.
Reduction: kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory: lungs, throat, brain.

CIRCULATORY POISONS

Mild or initial effects involve swelling around the point of injection or ingestion, drowsiness (-15), and slightly blurred vision (-25), all beginning in 1-50 rnds and lasting 1-50 hours.

Moderate or secondary effects occur after 3-30 rnds and include lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers), together with mild euphoria (-20).

Severe effects set in after 5-50 rnds. They boil down to pronounced discoloration and chills, together with incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).

Extreme effects take place in 10-100 rnds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

CONVERSION POISONS

Mild effects occur in 5-50 rnds. They center on queasiness and an upset stomach (2-20 hits; -20). Moderate effects kick in after 10-100 rnds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rd).

Severe effects take place in 20-200 rnds and involve partial conversion (1-100%) of bodily tissue to another form (with given disability). Victim is at negative 51-100, lapses into unconsciousness, and will die if the area affected is a critical organ.

Extreme effects set in at 20-200 rnds. Area affected is fully transformed, with all the associated results, including the possibility of death.

MUSCLE POISONS

Mild effects occur in 3-30 rnds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rd).

Moderate effects come to pass in 5-50 rnds. Victim has a moderate loss of overall coordination (-30) and in any given rd, there is a 5% chance that he cannot effectively operate the muscles required for the desired action.

Severe effects arise in 1-10 hrs. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.

Extreme effects occur in 1-50 hrs. Victim dies due to overall muscle failure, which includes cessation of heart activity.

NERVE POISONS

Mild effects occur in 1-10 rnds. They center on mild loss of thought and motor coordination (-20).

Moderate effects hit in 1-20 rnds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.

Severe effects strike in 2-20 rnds. Victim suffers a stroke and is at negative 1-100 for all activities. All of his temporary stats are reduced by 1-80 (D100 roll; ignore 81-100).

Extreme effects set in 2-50 rnds. Victim dies due to brain failure.

REDUCTION POISONS

Mild effects beset victim in 10-100 rnds. They center on great pain (4 hits/rd until unconscious).

Moderate effects occur in 20-200 rnds. Victim begins bleeding through pores at a rate of 3 hits/rd.

Severe effects occur in 30-300 rnds. Victim is incapacitated and, after 1-100 minutes, lapses into a coma that lasts 1-100 days.

Extreme effects set in after 1-10 hours. Victim dies due to dissolution of vital tissue and destruction of associated organs (e.g., his heart turns to jelly).

RESPIRATORY POISONS

Mild effects occur in 1-20 rnds. Victim is struck with mild euphoria (-20).

Moderate effects strike in 2-20 rnds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1-100 rnds).

Severe effects occur in 1-100 rnds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rnds), lapses into unconsciousness and, on a roll of 01-50, slides into a coma which lasts 1-10 days.

Extreme effects occur in 2-200 rnds, leaving victim dead due to respiratory failure and associated oxygen starvation.

POISONS/VENOMS

NAME	SOURCE	FORM	APPRNCE	EFFECT	LEVEL	FREQ.
Dartspore	Plant Pollen	Powder	Yellow	Instant death	10	Moderate
Erink	Grain Extract	Fluid	Clear Brown	Body Paralysis 2-10 months	4	Moderate
Gaggur	Plant Sap	Fluid	Green	Instant death	10	Very Rare
Ghida	Spider Venom	Fluid	Blue	Coma	3	Rare
Idus	Berry	Juice	Red	Convulsions 1-10 hours	5	Moderate
Jubled	Flower	Powder	Blue	10-100 Hits	10	Rare
Kadah	Clam Extract	Juice	Beige	Joints fuse (in 10 days)	2	Rare
Loryaak	Mushroom	Juice	Brown	Bleed to death through pores	4	Very Rare
Luku	Moss Extract	Powder	Brown	Death in 6 rounds	5	Rare
Maceo	Snake Venom	Liquid	Clear	1-100 Hits	2	Common
Meerk	Fish Venom	Liquid	Clear Green	Suffocation in 18 rounds	4	Moderate
Nehrum	Kelp Extract	Liquid	Clear Blue	Loss of free will (1-4 hours)	10	Rare
Perolk	Leaf	Paste	Green	3-30 Hits	5	Common
Quilvort	Berry	Juice	Yellow	5-50 Hits	8	Moderate
Rochan	Spider Venom	Liquid	Purple	Instant death	20	Very Rare
Skalan	Shaskan Venom	Liquid	Clear	Instant death	20	Very Rare
Taryiank	Bat Venom	Juice	Clear	Unconsciousness 1-10 minutes	5	Common
Vyurk	Pollen	Powder	Yellow	Sneeze to death	5	Rare
Yosis	Plant Sap	Fluid	Green	Blindness 1-10 days	10	Moderate

DISEASES

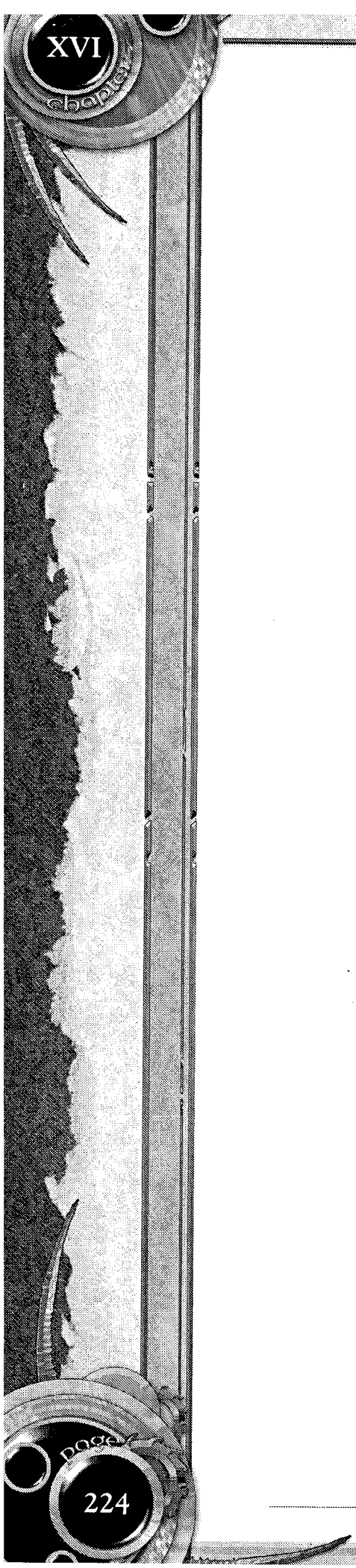
NAME	SOURCE	FORM	TREATMNT	EFFECT	LVL	FREQ.
Bahaar	People	Bacterial Pneumonia	(antibiotic)	Incapacity 10-50 days/death	3	Rare
Dereath	Mosquito	Malaria	Rest	20-100 days incapacity	20	Rare
Hurothgaar	Sheep	Bacterial Infection	(antibiotic)	Cruel skin rash	5	Common
Kadæna's Revenge	Rats/Fleas	Bubonic Plague	None	50-100 days incapacity/death	20	Very Rare
Ory	Bad Water	Bacterial Cholera	(antibiotic)	Fatal dehydration in 1-10 Days	5	Very Rare
Rasik	Old Ones' Places (radiated)	Invisible	None	Sickness to slow death (1-100d)	1	Rare
Swamp Sickness	Airborne Virus	Viral Pneumonia	Rest	Incapacity 10-50 days/death	1	Rare
Telmar's Fever	Fleas	Influenza-A	Rest	Fever, congestion*	2	Common
Canal Cough	Airborne Virus	Bronchitis	Rest	Persistent cough, congestion	1	Common
Shakes	Waterborne Virus	Influenza-B	Rest	Fever, runny nose, congestion*	5	Rare
Kissing Curse	Saliva	Mononucleosis	Rest	Fever, exhaustion 30-150 days	4	Rare

*Can lead to pneumonia

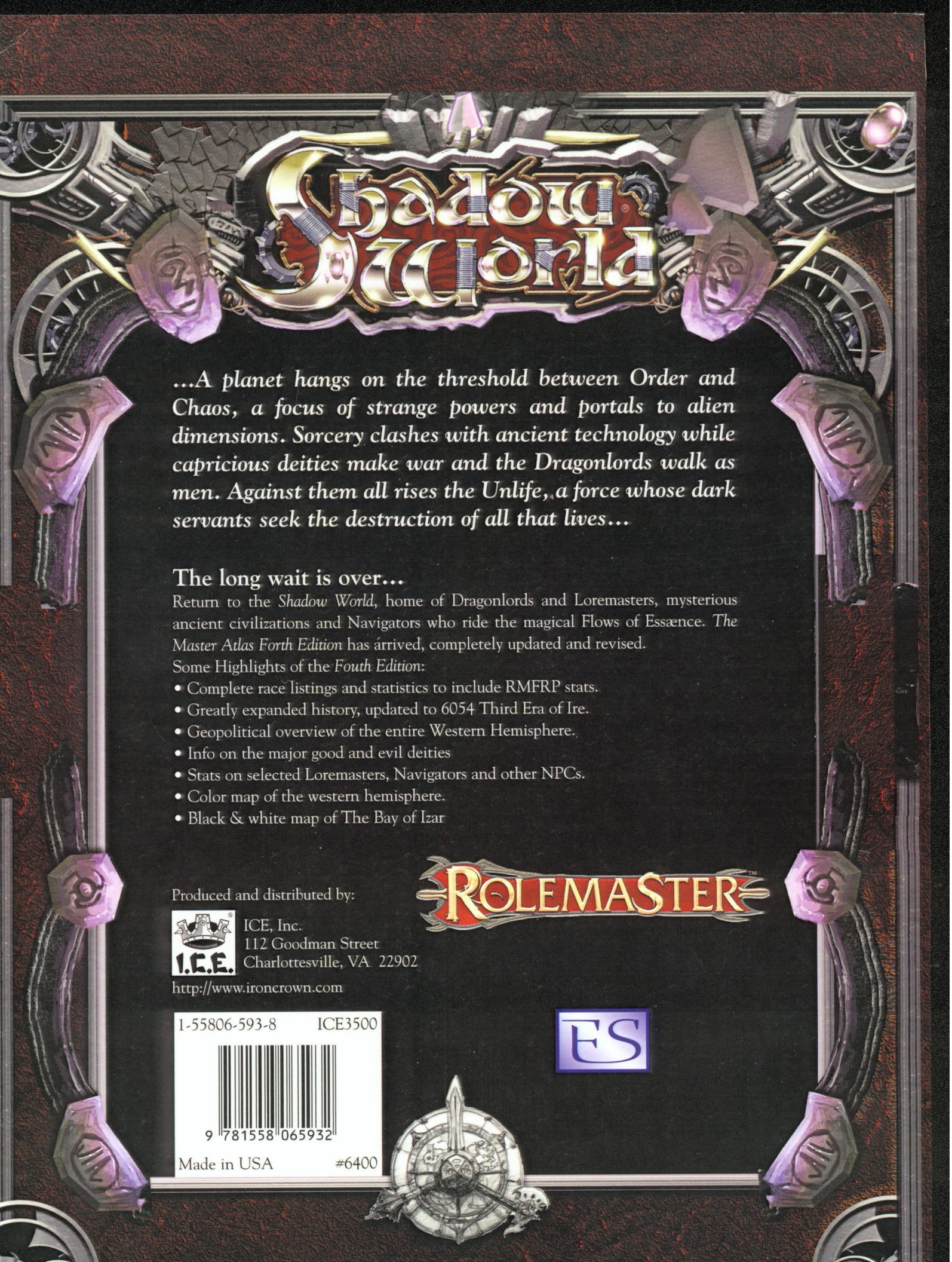
SPECIAL & FANTASY WEAPONS CHART

					RANGE MOD (in feet)						ARMOR MODIFICATIONS					
Weapon	Type	Wt.	Len.	F	10	25	50	100	150	Table Used	20-17	16-13	12-9	8-5	4-1	Special
Baw†	1HS	4-5	2-3"	5	—	—	—	—	—	Handaxe	+15	+15	+10	+10	+10	Can be used as an ice axe.
Chakram†	TH	1	1" dia.	4	+10	0	-10	-20	-30	Dagger	-10	-15	0	+10	+15	Throwing ring with sharp outer edge. (A.k.a. *Quoit*).
Chegain†	TH	1.5	2"	4	0	0	0	-5	-10	Scimitar	-10	0	0	0	+5	Bladed boomerang. Returns to trained user (need glove).
Cabis	1HS	2-3	1.5-2.5"	4	0	0	-10	-25	—	Handaxe	–10	–10	–10	–10	–10	Basically a throwing weapon.
Dag	1HS	5-6	3-4"	6	—	—	—	—	—	Falchion	+10	+10	+10	+10	+10	A very large bladed weapon.
Gé†	TH	4-6	4-5"	8			as Bola			Bola (2x Dam)	+10	+10	+10	+10	+10	Treat any criticals as both K and G. If fumbled, roll a "DG" on thrower.
Ikasha†	TH	2	1" dia.	5	+15	+5	0	-30	-75	Main Gauche	-10	-5	0	0	+10	Ky'taari throwing weapon.
Irgaak*†	2H	5-6	5-6"	3	—	—	—	—	—	2-H Sword	+15	+15	+15	+15	+15	Roll criticals twice applg all results.
Kalta	1H	1.5	6"	4	—	—	-15	-40	-80	Lt Cbw (1/2dam)	-20	-15	-10	0	+5	Loari Dart Pistol. Fire 2x/rnd (missile & melee). Can be poisoned. 10 dart clip.
Kynac*†	1HS	1.5	1"	2	0	0	0	–25	–40	Rapier	–5	–5	0	0	0	Great throwing dagger.
Long Knife	1HS	1-2	1.5-2"	2	0	-10	-25	—	—	Main Gauche	0	0	0	0	+5	
Long Kynac*†	1HS	2	2"	3	–20	–20	–20	–50	—	Rapier	+15	+15	+15	+15	+15	A great long dagger.
Net	TH	2-3	4-6"	5	0	—	—	—	—	Grapple	+5	+5	+5	+5	+5	Max result is Large.
Saren*†	1HS	3	3.5"	3	—	—	—	—	—	Falchion	+5	+5	+15	+15	+20	Loari sword; resembles Terran katana.
Shangkana†	1HC	2-3	2.5-3"	7	—	—	—	—	—	Morning Star	–5	–5	–5	–5	–5	2 rods 18" long linked by short chain.
Shuriken†	TH	3-8oz	4-6"	5	0	0	-20	-30	—	Dagger	+5	+5	+10	+10	+10	Throwing stars.
Trident	PA	4-6	5-8"	5	0	0	-20	-30	—	Spear	+5	+5	+5	+10	+10	
Typh†	1HC	4-5	3-4"	6	0	0	–10	—	—	Flail	–10	–10	–10	–10	–10	If fumbled, roll a "DK" on thrower.
Yarkbalka*†	1HS	4-5	3-4"	6	—	—	—	—	—	2-H Sword	–10	–10	–10	–10	–10	If fumbled, roll a "CS" on thrower.

* Weapon must be fashioned of special and/or enchanted materials to be effective.
† User must have special training to be able to use weapon at full effectiveness
Type: 2H = Two-Handed Weapon; 1HS = One-Handed Slashing Weapon; 1HC = One-Handed concussion Weapon:; MIS = Missile Weapon (not usable in melee);
PA = Pole Arm; TH = Thrown Weapon (not usable in melee).
Wt: Weight of weapon in pounds.
Len.: Length of weapon in feet.
F: Fumble Range (a fumble occurs if unmodified attack roll is less than or equal ro this number).
RANGE MOD: Modifications apply to use as missile at ranges less than or equal to the given distance (only one modifier applies). (— means not allowed.)
Table Used: The AL&CL attack table used to resolve attack.
ARMOR MOD: Modifications to the attack roll based upon the armor of the defender.
Special: Varies for each weapon.


XVI
chapter
page
224

Printed in the United States
1023900001B



...A planet hangs on the threshold between Order and Chaos, a focus of strange powers and portals to alien dimensions. Sorcery clashes with ancient technology while capricious deities make war and the Dragonlords walk as men. Against them all rises the Unlife, a force whose dark servants seek the destruction of all that lives...

The long wait is over...

Return to the *Shadow World*, home of Dragonlords and Loremasters, mysterious ancient civilizations and Navigators who ride the magical Flows of Essænce. *The Master Atlas Forth Edition* has arrived, completely updated and revised.

Some Highlights of the *Fouth Edition*:

- Complete race listings and statistics to include RMFRP stats.
- Greatly expanded history, updated to 6054 Third Era of Ire.
- Geopolitical overview of the entire Western Hemisphere.
- Info on the major good and evil deities
- Stats on selected Loremasters, Navigators and other NPCs.
- Color map of the western hemisphere.
- Black & white map of The Bay of Izar

ROLEMASTER™

Produced and distributed by:

I.C.E.

ICE, Inc.
112 Goodman Street
Charlottesville, VA 22902

http://www.ironcrown.com

1-55806-593-8 ICE3500

9 781558 065932

Made in USA #6400