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For All Role-Playing Games

2

*Adventures on
the Dark Side of
the River Styrrm*



LEJENDIA

All-System

**Catalyst
Series**

LENTIA

CAMPAIGNS BOOK

2

PORTAL

*Adventures on
the Dark Side of
the River Styrrm*



Flying Buffalo



Opus Graphics

*A complete fantasy world
campaign for all
role-playing systems*

A Catalyst for your Imagination

By

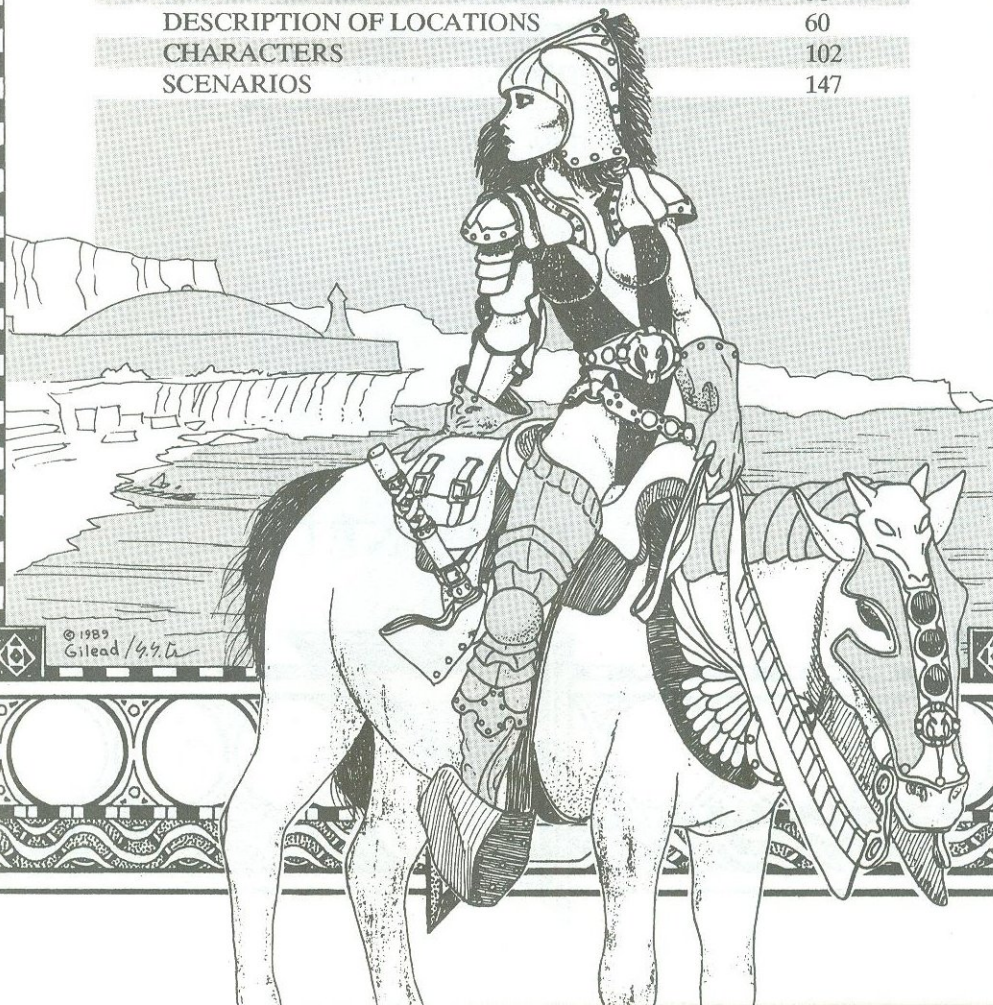
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All-System
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Contents

	PAGE
CREDITS	1
ABOUT THE COVER	2
PREFACE	3
PLAYER-CHARACTERS	4
GAMING STATISTICS	5
THE WORLD OF LEJENTIA	6
POLITICS IN THE TARIN TOR	10
BREEDING NEW TROOPS	13
OFFICER TRIALS	14
THE CODE OF SELF-DEFENSE	15
INTER-SPECIES RELATIONS	16
COMPOSITION OF THE SECOND ARMY	18
SEIT NIGIRA'S CODE	19
TACTICS OF THE SECOND ARMY	20
JOIN THE TARIN TOR	21
MAP KEY	23
RANKS AND GROUPS IN THE TARIN TOR	24
TARIN TOR UNIFORM	25
RACES	26
MAGIC IN LEJENTIA	39
PORT OF TEARS MAP	54
FORT BEVITS MAP	56
FORT BEVITS LOWER LEVEL MAP	58
DESCRIPTION OF LOCATIONS	60
CHARACTERS	102
SCENARIOS	147



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Based on the Lejentia Graphic novel series by H. J. Bennett.

ABOUT THE COVER

From the fifth observation box in the northeast wall of Fort Bevits, Seit Nigira and Sword Ramadon watch a portion of the Horde pass in review. Nigira wears her deceptively seductive battle garb, while Ramadon wears his High Priest robe over light semi-formal armor, displaying his many decorations for bravery and loyalty. The burning scroll in his hand is a symbolic gesture, holding meaning for the demonic troops before him. The valiant Noville honor guard is Archon B'Gth, first suitor to Princess Mi'Taw. His banner displays the horned emblem of Bazaroth, the Noville heiroglyph, and Nigira's scythe. In other alcoves along the wall, ambassadors from all the lands conquered by Nigira watch the parade that marks the commencement of the biennial Harmony Feast (tax time) -- comfortable in the assurance that these forces are here to protect them. Led by the notorious Wild Blade Squadron of Queryth's demon cavalry, and by the priests and acolytes of the Temple of Bazaroth, the troops currently in view include the Sardin and Aelven infantry archers, Delteh's Hellish infantry, and the Hellhound handlers, some six hundred ninety soldiers in all. In the background, Queryth's Altar of Eternal Flame burns atop the demon compound. The scene has a total of seven hundred and nine people in it.

*"Is it wise of you to so openly
burn a Bazarothian Contract,
Ramadon?"*

*"Those of the Fifth Level will
appreciate my humor, Mi-Lady....Those
not of us, will understand the implied
threat. Besides, I have never been
wise...Have I Mi-Lady?"*

*"No, my fierce hound." She
reached out to stroke his hair, "You
were never wise...But, then that's not
what I want you for..."*



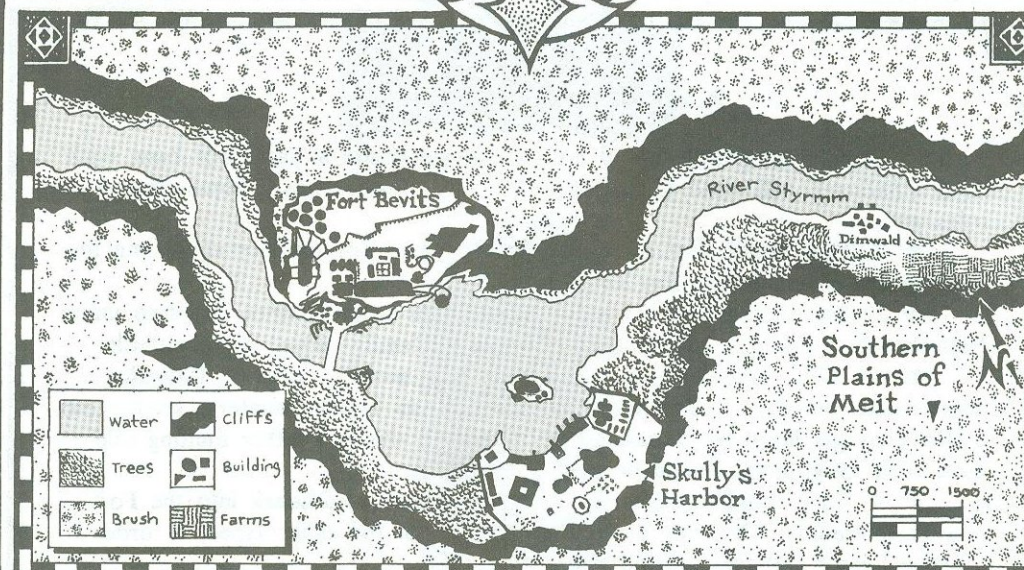
FLYING BUFFALO

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Introduction



PREFACE

This is the second book in the Lejentia Campaigns series. Having examined an outpost of the Ælven Compact in Skully's Harbor (Book One), we now turn our attention to the "bad guys" -- the Hellish army at Fort Bevits, just across the river Styrrm from Skully's Harbor. Each volume will explore a new place or culture in the world of Lejentia.

The first section of every volume contains a series of articles detailing races, creatures, magic, portions of history, and other elements of the complex whole that is Lejentia. Readers wishing further information should refer to Book One for an in-depth look at the Ælves: their races, history, culture, religion, law, measurement of time, hieroglyphics, height and weight, money, and magical abilities. Book One also explains the chaotic dimension of Everstill and the phenomenon of auras, and provides an overview of the Dargonathian race.

The Lejentia gamebooks are based on the Lejentia graphic novel series, published by Opus Graphics. For each Stanza of this exciting tale of sorcery, adventure, love and betrayal, Task Force Games is publishing a Stanza Adventure Pack: a booklet with character descriptions, maps, and gaming scenarios to go with the story.

Further releases in the Lejentia Campaigns series will explore the famous Dargonathian College where wizards are trained, the Ice Palace of Hyl Sudiar, the industrialized Air Masters of Erinz, and other places bright and terrible in the world of Lejentia.

Due to lack of space, we were unable to include a glossary in this book. If you would like to get a copy of the Lejentia Glossary send an SASE to: Lejentia Campaigns, Dept. G2, P.O. Box 30747, Phoenix, Arizona, 85046.

Player-Characters

PLAYER-CHARACTER ROLES

Since most people would not be allowed inside a Tarin Tor base, each Player-Character will need a specific reason for being there. Some suggested roles are:

- ▶ 1. They could start as soldiers in the Tarin Tor, or they could join the army in the course of the first adventure.
- ▶ 2. One character could be an ambassador from a minor city-state under Nigira's rule. Others could be the ambassador's family, aides, or bodyguards.
- ▶ 3. They could arrive as mercenaries seeking work. Ramadan occasionally employs "independent contractors" as bounty hunters, scouts, etc. Unless they get hired by an ambassador, however, this is a rather limiting role, as most such assignments would be outside the Fort.
- ▶ 4. They could be spies, assassins, or thieves who sneak into the Fort to play their trades. Or, they could pose as one of the other types, in order to spend a longer and safer period within the walls.
- ▶ 5. A player-character might be a friend or lover of someone in Nigira's army, invited to stay a few days and enjoy the festivities.
- ▶ 6. For an additional challenge, a player-character may be a prisoner at the Fort, or a slave of someone who is visiting.
- ▶ 7. The game master may allow players to play characters described in this book; or he may assign characters from the book.

Some of the scenarios in the back of this book will not work the same way for all these different character types. The authors have used symbols to indicate which scenarios are best suited to which Player-Character roles. However, the game master is encouraged to use his ingenuity in dovetailing his favorite scenarios to the storyline he and his players have created.

PLAYER-CHARACTER ROLES

These symbols are used in the scenarios section of this book which starts on pg 147.



SOLDIER



AMBASSADOR'S PARTY



MERCENARY



SPY/ASSASSIN/THIEF



PERSONAL GUEST



PRISONER/SLAVE

Gaming Statistics

GAMING STATISTICS

The Lejentia Campaigns series is intended to be used with any role-playing system. Thus, characters in this book are not quantified according to any one system. Instead, their approximate degree of ability, in physical combat and in the use of magic, is indicated on a seven-level scale. "E" means no ability, and "AAA" means deity-level power. This rating reflects a combination of natural talent (strength, dexterity, etc.), learned skill (rank or level), and, in some cases, special equipment (such as a magic sword). Game masters are encouraged to adapt this information to their own system.

MAGIC ABILITY:

This book provides a preliminary list of the more common spells used in Lejentia. The subject will be presented in depth in the volume on the Dargonathian College. The game master should feel free to adapt any magic mentioned in this series to his preferred system, and give the spell-casters listed herein any appropriate spells.

AAA. This is deity-level power.

AA. K'el Di Carani, a virtual demigod, is at the high end of this range. Ramadon is in the middle. A more "typical" gold level Dargonath would be at the lower end of this rating. Merlin of Camelot would fall somewhere in the AA range.

- A. A mighty mage.
- B. A skilled, versatile spell-caster.
- C. As magicians go, about average: able, but not fancy.
- D. Knows a few spells.
- E. Untrained or no ability.

PHYSICAL SKILLS

This is the character's ability in a fight. Note that many characters specialize in one or two weapons, so their ratings will vary depending on what they are using.

AAA. Deity-level. The only character in Fort Bevits with this rating is Seit D'Josso, and only with his magic sword.

AA. Skill of legendary proportions. Achilles, Lancelot, Conan.

- A. A very dangerous opponent, capable of great feats.
- B. A very good fighter.
- C. Competent, but not flashy.
- D. Knows the basics, isn't totally helpless.
- E. No ability. Couldn't scare your grandmother.

LEJENTIA™

THE WORLD OF LEJENTIA

The name of this world is "Lejentia," based upon the Ælven word meaning "the whole" or "for all life." It is also the name given to an elite order of warrior Ælves whose mission is to defend all the peoples of the world from the forces of Hell. It is quite possible that Lejentia is our Earth in the far future, although none are alive to say for sure. This world consists of four known major land masses, three known oceans, and a handful of seas.

The recorded history of Lejentia goes back very far -- and the roots of the Tarin Tor, scarcely less far. In the year 15,423 (human reckoning), the demon-king Bazaroth opened portals from his alien Hell to the world that was to become known as Lejentia. His attempt to annex the world was thwarted by the fire goddess Ariendale and her less powerful sisters -- Anawaay of the waters, Ariel of the skies, and Vendridie of the earth. In retaliation, he began to corrupt their creation, the proto-Ælven race known as the Benevolents or Firstborn. In 15,589 the Benevolent civilization formally renounced Ariendale and allied itself with Bazaroth. Shortly thereafter, the four tribes of the Ælves were created by Ariendale to combat the Benevolents. It was a long and exhausting campaign, even by the standards of ageless beings. The last stronghold of the Benevolents, the Palace on Withered Heath, was finally laid waste in the year 39,276. Two years later, Bazaroth empowered the first Hyl Sudiar.

The Ælven philosopher Li'Trel wished to heal the ravaged earth and its people by uniting all under one government, which he called the Terrin Ki, or "Ring of Perfect Peace." To accomplish this goal he accepted power and advice from a mysterious otherworldly "benefactor." His corruption was a slow process, but as he raised the first "Army of Peace" -- the Tarin Tor -- its nature, and his, slowly darkened. The army became heavily infested with Benevolents. The uncorrupted Ælves took to calling Li'Trel by the name of Hyl Sudiar -- Hellish Seducer, in the tongue of the fire Ælves. In 39,561 the first Tarin Tor declared war upon the Ælves.

In 43,286, the first Hyl Sudiar was slain, and Bazaroth was imprisoned within Ariendale's greatest stronghold on the holy island of Monti. Peace reigned on Lejentia for more than two thousand years.

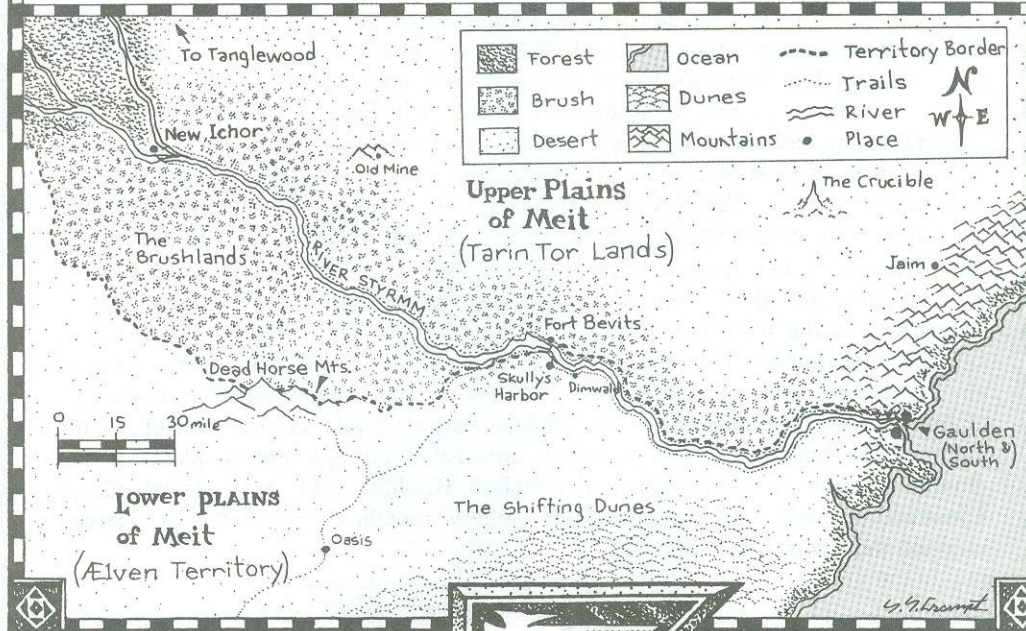
A young Ælven noble, wishing for the power and knowledge to heal the geologically unstable planet, listened too well to the demon lord's so-reasonable arguments, and was seduced in the year 45,392. Freeing Bazaroth, this Ælf was then empowered as the new Hyl Sudiar. Though it would be several decades before the demon lord regained his power and the second Tarin Tor could be raised, the Ælven Republic declared war immediately. Most of the Sardin (normal human) nations of the world remained neutral, perceiving it as a purely Ælven war. Only in the last half-century have they begun to take the threat of Hyl Sudiar seriously.

The year is now 47,021. The Army of Peace rides a crest of victories, threatening to sweep over the remaining unconquered portions of the world

within a short time. Strangely, Hyl Sudiar's tactical brilliance is becoming increasingly hampered by the ill-timed, sometimes outright irrational demands of his sworn lord, Bazaroth.

The technological level of the world ranges from the primitive tribes in the northwest Plains of Meit to the steam-powered technology of Erinz, to the magically sophisticated civilization of the Ælves. Much of the world, especially those areas inhabited mainly by Sardins, is at the level of technology which spawned the first rifles, the spinning loom, and the horse-powered cotton gin. Lands under Ælven or Dargonathian rule tend to have little or no technology, and are extremely dependent on their magic to get things done.

War is by this time the normal and natural state of most of the cultures on Lejentia. In opposition to the Tarin Tor stand the Compact Forces: the joint armies of the Ælven Republic, the Sardin kingdoms of Kishmal, Erinz, Jabar, Free Lorian, and Pariesha, the nomads of the Plains of Meit, and the Rowns (riders of great flying mammals). These forces are not only greatly outnumbered, they are torn by racial hatred within their ranks. The dominant religion of the Sardins teaches that Ælves are demonspawn and should be burned. The Rowns and Ælves get along better together, bound by a common faith and by a royal marriage -- but so closely do they identify with their rulers that every marital spat between the High Lord of the Ælves and the Queen of the Rowns sends ripples of discord through the fighting ranks of the Compact. The alliance would have been crushed long ago, were it not bolstered by the power of the goddess Ariendale, and by the mysterious K'el, supreme commander of the Ælven Army.



The recent slaying of King William the Fair-Handed in Kishmal, and Hyl Sudiar's resulting conquest of that nation, were a great triumph for the Tarin Tor. The tide of the conflict seems to have turned in favor of the Hell Lord. In the west, the advances of the Tarin Tor's Fifth Army under Seit Fierced were stopped at the River Styrrm; but she has been replaced by Nigira, the wily mistress of the Second Army, and Hyl Sudiar's hopes for success here are very high.

The headquarters of the Second Army is Fort Bevits, a former Ælven stronghold on the north bank of the Styrrm. There is a sizable force here, looming like a great stormcloud over the Ælven-held settlement on the south bank. More of Nigira's troops are stationed at other points along the border -- eastward along the north bank of the Styrrm, and westward, to the south of that wild river.

Many of the original structures in the Fort were destroyed when Seit Fierced's troops conquered the valley of the Styrrm. She swept south from the rough trails of Jeanhanna's Pass, leaving terror and destruction in her wake. As her forces laid siege to the surprised and ill-prepared Ælves, Fierced began a spell to call up the blackness of the Eternal Pits. Just as dawn started to break, an unnatural darkness rose from the depths to blot out the sky. The sun did not reappear until the battle ended, seven days later. In the belated daylight the aftermath was visible. The Ælves had been devastated, but had managed to hold off the Tarin Tor long enough for most of the civilians of Skully's Harbor to flee downriver, destroying the river's locks as they went. The Tarin Tor followed, pausing long enough to conquer any settlements between the fort and the city of Gaulden. Conquest of Gaulden required another five weeks. The Ælven forces were vastly outnumbered, and had no reinforcements, as the Tarin Tor was also on the move on two other fronts. Still they fought valiantly, slaying an estimated three thousand of Fierced's troops in a period of seven weeks.

The fort was reconstructed under Seit Fierced's supervision. The original main building was brought down in a matter of hours when the seit's earthshapers were turned loose to destroy the evidence of "Ælven infection and infestation." The Temple of Ariendale was target practice for Fierced's sorcerers. Its crystal-veined stones were trampled into the ground under the heavy boots of her footguard as they practiced on their new parade ground. Fierced then set about constructing a new administration hall, training arena, barracks, and the huge prison. Each of these buildings was designed by Aragnas of Hell, Hyl Sudiar's chief architect. The construction took four years. One of the more loathsome features of the process was the entombing of a human or Ælven sacrifice for each of the six hundred sixty-six major Houses of Hell, within each of the buildings. The sacrifices are visible through quartz plates in the floors, in order to better honor the Hellish Brethren. Of the original Ælven construction, only the pools and the gallery remained, because Seit Fierced enjoyed the luxury they offered.

The Fifth Army was headquartered at Fort Bevits for almost five years before the Compact Forces mounted a slow, steady campaign against Fierced's positions. They hit her at Gaulden first. The bitter fighting devastated much of the city before the seit withdrew her forces. Fierced then began a battle that lasted over eight months, attempting in vain to hold back the steady, inch-by-bloody-inch encroachment of the Ælves. Finally, she found her back up against the purple cliffs of the River Styrrm at Skully's Harbor. It was then that Hyl Sudiar, angered at Fierced's inability to hold her conquered territory, sent the Second Army, commanded by Seit Nigira, to hold the lands north of the river and to claim back half the city of Gaulden.

Fierced was furious at her removal from her post. Due to a long-standing personal rivalry between the two seits, she saw the move as an attempt at political assassination by Seit Nigira. In retaliation, she stripped the fort of anything that could conceivably have been of use to the the Second Army before giving it over to Nigira. Further, it was believed that she left the fort boobytrapped. The traps took numerous forms, such as explosive gems and tainted wine. The worst involved small insects that were released throughout the barracks and kitchen. The insects carried a lingering disease, and seemed impervious to all known methods of eradication. Nigira knew better than to complain to Hyl Sudiar about the "kind presents" left by her "loving sister Seit." She handled the problem by razing the kitchen and barracks, and building new ones.

Shortly after the Second Army was stationed at Fort Bevits, K'el Di Carani of the Ælven Army (who is supposedly on a leave of absence from his military duties) came and built the Golden Griffin Casino on an island in the middle of the river. Officially neutral, the Casino has become a strong attraction to bored officers of the Tarin Tor. Few believe that the K'el has really set aside his rank and duties, as he claims. But he has given his solemn word of honor that the Casino will remain neutral, and that has temporarily placated Seit Nigira. She allows her men to visit the island when off duty. Nonetheless, the mystery of the K'el's behavior -- the probability that he is laying some sort of trap -- is the only thing that keeps her forces from sweeping across the river and engulfing the puny Ælven contingent that defends Skully's Harbor. Instead she has commanded her agents to gather information on everything in the Casino and the Harbor.

It is tax time at Fort Bevits. All the lands held by the Second Army have sent ambassadors with coffers full of tribute -- and gracious gifts -- for Seit Nigira, for Hyl Sudiar, and for Bazaroth. It is a time of pageantry, of vast wealth on display, of strange faces thronging within the walls of the usually orderly fort. It is a time of opportunity for spies, thieves, and adventurers.

Tarin Tor Politics

GOALS OF THE TARIN TOR

Hyl Suardi believes that the Ælven practice of stoneholding has driven the planet to the brink of destruction. Stoneholding is the arcane domination of the geological forces at work in a particular area. The Ælves have long believed each of their nobles should control his or her own domain in this manner, and they have extended the practice to many Sardin-held lands as well. Hyl Suardi argues that the territory under the control of the Ælven Compact is thus divided into too many tiny portions, each subject to a different will. He maintains that the already-unstable planet cannot long endure such chaos. In contrast, lands held by the Tarin Tor obey but one will: that of Hyl Suardi (though his seits do lend superficial assistance). By conquering all land on the planet, he means to save the world and all its inhabitants.

In addition, as an Ælf, he is outraged by the Sardin religious practice of burning his people at the stake. He has rejected the Ælven religion which teaches that the Ælves exist to guide and protect Sardins -- at any cost to themselves. There is a prophecy that the Sardins will one day bring down the Ælven civilization and slay all the children of Ariendale. He means to prove this vision false. After uniting the world under one rule, he intends to use his persuasive powers to eliminate racial intolerance. Meanwhile, Sardins in the Tarin Tor lands can keep his peace, or die in torment.

INTERNAL POLITICS IN THE TARIN TOR

The Army of Peace is actually seven semi-independent hosts. Hyl Suardi personally commands the first, from his Ice Palace. The other six are commanded by his most powerful and trusted officers, known as seits. Though they are all considered to be a "family" of brothers and sisters, there is considerable "sibling" rivalry.

Hyl Suardi's army, the White Host, is composed of nix, Ælves, demons, Novilles, Dargonaths, Hellhounds, and Sardins (in order of numerical size). Because the Hell Lord best trusts Seits Nigira and D'Josso, he often combines his army with the Second or the Seventh, or both, for large campaigns. They fight well enough together -- but off duty, the soldiers of the First Army are inclined to bully and victimize the others. The White Host gets along better with the Third and the Fifth Armies.

Nigira's army, the Second, is called the Horde. It is composed of Novilles, Hellhounds, demons, Ælves, Dargonaths, and Sardins. It is the least inhumane of the seven armies, both in its treatment of prisoners and civilians, and in its policies toward its own soldiers. Nigira's best friend among the seits is Armond, and thus the Second Army often fights with the Sixth. The Horde works reasonably well with the Seventh Army as well, but Nigira greatly distrusts Seit D'Josso and will not fight alongside him unless Hyl Suardi insists.



Seit Nigira



Seit Brokallion



Seit Rorshakka

The Third Army is commanded by red-haired Brokallion, a gold level Dargonath and ruling elder of the Fox Clan. His army, the Fist of Hell, consists of nix, Dargonaths (almost exclusively Fox Clan), demons, Ælves, and Hellhounds. In keeping with Brokallion's Machiavellian nature, the Fist is a hotbed of double-dealing, manipulation, and assassination. Brokallion personally gets along well with Fierced and Armond. His army works best with the First and the Fifth. His soldiers tend to terrorize those of the Silver Storm. Nigira and Rorshakka cannot stand him (for different reasons).

Rorshakka, a stunningly lovely Azurinite Ælf, rules the Fourth Army, which is actually the navy of the Tarin Tor. Her force, the Red Tide, consists primarily of sea Ælves like herself, capable of shapechanging into dolphins or killer whales. She also employs some demons and Dargonaths. Rorshakka prefers to work with Fierced, Nigira, or Armond, though she will fight alongside the male seits at need. Her troops most enjoy working with the Sixth Army, though many find the predominantly male Seventh amusing, as well.

The Fifth Army, known as the Firewind, is commanded by Fierced, the beautiful and cruel flame-haired witch who is next to Nigira in seniority. The Firewind consists of nix, Ælves, Sardins (many of them black witches), demons of the Tormentor breed, and Hellhounds. She prefers to work with Hyl Sudiar, Rorshakka, or Armond. She hates Nigira, distrusts Brokallion, and alternately plots against D'Josso, and tries to curry favor with him. Her army works best with the First and Sixth Armies. The Second and Seventh are too civilized, the Third too Dargonathian -- and the sea Ælves of her dear friend Rorshakka just do not like Fierced's witches.

The Silver Storm, or Sixth Army of the Tarin Tor, answers to the sweet voice of the Arielite, Armond. Her forces include Ælves, demons, nix, and Hellhounds. Any Sardins she used to command have been transferred to the



Seit Fierced



Seit Armond



Seit D'Josso

Seventh, and as for Novilles -- they remind her too much of giant cockroaches. Though close friends with Nigira, Armond also gets along with Fierced. She has a soft spot, as well, for D'Josso, who served in her army for several years before he became a seit. Her army, considered the weakest of all the seven (though her spies are the best) works very well with the Second and the Fourth.

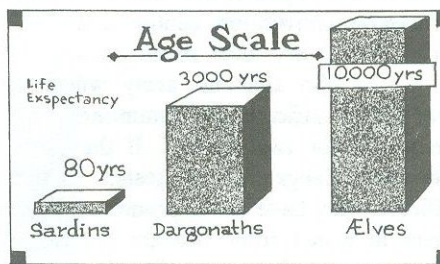
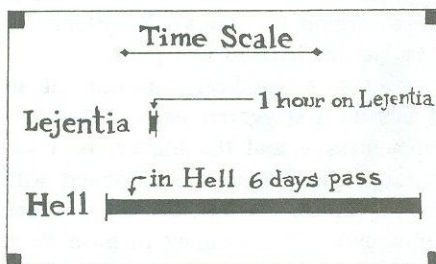
The Seventh Army under D'Josso is known as the Shadow. Most of D'Josso's vast numbers of Sardins have been recently transferred to his command from the other six armies. He has smaller quantities of demons, Ælves, Hellhounds, Dargonaths, nix, and Novilles. He also has a squad of fallen angels. These, and several hundred winged nix, constitute the main air force of the Tarin Tor. Though Novilles can fly, they normally land before fighting. D'Josso prefers the company of Hyl Sudiar, has been known to arrange coastal campaigns so he can work with Rorshakka, and seems to like Nigira though it is not mutual. He distrusts Brokallion, holds Fierced in contempt, and does not greatly respect Armond. Other armies tend to scorn the Seventh because it is full of Sardins. However, the Shadow works and coexists well enough with the Second, Fourth, and Sixth Armies.

Virtually the only way a seit dies is by assassination. All are watchful for a poisoned cup, a knife in the back, a whispered lie to Hyl Sudiar. There is fierce competition for the favor of Hyl Sudiar, Bazaroth, and Dark; for ownership of powerful prisoners; and for control of the richer and more prestigious conquered cities. The seit who conquers a particular city is always considered to be its owner, and does retain a measure of control over it, though another seit may be awarded the right to physically occupy it. Thus, there may be a good deal of infighting and manipulation involved in the decision of who gets to attack which place. When more than one army assaults the same juicy morsel, the Ælven Compact may not be the only enemy a soldier needs to watch for . . .

Troop Breeding

BREEDING NEW TROOPS

In dealing with the problem of replacing lost troops, the Tarin Tor has a tremendous advantage over the Ælven Compact: the fact that time flows differently in Hell. For every day that passes on Lejentia, approximately one hundred forty-four days pass in Hell. Thus, Hyl Sudiar can send a newly pregnant Sardin soldier to his breeding camp in Hell, have the woman back on duty two or three days later, and induct her child -- fully grown and trained -- into the army some two months after that. The process takes longer for Ælves, who need an extended training period to achieve their full magical potential. Still it is far faster than the enemy's custom of sending Ælven children to the holy island of Monti for centuries of education. Females in the Tarin Tor (with



the exception of swords and seits) are required to conceive once per year (if Sardin), every three years (if Dargonathian), or once per decade (if Ælven), ensuring a steady supply of recruits.

One advantage of this system is that the children are brought up well-insulated from the corrupting influence of the Ælven Compact. By the time they breathe the sweet air of Lejentia, they are totally indoctrinated in the goals and customs of the Army of Peace. Also, Hell provides very good instructors in the arts of war.

It is a rough environment for children. The mortality rate is about forty percent (providing souls, as rent, to the demonic proprietors of the campus). Those who survive are strong, hard, savage, and forever untrusting: perfect recruits for the Tarin Tor.

With only about five hundred humanoid soldiers in her army, Nigira employs the program far less than most of the other seits, and she has made some modifications. Children of the Second Army are quartered on the Hellish estate of her second-in-command, Sword Ramadon. They have a much higher survival rate (88%), and are brought to the mortal plane while just half-grown, to complete their education in her city of Das Magaros. She has said publicly that she would like to abandon the Hellish breeding program altogether, but Hyl Sudiar will not permit this. It is only because of his affection for her, and the fact that she employs so few humanoid troops, that he allows her as much latitude as she has.

The Officer Trials

THE TARIN TOR OFFICER TRIALS



In the Army of Peace, an officer is expected to be ready and able to back up his commands with force, should the need arise. To ensure that his officers are capable, Hyl Sudiar has instituted the annual Officer Trials. Held in a massive convention center in a remote forest region of Lorien's Kingdom, the Trials test every facet of an officer's ability to survive harshness and peril.

So that no army will ever be missing a significant portion of its leadership, officers are summoned to the Trials on a staggered basis. They will be tested for two weeks. If they survive, they pass -- and the higher the rank, the more dangerous the tests. In this way the Tarin Tor is not burdened with officers who have been promoted beyond their abilities. In fact, there have been cases in which some officers got rid of their enemies by arranging to have them promoted too fast. One flaw in this system, often joked about, is that the Officer Trials do not test for the ability to keep up with paperwork. However, they do ensure that an officer can survive harsh environments, defend himself against magic, fight well under various handicaps, organize and command a troop of soldiers, plan a battle, detect a hidden assassin, and protect himself (or herself) against the aggression of his fellow officers. Since there will be officers from all seven armies at the Trials at all times, there is a good deal of hostility, both covert and open.

The most famous test at the Officer Trials is the Tou Powi Run. For regents and above, this trial involves drugging the subject with claria to suppress any magical ability. Then, unarmed and clad only in a loincloth, he or she must run through a mountainous course that is infested with tou powis (large, ever-hungry sabre-toothed cats). Regents are allowed to run in groups, and the length of the course and the number of tou powis are adjusted to their rank. Swords must run alone, over a longer distance. Seits have the longest and most difficult of trials, sometimes facing large packs of the great cats. Every seit in the Tarin Tor has more tou powi fur rugs, cloaks, and pillows than he or she could use in several lifetimes.

Some say the worst part of the Tou Powi Run is coming out of the endgate. Normally one has friends waiting there with weapons, clothing, a healing spell, and magical protection. But accidents can happen. Friends can be delayed or waylaid. And if one's friends are not there at the gate, one's enemies surely will be . . .

THE TARIN TOR CODE OF SELF-DEFENSE

Because of its close ties to Bazaroth's Hell, the Tarin Tor has come to reflect many of the attitudes of the demonic Brethren. For example: in the Army of Peace, as in Hell, long hair is a symbol of strength. The theory is that if one is weak, one's enemies will occasionally get close enough to cut one's hair. The stronger demons are able to cultivate manes that trail on the ground several feet behind them. Ælves, Dargonaths, and Sardins simply cannot get their hair to grow that long, but the tougher ones do have manes of waist-length or a few inches longer. These individuals may also sport tassels of their enemies' hair, flaunted on belts, armbands, and helmets.

In the Tarin Tor, as in Hell, hair is not the only thing the strong take from the weak. Hyl Sudiar makes no law against personal assault (though some of his seits disagree with this policy). The better warriors are free -- are even expected -- to take every advantage of those who are less well able to defend themselves. This right is based upon personal power, not on rank. A higher-ranking officer may command the presence of a subordinate, but that is as far as rank will get him. If he cannot take what he wants by force, no punishment will befall the subordinate who injures or slays that officer in self-defense.

The rules of the Second Army strictly prohibit personal assault by Nigira's soldiers -- either on other soldiers, or on prisoners and civilians. In this policy she is joined by Seit D'Josso, who has thus won a grudging respect from her. As for the rest -- Seit Armond tries to discourage that sort of thing though she does not wish to displease Hyl Sudiar by forbidding it altogether. The other seits have shown no signs of disagreeing with their lord on this point.



The Stalkers
(Jackalpack)
Scouts



Black
Arrows
(Jackalpack)
Archers

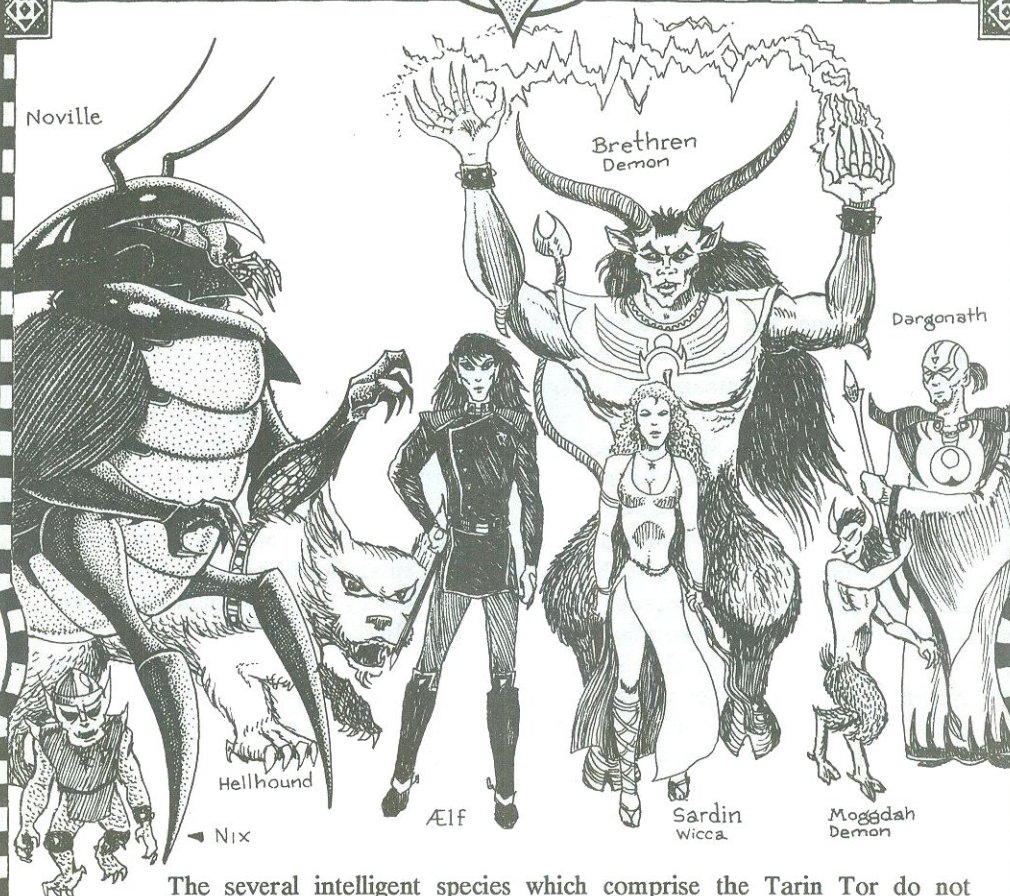


The Bay Wolves
(Jackalpack)
Soldiers

ARMIES WITHIN ARMIES

To bridge the gap between the rules of the Tarin Tor, and people's need for some minimum of security, the troops of the seven armies have evolved a system of protection known as "jackalpacks." These are basically gangs, and treaty-bound networks of gangs, whose function is to protect their members from the rest of the Tarin Tor. A jackalpack network may spread through more than one army, and may engage in covert feuds with other such networks. Though originally created for protection, some jackalpacks are quite aggressive, roaming through their base camp, a captured city, or the Officer Trials, like a miniature invading army-within-an-army. Jackalpacks have no official status, but anyone seeking promotion or political advantage had best join the right pack, and arrange to be owed favors by his more powerful packmates.

Interspecies Relations



The several intelligent species which comprise the Tarin Tor do not always co-exist in perfect harmony.

Novilles keep to themselves for the most part. They defer to demons, so that most armies which employ Novilles also have demons to command them. Ælves, Dargonaths, and Sardins tend to dislike the insectoids, though there are exceptions. Some Novilles will occasionally snack on humanoids if they think they can get away with it. The reverse is true also. Some humanoids consider Noville meat to be a greater delicacy than lobster. Individuals who have greatly offended their superiors may find themselves being served as the main course in the officers' mess.

Demons in the Tarin Tor are mostly of the race calling itself the Brethren. The Fifth and Seventh Armies employ Tormentors, demons from a smaller Hell that has been conquered by the Brethren. Tormentors generally hate and fear Brothers; Brothers consider Tormentors to be worthless slaves. Both types of demons consider all mortal species to be their natural prey. Under various types of contract and domination they will operate as soldiers in the Tarin Tor, but will generally not take orders from mortals. Preventing

demonic troops from molesting mortal soldiers (and one another) far past any tolerable degree is a challenge worthy of the most determined seit.

Ælves mingle fairly freely and work well with Dargonaths, for the most part, though there is a degree of rivalry. A significant minority of them is forever unable to adjust to the company of demons, and must be assigned to units that are kept apart from the denizens of the Hells. Most of them hold Sardins in contempt. Those Ælves who have been raised in Hell often take pleasure in bullying and molesting their Sardin allies; they are even less friendly to those they face across the battle lines.

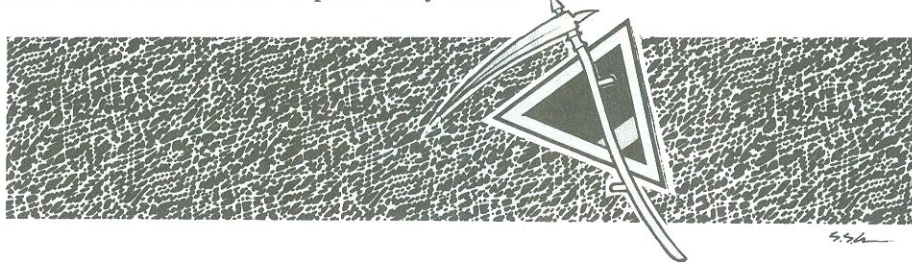
Dargonaths in the Tarin Tor may have been educated in the Dargonathian College, in Hell, or both. The Dargonathian College only accepts full-blooded Dargonaths with legitimate birth certificates from one of the eighteen clans. Its graduates have a very thorough understanding and mastery of the Dargonathian style of magic, as well as having received a well-rounded education. The best wizards in the world, they tend to be highly self-controlled, likely to seek understanding before resorting to violence. Those Dargonaths and part-Dargonaths who are educated in Hell may learn some spells that are not taught in the College; however, their overall magical grounding is not as thorough. They do tend to be more savage fighters than their better-educated kindred. A recent experiment in the Third Army has seen full-blooded and accredited Dargonaths raised to adulthood in Hell, then sent to the College, with occasional "refresher courses" in the nether planes. This seems to be working well. But wherever they are educated, Dargonaths look down their noses at Sardins. For the most part they respect Ælves. Those raised on Lejentia hold a certain contempt for demons -- especially after reaching red level, and learning how to summon and control such creatures. Those trained in Hell are not taught those spells, and their attitude toward the Brethren is likely to be quite respectful.

Not all Sardins are powerless. The Fifth Army has a heavy concentration of black witches, who consider themselves equal to Dargonaths (though no Dargonath would agree to such a claim). In any case, Fierced's witches are a force to be reckoned with. Unfortunately, they extend no protection to their non-magical kindred. After nix (or sometimes even before nix), normal Sardins are considered to be the most expendable troops. Their lives are too short for them to achieve promotions or high levels of skill in combat, and most of them cannot even see magic, much less use it. Recently, when Seit Brokallion needed cash, he cut his Sardin troops' food rations by 2/3. None actually starved to death, but hundreds were subsequently executed for desertion, and many more died from the diseases that swept their camps due to their weakened condition. The problem was resolved when D'Josso was promoted to Seit of the Seventh Army, and immediately traded away most of the late Seit Dylogon's favorite wizards and demons for all the Sardin troops he could get his hands on. Sardins in the Seventh Army are different -- they are stronger and less fearful, and something in their eyes has led the magical races

Troop Divisions

of the other armies to start calling them the "spooky Seventh." Outside of the Seventh Army, however, Sardins are the underdogs of the Tarin Tor.

The only things lower than Sardins in the Tarin Tor are nix. Sculptured of clay mixed with blood, they tend to have ungainly shapes as they are produced hastily, by the thousands. The life in them is pure magic from the heart of Bazaroth as filtered through one of his priests, or through Hyl Sudiar; or in a few cases, magic from some powerful wizard. Few nix actually have magical powers, however. They are simply cannon fodder. Mostly humanoid, they can be created with other shapes as needed. They can even be beautiful, if their sculptor has the talent and the inclination to make them so. They are sentient, though most are rather stupid. They have the same physical needs as other living things. Existing in squalor and hardship, treated as beasts, they know only the law of "might makes right." Thus they will cower before anything mightier than themselves, while abusing anything that is weaker. No other race in the Tarin Tor seeks the company of nix. For the most part, they are not even considered to be worth the trouble to particularly abuse.



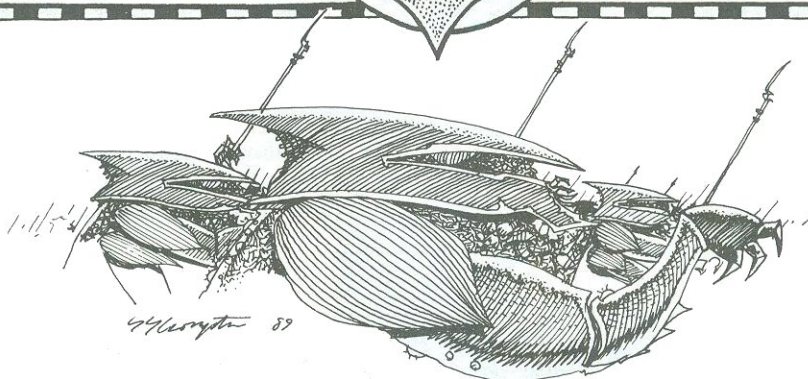
COMPOSITION OF THE SECOND ARMY

Troops stationed at Fort Bevits consist of:

regular Noville soldiers	2204
Hellhounds	2069
gold-crowned Novilles	392
infantry archers (Ælven & Sardin)	350
mixed Rhodan cavalry	310
demon cavalry	286
demon infantry	194
Hellhound handlers	143
assassins/spies/scouts	93
procurers (Ælven & Sardin)	48
liaison (Ælven & Sardin)	43
werri (wizards)	17

More than 9500 additional troops (mostly Noville) are stationed elsewhere along the border, and in other cities and frontline areas held by the Second Army.

Seit Nigira's Code



"WE KILL. WE CONQUER. NOTHING MORE."

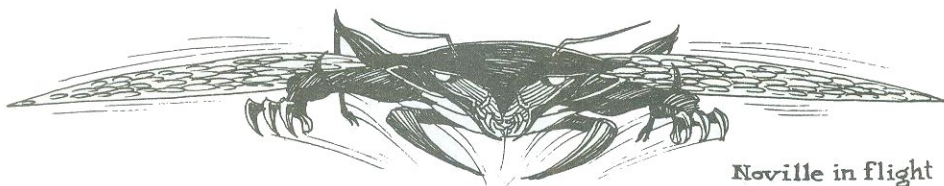
With this command, issued just after the Horde overran the city-state of Shakintah some fifteen centuries ago, Seit Nigira established the code of the Second Army. The soldiers of the Horde are not to loot, vandalize, rape, or terrorize the communities they have conquered. Of course, the subject peoples are governed and taxed, but in most cases their treatment at the hands of Nigira's governors is no worse than they received from their previous rulers. In some cases it is better. Seit Nigira is wise enough to see that, in the long run, she will reap more wealth from a prosperous and contented land. It is her pride that she has never had to ask another seit, or Hyl Sudiar, for assistance in feeding and providing for her troops and subject peoples. Instead, the Horde occasionally assists other Tarin Tor armies and regions through times of hardship. In addition to pleasing Hyl Sudiar by her efficiency and spirit of cooperation, she likes having her sister and brother seits in her debt.

Through the use of parl points and Dargonathian portals, the armies of the Tarin Tor can be rapidly moved from one place to another, hundreds or even thousands of miles away. Thus, cities and regions conquered by the Second Army are scattered throughout the Northern Hemisphere. Some of these are still governed by Seit Nigira. Others have been given into the care of some other seit, or Hyl Sudiar. Nigira still keeps embassies in those places, and has limited influence in the way the people and the land are ruled. Though she cannot tax places she does not occupy, those cities usually send generous gifts to her at tax time, to encourage her to continue protecting them from the cruelty of their current masters. In addition, Nigira occupies some lands (such as the Fort Bevits region) which were conquered by other armies. Thus, she does not have unlimited control over the fate of the people on the north side of the Styrrm. Though Nigira conducts the ongoing business of rulership, levies taxes, and controls all military operations in the area, Seit Fierced still has the right to conscript a quota of slaves, and to order the punishment or execution of any civilian. Nigira has gained a number of spirited recruits in this way, as citizens who had displeased Fierced found sanctuary from her wrath in the ranks of the Horde.

Battle Tactics

TACTICS OF THE SECOND ARMY

The battle tactics of the Horde differ from those of most other armies of the Tarin Tor, in that they focus more on possessing land than on killing the opposing army. Except for cases where she needs to ambush a very determined



Noville in flight

opposition such as an Ælven contingent. Nigira's first move is normally to send a messenger to the city's leaders, inviting them to join the lands of the Tarin Tor without the inconvenience of a battle. Her record of victories on the field is such that she can occasionally pull this off. The city has a second chance to surrender after they have seen the sky blacken with clouds of approaching Novilles, their steel-edged wings clattering like wild thunder. If the city still defies her, Nigira begins the battle at dusk by releasing the Hellhounds inside the walls through Dargonathian portals. The huge, shambling beasts swarm through the streets by the hundreds. Their job is not to kill but to herd noncombatants out of the buildings and into groups in the streets, where they can easily be collected and removed from the combat zone. The hounds will fight if resisted. In each invasion, massive numbers of the beasts are killed. Nigira would rather lose these creatures, than intelligent troops. With the hounds come Ramadan and many other Dargonaths, to disarm the civilian captives and either portal them away from the battle or encase them in magical shields. As the hounds withdraw, the Novilles attack. While the insectoids engage the city's military forces, Nigira's assassins filter through the battle lines to capture the civilian leaders and to sabotage any arcane or mechanical defenses. The fight may stop at this point, if the city's leaders are able and willing to surrender. If they will not surrender, they are usually killed. From that point, the fight proceeds along fairly conventional lines.

The cavalry, both demonic and Rhodan, is normally used only in large battles. It charges in immediately after the archers have fired their volleys and the hounds have rounded up as many Lejentia as possible. Ramadan makes a point of taking Lejentia alive when he can, for sacrifice to Bazaroth.

During any lull in the battle, the hounds are sent in again, to carry away as many of the dead as possible. If the fight is going badly, they may be reanimated, but normally they are used in the rendering plant at Das Magros.

Join the Tarin Tor!

JOINING THE TARIN TOR

To join the Tarin Tor, one must meet three entry requirements. The first is a telepathic examination to determine sincerity and loyalty.

The second is a combat fitness test, held in the Officer Trials Complex in Lorien's Kingdom. Recruits are tested in groups of fifteen. The tests are strenuous, with a survival rate of about 92%. Applicants are well warned ahead of time, so those who lack courage or confidence are weeded out. Survival means the recruit has passed the test.

The third requirement is an oath of loyalty to Nigira, to the goals of the Tarin Tor, and to the God-King Bazaroth (in that order). This oath must be signed in the recruit's blood.

The only exceptions to these requirements are applicants for accounting and secretarial positions, who need not take the combat test. Nigira hopes this new policy will correct the dreadful shortage of people with mathematical and clerical skills in the Tarin Tor.

WHY JOIN THE ARMY OF PEACE? by Merrar the Black

To be a warrior in the Tarin Tor is to be a member of a fighting force which is slowly winning in its arduous task of conquering the Ælven nation. It is to receive some of the finest and fiercest training now available. You will be trained by demons and arch-mages whose ages-old experience will profit you handsomely. To be Tarin Tor is to be trained in accordance with your personal specialty, be it the arcane sciences, or the arts of combat.

If you are a mortal, it is to have the opportunity of immortality. If you perform heroically at a cost of your own life, the responsive and grateful Tarin Tor will resurrect your soul, that you may fight again and enjoy all the benefits your heroic nature has earned for you. Even if you are Sardin, you can still scoff at Death Incarnate, Merriwyn Tirston, for you will be given a drink that will give you many years beyond your normal span. Further, you will know what it is to have senses and perceptions far beyond that normally afforded to your kin by the gods.

To be in the Tarin Tor is to have your every need met and attended to. Never again will you worry about your clothing, your food, provisions, or personal companionship. You will never again be alone.

The Tarin Tor offers an enterprising and quick-witted warrior multiple opportunities for career advantage, monetary gain, and personal enhancement. Such opportunities are not for the weak of will or arm; only those warriors brave enough to take what life offers them will enjoy the spoils of these vast opportunities. One example is the yearly training program offered to officers, at a luxurious facility in the scenic highlands of Lorien's Kingdom. The Officer Trials provide a magnificent opportunity to enjoy the training of experts, who

have made themselves available to coach and teach the uninitiated in the finer points of military management and personal self-defense.

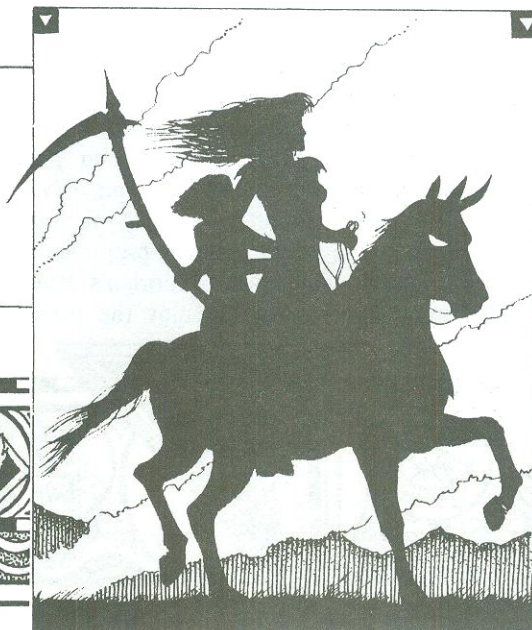
In addition to everything else, the Tarin Tor provides every warrior with three suits of armor, as well as a life-preserving arcane Hellblade, regardless of rank or race. Handsome uniforms are also provided, right down to the high-quality, real leather combat boots.

For those times when it is necessary, round-the-clock healing is available, plus such valuable extra services as maternity and dental care. Every form of healing known to man, Ælf, Dargonath, or Noville is ready to serve the health and comfort of the warriors of the Tarin Tor.

Further, to promote the stability and alertness of its valued troops, the Army of Peace also provides professional companions for enlisted beings. We spare no expense to provide whatever is needed for the optimum fighting effectiveness of our warriors!

The ultimate goal, after all, is to improve the world and save it from ultimate destruction. The heroism necessary to accomplish this task must come from the rank and file of the army. This heroism is the mark of dedicated warriors and officers. To be a member of the Tarin Tor is to have joined the winning force on Lejentia.

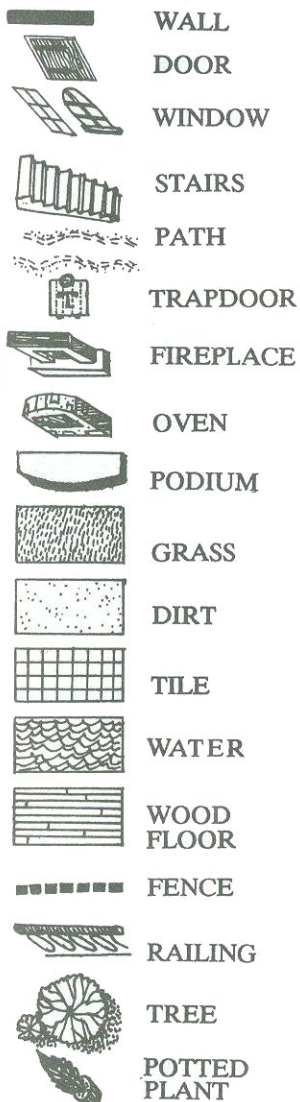
To be in the the Tarin Tor will mean that you will see the many places you have been dreaming of, and you will meet strange and exotic peoples. You will experience the thrill of a lifetime as your army transports you from country to country. The exhilaration of being a warrior for the winning side will rush through your veins as the people of a liberated city greet you with cheers and clashing shields. And, yes, you will enjoy a new level of personal freedom, uninhibited by the traditions and restrictions of the bigoted Ælven Compact. You will find romance in strange cities, and know forbidden loves that you never before dared to dream could exist. To be of the Tarin Tor is to pledge your soul to the awesome powers of the universe as they exalt you to the ranks of the immortal army. It is to experience a fierce pride and exhilaration in your veins as the world opens at your feet. It all awaits. Listen to the pounding drums that beat with the rhythm of your heart as you come forward . . . JOIN THE HORDE!



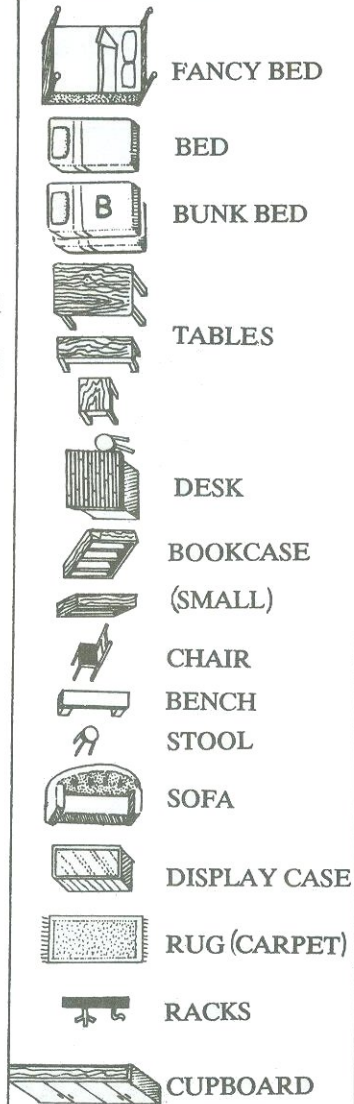
Map Key

The symbols listed below are used in the maps for this book. They are drawn in a three-dimensional, overhead view to give a more vivid idea of the rooms and their contents than that provided by conventional maps. Specific items in the buildings, that might be of particular importance, are mentioned in the text. Some symbols that are only used in one or two maps are shown next to that particular map.

STRUCTURAL



FURNISHINGS



ITEMS

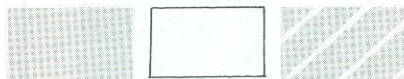


Tarin Tor Ranks & Groups

To the sides of this border are the ranks used in the Tarin Tor. Each rank has three sub-rankings, indicated by 1 to 3 studs on the side of the ranks main symbol. All ranks shown have three studs, the highest position one can obtain in that particular rank. Also shown are symbols of the major divisions and powers in Fort Bevits.

KEY

Ranks Groups Armies



The White Host
1st Army
Hyl Sudiar

Soldier

Sergeant

Blood
Sinister

Blood

Noville

Hellhound Corps

Naval group

Cavalry

Cobra Clan Dargonath

Clan of the Bat
Dargonath

Bazaroth Demon

The Horde

The Fist of Hell

The Red
Tide

Silver Storm

The Shadow

Firewind

Judge

Archon

Regent
Sinister

Regent
Prime

Sword
Sinister

Sword
Dexter

Sword
Regent

Sword
Prime

Seit

Guiya Dark Demon

Tarin Tor

Tarin Tor Uniform

Jackalpack
Member
Symbol

All soldiers in the Tarin Tor are issued a standard uniform upon completion of their entrance testing into the army. Although the Tarin Tor uniform is basically the same for all seven armies, each army has their own particular version of the uniform. (Check some of the different variations of the uniform in the characters section of this book.)

Shown here is the uniform of a cavalry officer in Seit Nigira's army. Modeled by one of the Youth Corps members of Sine Ros.

Army Insignia

Knossoin
Leather
Gloves

Rank
Insignia

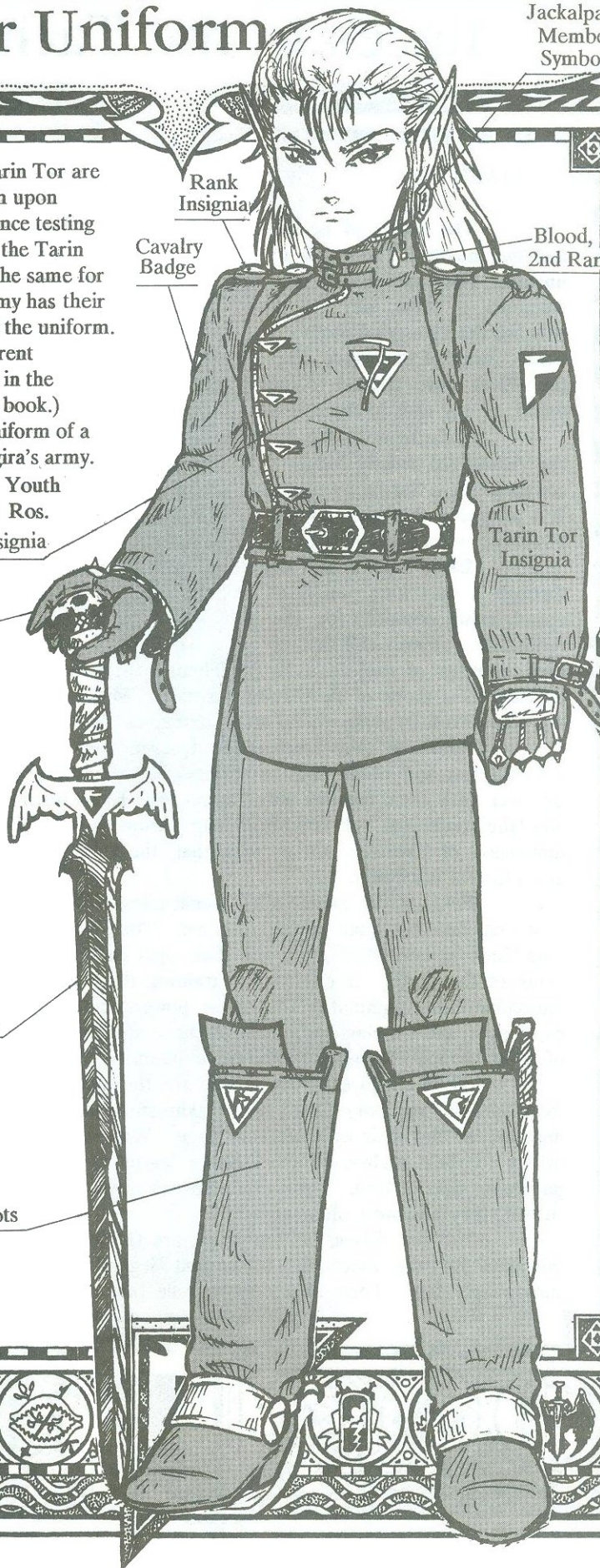
Cavalry
Badge

Blood,
2nd Rank

Tarin Tor
Insignia

Issued Hellblade

Cavalry Boots



Races in the Tarin Tor

ÆLVES

The Ælves of Lejentia are a tall, slim, ageless race with purple blood and two hearts. The touch of steel burns them; its very proximity makes them uneasy. They are divided into four tribes, each associated with one of the four elements -- earth, air, fire, and water. Most Ælves of the Ælven Republic worship the elemental mother-goddesses: Ariendale of the flames, Anawaay of the waves, Ariel of the winds, and Vendridie of the stones. The Mothers teach that the Ælves were created to guide, teach, and protect the Sardin peoples of the world, at any cost to themselves.

Unfortunately, the most widespread religion of the Sardins teaches that the Ælves are unholy beings who should be burned at the stake. It is all too common for a Sardin to turn and kill an Ælf who has just saved his life. There is a prophecy that one day the Sardins, who are far more numerous though less powerful, will utterly destroy the Ælven race.

Ælves have a high degree of magical potential which can be developed through a very long period of training. Young Ælves of the Ælven Republic spend many centuries on the holy island of Monti, receiving the wisdom of Ariendale. Ælven children of Tarin Tor parents are trained in Hell for about two centuries of subjective time. Though their magical skills are not as well-developed as those of their counterparts on Monti, the Ælves of the Tarin Tor are considered by many to be much harder to kill.

Although they average about seven feet tall, Ælves are more slender than Sardins and usually not as strong. However, they more than make up for this lack with their magical advantages. All Ælves learn the power of telepathy, and the technique of traveling long distances quickly through the chaotic dimension of Everstill. Other than that, the four tribes differ in their magical and physical attributes.

Ælves of the earth, called Vendrinites, are the most like Sardins in build -- strong, and not quite so tall as some. Their hair and skin tones range from blue-black to burnished gold, and their eyes can be all the colors of the bright gems of the earth. Early in their training they learn to shapechange to some particular land mammal. They have powers over the earth -- including, with experience and training, the ability to shape stone into flowing, seamless dwellings of great beauty. Vendrinites are the builders of the Ælven cities.

The air Ælves, or Arielites, are the smallest, sometimes even smaller than Sardins, and very light. Their skin and hair are pale, with blue hair not uncommon, and their eyes are very large. With their sweet voices they can bend others to their wishes. Each Arielite learns to transform at need into some particular type of bird. Their other powers are related to the winds and the sky. In war, they are most often archers.

The sea Ælves, or Azurinites, are the tallest of the four tribes. Often mistaken for the mermaids of ancient legend, they are shy, peaceful, and surpassingly fair. Their skin may be pale blue or green as often as pink, and

their long, long hair shimmers in multicolored streaks. An Azurinite learns to become a dolphin or an orca at need. The powers of the sea Ælves are related to water. They are not happy on land, and of all the tribes they are least involved in the war.

The Ælves of fire are called Navivians, and their passion is the heart of the Ælven civilization. Tallest of the land-dwelling tribes, they are the scholars and the leaders of their race. Their fire-related powers are most fearsome in battle. Only at the highest levels of training can a Navivian shapechange into living fire, and even then he runs the risk of losing himself in the consuming ecstasy.



Races

BENEVOLENTS

The Firstborn, or Benevolents, were created by Ariendale to heal the creatures of the earth of a terrible epidemic that was sweeping through all warm-blooded things. They were fierce and mighty creatures, but their healing hands were gentle and they were sworn to protect the Sardins. After the disease was gone, the Sardins began to fear them, then to hate them, and finally to wage war upon them. The Benevolents, bound by Ariendale's decrees, were unable to defend themselves. Then the demon-king Bazaroth came to them with his sweet and reasonable words, explaining that they were great hunters, and it was only natural that they defend themselves from their persecutors, and only natural that they feed on their kills . . .

When they began to prey on Sardins, Ariendale cursed the Benevolents with a terrible wasting disease resembling vampirism from the legends of the Ancients. Anawaay and Ariel also shunned them. Only Vendridie, the earth goddess, had pity enough to shelter some of them in her dark caves. Thus they came to resemble Vendrinite Ælves. But a curse was in their blood, and Bazaroth's evil was in their hearts. They built a great and dark civilization which lasted twenty-four millenia, before it was finally brought down by the Ælven Army. Most of the Firstborn were killed then, but some still live in hiding. For the most part, they are dark and dangerous. Some few have rejected Bazaroth, and now struggle to keep light in their hearts, to the extent their curse allows.

A small community, or "crypt," of Benevolents will usually parallel the social structure of a wolf pack. The leader, or huntmaster, mentally dominates the group, setting the standards of behavior. To cross him, one must be prepared to face his mental and physical challenge.

Benevolents are stronger and faster than either Ælves or Sardins. With training, they can change into a variety of shapes, such as a bat, owl, wolf, or black panther. They have all the earth-related powers of Vendrinite Ælves. They do not use the dimension of Everstill, fearing that Ariendale who cursed them can reach them there. Instead, some of them have learned to make portals as the Dargonaths do. They are superb empathic healers when they wish to be, and they have better telepathic powers than the Ælves. A Benevolent can mentally dominate most other beings who meet his eyes.

A Benevolent must feed once per month on the blood and soul-energy of a sentient being, though some feed more often because they like it. Such feeding need not kill. A subtle Benevolent may leave a victim with no idea that anything has happened; that which was taken will regenerate in time. If the Benevolent so wills it, the victim will be infected with his curse, acquiring the blood-thirst, limited powers -- and all the weaknesses of a Benevolent. Such a creature is known as a Wilder.

Because of the curse of Ariendale, Benevolents and Wilders cannot bear the touch of sunlight. They must sleep in contact with the earth, to receive the protection of Vendridie. Their reflections do not appear in mirrors. They can be killed by fire, sunlight, or a stake through the heart, but will quickly recover from most types of damage.

Races

DARGONATHS

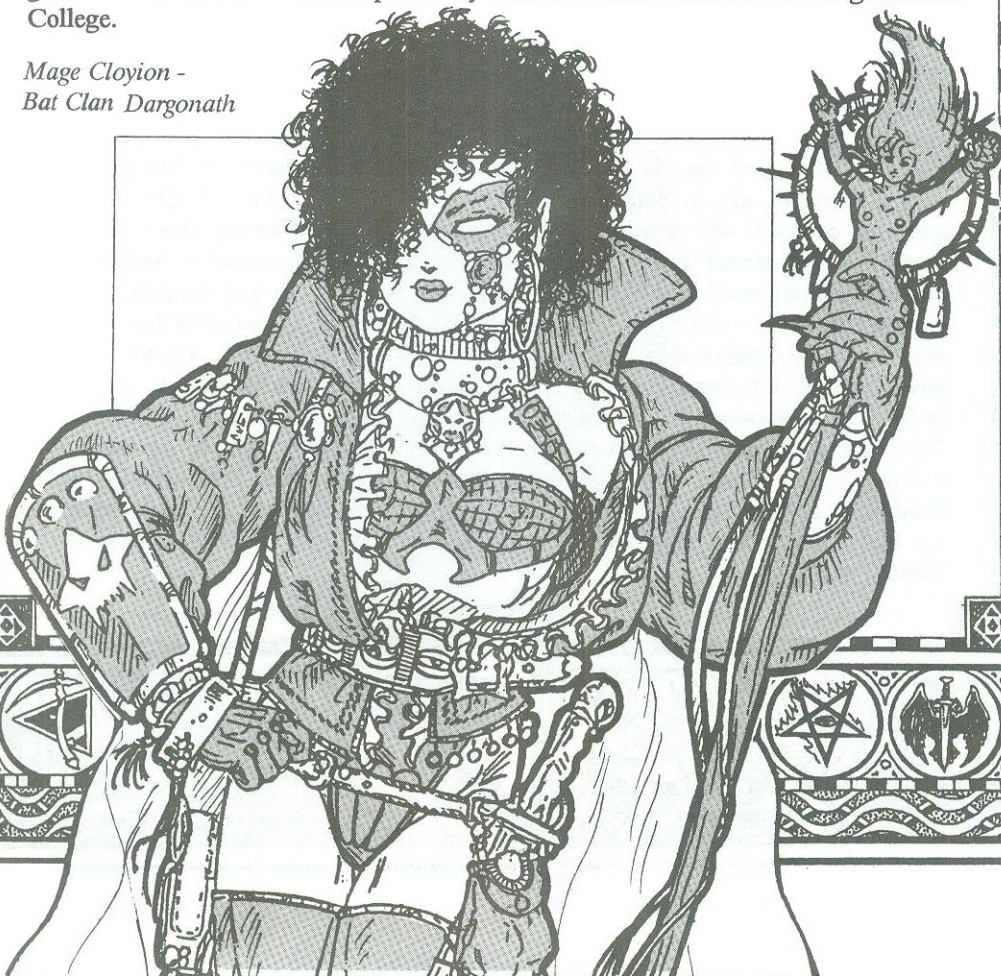
The Dargonathian Nation cannot be found on any map. It exists wherever two of the wizardly race come together. There are eighteen tribes of Dargonaths, different in style and focus, but all are descended from Alindol, the father of their race. They are united in their support of the Dargonathian College, and in their strict observance of the Dargonathian laws and customs.

Physically, Dargonaths resemble the Sardins from whom they have diverged. They are somewhat taller, averaging a little over six feet in height. Most tribes are swarthy, though there are exceptions such as the Fox Clan, which is mostly redheads. The natural lifespan of a Dargonath is about 2500 years, but it may be extended by magic if the Dargonath has achieved sufficient skill before he dies.

The magic of Dargonaths is based on their ability to control a semi-sentient energy source which they call the Aiute. Control of the Aiute comes very slowly. The levels of Dargonathian ability are named after colors, with yellow being the apprentice level, followed by grey, green, blue, brown, purple, red, silver, and gold. There are currently only nine gold level Dargonaths alive on Lejentia. There are also three individuals reputed to be white level, which is above gold.

In the war between the Ælven Compact and the Tarin Tor, the Dargonathian Nation as a whole has not taken sides. However, some clans, such as Panther, Eagle, and Gazelle, lean strongly toward the Compact, while others, such as Bat, Fox, and Cobra, work closely with the Tarin Tor. This makes for a good deal of tension in the superficially neutral environment of the Dargonathian College.

*Mage Cloyion -
Bat Clan Dargonath*



Races

DEMONS

Two main races of demons are active in the Tarin Tor.

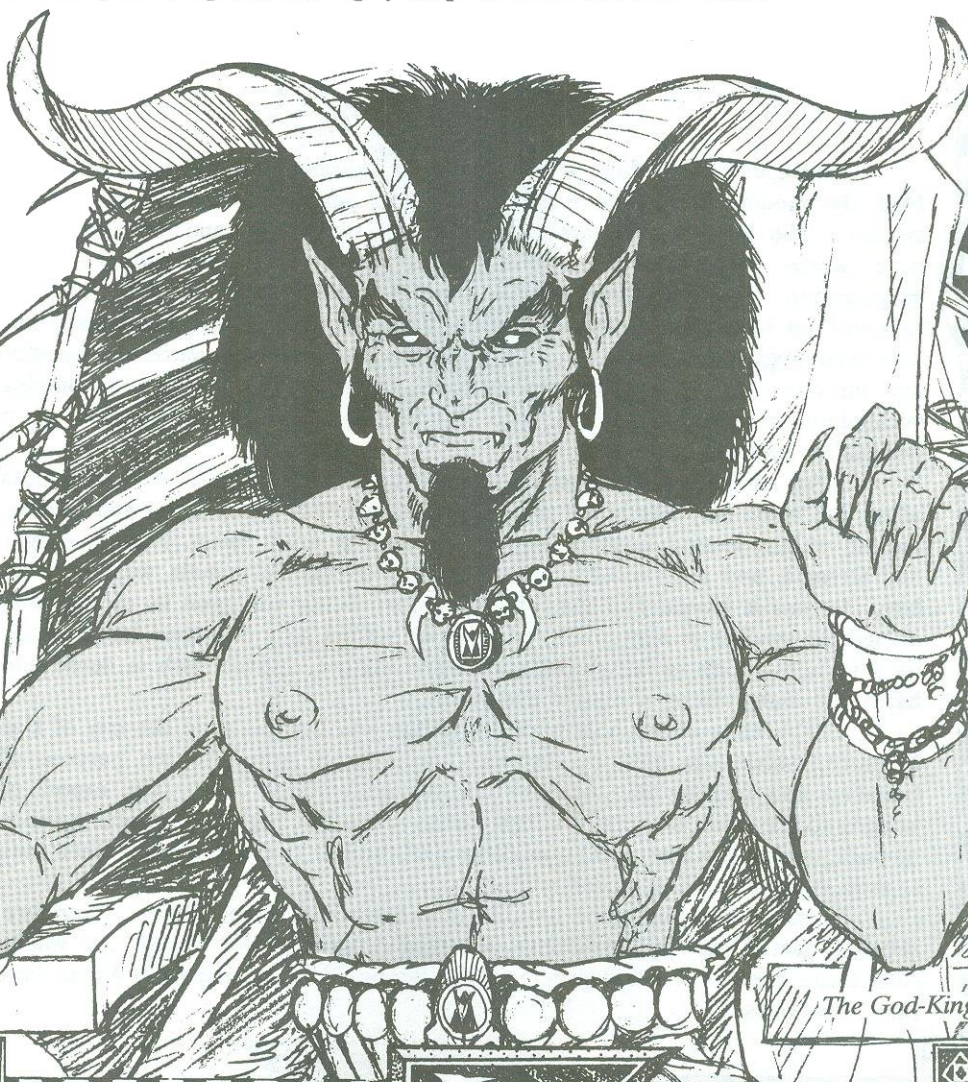
The dominant race, known as the Brethren, are led by the God-King Bazaroth. For millenia they have fought wars of conquest in a multitude of Hells, adding to the empire of their lord. Thus many other races of demons are their slaves. The Brethren take over the functions of the Hells they conquer, reaping a revenue of souls from many worlds on the mortal plane. These furnish food, service, and entertainment to the Brethren.

Recently -- as such things are measured -- the Brethren conquered the Hell attached to the world of Lejentia. Though the battle was extremely costly, and the Hell they gained so devastated by the conflict as to be almost useless, Lejentia proved to be especially interesting for two reasons. The Ælves, so much longer-lived and more magical than other mortals, are a source of tremendous power when eaten. And the geologically unstable planet is -- the Brethren believe -- doomed to tear itself apart in the relatively near future, delivering a huge harvest of soul-energy.

The Brethren are some ten to twelve feet tall in their natural forms, with red skin, massive horns, clawed hands, and cloven hooves. They wear their hair extremely long, as their warrior code demands. Gifted at shapechanging and telepathy, they have the ability to learn spells just as a mortal may do, and some, such as Guiya Dark, are mighty wizards. As beings of innate magic, the Brethren react to the magic-stealing drugs, claria and hyclaria, as though to a powerful acid.

The Brethren are a lawful race according to their own beliefs. No barbarism is too vicious for them, but they take pride in honoring their contracts to the letter. Their contractual law differs from that of the Inferno in several important respects. For example, the Brethren can and will force someone into a magically binding contract by means of torture, imminent death, the use of hostages, drugs, telepathic domination, lies, or anything else that gets the victim's signature in blood on the bottom line. After that, whenever the contracted person's actions are in conflict with the terms of his contract, both the person and the contract will heat up, then begin to give off smoke, then burst into flame. The burning stops as soon as the forbidden behavior is halted. If a person violating such a contract can manage to survive longer than the burning parchment, he is freed of his obligations. However, the contracts of the Brethren are made of demon skin and do not burn well or quickly. Only the most powerful and determined mortals can hope to survive such a contest. But there is sometimes another way to escape a demonic contract, or to lessen its burden. The customs of the Brethren acknowledge an inalienable right to personal self-defense, which cannot be signed away. Thus, a Brother may contractually bind a maiden to serve him in his bed, but no contract can prevent her from trying to kill him there. This demonic "common law" is reflected in the practices of the Tarin Tor.

The conquered Hell of Lejentia, known as Inferno or the Holy Hell, is inhabited by a race of demons known as Tormentors. They were once ruled by the fallen angels, who are nearly extinct now and quite without political power in the new regime. Tormentors serve in the Fifth and Seventh Armies. They are semi-humanoid creatures of approximately Sardin size, but possessed of one or more bestial attributes such as scales, horns, hooves, leathery wings, and spiked tails. Their lack of uniformity suggests that they are not a natural species like the Brethren, but magical variations on the human form. Why this might be, is unknown. They are less skilled than the Brethren at changing their shapes, but are adequate telepaths, and highly adept at telekinesis and illusion.



The God-King Bazaroth

Races

HELLHOUNDS



Originally bred from a cross between a grizzly bear and a true beast of Hell, the modern Hellhound is for all practical purposes a natural and earthly species. The largest males are nearly the size of grizzlies and are reputed to have worse dispositions -- but the part about their dispositions is an exaggeration. However fierce they may be, they could not be so well trained if they did not have a more tractable side to their nature. Indeed, Hellhounds are "one-man dogs," forming strong bonds of affection with one particular handler and no one else. To please that person, a Hellhound can learn a complex vocabulary of commands, and will (grudgingly) obey the commands of a designated substitute.

An adult male Hellhound can weigh up to 1300 pounds. A female looks about the same size but is not as densely packed with heavy bone and muscle, and so weighs several hundred pounds less and is much faster. Besides weight and strength and a formidable set of claws, a Hellhound's main weapon is its bite. Its jaw is hinged like that of a snake, so that it can open its mouth wide enough to swallow a man whole. Under its maned coat of coarse blackish fur, its skin is as tough to cut through as boiled leather, and its flesh is dense and hard with many layers of muscle and gristle.

The main concentration of Hellhounds on Lejentia is at the city of Das Magaros, which was built by Ramadan, at Nigira's order, for the purpose of breeding and training the creatures for the entire Tarin Tor. The export of hounds to the other six armies is one of the sources of Nigira's favorable balance of trade. Also, the tremendous usefulness of the beasts has made the other seits slightly dependent on her good will.

More than the other seits, Fierced resents this dependency. Therefore she has started her own Hellhound breeding program. Her hounds are wilder than those bred in Das Magaros, perhaps because of the infusion of hyena into their bloodlines.

Races

NIX



Serving and Fighting Nix

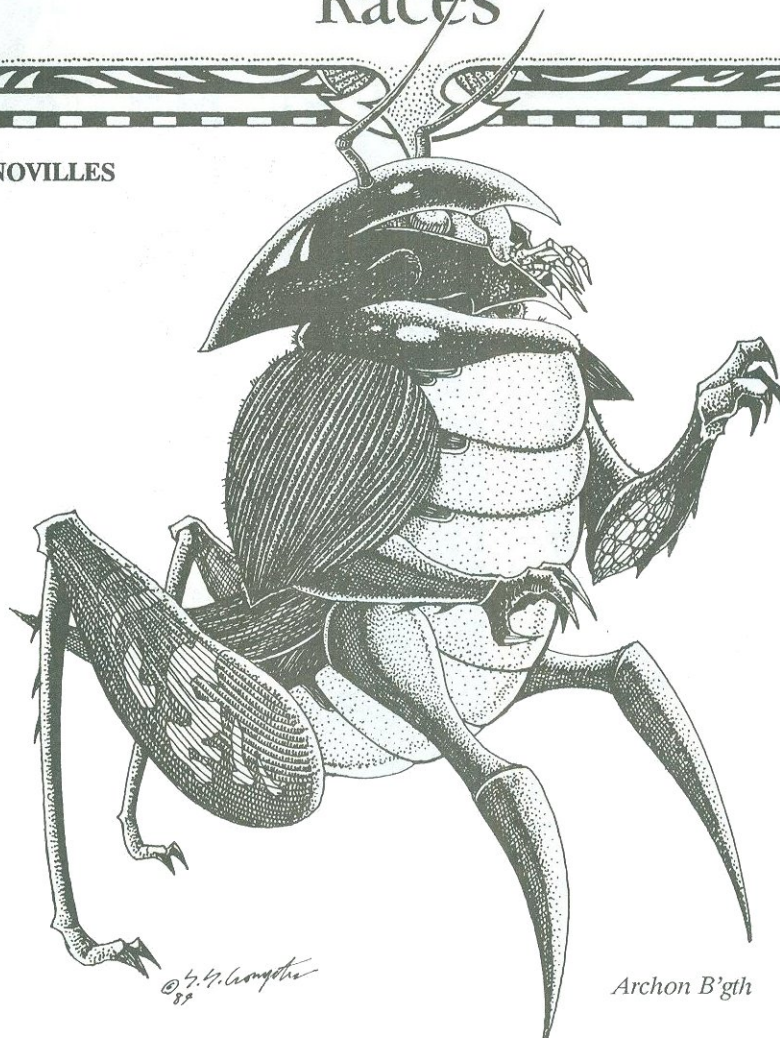
Nix are created of clay mixed with blood, given shape by sculptors, and brought to life by an infusion of energy from some individual of tremendous arcane power, such as a major demon or a gold level Dargonath. Used as expendable troops by some armies of the Tarin Tor, they are created hastily in batches or hundreds or even thousands. Thus, they tend to be ungainly in form and feature. If the sculptor has the time and talent, however, a nix can be made beautiful. Most are humanoid, but they can be made in any shape. The Seventh Army has more than a hundred aerial nix, vulture-like beings with small bodies and vast wingspreads. Obviously, Nix vary greatly in their physical attributes depending on design. A typical infantry Nix is more short and scrawny than a Sardin, but with bigger shoulders and arms, a sloping forehead, and no hair.

Once brought to life, a Nix is flesh and blood, needing food and drink and shelter like any other mortal being. The intelligence of a Nix may vary from barely sentient, to fairly bright, depending on the particular enchantments used on it. They have free will, but are easily dominated by stronger beings. Though some few are designed for sex, all nix are infertile. Their natural odor is earthy and not really unpleasant. Because of the filthy conditions in which most of them live, however, nix are thought of as foul-smelling, disgusting creatures.

Nix are used extensively in the First, Third, and Fifth armies of the Tarin Tor. Their camps are pits of filth, their food often substandard, and their equipment inadequate, especially in the Third Army. Because of the brutal treatment they receive all their lives, Nix understand only force. They will obey anything mightier than themselves, and bully anything weaker. It is not uncommon for the wounded of both sides to be stolen off the battlefield by Nix, to torment and then eat.

Races

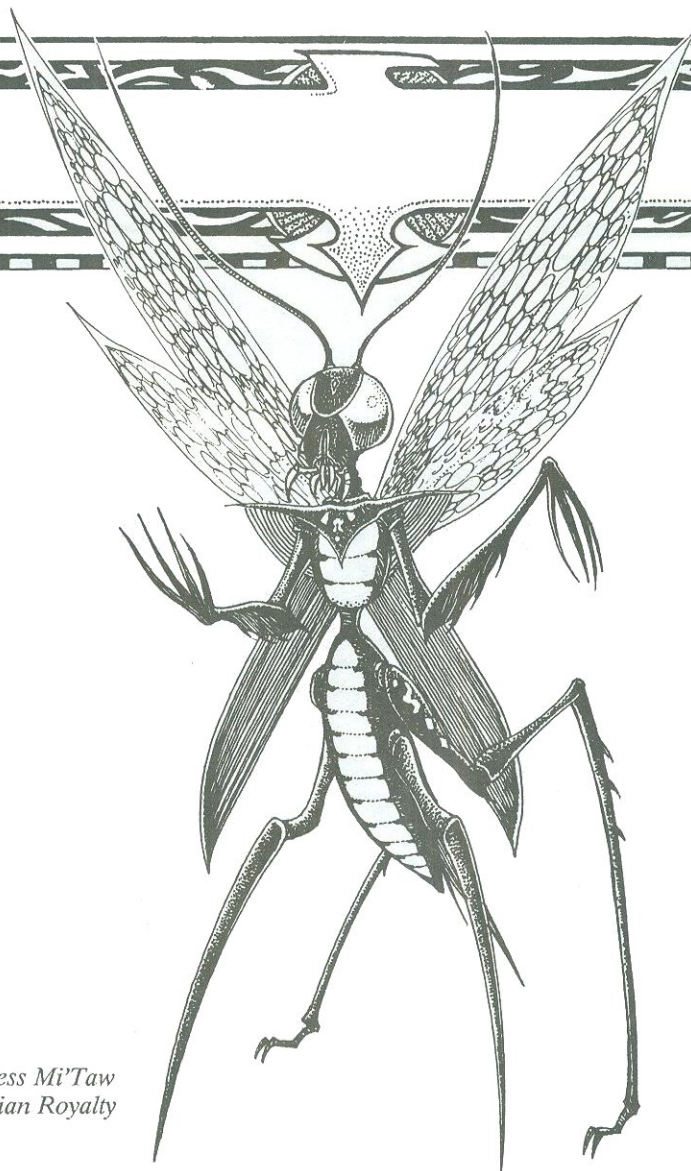
NOVILLES



Archon B'gth

Novilles are an insect-like race from another stellar system, summoned to the world of Lejentia to serve the purposes of their demon god, Bazaroth. Ranging from nine to twelve feet in height and some 500 to 800 pounds, they have six limbs and a vaguely centaur-like form. Their upper limbs have about the same strength as those of a man or Ælf, but their rear legs are tremendously strong, enabling them to launch themselves upward in great leaps, which they need to do before spreading their wings to fly. These powerful legs also give Novilles a very dangerous kick. They fly with the aid of internal hot gas bladders which make them lighter than air. Sometimes, if a Noville's gas bladder is perforated by a sunstaff, the creature will explode.

Magical ability varies from one Noville to another, usually (but not always) roughly dependent on caste. Worker Novilles seldom have much magic (though there have been a few worker-wizards in Novillian history). Soldiers occasionally have high potential; it is from these individuals that the drones are chosen. The experimentally bred gold-crowned Novilles have good magical



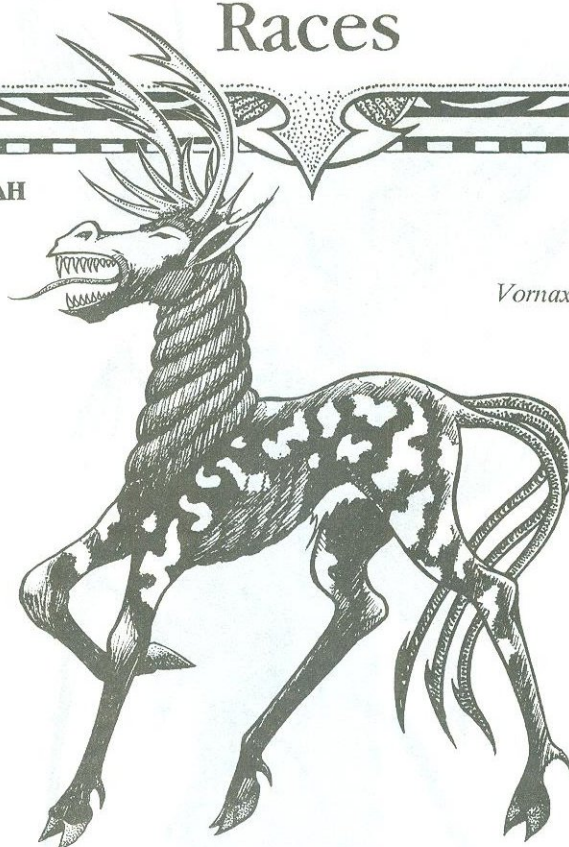
*Princess Mi'Taw
Novillian Royalty*

potential, and young princesses would not survive past infancy without the ability to defend themselves magically, even before receiving any training. Novillian magic most often takes the form of telepathy, a few spells, the ability to make shields, and the ability to travel physically or mentally through the ethereal plane (not the same place as Everstill). Far more rare are such skills as telekinesis, pyrokinesis, and k'kthit -- the ability to join with other adepts to mentally create a complex pattern of forces such as the Novilles use to travel through space.

The Novillian mother-ship currently in orbit around Lejentia is k'kthitic; if the individuals holding it in existence were to be killed or all knocked unconscious at the same time, the ship would cease to exist. Novillian pyrokinesis does not require oxygen to work, and some pyrokinetics are able to use their power over a distance of hundreds or even thousands of miles. Thus, they are the "gunners" of the Novillian space force. They are considered far too valuable to be wasted on the surface of a planet. Their place is with the Queen, protecting her ship and her most precious self.

Races

QUITZAH



*Vornax - Queryth's Fastest
Quitzah*

Native to one of the many Hells conquered by the Brethren, quitzah are carnivorous beasts with a superficial resemblance to the deer of Lejentia's many forests. The brightly colored spots on their hairless black hides are a warning to potential enemies that the quitzah are poisonous. A wound from the envenomed horns of a quitzah can instantly paralyze a fully grown Ælf, Dargonath, or Sardin. Demons resist the venom better, but even they can sometimes be brought down in this manner. Quitzah are sprinting beasts, much faster than horses and Rhodans over a distance of half a mile or less. After that, their stamina gives out and they want to stop. They are not very strong, relying on their maneuverability and razor-sharp horns to quickly disable their prey before it can fight back. Though not as intelligent as horses, and far more vicious, their lifespan of two centuries or more allows enough time for them to be laboriously trained by the small demons who ride them. There have been elaborate breeding programs to try to produce bigger, stronger quitzah to carry larger demons and perhaps some barding (horse armor). All these programs have failed. Quitzah are already as large as they can be without a major decrease in speed.

Despite their lightness, to be mounted on a quitzah is a tremendous advantage in a battle. The only time a quitzah does not resent having someone on its back, is when that person is killing everything in sight. The sight and scent of blood drive them into a killing frenzy. At such times, a quitzah will tend not to attack others of its own kind, so the only safe place to be is mounted on one of these frantic beasts.

Races

SARDINS

Sardins are the original population of Lejentia, essentially normal human beings. They average well under six feet in height, live to be fifty or sixty years old, and for the most part have little or no magic. They have a wide variety of cultures in different parts of the world, but the dominant religion, the worship of the ancient god Jehovah, prescribes a strict, sober, male-dominant society. Perhaps because their style is so very different from the free-wheeling off-duty revels of the Ælves, Jehovan Sardins are no more tolerant of the four tribes than they once were of the Benevolents. Still, the hatred is not universal. Some individuals, and some nations, do look upon Ariendale's children as allies.

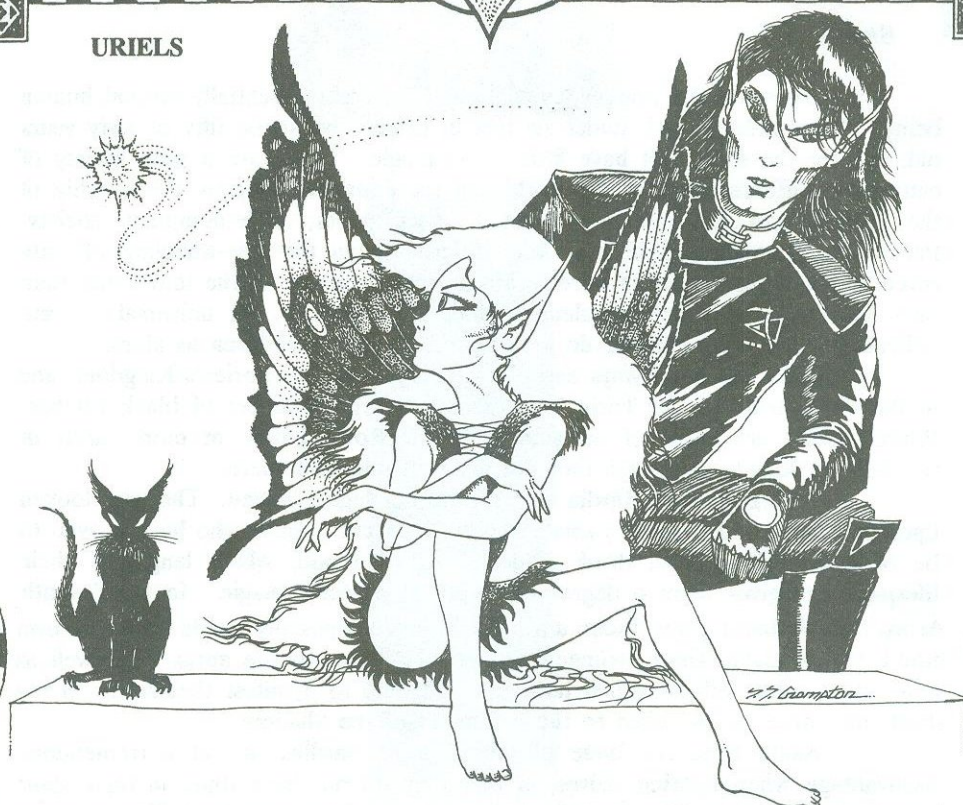
Sardins are not always entirely without magic. In Lorien's Kingdom, and in the Fifth Army of the Tarin Tor, there are large numbers of black witches. White witches are heard of occasionally in the Rown Lands, or more rarely in the Jehovan kingdoms though they are not well tolerated there.

In the Tarin Tor, Sardin soldiers are not highly valued. They are looked upon as cannon fodder, just a small step up from nix. Those who have proven to be of value are given a drink made of Ælven blood, which lengthens their lifespans and gives them a degree of ability to perceive magic. In the Seventh Army, Seit D'Josso gives them a similar drink, supposedly made with his own blood, which makes them stronger and enables them to see auras -- as well as some more subtle effects which have not had time to manifest themselves in the short time since he ascended to the command of the Shadow.

Aside from the issue of magic, most Sardins are at a tremendous disadvantage when fighting Ælves, in that they do not have time, in their short lives, to learn how to fight as well as even a poor Ælven warrior. This handicap can be partly or completely offset by a Sardin who knows his own soul-name. According to the Rowns, Sardins live many lives under different names, but each person has one true name which he or she remembers between lives. If this name can be recalled during life, it enables the person to subconsciously call upon the accumulated experience of previous lives, thus operating at a level more comparable to that of the magical races. Whether this theory is true or not, Sardins who know their soul-names certainly do seem to fight better, and usually to behave in a wiser manner, than Sardins who do not know their soul-names. The Rowns have devised means of stimulating this memory in Sardins who join their ranks. Most Jehovan churches discourage it as a heathen practice. Witches are not known to do it, though they can magically extend their lives as Dargonaths do. The Tarin Tor has taken no official position on the issue of Sardin soul-names, but probably will soon, as the priests of Bazaroth have begun to refer to "this former-lives nonsense" as a false and useless alternative to the life-extension programs of the seven armies.

Races

URIELS



Uriels are made in a manner similar to nix. However, they are much more personal creations, infused with the blood, soul-energy, and thoughts of their creators. Most of these rare creatures are Ælven-made, and an Ælf will usually have no more than one uriel in existence at a time. Other individuals with great magical power may also learn how to make a uriel. Generally beautiful and intelligent, they act as personal servants, companions, spies, and (sometimes) stand-ins for their creators. They can be fashioned to look like normal people.

Most uriels have more than one natural shape -- for example, an Ælf and a cat. All can become fast-moving balls of light; it is in this form that they travel long distances, being unable to use Everstill (the chaos totally disrupts them). They usually have telepathic powers.

A uriel is composed more of magic than of solid matter, and therefore is highly allergic to claria and hy'claria. It is very closely linked to its creator, quite unlikely to question anything that person says or does. When the creator dies, the uriel dies also -- unless it has "sparked." Once in a great while, a uriel will take on a true life of its own. Then it becomes physically solid, losing its uriel abilities and acquiring those of the race of its creator, as though it were the creator's child.

Enchanted Weapons & Items

ENCHANTED ITEMS

Here are some types of magical items that may be in use in Fort Bevits:

BLACK DAGGER. Each priest of Bazaroth keeps a black sacrificial dagger somewhere on his person. Upon inflicting anything worse than a flesh wound will steal the soul and channel it immediately to Bazaroth.

BLOOD CRYSTAL. This faceted disc is about as big as a man's thumbnail, blue-white in color with a vivid red veining throughout its transparent depths (hence the name). It is a kind of fuel. Placed in the mouth of a creature able to use magic, a blood crystal will disappear, leaving the creature invigorated and strengthened. Blood crystals are not quite the same sort of energy found in souls, but they are very similar, and demons find them delicious. Nigira uses these crystals to pay the demons in the Second Army. Dargonaths, witches, and other demons want blood crystals too, since they are such a convenient source of stored power. The market value of a blood crystal is about one hundred seventy quince.

CALLING CRYSTAL. A slim quartz shard a little bigger than a toothpick, a calling crystal is meant to be carried in the pocket, and broken when the bearer wishes to summon the person to whom the crystal is attuned. The breaking of the crystal sends an automatic telepathic call if the person is in range (about three hundred twenty miles). It can be homed in on through Everstill or a portal. The call lasts forty seconds.

D'JOSSO'S SWORDS. In Fort Bevits, Ramadon and Alkyron are known to have swords made by Seit D'Josso (some years ago, when he was lower ranking). Alkyron's sword was a gift to seal a treaty between jackalpacks. How Ramadon got one of these swords is not known. There may be others in the fort, as D'Josso occasionally makes them for people he likes, or wants to protect, or wishes to use as harvesters of souls. All these swords have a glowing, crystalline appearance. They inflict frostbite on demons, and they are weightless (though not without mass). Virtually unbreakable and able to cut stone or iron, some of these swords also have powers to shield their users from hostile magic, and some are flaming swords (though they still inflict frostbite as well as burns). All are painless to mortals when they cut (though the wound may hurt later). In the hands of those for whom they were made, these swords provide an increased resistance to telepathic harm or domination. They are soul-stealers, but it is not known where the souls taken by these blades eventually end up.

HELLBLADE. The Tarin Tor provides each of its soldiers with a bladed weapon of some kind, normally more than one. These may take various shapes, such as swords, axes, or scythes. The blade portion is always dead black in color. They are enchanted to be slightly more effective than normal weapons, though they are by no means the stuff of legends. Their most important property is that when such a blade kills, it steals the soul, storing it inside the

blackened metal until the next time a priest of Bazaroth empties the weapon by washing the blade in sacrificial blood. In the case of Fort Bevits, this is done by Ramadon at the Fountain of Bleeding Roses, every ten days. The stolen souls are channeled to Hell for the use of the God-King.

HELLISH PARCHMENT. Unless one looks closely, these sheets can easily be mistaken for ordinary parchment. They are actually very thin layers of demon skin, and a signature in blood on one of these is magically binding. This can be used to trick someone into committing himself to a demonic contract, when he thinks he is signing a travel pass or shipping manifest or some such innocent document. In order for it to work, some of the victim's blood must have somehow been mixed with the ink used. Because the parchment is so thin, it burns easily, and someone who tries to disobey such a contract has a base 40% chance of "toughing it out" and surviving until the contract burns up. This chance is modified by the amount of damage the victim can take, and other factors such as the availability of healing magic.

KNOSSOIAN LEATHER. This leather, produced in a factory across the river from Fort Bevits, cannot be pierced by a non-magical weapon. It is rather expensive, but Nigira has bought as much as she can, and had it made into tunics for her humanoid soldiers to wear under their regular armor. About one-quarter of her Ælves, Dargonaths, and Sardins have this protection.

PARL POINT. A Novillian invention, the Parl Point is an area that exists in two places at once. It is based on some Novilles' ability to fold space, which is how their ships cross interstellar distances. A Parl Point looks like a sphere of opalescent fire. Once created, this phenomenon is virtually impossible to destroy, becoming a permanent fixture of two landscapes. Smaller ones can be used in a manner similar to crystal balls. Though they do not provide visual access to a distant place, they allow one to hear what is going on, and to employ magical forms of sensing as well. Small Parl Points can be moved, albeit with great difficulty, as though they weighed about thirty tons. It is rumored that a Parl Point can be made to link different planes of existence, such as the mortal and the ethereal planes. A few extremely powerful Ælves have studied the theory of Parl Points and learned how to create them, and researchers at the Dargonathian College are reportedly trying to duplicate this achievement.

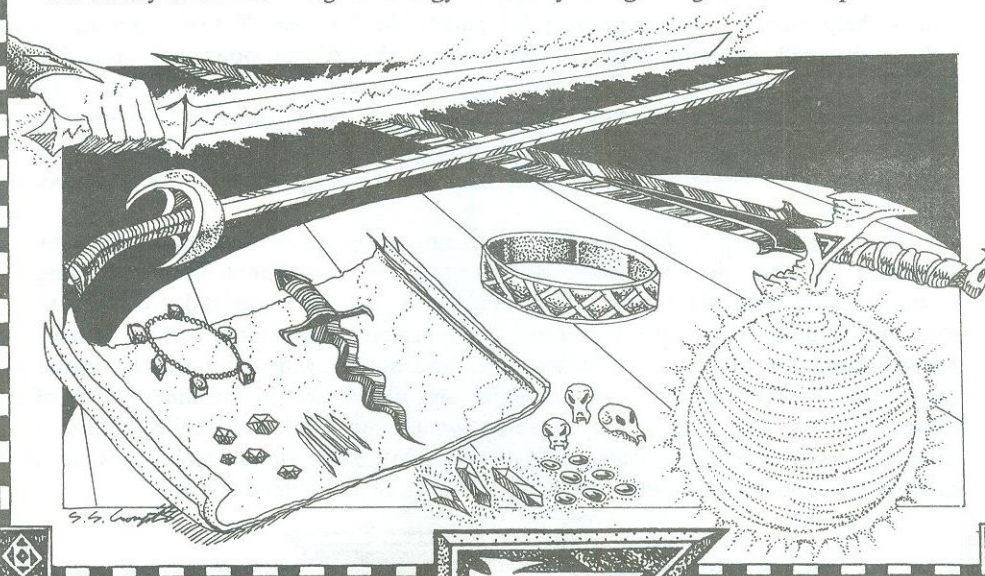
SLAVE COLLAR. This leather-covered copper collar performs the same function as prisoner wards. Each one is powered by the victim's own life-energy, keeping him in a slightly sluggish condition as long as the collar is worn. Nigira does not like to use them, but finds them necessary in addition to her own wards in the case of very powerful prisoners. After all, the bulk of her power is better used elsewhere.

STORAGE BRACELET. This is a slim gold wrist-chain hung with five to twenty golden lozenges about the size of a child's fingernails. When a lozenge is removed from the chain and someone does a *Dimensional Restoration* spell on it, it expands to the size of a small storage chest. A *Twisting Portal* of

Semhanion spell will cause the container to shrink again. Some Dargonaths carry all their earthly possessions in bracelets such as these, which are made by the Gazelle Clan and sold through the Dargonathian College. The cost is about a quarter-crown per lozenge.

SUNSTAFF. This weapon, used only by the Ælven warrior order known as Lejentia, is a manifestation of the user's will, given solid form by the goddess Ariendale. In times of need, it is drawn from the left thigh as from a scabbard - though no surgery would reveal any foreign object in the leg when the staff is "sheathed." At the user's choice, a sunstaff can range from white, which does no more harm than an oaken staff, to light blue, which stuns, gradually darker to a deep purple, which causes permanent nerve damage, and then to black, which not only kills but steals the soul as energy to nourish the Lejentia's magical faculty. A Lejentia who has been drugged with claria or hy'claria cannot draw his sunstaff, though he can use it if it is already drawn, or if someone helps him to draw it. Prisoner wards will prevent both the drawing and the use of this weapon.

WARDING BONES. Wards and shields are explained in the section by that title. Normally they are generated by means of a spell or a natural ability. But the job can also be done using small animal skulls which have previously been enchanted. They are placed around the perimeter of an area to be protected -- even hung from the ceiling and imbedded in the floor, if the user wishes to be thorough. Then the wards and/or shields are activated by placing the appropriate "key" -- usually a lighted candle -- in a larger (often humanoid) skull which is magically linked to the smaller ones. The arrangement can be used repeatedly. Warding bones can even be built into a structure. They are powered in various ways. The most common type are "leeches," drawing an infinitesimal but steady stream of magical energy from any living thing within the perimeter.



Magic in the World of Lejentia

ETHEREAL PLANE

The ethereal plane is a dimension used by the Novilles to travel quickly from place to place, in much the same way as the Ælves use Everstill. Unlike Everstill, it has ground and sky, gravity and atmosphere. It is a dim, windswept badland with an indescribably strange smell, like boiled sage with overtones of yeast and kerosene. In addition to traveling through this place, Noville soldiers learn to store their souls here before going into battle. If a Noville in this state is killed physically, its soul will possess any freshly killed body in the area, healing the mortal wound with a supply of energy it has stored for this purpose. If the soul is killed but not the body, the body goes berserk, attacking everything within reach until it is killed. This is why Lejentia work in pairs, one attacking the body while the other sends his soul to the ethereal plane to fight the Noville's soul. The body of the second Lejentia does not fall unconscious, but continues to fight under the control of the partner who is fighting the Noville's body.

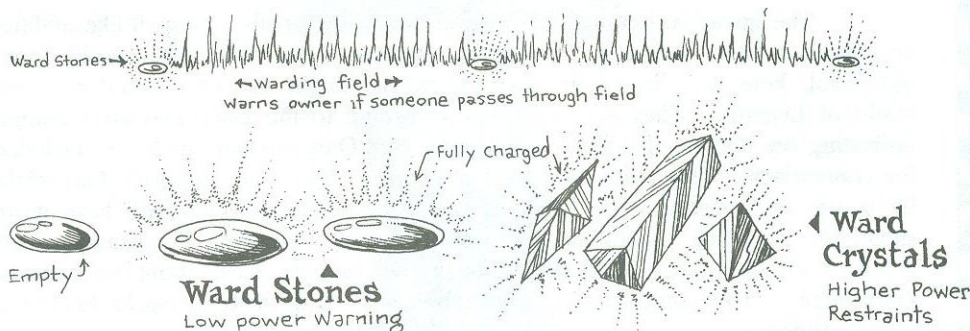
TELEPATHY

Telepathy is the most widely used magical power on the world of Lejentia. It is possessed by all Ælves and demons; Dargonaths of green level or above; some soldier Novilles and all gold-crested Novilles, drones, and females; witches of gloriole rank or higher; and a few untrained Sardins.

In addition to its obvious value as communication, telepathy provides ways to attack one's enemies (and to defend against such attacks), to interrogate prisoners, to erase inconvenient memories in other people, to influence or dominate other people, to scan an area for enemies, to locate missing friends, and to help someone do something he cannot do for himself (for example, to help a drugged Lejentia draw his sunstaff). The Ælven power of empathic healing is a special form of telepathy. All these effects are achieved, not through the casting of spells, but through concentration. Although telepathy uses magical power, it is a matter of activating and training a portion of the brain which already has these latent abilities. Thus, it is not done the same as, for example, a light spell.

In the world of Lejentia, one often encounters characters who are many thousands of years old. Telepathic contact with these characters takes interesting forms, because over the millenia their minds have become organized according to their own highly individual symbolism. For example, Ramadan's mind is a dark forest overgrown with thorny crimson vines and aprowl with black wolves, where mysterious obelisks gleam in the moonlight and ghosts wail in the wind. Each of these elements has a particular meaning, which must be understood before a telepath can interact with Ramadan's mind. Only such simple techniques as a mindscream can work without any understanding of the subject's mind.

WARDS AND SHIELDS



Wards and shields are spells, or spell-like effects, of a protective or restraining nature. Both effects are meant to cover a three-dimensional area, such as the inside of a tent, a camp, or a fort; or to surround a person. Wards are for the most part "burglar alarms" designed to ignore authorized personnel, but to alert the wards' creator if anyone else crosses the boundary. Shields can be made to prevent various forms of passage through the protected area. A simple shield may only stop people from walking in. A more powerful version might also stop spells from being cast in from outside. Specialized shields can stop sound, telepathic calls, other magical forms of sensing such as a Vendrinite's power to sense things through the earth, or people trying to get in through Everstill or the ethereal plane. Wards and shields can be inverted to keep people inside an area, keep them from casting spells out, and so on.

Prisoner wards are a type of telepathic restraint to prevent undesired behavior such as fighting or escaping. Another type of shield which can be used in someone else's mind is the "lockbox" -- a magical structure where a specified type of memory is automatically stored. These memories are accessible to the owner, or to the maker of the box, but to no one else -- unless an intruding telepath is able to shatter the lockbox. Lockboxes are often created by high-powered individuals to protect the secrets of lesser-powered spies in their employ. A skilled telepath can blend such structures into the natural patterns of the mind, making them difficult to detect.

The maintenance of wards and shields requires a continual expenditure of energy. More than one person can contribute energy to the same ward or shield. Shields can be shattered by various types of magic, by overwhelming physical force, or by other extremely rare occurrences such as a sonic boom.

One may install wards and shields in one's own mind, either as overall protection or as lockboxes. Magical energy can be used to strengthen these defenses. However, the natural structure and strength of the mind will make them work fairly well even when one is without magical power. Individuals of no magical aptitude, if their minds are trained and well-disciplined, may resist telepathic intrusions surprisingly well.

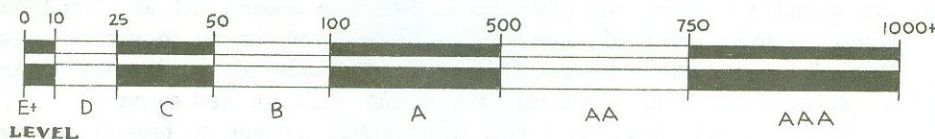
Spells

SPELLS

The game master will probably be using the spells and spell-like abilities described in his preferred role-playing system. To make the world more individual, here is a list of magical effects one might use or encounter in the world of Lejentia. They are organized according to the Dargonathian rankings, indicating the degree of difficulty involved. Non-Dargonathian spells are included for comparison. This is by no means a complete list of all the spells that might be in use in Lejentia. The book on the Dargonathian College will have more spells, but even that should not be considered comprehensive. For example, only a few witch spells are mentioned, though they actually have about as many as Dargonaths. The game master is encouraged to add whatever spells he thinks are appropriate.

The letters in parentheses after the color refer to the generic rating system described earlier in this book. The number or range of numbers indicates how much magical power the spell requires. The next thing in parentheses tells who uses the spell or ability. *D* = Dargonath, *Æ* = Ælf, *NV* = Navivian, *VE* = Vendrinite, *AZ* = Azurinite, *AR* = Arielite, *LE* = Lejentia, *B* = Benevolent, *NO* = Noville, *W* = witch, *H* = demon, *M* = miscellaneous other. *NA* means "not applicable."

MAGICAL ENERGY



YELLOW LEVEL (E)+

CLEANING (1) (D, W). This spell will instantly launder and press a suit of clothing, or clean and polish a floor, or clean and dry a sinkful of dishes.

CONTROL SMOKE (1-2) (Æ-NV). Twenty cubic feet of smoke may be controlled within a fifty-foot radius by a Naviaian using this ability.

ECHO (1) (Æ-AR). This is a "special effect" spell, altering the acoustics of a place, generally to enhance a musical performance or just to provide amusement.

FETCHING (1-3) (D, W). Basically a weak telekinesis, this moves small objects within a range of about twenty feet.

LIGHT (1-10) (D, Æ, W). This light can range from the equivalent of a candle, to a bright chandelier. The Ælven version of such light is ruddy gold, the Dargonathian version is blue, and the witchly kind is greenish. The spell lasts about ninety minutes.

MENDING (1) (D). This spell mends clothing and small non-metallic items.

Spells

SEE AURA (NA) (Æ, B, D, H, M, NO, W). All sentient beings have the potential to develop an aura that clings to them like a magical trademark, though the process takes centuries. Magical races can detect such an aura with a sense usually interpreted as sight -- though some of the most vivid auras have distinctly non-visual components.

SENSE LIFE (NA) (Æ-NA). This works at a range of fifty feet. It can be focused to filter out things the Navivian is not looking for (germs, bugs, grass).

SENSE METAL (NA) (Æ-VE). A Vendrinite can use this power to detect veins of ore, or buried treasure, in the ground, at a range of about 1/4 mile. Or, he can detect such things as a group of metal swordblades within about ten yards of him above the ground's surface.

GREY LEVEL (D)

CALL WATER (2-50) (Æ-AZ). On land, an Azurinite using this power can greatly increase the humidity of the air. He can cause water to flow toward him (out of a drinking glass, for example). In water, this power will create a localized current, strong enough to deliver a stunning impact to a swimmer.

DIMENSIONAL RESTORATION (2-8) (D). This spell restores magically reduced objects to their natural size.

ENERGY CHANNEL (1-10) (Æ, B, D, H, M, NO, W). This is the ability to move magical energy from one person to another. Through this means, one person may act as a magical "battery" for another. A spellcaster who has been temporarily depowered through drugs or exhaustion may still cast spells, if someone else channels power through him.

ILLUSION (5-20) (D, H, W). This ability is not linked to telepathy. It is more akin to a hologram than to a hallucination. More experienced spellcasters can make their illusions longer-lasting, bigger, and more convincing.

SENSE MAGIC (NA) (Æ, B, D, H, M, NO, W). Magic-using races can "see" powerful magic in a person, place, or object with the same sense with which they perceive auras. Weaker or more subtle magic can usually be detected by touch.

SHIELDS AGAINST MAGIC (10-100) (Æ, B, D, H, M, NO, W). See the section on wards and shields.

SPEAK WITH MAMMALS (5) (Æ-VE). A Vendrinite can use this power to telepathically communicate with any natural, warm-blooded animal. The animal's intelligence will not be increased by this spell, so the communication must be extremely simple.

SPEAK WITH WIND (5) (Æ-AR). Using this ability, an Arielite can get general information about the lay of the land, and any travelers, for about 50 miles in an upwind direction.

Spells

TELEPATHY (1-10) (Æ, B). Ælves gain the ability of telepathy, or "sending," at an early age. See the description in a previous section of this book.

TWISTING PORTAL OF SEMHANION (5-20) (D). This spell shrinks inanimate objects so they can be stored in a small compartment on a bracelet.

WEAVE FIRE (10) (Æ-NV). A Navivian can take fire into his hands and shape it like clay, forming beautiful and useful objects such as a sword, a harp, or a bowl. The object then gradually cools until it looks and feels like gold, except that it is very lightweight, and those with magical senses can still detect the power of Ariendale flowing through it.

WEAVE WATER (10) (Æ-AZ). This Azurinite power works the same as weaving fire.

GREEN LEVEL (D)

BREATHE WATER (15) (Æ-AZ). Azurinites can breathe water naturally (unless in dolphin or orca form). They do this spell on other people. It lasts about half a day.

CALL WIND (15) (Æ-AR). Though localized, the wind called by an Arielite is strong enough to knock people over, break windows, and make sailboats go really fast. It lasts about ten minutes.

COBRA STRIKE (20) (D-Cobra Clan). As soon as they achieve any telepathic ability, Cobra Clan Dargonaths are taught this simple attack. It consists of a horrible image which has been practiced and refined to be as shocking as possible, which is very suddenly sent to the mind of an enemy just before the Cobra attacks. Its purpose is to distract the opponent, reducing his ability to defend. Ramadon normally Cobra strikes an image of what he intends to do after he wins the fight. His opponents have been known to scream and run away after receiving this sending, before he even gets a chance to hit them.

DRUG TEST (1) (D, Æ, M, NO, W, H). This will detect most drugs or poisons in food or drink, on objects, or in the air. As taught, the spell involves a pass of the hand over the thing to be tested (this motion has occasionally been used to add poison to a drink, while ostensibly testing to be sure it is pure). High-ranking members of the Tarin Tor become so good at this vital spell that they can do it with a barely-perceptible flick of a finger. Only the caster can see the brief glow that indicates the presence of an impurity. The spell does not tell specifically what chemical has been detected.

DAWN MIST (20) (D). Despite the name, this spell can be cast any time of day, though it works better when the air is cool. There must be either a body of water nearby, or clouds overhead. The mist created is quite thick, reducing visibility to about thirty feet in a hundred-yard radius. It lasts at least forty-five minutes, but if the weather conditions are right for fog it could take up to half a day to dissipate.

Spells

MINOR HEALING (15) (D, H, W). This spell will heal minor wounds, or reduce major wounds, on anyone other than the caster. Unlike the Ælven empathic healing power, this does not cause any sort of damage to the caster.

MOVE EARTH (15-45) (Æ-VE). This is a crude form of the Vendrinites' earth power, used for such things as digging holes, mining, and demolition of buildings.

PRESTIDIGITATION (10) (Æ-AR, W). This "now you see it, now you don't" spell looks like the fakery of a Sardin street performer, but is actually a highly sophisticated technique involving the passage of small objects through Everstill. The objects can seem to appear and disappear, or even change their form and color. The Arielite must physically touch the object in order to use this spell on it.

PSYCHOMETRY (20) (Æ-NV). This is the power of perceiving events or feelings associated with an object or place. The Navivian must touch the object, or be present at the place, in order to use this ability.

ROCK MAN (20) (D). This spell shapes and animates a vaguely humanoid chunk of rock, which will obey simple commands from the caster for about two hours before freezing into immobility. It is slow-moving but very strong and durable. Once shaped, a rock man can be reanimated at half cost.

SHAPESHIFT (40) (D). This spell enables a Dargonath to change his own form, either into a likeness of some person, or into an animal of approximately his own mass.

SHIELD AGAINST WEAPONS (10-50) (Æ, B, D, H, M, NO, W). With this spell, a shield of force is created which will stop some (but not necessarily all) physical attacks from succeeding. It may be set to protect a person or an area. Larger shields, or stronger ones, require more energy.

SPELL DISMISSAL (10+) (Æ, B, D, H, W). This is the ability to undo a spell done by someone else. A spell-caster may dismiss most of his own spells at a thought, without spending additional energy.

TELEKINESIS (1+) (NO). This is the Novillian ability which, used by one of the powerful telekinetics aboard the mother ship, enables the ship to travel through space within a stellar system. On Lejentia, Novilles with this ability can use it to slowly lift about 500 pounds, or to rapidly throw about 25.

TELEPATHY (20) (D, H, M, NO, W). Dargonaths acquire the power of telepathy at green level. This includes the full range of potential abilities as described in the article on telepathy (with the exception of empathic healing). However, these procedures seem very difficult at first, and take a great deal of energy. The more subtle applications of telepathy are not possible at this level.

TRAVEL THROUGH EVERSTILL (40) (Æ). The Ælf must step forward while performing the special trick of will required to twist through into another dimension. Once there, he must keep his destination firmly in mind, lest he be swept away in the chaos. A trip through Everstill normally lasts but a moment, and has no range limitations.

Spells

BLUE LEVEL (C)

BANISH FATIGUE (15) (D). This spell makes the recipient feel as though he has just slept for six hours. Though physically and mentally refreshed, he will not have more magical energy. Repeated use of this spell, instead of sleeping, will lead to increasingly erratic behavior over a period of five to eight days, until finally the spell fails to work and the person falls asleep.

ELEMENTAL COMMAND (10-50) (D). This group of spells enables a Dargonath to defend himself, or mount an attack, by manipulating wind, fire, water, or earth. These spells are neither highly sophisticated, nor very powerful, but they can be combined to create a wide variety of effects.

FIREBALL (40) (Æ-NV). This devastating blast has a range of eighty feet, and will ignite everything in a ten-foot radius.

FORM WAVE (40) (Æ-AZ). This is a big enough wave to swamp a twelve-man longboat.

HEAL (10-100) (Æ-LE, B). Lejentia Ælves, and some Benevolents, are taught how to do empathic healing. This telepathic process involves a superficial level of joining with the mind of an injured or ill person. The person is immediately healed, or at least better, depending on the extent of the damage and the amount of power the healer uses. The healer will briefly experience the same wounds (which can be very dangerous if the wounds are fatal), but then the damage quickly fades. Some soreness will remain. Drugs cannot be purged from a person's system by means of this practice.

SHAPECHANGE TO ANIMAL (30) (Æ). An Arielite can change into some particular kind of bird, a Vendrinite into some species of land mammal, and an Azurinite into a dolphin or killer whale.

WARDS (10-100) (Æ, B, D, H, M, NO, W). These are described in a previous section.

BROWN LEVEL (C)

AGONY (20) (H, W). This spell causes an incapacitating agony in the person on whom it is cast. It lasts about one hour, but high-powered victims will throw off the hampering effects faster.

AURA SHIELD (20) (Æ, B, D, H, M, W). This masks an aura so that neither its power level nor its appearance can be perceived. Creatures able to perceive magic will know the aura is shielded, but that is all they will know about it.

ETHEREALNESS (20) (Æ-LE, NO). This is the ability to send the soul, or the mind and soul, to the ethereal plane. The body remains on the mortal plane.

Spells

HEALING (10-50) (D, H, W). Unlike Ælven empathic healing, this spell involves no harm or pain to the caster.

INVISIBILITY (10-50) (D, W). This is a type of illusion, working better on weak or untrained minds than on sophisticated users of magic. The larger the object or objects to be hidden, the greater the power needed.

MINDSCREAM (50) (Æ, B, D). The simplest of telepathic attacks, this is a blast of raw hostility which can stun, knock unconscious, or even slay an enemy.

PORTAL (20-200) (D, H, NO). This creates an interface between two distant locations. The interface is a flat plane of any shape (usually a rectangle or an arched doorway). The amount of energy involved depends on the distance to be crossed.

SHAPE EARTH (20-500) (Æ-VE). Vendrinites use this power to make anything from a small statue, to a great building. Once they stop concentrating, the structure will collapse unless they have taken care to make it structurally sound. This magic works too slowly to be of use in most battle situations.

SUMMON MATTER (30-200) (D). This is quite a versatile spell. The power cost depends on the amount of matter summoned. The matter can appear anywhere in a fifteen-foot radius around the caster, at his choice. It must be a simple material -- for example, water or stone -- not living matter or manufactured goods.

PURPLE LEVEL (B)

ELEMENTAL WALL (10-50) (Æ). The type of wall created depends on which kind of Ælf is making it. This can be done quickly (provided material is present with which to raise the wall).

FIRE PORTAL (5-40) (Æ-NV). Navivians can use this technique as an alternative to traveling through Everstill. Both ends of the portal must be touching a fire. Otherwise, it is much like a Dargonathian portal.

MAGIC BLAST (5-20) (D, H, W). This is a bolt of raw, destructive magical energy. It will rupture and destroy most things (unless they are shielded), but it is deflected by iron.

PRECOGNITION (5-50) (W). This is the power of prophecy. In addition to the witchly spell, some individuals of various races have the power as a natural (and perhaps unwanted) ability.

TELEPATHIC ATTACK (20-100) (D). This can range from a simple mindscreeam to a pinpoint attack on a weakness in the victim's shields, to a complex strategy of deception and insinuation.

TELEPATHIC DEFENSE (20-100) (D). This is a system of wards and shields to protect the mind against attack or unwanted influence.

Spells

SOUL-CHASE (10-50) (Æ, D). This is the ability to leave one's body (which goes into a coma) and follow the soul of a recently dead person across the boundaries of the mortal plane, into a region of dreams and nightmares which is the first stage of the soul's journey into the unknown. Sometimes the trip is uneventful, but sometimes there are dangers to be overcome. The point of the trip is to persuade the dead soul to come back into its body (which has been healed). The soul may very well refuse, as its attitudes will be undergoing a change, and the concerns of its former life will seem increasingly dim and unimportant. Sardin and Dargonathian souls can be pursued a good distance through this realm. The spirits of Ælves must be caught quickly, as their path through this land to the mind of Ariendale is very brief. Souls which have been channeled to Hell cannot be found here at all.

RED LEVEL (B)

CALL DEAD (5-30) (Æ-NV). With this power, a Vendrinite Ælf may summon as many as thirteen dead creatures that have been buried in a one-mile radius of him. They are soulless and nearly mindless slow-moving zombies without any special powers, which will obey simple commands from the one who called them. They will serve until they fall apart, which takes from three to forty hours. Part of that time may be spent reaching their summoner, if they are near the outer edge of the power's radius. If they are sent more than one mile away from their summoner, they will collapse. The Vendrinite can sense what manner of creatures are buried within his range, and how far away they are, and can choose which ones he wishes to animate. He can only have one such spell in effect at any one time.

CROSS-DIMENSIONAL PORTAL (150+) (D, H, NO, W). This spell opens a doorway to other planes of existence, such as the ethereal plane, or one of the Hells.

MEMORY MANIPULATION (20-100) (Æ, B, D, H, W). This is the ability to telepathically "rewrite" portions of another person's memory. In order for the tampering to go undetected, the telepath must make himself quite familiar with the victim's mind, and must use false memories that are as realistic as possible. Most often, the telepath will use carefully edited versions of other experiences from the victim's own memory. Or, if subtlety is not required, the telepath may simply erase sections of memory that are inconvenient. It is also possible to place shields around a memory, so it is not destroyed but the victim cannot recall it without the telepath's help. Any of these procedures will work only if the victim is much weaker, or is somehow mentally incapacitated.

PYROKINESIS (5-500) (H, NO). The Novilles use this power over distances of hundreds of miles, when their star-traveling fleets make war on other civilizations. It is a pure heat effect, and does not require oxygen to be effective.

Spells

STONEHOLDING (10-500) (Æ, B, D, M, W). This is the Ælven technique of controlling the geological forces in an area, ostensibly for the purpose of maintaining stability. The ability can also be used to great effect in a battle, when the stoneholder commands the earth to swallow up enemies, crush them between surging walls of stone, or consume them in fountains of lava. This sort of use, coupled with the battle for stoneholding dominance that usually accompanies such a battle, will greatly weaken the structure of the earth in that area for centuries or even millenia.

SUMMON DEMON (5-40) (D, W). With an appropriate sacrifice and a carefully worded spell, a demon can be summoned up from one of several available Hells. Normally it can make the trip under its own power, given a clear destination to aim for (the inside of a pentagram). However, some demons, due to weakness or to restraints of some kind, need a portal opened for them, which is a separate spell. Once the demon arrives, any services the spellcaster might desire will be a matter of negotiation and contract. A properly restrained demon will not be able to leave until dismissed.

TELEPATHIC DOMINATION (20-200) (Æ, B, D, H, NO, W). Powerful telepaths can attempt to enslave the minds of other people. When it works, it takes continual attention and energy to keep the victim under control. The level of difficulty, and the energy required, depend both on the victim's power and on his will.

SILVER LEVEL (A)

AURA DISGUISE (1-10) (5-20) (Æ, B, D, H, NO, W). This is the telepathic skill of altering the appearance of one's aura, in order to appear less powerful, to pass as some other type of creature, or simply to disguise one's identity. A disguised aura is uncomfortable, and becomes increasingly so the longer one maintains the disguise. Toning down the power of one's aura creates a sensation of heat, gradually growing to a raging fever. It is virtually impossible to use this ability to appear more powerful than one actually is.

EMPATHIC BROADCAST (30) (D). Dargonaths use this telepathic technique to project an emotion to one or more other people, either to create a desired mood, or as a form of communication. Depending on the context, the recipient(s) may or may not be aware that the emotion is coming from elsewhere.

K'KTHIT (7-100) (NO). This is the Novillian ability to create patterns of force that function as complex objects, such as machines. K'kthitic objects last as long as their creator concentrates, and he can only keep one such object in existence at a time. Groups of adepts can create and maintain very large machines such as starships. Novilles maintaining a starship exist in a trance state, with all bodily functions tremendously slowed, so that they can go many months before the need for sleep forces them to pass the burden to others.

Spells

LESSER PARL POINT (10-30) (NO, Æ). This spell creates a sphere of energy about one foot in diameter, which exists in two places at once. Only a handful of Ælves know this spell.

SHAPECHANGE TO FIRE (150) (Æ-NV). A Navivian in this form can wield and command enormous fires, can melt rock and boil rivers, and can fly with the speed of a meteor. However, he runs the risk of losing his sense of identity and rampaging through the world, consuming all in his path until the goddess Ariendale calls him back into her mind.

TIME DISTORTION (20-50) (H). This puts an area of the mortal plane on "Hell time" – one day is experienced for every ten minutes that pass on the world of Lejentia. It only works in a small area such as a room, and lasts at most about fifteen minutes of Lejentia time.

GOLD LEVEL (AA)

AURA EXCHANGE (50) (H). This is the technique of temporarily trading auras with another being. It is done by high-level demons so they can travel incognito without the discomfort of toning down the power level of their auras. Both members of the exchange must be roughly the same power level, or the weaker one will be cast into agony by the pressure of the more powerful aura, eventually being mentally crushed to death by it. If a demon keeps a "borrowed" aura too long, the aura will gradually change into a copy of the demon's original aura.

DEEP ENCHANTMENT (20-100) (Æ, B, D, H, W). This is the power to permanently endow a place or object with some powerful magical effect.

EARTHQUAKE (200) (Æ-VE, D, H). This is a localized quake, strongly affecting about a square mile, though tremors can be felt up to a hundred miles away. Very high-ranking demons achieve the effect not by casting a spell, but simply by cursing long and hard in the Deep Hellish tongue.

LIGHTNING (75) (Æ-AR, D, W). If there is already a storm of any sort in progress, this draws multiple bolts of lightning down upon the target of the caster's choice. If there is no storm, this spell will summon a single bolt of lightning from the clear sky.

PARL POINT (30-100) (Æ, NO). This spell creates a Parl Point of 10-40 feet in diameter, connecting two places. It is most often used to move armies. Rumor says that a Parl Point of this size also connects the Novillian mother ship, in stationary orbit around the world of Lejentia, to some secret place on the planet's surface. Once created, a Parl Point this big will remain motionless in relation to the nearest major gravitational source (the planet's core), and it is virtually impossible to destroy. Therefore the location of most of these points is a closely guarded military secret, and they are intensely shielded from all types of detection, lest they be used against their creators if the area falls into enemy hands.

Spells

STORM (10-50) (Æ-AR, D, W). This is the ability to summon a mighty thunderstorm, snowstorm, or sandstorm (depending on the climate). The storm forms in about five minutes, and can be commanded to remain up to ten hours.

TIME TRAVEL (100-1000) (B). Legend says that certain kings of the Benevolent civilization were able to travel back through time, not to change the past, but to become an inevitable part of it.

WHITE LEVEL (AA)

GREATER PARL POINT (500+) (NO). This is the Novillian ability to connect two places which may be light-years apart, by means of a Parl Point large enough to move a starship through. Novilles with this ability are extremely rare, and none will be found on the surface of a planet. There are two on the mother ship in orbit above Lejentia. The Parl Point through which the ship arrived is in a stationary orbit above another planet in the same solar system.

GOD LEVEL (AAA)

TIME ALTERATION (1000+) (M). The fire goddess has been known to change the past and undo things that have happened. She is able to isolate sequences of events and alter them without causing worldwide changes, and she can enable the people involved to remember both versions of these events.



Mistress ShaShadron

The Bridge of Tears

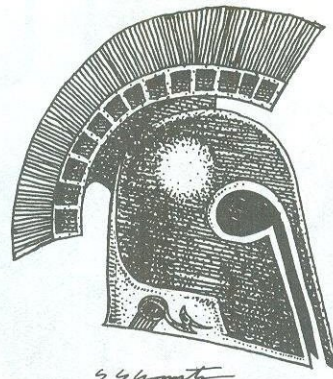
PORT OF TEARS
(ZAMHALA)



Zamhala

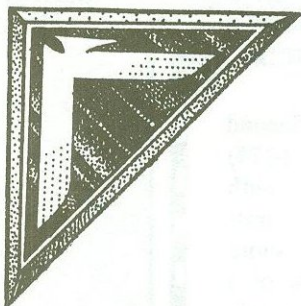
The tiny village of Zamhala exists mainly to do business with the Second Army. The name "Port of Tears" refers to the administration building (#24) where new arrivals are cleared to enter the fort itself. The guards at the south end of the bridge will ask visitors their business in Zamhala, and issue a pass with that information on it, valid for a limited period of time. Nigira's shore patrol will often approach a stranger on the street or in any public area of a building, and ask to see his pass. Anyone who cannot produce a valid pass will be arrested and interrogated.

1. Guard post at trail's top.
2. Guard post at trail's base.
3. Parl point for troop movements.
4. Cliffhaven Hostel (inexpensive; run by nuns).
5. Northstar Mead Hall.
6. Wig shop run by Shendad of Lann.
7. Maps sold by Elleon Kor.
8. Shop of Lady Hepsalenna, weaver.
9. Overland Livery & Haulers.
10. Smithy of Olan Stoker.
11. Mama Devonat's Boarding House (cheap).
12. Home of dock worker Dan Alana, and family.
13. Home of dock worker Brendan Callis.
14. Dock workers' homes.
15. Storage for ships' supplies.
16. Tou Powi Inn (expensive).
17. Garden of Dance.
18. Docks with Tarin Tor ships.
19. Shore patrol.
20. Blazing Beetle Bar.
21. Dock workers' homes.
22. Nonna Dell, professional companion.
23. Jaylith Madreon, herbalist.
24. Port Authority and Customs.
25. Guard towers on bridge.
26. North gate, Bridge of Tears.
27. Bridge of Tears.
28. Nigira's tri-maran, the *Singing Skull*.
29. Eloki's dockyard, full of crated goods.
30. Eloki's tri-maran, the *K'eth Oa Seng*.
31. The *Lady Maria*, a sternwheeler belonging to Tigander Fenn.
32. Eloki Lending Vault and Eloki Imports.
33. Secret armory for use by crypt members, in emergencies.
34. Eloki's bedroom.
35. Laurinda's bedroom.
36. Eloki's treasure vault.
37. Council chamber, Withered Heath Crypt.
38. Lair of Bat-What-Thinks.
39. Deep sinkhole for tunnel drainage.
40. Temple of Vendridie, used by crypt members.
41. Cavern with secret shaft to surface (old well).
42. Chamber under construction.
43. South gate of Bridge of Tears; Gaulden Road.



To Skully's Harbor. ►

Fort Bevits



This is the main map of Fort Bevits. The numbers on each building correspond to the numbers of all the locations listed in this book.

Refer to the numbered locations for descriptions and close-up maps.

Please note that The Noville Caverns are located in the cliffs directly north and off the edge of this map.

The Bridge & Port of Tears are located south of the map.



CLIFF TOP

RHODAN PASTURE

95.

94.

92.

empty

empty

TROOP BARRACKS

95.

96.

THE PRISON

98.

102.

103.

RHODANS PRACTICE ARENA

97.

100.

99.

104.

101.

STABLES

CLEFT COURT

GUEST APARTMENTS

15	16	17	18	19	20	21
22	23	24	25	26	27	
28	29	30	31	32	33	

14.

13.

9-11

1.

3

4

7

2.

5

6.

11

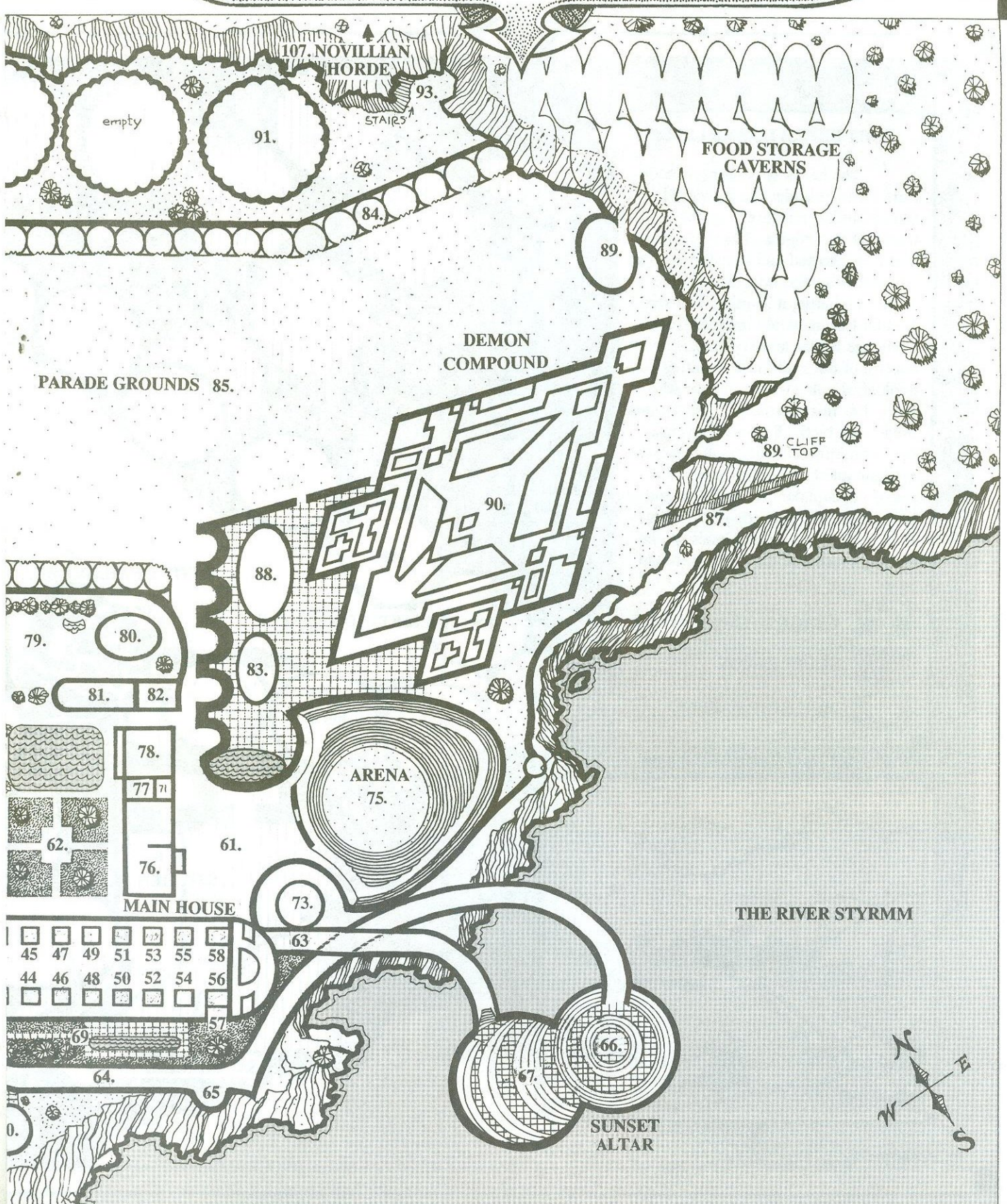
3

4

11A

Port of Tears

Fort Bevits





FORT BEVITS

FORT BEVITS LOWER LEVEL

The below-ground portion of Fort Bevits is under the stoneholding of Hyl Sudiar, reinforced by the power of Seit Nigira. The stone here is heavily warded and shielded against any sort of arcane intrusion. In the event of a battle, it is quite likely that K'el Di Carani would immediately challenge Nigira and Hyl Sudiar for control of the land itself, resulting in geological upheavals no matter who wins. For this reason, all underground areas used by the Second Army are heavily reinforced with mighty arches of stone and bronze, to withstand a major earthquake. Each Hellhound kennel is equipped with a Parl Point, so that these valuable animals can be quickly evacuated if a disaster should strike.


 **GRACE MA'KAEL RUINS**

 **SOLID EARTH**

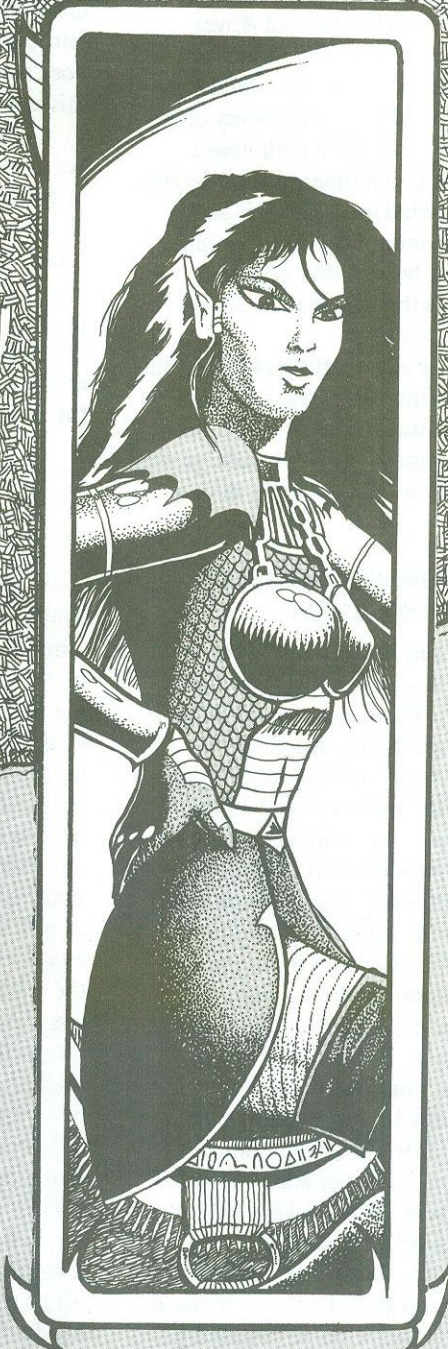
 **BUILDINGS ABOVE**

4. 4. Gromptanz...

58



LOWER LEVEL



FORT BEVITS

THE ÆLVEN BATH HOUSE

The Ælven religion approves of communal interaction between Ælves. It teaches that all Ælves regardless of tribe are of one big family, under the Ælven Goddesses. Thus, in an Ælven community of any size there is always a bath house where the ceremonies of the Mothers can be carried out. There is also a sense of community based around these bath houses that draws all Ælves together, especially in times of extreme hardship.

The Ælven Bath House at the Fort contains two pools, a repose gallery, offices, the Fort's kitchen facility, as well as a large underground storage room and the main dining hall.

1. NORTHERN/SOUTHERN BATHING POOLS:

Each of the pools in the Bath House measures about 100 feet in diameter. The House's roof is made of two huge domes artistically connected and created out of stone with flowing multi-colored strata. It was designed by Compact Vendrinites whose love of the earth shows in every impossible, fantastic arch that goes into the makeup of the Bath House. The strata of the stone cast multi-colored shadows on the huge pools as the sun shifts its position in the sky.

At one time both pools were used equally by males and females. Now, the Northern Bath Pool is strictly for the use of females, while the Southern Bath Pool is used for the males of the Fort. There are certain hours though set aside when the Southern Bath Pool may be used by couples, or for co-ed swimming. There are also rooms under the gallery which were once used as changing rooms. But, unlike the Ælves, there are no restrictions

regarding swim clothing. Most warriors in the Tarin Tor would never even conceive of being concerned about wearing clothes to bathe in if left to their own devices. Seit Nigira does leave them on their own where this is concerned.

These changing rooms are not segregated by sex. They provide privacy for couples wishing to be alone together, which can hardly be found elsewhere in the Fort. The rooms have adequate facilities for private bathing (in steaming pools just the right size to fit two comfortably), and relaxation after a bracing dip in the pools.

2. LIBRARY AND OFFICES OF THE FLOATING GALLERY:

The lower lever of the Memorial Gallery used to be an empty open area called the "Floating Gallery." But, now Seit Nigira has has had two stone walls formed by stoneshifters between the two pool areas. The space between these walls are softly divided into cubbyholes and alcoves by the subtle use of half walls and serpentine curtains. There are bookcases filled with official literature as well as some more creative, even controversial material. The backs of these bookcases display local art of the various regions under the "protection" of the Second Army. Seit Nigira seems to be most comfortable here at the Floating Gallery. And, although she has an office in the Main House, she is often found here in a small office alcove that she has claimed. Some of the more secluded alcoves are unofficial offices, which act as conference rooms as well as the headquarters for Nigira's liaison officers and intelligence coordinators. Nigira has told Selina that she likes the building, "because it speaks of great and nearly forgotten things."

3. THE MEMORIAL REPOSE GALLERY

The Repose Gallery displays items immortalizing the dead heroes of the Horde. The remembrance of the dead is a very serious concern of the Second Army as Seit Nigira believes that this is one of her most effective methods of building loyalty. It is the way in which her army justifies the very realistic fact that one out every six warriors will probably die serving the army. Therefore, she uses the death of a warrior whose service was particularly heroic in some way, to serve the propaganda exalting the glory of self-sacrifice while serving the Tarin Tor.

Ceremonies which exalt the honor of service are of the utmost concern to the high command of the Second Army. Throughout the year, there are many ceremonies which honor the fallen dead as well as specific warriors, whose deeds are worthy of being immortalized by their inclusion in the Memorial Gallery. There are also times when a warrior has lost his life doing a deed of such greatness that Seit Nigira's gratitude demonstrates itself through that warrior's subsequent resurrection. These fortunates normally are kept for several years as propagandists extolling the glories of the Tarin Tor.

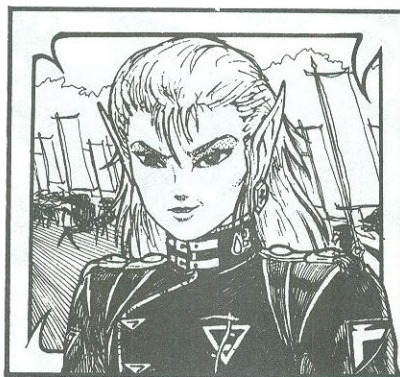
Here in the Gallery, one may view the *Sword Kiuln* - a semi-sentient piece of arcane genius. The sword's master was Rathion, a purple level Dargonath from the Cobra Clan, whose unselfish heroism and inspired loyalty managed to save over three thousand warriors from sure death.

Here also, in the Gallery is the beloved body of Sword Prime Kali'straya, who faithfully served Seit Nigira for many years and who gave her life to save the Seit. Surrounding the crystal display casket are banners displaying each of the cities that she

helped conquer. Displayed also are her armor, her sword, and her favorite pieces of jewelry. Once a group of adventurers stole several items from the ample display of costly trinkets. Their decapitated heads were shrunk to palm-sized balls by the chief of one of the tribes of the Plains of Meit. It was he who captured the adventurers after they tried to sell the jewelry to one of his tribe members. Seit Nigira has the chief's headdress hung over the collection of shrunken heads in honor of his deed. The display is located just to left the crystal casket. Since then, there have been only a few other minor attempts at stealing items from the Gallery, none of which were successful.

In the Gallery, there are also many beautiful paintings of warrior heroes and heroines, as well as political leaders whose skill and cunning have helped to advance the Horde in its many days of hard trials. It is said that Seit Nigira never forgets her dead or the debts she owes them. She holds a ceremony at the change of each of the four seasons to commemorate her fallen warriors.

One of the many ceremonies that will be held at the Fort will be at sunset of the second day of the Harmony Feast. The location of the ceremony will, of course, be the Memorial Gallery. Seit Nigira will be decorating young Blood Korandion, who bravely managed to free sixteen warriors from behind enemy lines. His deeds of valor will be remembered in a plaque on the wall dedicated to his unit's history. A state luncheon will then be held in honor of all seventeen warriors. Children from the Youth Corps at Das Magaros have been working on gifts to present to the warriors, for nearly two months now. There will also be a torchlight parade of the Second Army Warrior Cub Pride of Sine Ros. After the parade, a speech will be presented to



One of the few Elven members of the warrior Cub Pride of Sine Ros

the glory of the young officer, by the Pride of Sine Ros, a training unit for young adults of Seit Nigira's bred troops in the Hythros Mountains. In all, the ceremony is anticipated to last only three hours. It will end with a fireworks display and open fort dance, lasting until late in the night.

4. ELVEN BATH HOUSE OFFICER EXERCISE FACILITIES

These thirty-foot by one-hundred-and-fifty-foot rooms were designed by Seit Nigira for her officers to use on a daily basis. She believes that training for war is all very well and good, but that it leaves large parts of the body either overstressed or underworked. To compensate, she has developed a series of body movements that use weights, and manual or arcane formations, which exercise each of the various parts of the body separately, so that each part can be worked into the desired state of perfection. It is a regulation of the Second Army, that each officer over the rank of Archon work out in the exercise room two hours a day, whenever a battle is not imminent.

The rooms are also available for the use of the guests at the Fort. The rooms are segregated by sex, the northern room being for females and the southern room for males.

5. COVERED GALLERY OF THE INVITED:

This open air hallway is 320 feet long and 20 feet wide. It is sheltered from the brisk river breezes by an arched trellis roof. Hanging in heavy bunches are violet and deep crimson blossoms. The heavy scent from these flowers is reminiscent of honeysuckle, and will make one giddy if inhaled over a long period of time. The vine, whose stocks are as thick as a man's wrist in places, is called passion vine. Seit Nigira ordered the gallery painted, the vines planted and the trellis installed and covered, when the Second Army first came to live at the Fort, in order to hide some vile graffiti. There are a few selected statues of bronze, marble, and shifted stone by some of the foremost sculptors in the world. The original of Hil'tyr's *Bonvelli* is here, as well as Gurth's *Xion*.

Ariendale Soaring, a bronze partially overcast with gold by Ke'lias, the renowned Elven religious sculptor who was beheaded by the Tarin Tor, is the gallery's most controversial piece. The artist was captured by the now deceased Seit Dylogon, as the seit was offended by the Navavian's lack of the "sense of aesthetic harmony and rhythm." Seit Nigira had offered to purchase the prisoner, but to no avail. She later arranged to acquire the unfinished statue for her private collection. Seit Fierced complained about the disloyal aspects of Seit Nigira's action, as did Dylogon, from whom Nigira's agents liberated the piece. Hyl Sudiar visited Nigira to view the sculpture, and after three days of "discussion" with Nigira, he magnanimously decided that she could, indeed, keep and display the work.

Seit Fierced has made several attempts to steal or destroy the piece. There are alarm wards on it, as there are on all of the other pieces of value here in the covered gallery.

EASTERN GUEST HOUSE

WESTERN GUEST HOUSE

EXERCISE
EQUIPMENT

0 15 30 FT.

SUITS OF ARMOR

STOR-
AGE

MEMORIAL REPOSE GALLERY

BATHROOM

NORTHERN POOL
FEMALES

EXERCISE

PARL
POINT

AIREN-
DALE
SOARING

FLOATING GALLERY

GEM
CASE

SOUTHERN POOL
MALES & CO-ED

EXERCISE

STORAGE

DISPLAY CASES

BATHROOM

KITCHEN

BUFFET TABLE

MAIN DINING ROOM

LOCATIONS

6. MAIN DINING HALL

The Main Dining Hall is a semi-circle, approximately 225 feet at its widest diameter, and 115 feet from front to back. A raised, semi-circular stage is located in the middle along the straight front wall. On this stage, which is approximately fifty feet across, is a semi-circular table for higher-ranking personages. Behind the table is an even more highly elevated circular dais with a podium, which is used for military and ceremonial presentations. The dais is about twenty feet in diameter.

The troop dining tables are arranged in four sections, which face the front stage. The seating capacity of this area is 350 troops at one time; however, if necessary, seating can be placed on both sides of the tables to double the capacity to 700. Meals are served buffet-style, with diners selecting food from long serving tables located in the back of the hall next to the kitchen.

At the opposite end of the main dining hall, away from the kitchen, there is a large private dining room which is used for exclusive parties or dinners. Although irregular in shape, this room is roughly seventy feet by forty feet, with a seating capacity of fifty-five. There is a large table in the front of the room, which seats up to eight officers or dignitaries. This table faces the other tables in the room.

Across the hall from the private dining room, and along the wall of the main dining room, there is a small library. Next to the library, with entries into the hallway, are three small offices used by assistants to the dining hall management staff.

There is also a small conference room across the hallway, at the very end of the dining complex. The offices of Nigira's supervisory

staff are also located here. The first of the large offices belongs to the Mess Officer, who oversees all operations of the large dining complex. Another office belongs to Seit Nigira's Protocol Officer, who arranges the pomp and circumstance from the most official occasions to the intimate dinners that the Seit shares with Hyl Sudiard alone. The last office is intended for the purchasing agent who sees to the acquisition of supplies, food and drink. Since his untimely death at the hands of a rival jackalpack, the position has not been filled. The Requisitions Officer for the Fort is currently handling the workload.

7. MAIN KITCHEN: UPPER LEVEL

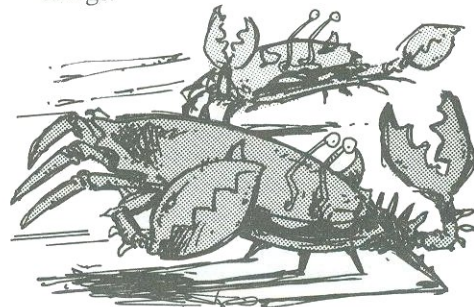
The kitchen is an irregularly-shaped room in the Ælven tradition; seventy-five feet long at its longest, and twenty feet to twenty-five feet wide. There are three large stoves, one of which serves mainly as an oven for baking. Large sides of meat are spitted and broiled over a hot fire. There is a huge cauldron, which seemingly always bubbles with savory stew. There are also several tables for preparation of food. Utensils, pots, and pans hang from the walls. On one end of the room, there is a large three foot by four foot dumbwaiter, which carries such things as dirty dishes and cooking supplies between the two kitchens.

A small room is located off one end of the kitchen. This storeroom is used mostly for the fine rare spices used in baking. The room also is used for storage of dry goods, some dishes, and eating utensils. The room is only about one hundred and eighty square feet.

There is an ice chamber off the opposite end of the kitchen. The chamber is roughly twenty feet by twenty-four feet. All the food kept in this larder is placed on glass shelves

supported by thick wooden stands. The glass shelves have doors on them, so that the goods are completely sealed inside their cases.

The chamber is the home of two obnoxious ice demons from the Inferno. The two demons are in the shape of fourteen-inch crab-like beings.



They scuttle sideways with a frightening speed, constantly seeking escape. There is a revolving door in use to prevent this calamity. The demonic crabs are always mock-fighting. Their high pitched screaming and caterwauling goes on at all hours. While scuttling about, they often end up running faster than they are physically able to, at which time they ball up and roll for several feet. They also enjoy dropping down onto the heads of unsuspecting visitors, with a frightening clatter of their claws. One must take care when fetching the beef from the cooler, as the crabs may try to steal a chunk of meat...any meat...

The kitchen and storage rooms are separated from the staff quarters by a narrow hall. At the end of this hall, off the back wall of the large storage room, there are public restrooms. The three living chambers along the hall are for the main cooking staff. At the end of the hall, there are stairs, which lead to the lower level, where the Warriors' Mess Kitchen is located. The fort's impressive wine cellar is also located on the lower level, as well as a huge dry goods storeroom.

FORT BEVITS

8. THE WARRIORS' MESS KITCHEN: LOWER LEVEL

The main Warriors' Mess Kitchen is located near the head of the Fort and is easily accessible to the main supply gates. It is located in the basement under the main dining hall. The kitchen is 70 feet wide and 80 feet long. It occupies a space between the dry goods storeroom and the large wine cellar located just to north.

The main dining hall, above, serves as the warrior's mess, when not in use for formal occasions. Some officers may use the formal dining hall off to the south side of the dining hall. Note: this is not shown on map.

The warriors eat in two shifts for each of the two meals served daily. The officers are free to eat whenever, as well as wherever, they choose. Some higher ranking officers such as Sword Dexter Alkyron or the Sword Prime usually choose to eat in their chambers.

Zagora works in the main dining area when there is a state dinner, but she is usually found in the basement along with her two assistants and the serving maid on a daily basis preparing the warrior's meals. The cooks put in an average twelve to fourteen hour day preparing enough food to serve more than twelve hundred meals.

9. ZAGORA'S PERSONAL LIVING CHAMBERS

Zagora has the largest living quarters in the Main Dining Hall Area. She has the room on the far north side of the living chambers row. She keeps it immaculately cleaned. The decor is done in deep reds and pale seashell pink. Several personal portraits hang on the wall, along with pretty tea and serving crockery. Other than that, she has no items of great value.

10. ARNULF'S PERSONAL LIVING CHAMBERS:

Arnulf's room is almost luxurious by staff standards. A good number of plaques, which attest to his achievements in the culinary arts, hang on the walls, as do several letters which praise his cooking excellence. His room has nice, though not stunning furniture in it. Overall, he keeps everything fairly clean and put away. He has a gilded silver goblet, that he drinks from in private. There is a little notebook under his bed, that has a list of his daydreams that he hopes will someday be realized. Arnulf has increasingly grown fearful that he is being left behind, and that Seit Fierced is not intending to carry through on her promises of glory. He has begun to drink lately; a little at first then more and more, until he gets drunk at least once a week now. To his further frustration, he has lost his ability to enjoy the quiet evenings at home, that he used to spend with young female warriors. This is beginning to reflect in his personal self-image. His confidence is beginning to slip and it shows in the condition of his room at times.

11. MISTY'S LIVING QUARTERS:

Misty's little cubbyhole is about two hundred and eighty square



Misty

feet. All that she owns is in this room. To Misty this room is her palace. The privacy that she has here is a new concept for her. The room is done up in her favorite colors of heavenly blue and seashell pink. Nimira has helped her design the layout. Misty uses her chambers to entertain a few of the fort's higher ranking officers on certain days. Even though Arnulf does not like her to invite "friends" to stay the night with her, he has no official power to forbid her invitations. She is very happy with her new room as it allows her to make extra money for herself, for the same services that Seit Fierced used to make her perform for free.

VISITING DIGNITARY LIVING CHAMBERS:

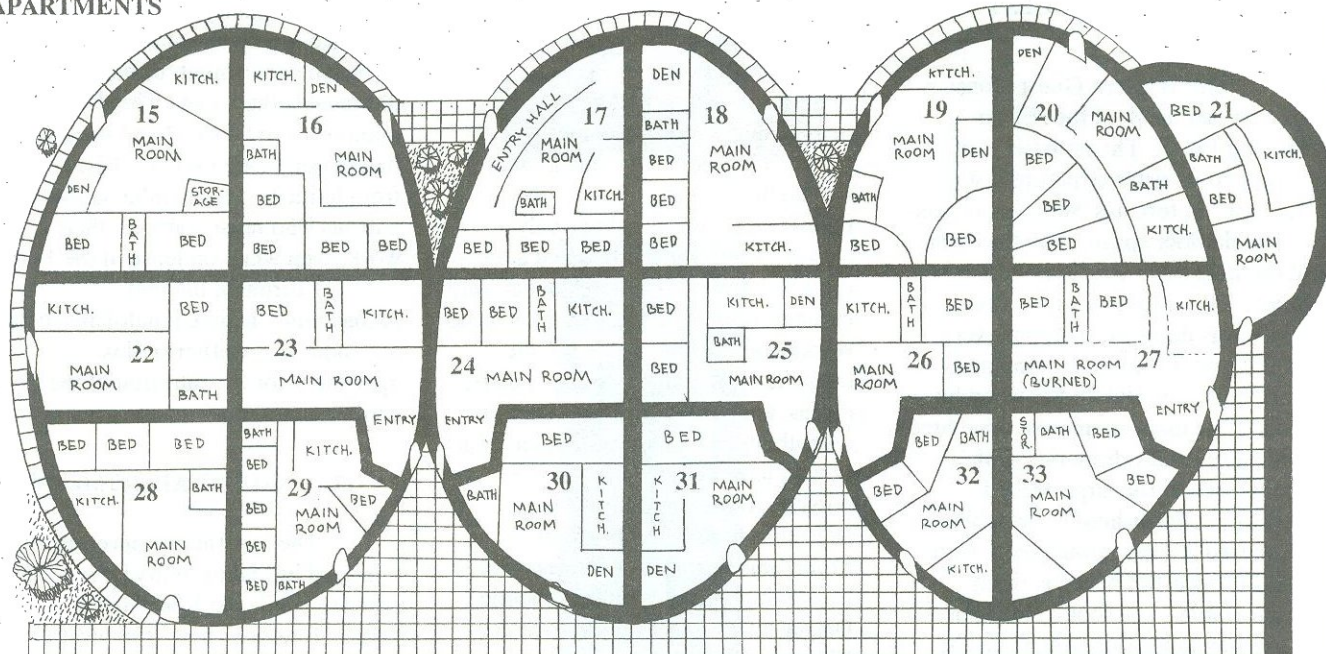
Due north of the Ælven Bath House, there are two large rectangular houses reserved for high ranking Tarin Tor officers, who have come to the Fort on business. These houses average 3200 square feet under roof. There are seven apartment houses, whose sizes average about 2400 square foot under roof. These apartment houses are kept mostly for well-known and trusted ambassadors, or those that Seit Nigira wishes to impress. In addition there are twelve apartments, which are also kept ready for the ambassadors of the smaller cities and other distinguished visitors to the fort. These apartments alternate between 580 square feet, or 880 square feet.

12. COVERED GUEST PATIO:

This is a further extension of the Covered Gallery of the Invited. Its cloistered atmosphere blends well with the beauty and intricate detail of the guest quarters. Measuring two hundred and twenty feet long by one hundred feet wide, the patio runs the full length of the guest quarters just to

LOCATIONS

APARTMENTS



the the north of it. This is one of the main public areas where guests may wander freely, without concerning themselves with the Fort's sentries.

Here in the shadows, under a half-hemisphere of thick growth accented by vivid red roses, is a small stone pool with a waterfall in its center. A statue of Seit Nigira, with her Sword Ramadan kneeling on one side of her and a Hellhound on the other, has been brilliantly executed out of raw opaque jade. The edges of the piece are symbolically unfinished -- roughly hewn as though the subjects were just emerging from Everstill. The piece is worth several thousand quince for its raw material alone. The sculpture is said to be one of the seit's personal favorites.

13. THE EASTERN GUEST HOUSE

The Eastern Guest House is located just off Cleft Court near the entrance to the main fort area. Like its western twin, this house has over 3400 square feet of space. It boasts its own kitchen, two bathrooms, two bedrooms, a sitting room, an office

and a large entertainment area, as well as an enclosed patio and pool area. This house, and its kin to the immediate west, are meant for very high ranking Tarin Tor, or nobility of great standing. The western house is where Hyl Sudiar stays, when visiting the Fort. Seit D'Josso uses the eastern house, when he spends the night here. Seit Armond has also been known to sleep here. No other seits have trusted Nigira well enough to bed down under her roof.

The whole house is decorated in royal and heavenly blues. The soft drapes of silk and the warmth of velvet seem to take the edge off the river's cold, night air. A massive fireplace located on the western wall measures nearly fifteen feet in length and sports two fire wells.

The furniture is tastefully done in Sardin antiques of polished cherry and burnished heartwood. The lights on the wall are hand-cast bronze in the style of Erinz. The pictures that hang at the entrance and in the main living area are beautifully executed landscapes.

The two large bedrooms are done in shades of blue. One is almost exclusively decorated in heavenly blue with a darker blue accent. The room has a distinctly masculine feel to it. The other room is done up in soft white silk with soft sky blue accents. The heavily canopied bed is guarded by four intricate carvings of winged angels. The posts are all different, and each is a masterpiece in its own right. The bed is covered with a heavy down quilt embroidered with the image of two great swans, their necks intertwined. The edging of the quilt and the design are executed in twenty-four-carat gold.

There are many objects of value and expense in the house, including a fully-equipped office should a seit choose to stay here for a few days. Currently, Seit D'Josso is staying in the house as a guest of Seit Nigira. He has been here for the past day and a half, and is expected to stay for one or two more days.

FORT BEVITS

14. THE WESTERN GUEST HOUSE

The Western Guest House is located just north of the Ælven Bathing Pools. The house is very similar to its sister structure just to the east. It, too, has 3400 square feet of livable floor space. The floorplan of the house is a simple reverse of the other. The color scheme of this house was designed to appear very military, as it is often a home away from home for Hyl Sudiar when he visits. The main rooms are appointed with heavy black draperies, which frame each of the large arched windows. Furnished by sleek black lacquered Ælven sitting pieces with brass fittings, the house is richly comfortable. Ten foot by ten foot Parieshan tapestries hang from the walls of the office and main rooms. The bedroom is adorned with Mannoth's masterpiece of the battle of Vernermoth, and the reconquest of the city of Jabar, each of which is illuminated by at least one of nine iridescent crystal chandeliers from Butainia. All these features add the necessary touches, which make the house into a palace fit for the god-like Hyl Sudiar and his retinue.

15. GUEST APARTMENT:

This eighteen hundred square foot, two bedroom, one bath apartment is one of seven, that were designed to reflect the unique characteristics of some of the most flavorful areas in Seit Nigira's territory.

The design of each of the apartments is derived from a territory conquered by the Second Army. There are examples of styles from Venermoth, Jabar, Cinnatol, Pariesha, the Plains of Meit, Death Heath, and Hell. This particular apartment is designed to reproduce the dark architecture of Vernermoth. Heavy

stone arches are tailored with carved gargoyles and bestial statues. Greeting the visitor is a somber decor of dark greys, burgundy, olive and heavy, cherrywood paneling.

The rooms are small, except for the den and the library. The bedrooms themselves have only enough, room for the bed and a four-drawer highboy. The kitchen has only enough room for a single person to be working at any one time. On the other hand, the library's huge pillars, groins, and arches give the room an overall imposing nature. Looking out at the plant-overgrown patio it is possible to believe that this is a cloistered hollow of the Heart Mountains just north of Vernermoth. Everything in the room is authentic. Displayed are pieces given to Seit Nigira as gifts over a period of ten years. The Ambassador of Venermoth, by permission of Seit Armond, has been sent with gifts to Seit Nigira to "thank" her for her continued participation in the political dealings of Venermoth, which she handles through one of her Liaison Patrons. The Ambassador is here, along with Patron Kuliar, who acts as the Aftersoul of the Joint Army Children's Banner Corps of Vernermoth.

16. GUEST APARTMENT:

This guest apartment is also eighteen hundred square feet in area. The arrangement, though, is a bit different than in the other apartments. There are four bedroom suites with small sitting rooms, in accordance with Jabarian privacy mores. The kitchen is small, but the dining area is rather prominent, as the Jabarians participate in a lot of discussion during their meals. The decor on the whole is done in subdued golds and royal blues. It is far from the darker, somewhat grim

Vernermothian style. The Jabarian entrance is a small solarium. As one enters the apartment, diffused skylight illuminates the room. The den and main room are formal and by design functional, being used as offices away from home by those ambassadors or patrons who must continue their work, even while on leave at the Fort.

Currently, the two ambassadors from Cinnatol and Jabar are rooming together in this apartment for the duration of the ceremonies.

17. GUEST APARTMENT:

The apartment representing Cinnatol has many heavy stone arches that are similar to Venermothian style. However, there is an overall character to the design, that highlights the contrasts between light and shadow. The architecture of Cinnatol has a certain symbolism to it as the Holy City believed in creating environments which represent aspects of religious dogma. Thus, soaring ceilings combined with high arched, lead-veined windows called "vogals" create a sense of infinity. Meanwhile, the chiseled, stone walls add a texture, which symbolically defines the proper boundaries of a man's life while on the "holy path." The solid, stark, black carpets laid over hard stone floors create a sense of the solid foundation of the Jehovian religion, laid over the rigid, immovable stone laws of their god. The apartment is the same size as the other apartments.

Currently, the elder Ambassador Hadron is staying here, alone. He is the coordinator of the Youth Corp at Das Magaros. He was overheard to tell Sword Ramadon that he was pleased to have a place to himself, as he enjoys just being alone sometimes.

LOCATIONS

18. GUEST APARTMENT:

This apartment is kept for those guests of the Fort, that either Seit Nigira or Sword Ramadon deem to be of a bawdry personal nature.



Machandro

The Sardin city rooms, up to now, were decorated with proper demeanor in mind, but Pariesha is not a territory that is concerned with such useless posturing. Those from Pariesha pride themselves on their ability to "experience" life. They believe in bright colors, windows thrown wide open, and large heavy furniture with heavy, woven upholstery. Most of their furniture is painted over with a base color of red, brilliant orange, or iridescent forest green, then decorated with paintings of vines, flowers, birds or insects. Occasionally, they will even depict a farm scene or a mercado or some other scene of everyday life, but done in garish golds, silvers or iridescent fuchsias and purples. In every room, there is a fireplace; over every fireplace is a portrait of an amply-endowed beauty, whose charms are more than evident to all but the blind. In the bath area, there is even an embroidered tapestry rug with another such beauty, whose form has been textured into the rug, so that even the blind might

appreciate her larger than life-sized proportions.

Ambassador Machandro Haltos Zinaq from the territory of Shastra, has requested a transfer from this room to another, which better befits his overall nature. He has already fallen twice by tripping over the rug in the bath area. The Ambassador required the aid of a healer, when he sprained his ankle the last time he tripped over the rug's protrusions.

19. GUEST APARTMENT:



This apartment is the favorite of the beauty called Bittersweet, a "ravishing" demoness from the Fifth Level of Hell. This abode was executed in painstaking detail by the High Priest to accomodate any potential visitors from the Hellish realms. Its decor is enough to make the weak-stomached wish that they had not eaten so large a lunch. The door is a replica of the enormous double doors of red heartwood, that guard the den of Guiya Dark.

Once inside, safe from the blazing sun, the room takes on hideous proportions. The room's colors are predictably blood-red and black, heavily accented with gold.

The furniture is made of non-animated Nix bodies, whose arms and legs make the embracing backs of the chairs and the supportive

armrests. The dining table in the formal hall is an oval sheet of transparent black obsidian, lying atop a collection of living Nix and lesser demons, all clawing and writhing about, eternally trying to find some release from the burden of the table slab's weight. The creatures have no minds and were created for just this purpose; and they have no souls, but they still are developed enough that they can, indeed, feel pain and panic. There is a magical shield that keeps them forever trapped inside the table support, always clawing and striving to get free.

Other pieces of furniture here and there will be seen to move or twitch. The small kav tables beside the two plush fireplace chairs are both small Nix created to have the look and appearance of tables, but with large feet to be able to move around, if commanded to do so. The same is true of the bar. It is a Nix whose hollow belly provides a place for bottles, while fleshy tissue acts as straps to hold the bottles in, so that, when the creature stands and moves, they do not fall out. The demonic bar will respond when spoken to, and will come when called. It will also pour drinks straight from the bottle if commanded, but it is not intelligent enough to know how to mix them. It was created as a humor piece, as were the others.

Currently, a beautiful young dark-haired woman is seen occasionally, through the windows of the apartment. Just last night, two of the ambassadors saw her in the arms of Sword Ramadon. They were concerned for her safety, as the Sword's reputation with women leaves much to be desired. However, upon considering the situation, they decided that it was wisest to leave well enough alone. During the night, they heard muffled screams coming from the apartment beside them. When they

FORT BEVITS

finally went to see if they could help, they found out they were too late. The apartment was a shambles, with a great deal of blood on the walls and furniture. Today, the apartment is magically sealed.

20. GUEST APARTMENT:

A palatial arrangement awaits the visitor to this apartment. The style of furnishings is not easily recognized, but it is rich and plush. Thick, warm tapestries depicting royal hunting scenes and woven portraits of an Ælven gentry, whose day is now lost in the mists of time, cover the walls. Heavy silver bowls overflow with fresh fruit and vegetables. The windows are draped with thick velvet curtains, which are seldom thrown open. The darkness is illuminated by trapped light spells in crystal wall channels. Lamps made of quartz "ice" are hung in massive clusters from the ceiling. They chime and ring in the invisible breeze, that blows into the rooms past the closed draperies. There is no one currently living here.

21. GUEST APARTMENT:

The last of the house apartment is a smaller one-bedroom, only twelve hundred square feet in area. It is designed to represent the inside of a tent of the kind occupied by the people of the Plains of Meit. The walls are hung with intricately designed tapestries and swaths of crimson and gold cloth. The floor is completely covered by thick, hand-woven rugs. Large pillows are scattered everywhere, to be used as seating. There is one low table surrounded by pillows, which is used for dining. The bed is low, and is made with silk coverlets and sheets. Translucent veils form the bed's canopy, providing an intimate, secluded ambience.

22. GUEST APARTMENT:

Ambassador Lord Belmar

Dongian of the city of Sine Ros is staying alone in this small, one-bedroom apartment. The decor is done in simple, tasteful beiges. The apartment is approximately 580 square feet.

23. GUEST APARTMENT:

Ambassador Lord Bountyville is staying alone in this one-bedroom apartment, which is also 580 square feet. The decor here is in military blue. The furnishings are adequate, although not fancy. He does not seem to spend much time here.

24. GUEST APARTMENT:

Ambassador Dashan Barragia, Voice of the Hurion Tribe, is staying here. She has traveled from



Dashan

her tribe in the northern Plains of Meit to represent her people. She has brought many costly gifts of hides and horses to Seit Nigira, in order to insure continued good will.

The apartment's 880 square feet are decorated in the bright colors of the Hurion tribe, as a representative from the tribe comes often to meet with Regent Sinister Nor'Ime. There are no chairs, but the heavily-carpeted floor is strewn with pillows in the style preferred by her people.

25. GUEST APARTMENT:

Ambassador Jon Algar of

Karth'nin is staying in this two-bedroom, 880 square foot apartment. The decor is done in crisp gold and ivory. There is a regal feeling to the place that Jon likes despite himself. This is a "secured apartment."

26. GUEST APARTMENT:

This apartment's decor is done in royal blue. The one-bedroom apartment is 580 square feet. Its furnishings are antiques from the City of Gaulden. It is currently empty.

27. GUEST APARTMENT:

This apartment has just recently suffered smoke and fire damage due to the foolishness of a young officer, who tried his hand at summoning a Brother from the Fifth Level of Hell. The officer was severely burned, and the apartment was nearly destroyed.

SECURED APARTMENTS:

Seit Nigira has several apartments she maintains that are "secured." There are permanent wards set up, for the protection, and privacy of the honored guests whom Seit Nigira has invited here to negotiate in good faith.

28. GUEST APARTMENT:

This two-bedroom apartment has a total of 880 square feet. It is executed in a seafoam green. The furnishings are rich and lavish. There is a spell on this room, such that all who enter here will begin to feel relaxed and at ease with the world. This apartment is kept for potentially hostile visitors.

29. GUEST APARTMENT:

This 880 square foot, three-bedroom apartment is maintained for Sardin visitors who have more than two in their party, but less than six.

LOCATIONS

Often, Seit Nigira will invite representatives from towns or cities that lie in her path of progression to the Fort to meet with her, personally, and discuss various "options" open to them, and their particular area of concern. This is a "secured apartment."

30. GUEST APARTMENT:

This neat one-bedroom apartment is 580 square feet in size. The decor is done in the soft blues and whites so very common in Erinz. The furnishings are actually from Erinz, and even the porcelain bathtub is authentic. This is one of the "secured apartment."

31. GUEST APARTMENT:

This one-bedroom apartment is currently being shared by four young male officers of the Youth Corp from Das Magaros. The two highest ranking boys share the bed, while the other two are sleeping on the floor in the front room. The decor is done in bold blacks and crimsons, with gold accents. This is a "secured apartment."

32. GUEST APARTMENT:

Tigan'er Fenn is staying in this apartment, done in the provincial style of Jabar Proper. In a position of honor over the fireplace is a painting of the Battle of Vernermoth, done by the illustrious Feilicinni, from Tarn. This is also a "secured apartment."

33. GUEST APARTMENT:



This richly-decorated apartment is only 880 square feet, but the master suite's size belies the apartment's dimensions. This is one of the "secured apartments." The rich shades of crimson velvet, ebony wood, and silver room accents, seem to enliven the quarters, such that they might befit a queen. Lady Honoria of the Withered Heath Crypt is staying in the apartment, as she has business with Blood Sinister Selina. The Lady was given the chambers here, as they are exceedingly private. Seit Nigira did not wish Selina's meeting with Lady Honoria disturbed. Nigira felt it incumbent upon her to invite Honoria

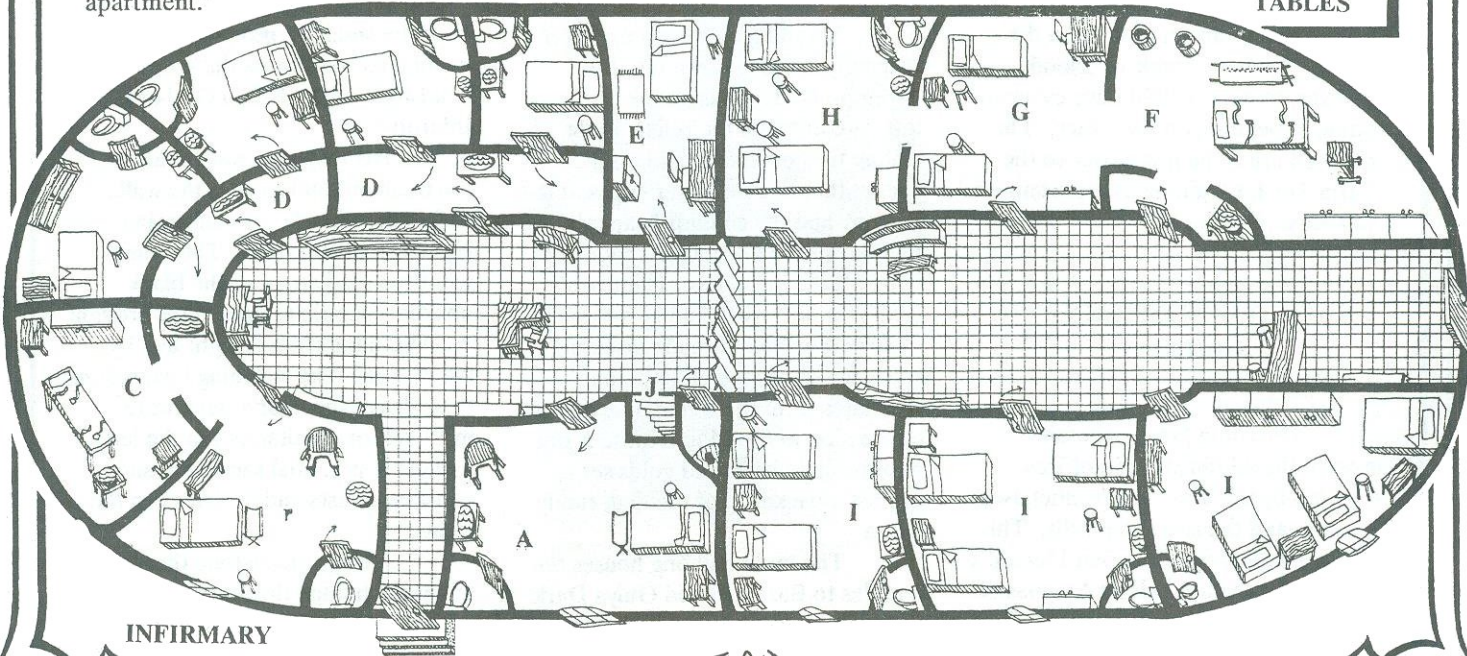
to stay for a few days, after she completes her meeting with Selina, which is to be tomorrow night at dinner.

34. THE INFIRMARY:

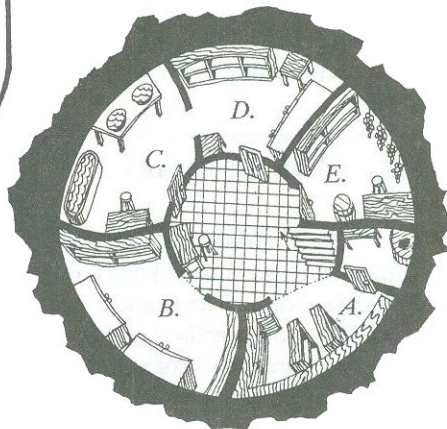
The Infirmary is a facility equipped to provide all known forms of medical care. The magical techniques are practiced side by side with the more technological methods of healing. The Infirmary was designed by Nimira, Seit Nigira's main healer. The building, itself, is an elongated oval, measuring one hundred and sixty-seven feet long by seventy feet wide.

There is a total of eighteen beds in use on a daily basis, for patients with several different types of conditions. The building is divided up into two main areas of use. The first, is for wounded or injured patients. In this first area, there are

	STRETCHER	
	BIRTHING CHAIRS	OPERATION TABLES



FORT BEVITS



- | | |
|-----------------------|------------------|
| A. LIBRARY | D. LINEN STORAGE |
| B. INSTRUMENT STORAGE | E. HERB STORAGE |
| C. LAUNDRY | |

eight ward beds used for stable patients with healing injuries. There are also two intensive-care beds for patients, whose condition is very serious. Finally, there is a surgery suite with two recovery beds.

The second main area is further divided into two sections. One section consists of four isolation beds for patients with contagious diseases. The other section is designated for expectant mothers, as it is a Tarin Tor requirement for women in the army, below the rank of Blood Sinister, to bear a child once every so often, depending on their race. The children are to be given over to the Tarin Tor for training as replacement warriors.

FORT BEVITS' MAIN HOUSE:

The Main House contains most of the administration offices required by the army's personnel, two temples, and the sacrificial cells. This building was designed as Seit Fierced's new administration hall by Aragnas of Hell, Hyl Sudiar's chief architect. The

construction took nearly four years. The building was originally equipped with many loathsome features to satisfy the vicious taste of Seit Fierced. Many of these features were eradicated at the time of the Second Army's occupation.

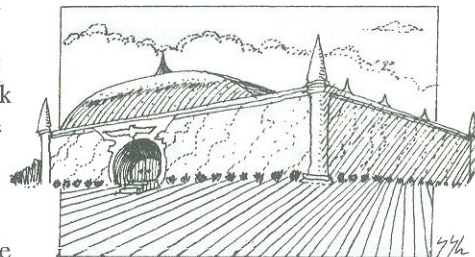
The main house was the first project of Seit Fierced when she took over the Fort. The Main House size is over 140' wide and 485' in length. It is made of the ruddy purple stone from the Painted Cliffs. When Hyl Sudiar's favorite architect created the design for Seit Fierced, he demanded that the Seit entomb six hundred and sixty-six sacrifices to the glory of Bazaroth during the building's construction. This, the Seit did. Hyl Sudiar was the one who suggested the manner of display.

The bodies are displayed within the main floor in the walk alleys along the sides of the main Triumph Hall. Their faces and clothing can be seen through the transparent strata of glass-like stone. Each one holds a bronze plaque on his chest, which bears the name and house symbol of one of the ruling houses of the Bazarothian Hell.

Standing on the observation balconies looking down into the Triumph Hall, one is struck by the intricate detail of the reliefs in the ceiling tiles overhead, and on the friezes that line the outer edges of the balcony and the columns' capitals. Pennants of the Second Army's units hang off the balconies. Their black silk faces portray the units' symbols sewn with golden thread, glistening softly in the channeled light that emanates from the walls. The overall impression of the Main House is one of imposing blacks and golds set against a backdrop of molded, ruddy strata.

The main building houses the temples to Bazaroth and Guiya Dark and the basement altars, as well as all

the offices for the Second Army's main unit officers. There is also room for the cells of the sacrificial prisoners, the Hanging Pits, and the observation balconies.



35. THE HOLY TEMPLE OF THE GOD-KING BAZAROTH:

The Bazarothian Altar has undergone major changes since Sword Ramadan took up residence. The High Priest took out all the smaller altars dedicated to the lesser demons of the Inferno. There was only a small two foot by two foot table dedicated to Bazaroth, where Seit Fierced sacrificed chickens to the God-King. The rest of this fifty foot wide by sixty foot, semi-circular room was decorated with what Ramadan called "the old witch's litter, honoring even the smallest, most worthless slug, inching its way across the crumbling headstone of the Fallen God of the Inferno."

His response was to throw the trash out and sterilize the walls and floor, with the all-consuming Heartfire of Bazaroth. The Temple was then ready to have the black obsidian sacrificial stone altar brought in. This altar's size is eight feet by twelve feet. The watching boxes along the sides of the altar's stage were installed for dignitaries (on the left) and other potential sacrifices, and assisting priests and acolytes (on the right).

A huge bloodstone throne appeared behind the altar overnight after the purge. To this day, if one

LOCATIONS

gets close to the throne, one can hear the whispers of a thousand voices chanting in rhythm. The tools of the altar are kept in a small room that has been hewn out of the rock underneath the throne. One need only view one sacrificial service upon this High Altar, to have the experience forever mark his soul with fear and respect for the mighty God-King of Hell.

36. THE HOLY TEMPLE OF THE BRETHREN LORD GUIYA DARK:

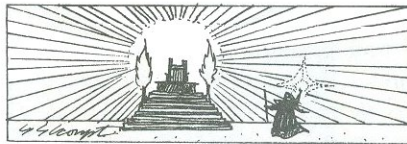
This temple was originally dedicated to Beelzebub. However, the Brethren are not particularly tolerant of other deities, especially when they have spent the past thirty ages conquering that dynasty. Therefore, the temple was cleansed and redesigned to suit the needs of its new tenants.

Guiya Dark, Prince of Hell and Champion of Bazaroth, is the patron demi-god of the Second Army. His temple is open at all hours, and is often used for unofficial services. Many of the warriors worship Guiya Dark as an alternative to Bazaroth, as he is seen to be a less ruthless deity, in the eyes of his followers.

During services to Guiya Dark, the High Priest often offers a sacrifice, but he knows better than to attempt to offer a living sacrifice of a Sardin, Ælf, or Dargonath as Guiya Dark has been known to resurrect the sacrificial victim and kill the offending priest, instead. Guiya Dark is best moved by gifts which demonstrate intelligence, civility, and dedication.

Each evening at sunset, there is a sacrifice of freshly harvested produce to the demi-god to petition his protection of the Second Army. The service is presided over by both the High Priest and Bazaroth's Living Priest. Half an hour into the service,

the High Priest always gathers up the offerings made during the first part of the two hour service and delivers them, personally, to Guiya Dark. The High Priest returns after about one hour to aid in the services' final rites.



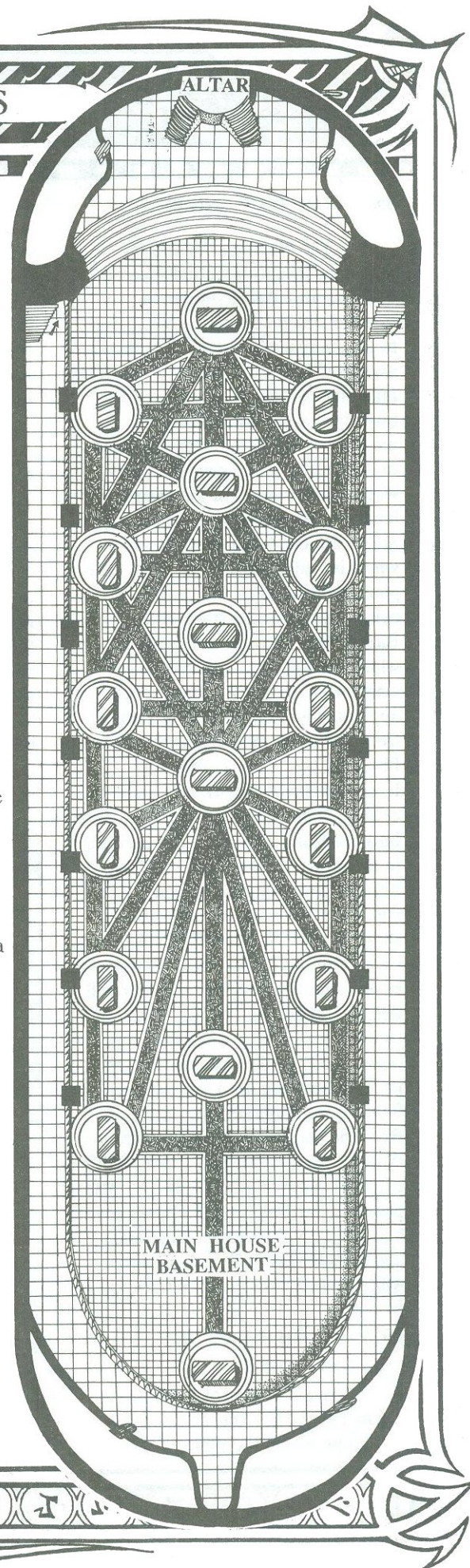
37. THE SACRIFICIAL CELLS:

The sacrificial cells are located behind the the Altar of Bazaroth in a chamber that was originally sixty feet wide by forty feet long. It has been remodeled to accomodate forty-two cells. These cells measure seven feet wide by five feet long by eight feet high. The walkways on the ends are four feet wide, while the halls between cells are only three feet across.

38. THE SAND PITS:

The moat that held the hideous Nocta fish prized by the wicca was drained within a week of Seit Nigira's occupation. The moat was then filled with sand and the beetles were added, resulting in the current arrangement.

The beetles are one of the main sources of nutrition for the Novilles living on Lejentia. The beetles breed at a frantic rate, which is necessary, because the Novilles harvest the pit daily, removing nearly two hundred pounds of the creatures at a time. The beetles are fed the unused scraps of the Hellhounds' meat as well as the scraps from Zagora's kitchen. Archon Ve'ryk often diverts the bodies of dead prisoners from the incinerating oven (for a small gratuity from Princess Mi' Taw) to be used as beetle treats.



FORT BEVITS

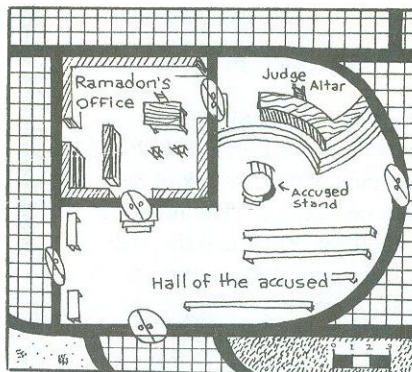
39. THE HANGING PITS:

The Hanging Pits are the ingenious invention of Seit Fierced. The Pits are all that remain of Fierced's reign. This area has proven to be a very useful addition to the assassins' interrogation program. The Hanging Pits are normally used for torturing rather than killing. A prisoner is first fitted with manacles on his wrists; a slip ring equipped with multiple ropes of increasing lengths is then attached. These ropes are all attached to a large ring to which is tied a single thick rope. The guard or tormentor then climbs a spiral stair from the stage of the Bazarothian altar up to a catwalk which extends across the pit. The single rope, to which the rest of the apparatus is connected, is then hung from one of the hooks above the Sand Pits, (the hooks are at the same height as the observation balcony's ceiling). The prisoner is then hoisted into position. The ropes are secured in a rack where there are candles burning over a period of hours. The ropes will burn one by one, (the shortest rope first), until the last rope burns completely through. When each rope burns through, the prisoner will fall several feet before the next rope catches him. Then, when that rope burns through, the process repeats itself, continuing until the prisoner finally goes plunging into the Sand Pit. The carnivorous sand beetles that the Novilles maintain there will consider the prisoner a delicacy. The prisoner would more than likely have had plenty of time to watch at least two of the beetles' feeding periods while waiting for the ropes to burn.

40. THE HALL OF THE ACCUSED:

This is a place of justice (Tarin Tor style). This is the courtroom where the pleas of the

accused prisoner may be heard, and where other testimony may be given to either condemn or save a prisoner. Here in this room Sword Ramadon sits in judgement of all who come before him. Seit Nigira has given these duties over to him and he does his best to uphold his Seit's laws. Only those prisoners who have committed crimes against the Second Army can be judged by these laws. Other prisoners who are sent to the High Execution Facilities are still allowed to have their moment to explain their particular case, but if the sentence has come from another Seit or from Hyl Sudiar, there is no chance for a pardon from Seit Nigira. Should the sentence of death have been handed down by a lesser power, then either Seit Nigira -- or, more likely, Sword Ramadon -- could pass their own judgement on the case, and then that sentence would be carried out against the prisoner.



MAIN HOUSE: ADMINISTRATION OFFICES

The Main House provides for a total of seventeen offices, each of which belongs to the commander of one of the various units. The office of Sword Ramadon is set off from the others. Its location near the Temple of Bazaroth, as well as its extra high twenty-foot ceiling, makes

it unique. The other sixteen offices are in the Triumph Hall itself.

If seen from the Observation Balcony, the outside of each office appears to be its own model civic building, exact right down to the stone gargoyles on the false steeple roofs. These scaled-down models are representative of the kind of ornately detailed civic houses built during the reign of King William the Fair-Handed, in northern Kishmal.

Each of the offices has its own roof whose apex rises to a height of twelve feet above the main floor. The entrance of the mini-building is embellished with seven semi-circular stairs which lead up to the heavy oak door. Engraved in each step is the symbol of one of the Tarin Tor armies. Hyl Sudiar's symbol is on the uppermost stair. The symbols descend in order from there. There are two nine foot columns standing guard on either side of the door. The columns had each been sculptured with the symbol of Bazaroth on the right hand pillar and the symbol of the Inferno on the left hand side. The left columns have all been altered to display the symbol of the Second Army. The frieze that appears above each doorway depicts a different battle scene in which the Tarin Tor was victorious. The outer three sides of each building also have bas-relief depictions of various battle scenes, or village settings where the Tarin Tor was received with cheering crowds and flowers.

Inside, through the massive, carved oaken door, there is a 20' x 20' office. The three inner walls are satin-smooth stone. There are three niches for the officers to display their items of value. The roof is a vaulted ceiling with stone rafters. Seit Nigira has equipped the right wall of each office with a set of "safe shelves." They are six feet wide, eight feet high and eighteen inches deep. These

LOCATIONS

shelves normally appear to be a smooth wall, except when unlocked with the correct arcane code. Then, they make themselves available to the predesignated officer. Should a thief tamper with the safe, there is a good chance that the shelves will appear. The moment the thief attempts to grab something, the stone will reform around his hand. The thief will then be held in place till an officer or guard releases him.

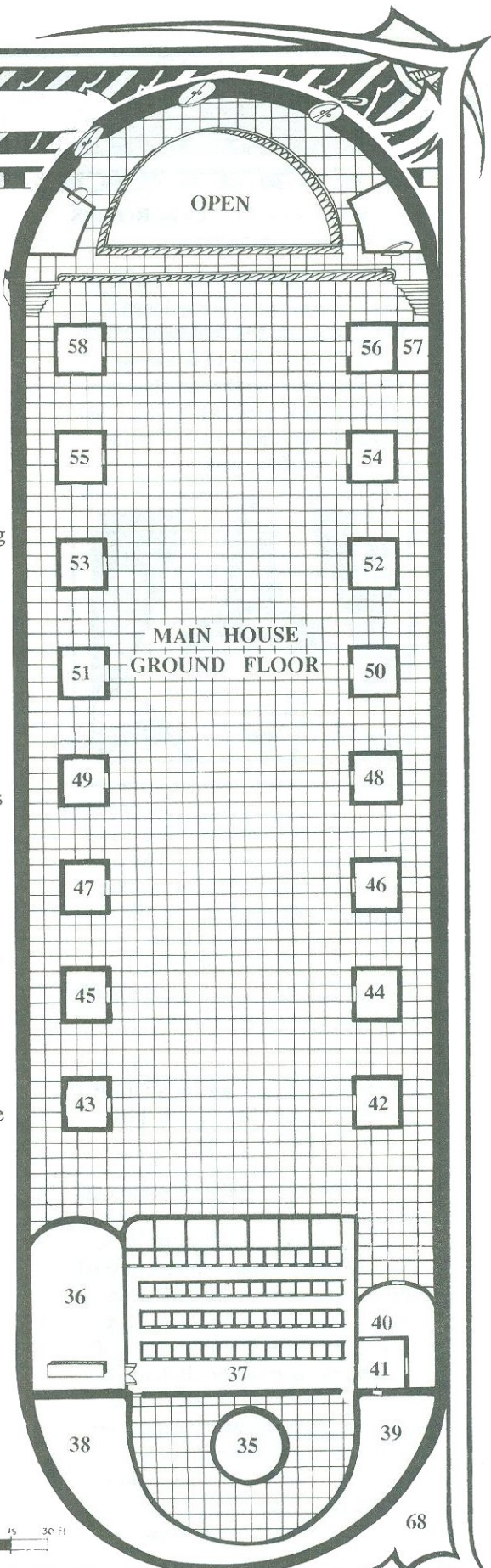
41. SWORD PRIME RAMADON'S OFFICE:

Sword Prime Ramadan has his office just outside of the Temple of Bazaroth. In the Order of Bazaroth, it is the High Priest's right to have his office this close to Bazaroth's temple. His office is the same size as all the others in the Main House, twenty feet by twenty feet. The entrance is just off the Hall of the Accused, so that he can be readily available when needed. The most interesting thing in his office is a bookcase which contains several hundred volumes of a daily log that he magically transcribes during the course of each day on Lejentia, so he can remember his actions precisely, as each day on Lejentia means thirteen days in his life. Each volume is approximately six inches tall by four inches wide, and the depth of the book is about two inches on average. The books are magically sealed and there is a "tattletale" ward on each one so that Ramadan will know if they are stolen. There are nearly six thousand of these small volumes completely lining two of the twelve foot high walls. He has built a third bookcase behind his massive desk, where he has begun a new row.

42. MAIN HOUSE: SWORD DEXTER ALKYRON'S OFFICE:

The fact that Sword Alkyron's office is the nearest to Sword Ramadan's is no mere coincidence. The Sword acts as Ramadan's second in command, and his right hand. Alkyron, of all the individuals at the Fort, knows the most about the inner workings and ultimate designs of the highest command. He is the leader of the assassins known as the Blood Den. He has fifty-seven men under his leadership. Each man in his unit is a highly trained veteran, specializing in a particular field of endeavor. Most of them are Cobra Clan Dargonaths. They are all extremely loyal to Seit Nigira and Sword Ramadan. They are broken into groups of four men, called "den packs." These packs are capable of carrying out Seit Nigira's orders with speed, efficiency, and above all, discretion, as the orders do not always refer to involvement with the "recognized" enemy.

The office itself contains all the personnel files of the men in Alkyron's unit as well as those who have died within the last twenty years. There is also a complete unit history going back as long. The most interesting items in the safe might be several crystals which Ramadan has given him. There are seven in all. The Sword told Alkyron when he gave him the crystals that, "Each one has a different use that you should find pleasant." So far Alkyron has never used them. The Sword also has a gold-lined wooden box in the safe, where he keeps brief notes about the most current objectives of the army, and instructions as to how to best carry out these objectives in the event of his death. There are wards on the box that will warn Alkyron should an attempt to steal it be made. Should the attempt be successful the thieves would soon learn that the box is booby-trapped.



FORT BEVITS

43. MAIN HOUSE: BAZAROTH'S LIVING PRIEST

Located near the Temple of Guiya Dark, this office belongs to Judge Vorgon, whose designated title is the "Living Priest of Bazaroth." The title refers to the fact that the High Priest is seen as a Brother and therefore he is not "mortal" in the strict sense of the word.



Vorgon's office is equipped with dark luxurious furnishings, and strange religious artifacts. The room has all the mystery and foreboding that might be expected from the priest of the dread God-King. Seit Nigira has often jokingly teased Vorgon that his office looks more like the High Priest's than Ramadon's office does.

44. DEXTER QUERYTH'S OFFICE - HIGH COMMAND OF THE DEMONIC CAVALRY:

If ever any office was ignored by the officer, who was supposed to be occupying it, then it would be Sword Delteh's office. It is furnished inside in a grim fashion with skeleton chairs, and tables, whose legs have mouths with which to take a bite of an unsuspecting visitor. But, all of this goes unused as Sword Delteh does not get along with mortals very well. His troops have a very low threshold of tolerance. They often believe that a mortal has given offense. They are quick to exact

punishment for the offense, which in many cases was merely imaginary. Seit Nigira demands and receives strict obedience to her laws and codes of conduct, but "accidents" do happen. She, too, is quick to exact punishment. But, for the most part no one complains that Sword Delteh does not use his office in the Main House.

45. MAIN HOUSE: THE REGIONAL OFFICE OF THE BAZAROTHIAN ORDER:

This is a regional office, which covers the Second Army's complete territory. Priest Hytil oversees the regional office. Here, he keeps track of the daily concerns of the Order, on an overall level. He arbitrates differences between the Lesser Priests, and acts as an assistant to the High Priest as well as Priest-Vicar Vorgon.

The office contains the monthly records necessary to run the Order. Other records, kept here, include seventeen large volumes whose contents list the names of all sacrifices given to the Brethren by the Order in this region in the past ten years. Seit Nigira normally requires twenty years of records available at the fort, but she makes an exception in the case of this office. The volumes are each twenty-eight inches by eighteen inches by seven inches deep. The volumes identify the sacrifice by date, ceremony, name (if known), dedication, and ultimate destination of the soul (if predecided).

46. MAIN HOUSE: SWORD DEXTER QUERYTH'S HIGH COMMAND OF THE DEMONIC CAVALRY:

Unlike his demonic brother, Sword Dexter Queryth does indeed use his office in the Main House. The Triumph Hall is always ringing

with the sound of hooves as his smaller Moggdah come and go from his office. Sword Queryth is the most charismatic of the demonic commanders, currently at the Fort.

He has had ages of experience in the art of negotiation, as well as the art of war. He has often watched his master, Guiya Dark, work out differences between diametrically opposed factions. He now, considers himself competent in this area. His office shows the flexibility of his outward nature. Several pieces of art from various Hells are displayed, as well as, two dozen different weapons he has used in war down through the ages. When Queryth is called away from the office, his demonic brother White Bone stands in to answer his people's questions and makes sure that all continues to run smoothly until Queryth's return.

47. MAIN HOUSE: SWORD SINISTER PRINCESS MA' TAW'S OFFICE - HIGH COMMAND OF THE NOVILLIAN HORDE:

The Princess enjoys spending her days here, being attended by her "loving" soldiers. Most of the humanoids of the Fort, though, call this office "bug central." The office's furnishings are sparse, as Novilles have little need for traditional furniture. A plain, wooden bench, along one wall, serves any non-Novillian visitor. A single desk is used for writing (and occasionally for eating as the need arises). Honeycomb-shaped cubbyholes, along two walls, serve as storage areas for important or useful documents, writing implements and other necessities. This part of the office is used for encounters with most official envoys. A screen separates this part of the office from the back room, a cozy area where the Princess receives her own personal (Novillian) visitors.

LOCATIONS

48. MAIN HOUSE: REGENT DEXTER D'KAHR'S OFFICE - HIGH COMMAND OF THE GRAVEYARD ASSASSINS:

This is the office that the assassins of the Graveyard call home. Regent D'Kahr currently has a pack of thirty-five men in his unit. They are renegades, whom he has acquired from the dregs of other army units.

Seit Nigira reminds Regent D'Kahr about her code of ethics on a daily basis. She usually offers to have Sword Ramadan explain them further if the Regent insists on it. He never has gone so far as insist. Regent D'Kahr does not like the members of the Cobra Clan for this reason. A painting of the Cobra Clan symbol, mounted on a soft wood board, hangs on the entrance wall of the Regent's office. The assassins of the Graveyard use it as a target for their throwing knives while passing the time talking to their commander.

Regent D'Kahr has been written up numerous times for his failure to provide timely and truthful records of his unit's movements and conduct while on missions. He and his unit always seem to be riding a fine line between acceptable behavior and insubordination. D'Kahr has many friends, or more than likely blackmail victims, in high places. So, Seit Nigira waits to waylay the cocky Regent. He has been taking liberties with his office and his men recently. There is no proof available as yet that he is committing any crimes that are against Tarin Tor code, but time is against him. So is Seit Nigira...

49. MAIN HOUSE: REGENT PRIME TISHA'S OFFICE - HIGH COMMAND OF THE PROCURING PACKRATS:

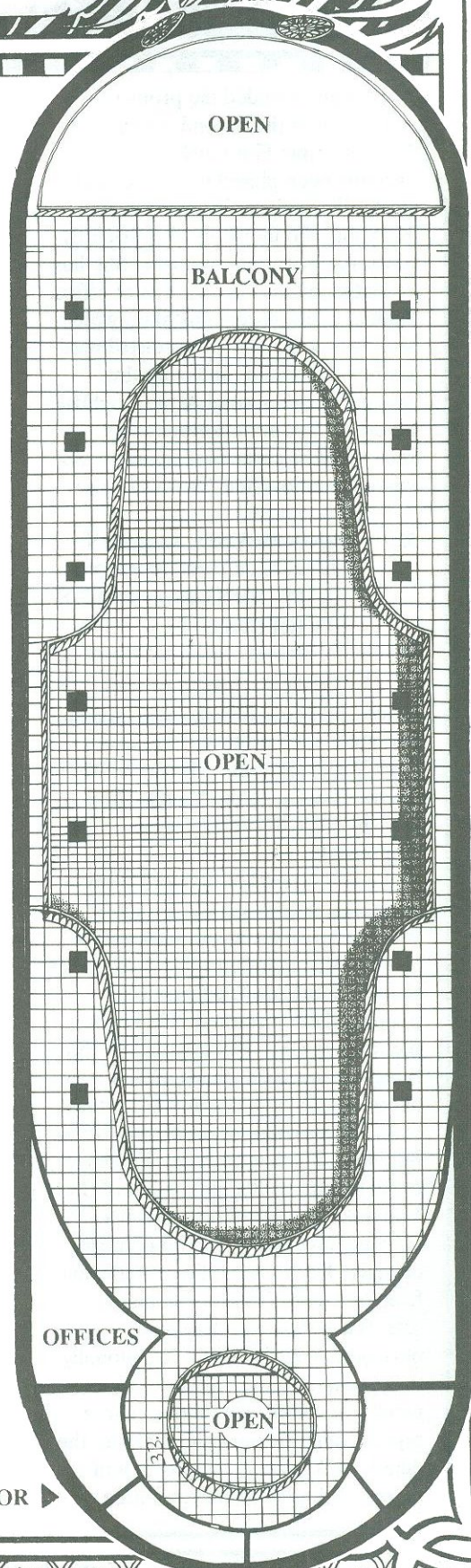
Regent Prime Tisha's crack group of procurment specialists contains forty-seven individuals plus herself. She has a knack of instilling loyalty in her people, that shows in their performance. Her office has an easy feeling to it. There is no grim crimson and black here. The beautiful Azurinite surrounds herself and her people with the luxuries that their profession provides. She is also very aware of protocol, and therefore she and her unit avoid any hint of brazen behavior. Her unit's history is exceedingly complete thanks to her Navivian assistant. His desk faces the entrance of the office, and Tisha's sits behind a painted screen to provide her with a little privacy.

50. PRIVATE OFFICE OF THE ARMY REQUISITIONS OFFICER - REGENT SINISTER STERLON

The atmosphere of this office is strictly military by the book. There is not one thing out of place, or one thing of a personal nature here. Regent Sinister Sterlon is here at the order of His Glory Hyl Sudiar. He is Seit Nigira's official aid, and she makes great use of him as one of her liaison agents, usually sending him on official visits and errands involving other seits. He is often away from the Fort. During these times his office is closed, locked and warded.

51. MAIN HOUSE: ADMINISTRATION OFFICE OF REVENUE:

This is the office which is responsible for sending out the invitations to the ambassadors of those realms, cities, and towns which owe tithe to the Second Army. Invitations are also sent to those areas which



MAIN HOUSE SECOND FLOOR ▶

FORT BEVITS

have been extended the protection or patronage of the Second Army. Regent Prime Hurmerth has just recently been placed in charge of this post. She replaces Regent Sinister Keryoln, who met with an unfriendly ambassador-turned-assassin. She has recently updated the records of office, finding a few glaring mistakes, which she corrected. She also redistributed some misdirected funds thereby, increasing the Second Army's rightful revenue. For her efforts she has recieved well earned recognition. She currently enjoys Seit Nigira's favor.

52. MAIN HOUSE: LIAISON OFFICE OF THE SECOND ARMY JENTIAN PEOPLE'S COORDINATOR:

This is Archon Merrar's office. Its decor is burgundy, black, and gold: very military. He has a place for everything. Merrar is Seit Nigira's liaison to the Youth Corps for which the Second Army is responsible.

In general, most people say he seems easy enough to get along with, as he is very aware of people's subconscious emotions. He memorizes the small behavior patterns most people take for granted. He keeps memory crystals documenting all those things he has seen, heard, or felt about people he has come in contact with. Three of his office walls have a blue haze in front of them. The haze is the length, width, and height of the wall itself. Set within the slowly swirling haze is a myriad of glittering crystals. Each one is slightly different from any other in color, shape or size. They float freely, lying horizontally in the mist. Occasionally they bump into each other. The result is a soft arc of energy. These crystals help Merrar remember all the details he knows about people and places. When he is concentrating on

something intensely, the crystals all seem to glow brighter, random lightning bolts of energy shooting from one crystal to another as he selects the details he chooses to remember.

53. MAIN HOUSE: LIAISON OFFICE OF THE SECOND ARMY HIGH VER NOCIAN SPECIALIST:

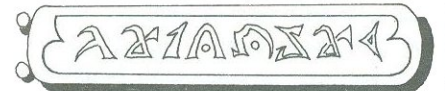
This office is the little used official base of Regent Sinister Kyt'ron. This serious minded Vendrinite has his hands full every hour of the day and night. He coordinates rescue and salvage operations with other Ver Nocian specialists from the Second Army through out the world on a daily basis. He works alone in small areas where an earthquake, flood, or rockfall has done damage in a limited area, the size of that area being no more than five to eight miles square, depending on the severity of the trouble. Should the area affected be larger than this in size or should the damage be of a cataclysmic nature he would require the assistance of the other Ver Nocian agents. He has occasionally also required the help of the Bazarothian priests when huge amounts of power were required. More often than not, if someone came looking for the Regent they would find his office closed, and dust on the doorknob.

54. DARASCOINI'S STATUE

The statue by Darascoini entitled, *Lejentia's Savior: Hyl Sudiar and His Chosen Servant Seits* is an impressive statue. There are six other such statues. Each Seit has one prominently displayed. The statue is approximately fifteen feet by seventeen feet at the base. It is nearly two stories high and is quite visible from the observation balcony. The statue is outdated though as the seits

represented are (in order or seniority): Seit Nigira, Seit Dylogon, Seit Armond, Seit Fierced, Seit Roshakka, and Seit Zilander. Both Seit Dylogon and Seit Zilander are now dead. Each of the figures is done to a scale of twice life-size. In each Seit's hand there is a real weapon also executed in twice the life-size scale. One the neck of Hyl Sudiar there is an intricate necklace, the lowest, middle stud of which is a real ruby-colored gem set into the bronze. The gem is called the *Focus of Harmony*, and reportedly contains an arcane ability to focus the wearer's emotion. Once focused the emotion can be channeled into a specific mind, or broadcast to all. There is a plaque of explanation on the base of the statue, which ends with the line, "The gift of this illustrious statue with its unique gem is a symbol of the harmony that Hyl Sudiar wishes to promote across the world, through and by the loving support of his adored Seits."

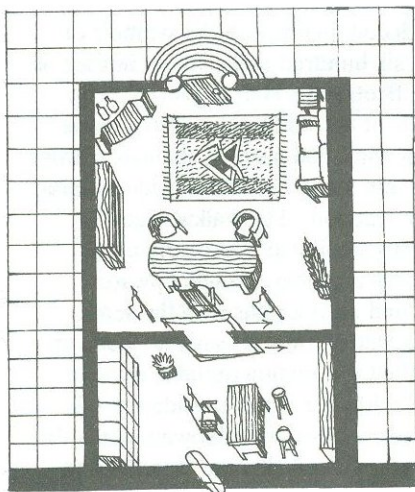
55. MAIN HOUSE: LIAISON OFFICE OF THE SECOND ARMY HIGH DEVASTATION AGENT:



The office of the Devastation Agent also often sits unused as Seit Nigira meets with him on a regular basis, usually in Tarn. She has him stationed there as he can move about through the Tarnish high society freely, and thereby come to know many of the key Sardin and Ælven nobles of cities which she may yet be ordered to invade. Seit Nigira believes it is easier for the nobles to take the word of a Tarin Tor official they have come to like and trust, after a fashion, rather than an unknown enemy dressed in heavy black armor.

LOCATIONS

56. MAIN HOUSE: SEIT NIGIRA'S PRIMARY OFFICE - HIGH COMMAND OF THE SECOND ARMY OF THE TARIN TOR:



Seit Nigira's office is located just to the east of the statue of Hyl Sudiar. Her office is the same size as all the others. Its arrangement is the model of simplicity. There is an emerald green and jet woven rug just as one enters the room. On the left is a two-person couch, imported from Ælveron. On the right hand side is a bookshelf and bar. Directly ahead there sit two comfortable chairs facing an enormous lacquered black desk from the land of Erinz. A massive red, cherrywood two-pillar chair rises from behind the desk.

A painting, the dimensions of which are 8' by 12' high, graces the back wall. The painting depicts Hyl Sudiar arrayed in grand evening attire, holding Seit Nigira seductively in his arms. Her bejeweled gown glitters an intense emerald against his golden tan skin. Hyl Sudiar bends her backward in a passionate kiss. Her hair flows groundward like a golden-highlighted black waterfall, mixing with his deep blue-black length. Her hand rests gracefully against his thigh in a modest attempt

to keep the dress' deeply split hem from falling open. The shoulder of her dress slips tantalizingly down her glowing topaz shoulder. A look of intense desire and love lights their faces.

On either side of the picture there is a tall flagpole: the flag on the right is the standard of the Tarin Tor; the one on the left is the banner of the Second Army. There is a long string of hair tufts that hangs down from the crown of the flagpole. The tufts look like some kind of odd streamers. There is a small golden chain and clasp holding each of the tufts together. There is a metal tag, which has the name of the former owner of the tuft, that hangs from a link in the chain. There is a tuft of Seit Dylogon's hair, which hangs closest to the top of the string. There is also a 27" long tuft of white demonic hair among the others that hang from the string. If asked about the tufts Seit Nigira will not answer any personal questions about them. She will only say that no tuft of her hair hangs from anyone else's flagpole.

57. MAIN HOUSE: BLOOD SINISTER SELINA'S CUBBYHOLE

Blood Sinister Selina acts as Seit Nigira's personal assistant. Her office is located behind Seit Nigira's back wall. It is accessible through a slit in the wall, behind the huge painting of Hyl Sudiar and Seit Nigira. The office itself is twenty feet in width but only ten feet deep. There are six file cases, and two chairs in front of Selina's desk. The medium sized desk sits perpendicular to the window on the back wall which looks out on the Garden of Relaxation. Selina enjoys watching the water fall into the fountain's trough because of the glory-blue wights in the

water which light up at night. Selina does all of her work for Seit Nigira on typical Tarin Tor hours, which start at dusk and go until daybreak. Selina usually leaves her office when Seit Nigira leaves hers.

58. RECORDS STORAGE ROOM:

Seit Nigira keeps all the records of her correspondence in this office where it can be easily reached. Only four people have the key to this storeroom.

59. MAIN HOUSE: BASEMENT - TEMPLE OF THE BRETHREN

The Temple of the Brethren is located in the basement level of the Main House. The Temple itself consists of three levels. There is an observation balcony that skirts the edge of the Temple looking down into the heart of the Altar of the Brethren itself. The balcony is sixteen feet wide and railed to keep the foolish from falling onto the surface of the Altar. The balcony is accessible to the public by means of two steep staircases and go nearly all the way around the the building until it ends in a separating wall.

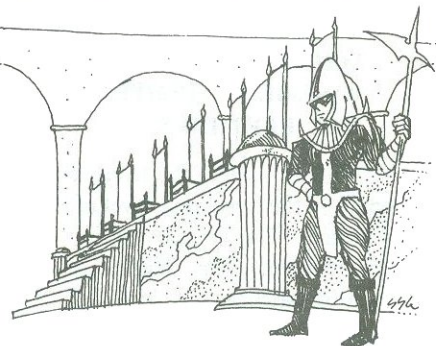
There is a separated, slightly lowered stage area where the high ranking Tarin Tor are gathered. Any seits present, as well as Hyl Sudiar, would be seated on the Thrones of Decision, which is an elevated seating stage that overlooks the Altar itself. The stage area is sixteen feet in diameter.

The Altar of the Brethren is nearly 366 feet long by 108 feet wide. There are a total of eighteen actual altars. The ones down the center each represent one of the six levels of the Bazarothian Hell. The side altars are each symbolic of a state of being. By the priest's prescribed interaction

FORT BEVITS

between the altars it is possible to open a portal to any one of the six hundred and sixty-six houses of Hell. It is also possible to open a portal to any of the one hundred and sixteen Hells bound to the Brethren under treaty, and contract. The High Priest can access some half a dozen other restricted Hells currently under occupation by the armies of the Brethren. Living sacrifices are not made in the Temple of the Brethren.

60. THRONES OF DECISION



This platform, overlooking the Temple of the Brethren from one end, is large enough to accommodate seven pleasure-size thrones, as well as having enough room for a few selected retainers.

On any public occasion, Hellish courtesy dictates a sacrificial ceremony to the God-King Bazaroth. This platform is used by those seits, and Hyl Sudiar, who are present in the Fort on that day. At the appropriate time during the proceedings, a group of slaves or prisoners is brought out onto the altar's dais. Each army commander will then choose a sacrifice from the group. The victim is ceremoniously executed for the glory of Bazaroth, with all appropriate respect given to the donating seit. The surviving slaves or prisoners will not have to run this risk again. This practice of choosing who shall live and who shall die, has given the platform its name.

61. MAIN HOUSE: COURTYARD

This courtyard is 180' in width and 280' in length. In the early light of dawn or the last rays of evening, the courtyard sparkles as sunlight reflects off the opalescent ceramic tiles, whose colors resemble jade, emerald and sapphire. The courtyard tiles were painstakingly created by hand by Seit Fierced's slaves, then laid by hand to form an ornate wave pattern, reminiscent of the deep ocean.

62. MAIN HOUSE: COURTYARD GARDENS:

This formal garden is a simple square one hundred feet to a side. In the center of the floral and evergreen arrangement there stands a statue by Hirsion, a Dargonathian Bat Clan member who is known for instilling his works with the arcane power to subtly manipulate the minds of those viewing his statues. This statue is called, *Those In Need*. It depicts a young female Tarin Tor officer binding the head wound of a Sardin man. Her companion, a male Dargonath in Tarin Tor uniform, supports a weakened old man with an arm around his waist and holding a softly wrapped baby in the other hand. It is surprisingly striking for a propaganda piece. And, the artist's arcane ability was used in this case to impress the viewer with an adrenalin rush and the sensation of pride in the dedication of the Tarin Tor to its cherished goal of saving the earth.

63. WALK OF THE EXALTATION OF THE DEVOTED:

After watching the ceremony in the Temple of the Brethren there is to be a sacrifice to the God-King Bazaroth, so the assembled

congregation moves to the Observation Stands of the Sunset Altar. The Walk of the Devoted is a vine covered, pillared walkway that is twenty feet wide and approximately 360 feet in length. The walkway has several vine enclosed niches with the symbols of the six hundred and sixty-six houses of the Brethren's Hell displayed. The floor of the walkway is shifted stone which has had narrow, shallow groves cut into stone itself to provide suitable foot traction. The walkway gently curves sloping at approximately a twenty-two degree angle upward around until it joins with the semi-enclosed spiral stairway that leads up to the Observation Stands. Despite the cold river winds outside there is always a warm wind blowing down the length of the walkway. It might be just imagination -- or is that the scent of sulfur?

64. PILLARED PATH OF THE DYING:

Afternoon comes and the shadows stretch along the ground, bringing with them the chill wind blowing in off the river. The High Priest leads a sacrifice from his cell. The sacrifice is a tall, lissome blonde Ælf. He is tired out from his struggles, and emotionally drained. He now walks quietly beside the High Priest under the lowered arches and through a heavily carved, wooden gate.

Inside, the smoothed stone curves away like a serpent into the heart of the cliff's rock. Translucent skylights throw shifting shadows across the floor. The multi-colored strata of the rock are hollowed out here and there to illuminate the walls and floor. Below each caged lightning ball there is a holy relic of some active religion on Lejentia. There are nearly two hundred rugs which line the Pillared Path, so that the Ælf's bare feet do not tread on the

LOCATIONS

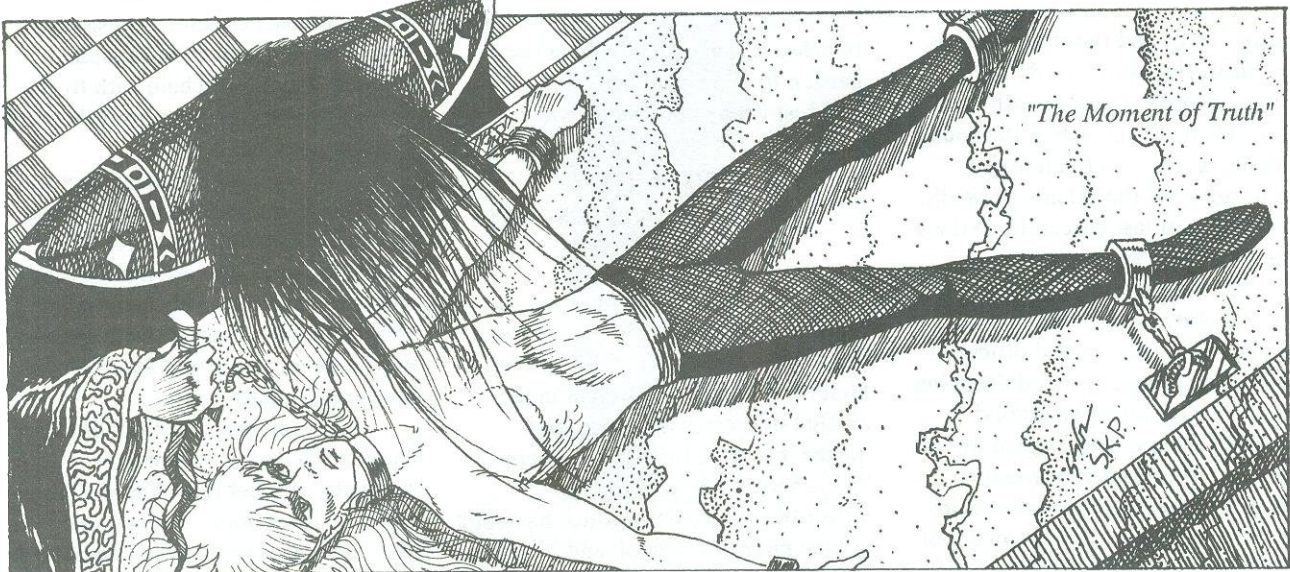
cold stone. The High Priest offhandedly explains to the Ælf that the rugs came to the Fort by way of the Rhodan Queen Jenny. The hallway itself only about twenty feet wide, but it is nearly 1,190 feet in length. The last four hundred feet of the pathway will be a steep climb to the zenith of the Sunset Altar. It will take the sacrifice six hours and twenty minutes to walk this distance as the High Priest will allow the Ælf to be alone in the Raven's Nest for six hours before taking him to the Sunset Altar.

The semi-circular room is about twenty-five feet across at its widest point. There is only one small half-sized door. A fully grown Ælf would have to bend at least one quarter of the way over in order to pass under the low arch of this door. The smaller door gives one the feeling of being safe and cloistered. The High Priest allows his sacrifices to spend their last few hours here so that they can compose themselves before making their way the rest of the

distance to the Sunset Altar.

Upon the pedestal is a black stone ceremonial altar, which looms twenty feet above the Sunset Altar's balconied ridge. The obsidian altar, which measures eight feet by twelve feet, is equipped with niches for safekeeping of articles used in the various ceremonies celebrated here.

The Sunset Altar is used sixteen times a year. Ceremonies are held here on the eve of each full moon and at each equinox and each solstice.



65. RAVEN'S NEST - A FINAL PRIVATE MOMENT:

Shielded from the buffeting cold winds is the small balcony called Raven's Nest. The small firepit in the center of the room always glows with welcoming embers, keeping the room warm at all times. The three and one half foot wide bench that goes all the way around the room is thickly padded and upholstered with dark green velvet. The floor is covered with thick wool shag rugs. In seven niches in the wall stand the religious symbols of seven different religions. Each object is approximately hand-sized and all seven are well worn from much use.

66. SUNSET ALTAR:

Positioned atop a jutting splinter of rock, there crouches a grotesque apparition. The stone has been coaxed, forced, and shifted from the line of the painted cliffs. The Sunset Altar hovers some 275 feet above the swift dark waters of the Styrrm. As seen backlit by the sullen, angry sky, it is an imposing structure. The Altar is basically conical in shape, with a ten foot wide ledge surrounding its forty-foot base. Ten steps, each twelve inches wide and twenty-four inches high, surround the Altar, climbing to the the twenty foot pedestal that forms the top of the Altar.

67. OBSERVATION STANDS:

These seats are provided for those residents of the Fort who are asked or who like to attend the services being held at the Sunset Altar. Reached by way of the walkway of the Defeated these seats are arranged on a separate stone island which extends nearly sixty-eight feet away from the cliff's face. The lowest seat is equal to the fifth stair on the Sunset Altar, and the seating goes up from that point on until the highest seat, nearly six feet above the top of the Sunset Altar. The stands have from time to time been the site of suicides as one hovers nearly 281 feet above the surface of Styrrm River.

FORT BEVITS

68. THE TORTURE WALL AND YARD:

A shriek of terror in the night might awaken a light sleeper. This is no place for a fort visitor, ambassador, or guest - no place for the tender of heart. Here one finds, enclosed within the sad, yard walls, a place fit only for the damned and their tormentors. On a clear night when the stars are high, white points of light and the wind is still, screams of agony travel across the swift dark waters of the Styrrm. Listening to the pleas for mercy and the sharp sounds of the answering whip are Ælven warriors, whose eyes blaze with hatred. Their fists clench at the sound of a male, or worse yet, a female voice begging for the release of death. When silence at last descends, so does the mood of the contingent.

A brooding silence settles in over the torture yard as the bloodied whip cracks. A condemned officer of the First Army sags, his head dropping to his cruelly flayed chest. Blood flows freely from a new, ragged wound in his neck; the savage tormentor snarls as he wipes the gore, that drips from his chin. He turns away, ordering the prisoner returned to Solitary. All the modern equipment will be cleaned and hung in the appropriate places, the wall will be washed, and all body parts will be carted to the incinerating oven. By dawn, the area will appear to be nothing more than a pleasant, grassy yard...but by night...

69. GARDEN OF RELAXATION

This garden was Sword Ramadan's idea. It was created without Seit Nigira's knowledge, between the Main House's west wall and the enclosing wall of the Pillared Walk of the Dying. The Sword ordered the vacant strip of ground to be converted into the lush oasis it is

now in a matter of four days while the Seit was away from the Fort visiting Hyl Sudiar. The garden was created in honor of the anniversary of her victory over the Ælven troops at Gaulden. The blood red roses are symbolic of the ones that the children of North Gaulden brought to the conquering Seit on the day her army rode into the city. A small statue of the city's civic building sits at the foot of a huge flagpole. The flagpole itself is nearly twenty-five feet tall and flies both the flag of the Tarin Tor and the flag of the Second Army. There are benches arranged throughout the garden to allow people to sit down and rest while enjoying the view.

70. SWORD PRIME RAMADON'S PERSONAL TOWER:

Upon entering the tower, a "guest" of Ramadan's will know there is an open portal to the Bazarothian Hell here. There is a weight in the air that depresses the lungs, and makes it hard to breathe. Perhaps this is because Fear is a tangible power to the Brethren, which has both arcane mass and weight, and it is Fear that is felt here--the terror of every soul that has ever lost its life and its freedom on the black obsidian altar in the corner of the room.

Elevated on a pedestal some six feet above the rest of the floor, the private altar of the Butcher awaits use. Just a few feet from the entrance on the right as one enters the chamber, its oddly forked shape is created to accomodate two bodies at once. The sleek face of the stone glistens as though wet in the late afternoon light.

Narrow slit windows along the room's outer walls are draped with thick black velvet, should one wish to shut out the light. But, now drawn back, they allow the ruddy light of

sunset to fill the room, illuminating the massive, columned, state-sized bed to the left. Also elevated above the floor, this eight by ten foot bed is the size of a soldier's barracks room. Massive columns support the black velvet curtains and valance, and the blood-red silk canopy. The columns are carved bloodstone with battle scenes from the Endless Wars depicted on them. Heavy wrist-thick lengths of chain hang from permanently fastened manacles. There is also an iron rod fitted through the middle of each column. These rods have iron rings attached to them. Random lengths of chain with freely movable manacles hang from the rings awaiting use.

If one is lucky enough not to be "invited" for a closer look at these first two attractions in the room, it might be possible to see the library shelves on the right which are lined with hundreds of magical volumes, as well as the most current set of his personal journals.

On the near left there is the entrance to the bath chamber, complete with hot tub. There is also a slim wooden door. Beyond the door is a set of seven cells. There are six smaller cells which are just large enough for a single person to move around in an upright position, but not to lie down comfortably. The larger cell in the center is made to hold two or more, uncomfortably. In the far right corner of this cell there is a large dark spot which currently stains the floor. Closer inspection would reveal it to be partially-congealed blood.

Leaning against the wall facing the altar, as one steps out of the cells' door, it is possible to read the labels on a few of the trophies and plaques which hang over the mantle of the large fireplace. Surrounded by sealed magical books this corner of the room actually puts

LOCATIONS

one in mind of a gentleman's den. With its low-backed couch and ten foot square white lamb's wool rug this corner appears almost inviting.

There are several private areas in Ramadan's quarters. One of these areas, located just above the den area, via a pull-down set of stairs. The garrett above Ramadan's bedchamber is often used by the Sword when he wants to drink heavily

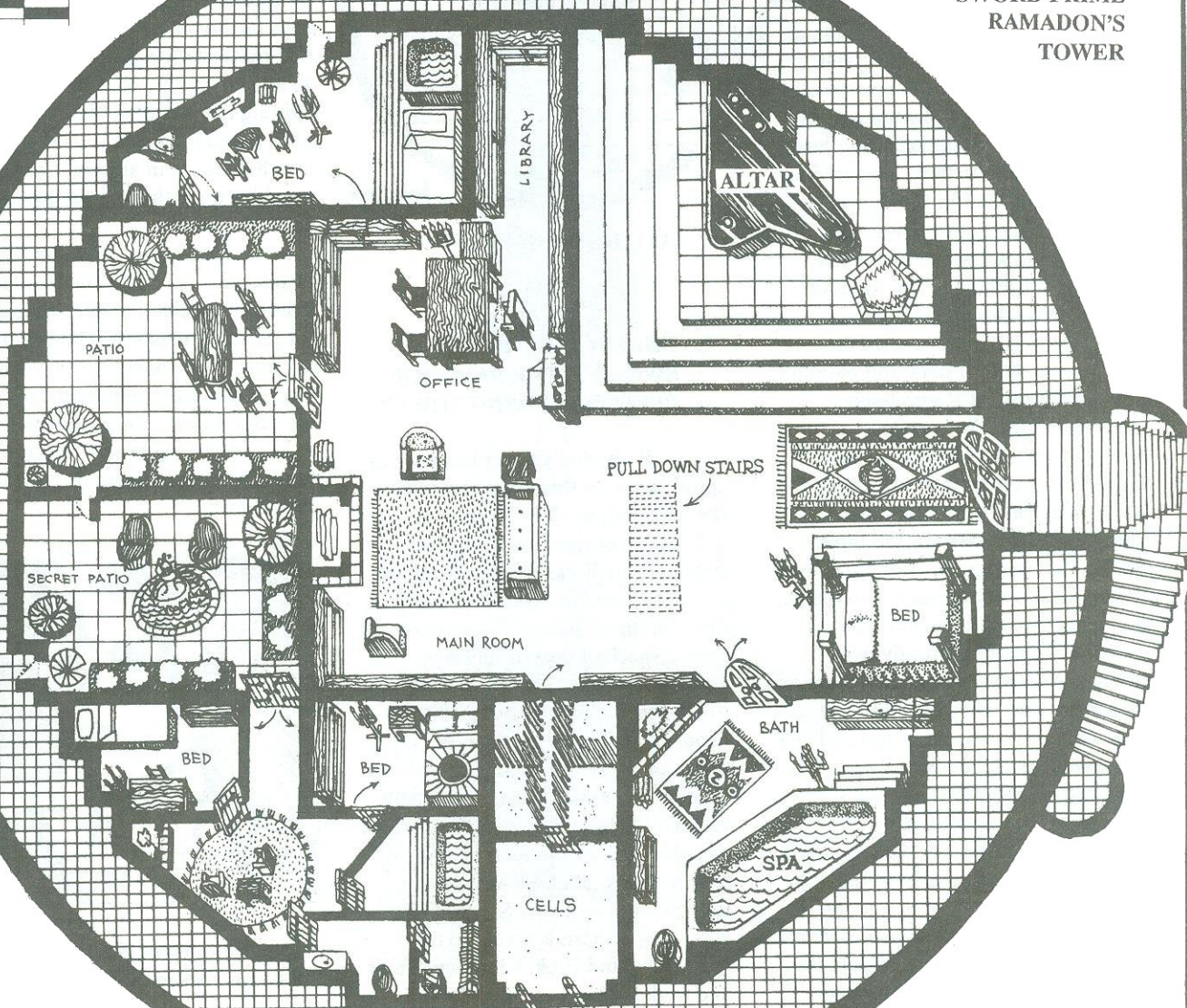
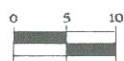
as no one is foolish enough to bother him up here. That is if they could find him once he pulled the stairs back up.

On the main level of the bedchamber there are other private areas which are hidden beyond the "visible" confines of the Tower. Beyond the office area of his chambers there is a visible door going

to an outside patio. There is also an unseen door in the bookshelves which leads to a separate bed chamber suite.

The bed chamber that is located through the secret door is nearly 380 square feet in area. There is a private bath, a fireplace, a sitting area, and a canopied bed. The fireplace is always alight with a cheery fire, and at night the only other light in the room emanates from two

SWORD PRIME
RAMADON'S
TOWER



FORT BEVITS

glowing fireballs caught in golden cages on a huge portrait's frame. The frame around this original Mannoth is made of solid gold set with heavenly blue sapphire studs.

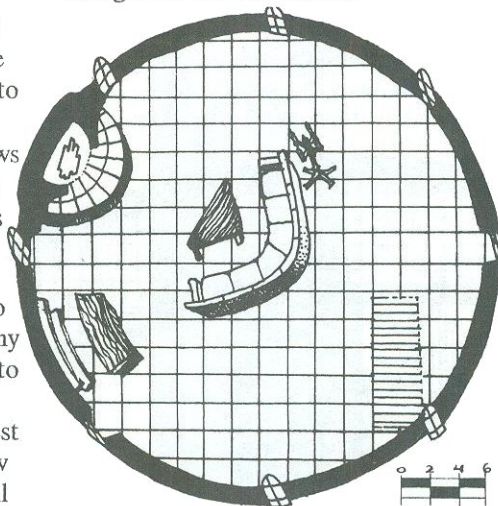
The portrait is of a blonde Sardin woman sitting on a rock next to a pool. She smiles serenely at the viewer, reaching forward as though to a lover. Her hair streams out behind her, her gossamer gown blows in the wilderness wind sweeping the fine cloth behind her. Mannoth has hidden her identity in her gown.

The outside patio overlooks the inner wall so that it is possible to look down to see the Ringing Balcony of the tower before looking beyond to the tower of Skully's Harbor across the bridge. The patio faces southwest and it is possible to have a clear view of the Golden Griffin Casino, as well as a view of the entire Bridge of Tears. Many a day Ramadan has stood here listening to the fountain and watching the Ælves.

Lastly, there is another secret two-bedroom apartment and patio on the eastern wall of Ramadan's personal patio. The entrance is behind a large rosebush, and the hidden door opens onto another patio. This one is smaller and completely tiled save for the flower beds. The apartment itself has a main room, plus two bedrooms, two baths, and a small area to cook food.

There are currently two female residents here, Lady Aubry and Greensleeves. They may do whatever they wish inside the apartment. They can even by way of a very steep staircase descend to the tower's balcony some eighteen feet below the level of their patio. On the balcony it is possible to walk nearly all the way around the tower. There is a narrow arrow slit every eighteen inches whose six inch width allows one to view the outside world, while providing no possible way to escape. This

apartment is the one area that Ramadan never visits except with Sword Alkyron at his side, and then the two stay only long enough to leave the food or necessities that they have brought for the two women.



RAMADON'S GARRETT

71. UNDERGROUND - SWORD PRIME RAMADON'S PERSONAL LIVING TOWER:

Ramadan's tower has a steep spiral staircase that leads down into the heart of the cliff. There is a room at the base of the tower which is swept perfectly clean as there always seems to be a faint wind blowing through the chamber. There is not even a speck of dust or hint of cobweb in any corner. The wind is filled with the lonely voices of the dead. The door in the chamber's side opens into a secret passage that leads to a cavern of hidden sacrificial cells, and the Hellhound Compound. There is a second door on the other side of the circular wall that leads into the tunnels running under Seit Nigira's chambers. There is access to the caverns behind Elok's Lending Vault and to the private areas of Seit Nigira's caverns.

72. UNDERGROUND - SECRET SACRIFICIAL CELLS:

There is a secret pathway that leads from one of the sacrificial cells to an underground tunnel that leads into a rough cavern. The cavern is obviously natural created from the flow of the lake when the Ælves held the Fort. The cavern is now dry, and reinforced against the dangers of a stoneholding battle. There are ninety-two cells located down here, each of which is only twelve feet by sixteen. They are equipped with a bath facility as well as small firepit that burns with a darkish green flame as it is Heart Magic of Bazaroth lighting the warming blaze. It will not burn the prisoners, nor can they use it to help them in any way. It only provides warmth from the cavern's cold dampness.

These cells currently hold twenty-nine sacrifices that the High Priest has decided to keep to his own for personal reasons. The prisoners are kept in the dark, but they are given fresh water and food daily by the High Priest. There always seems to be a cleansing breeze that tastes of the river air that blows freely through the cavern.



Lejentia Rogue Fash'alina - Ramadan's Secret Sacrificial Prisoner

LOCATIONS

73. SEIT NIGIRA'S PERSONAL LIVING TOWER:

Seit Nigira's quarters are located near the Arena. Upon entering her chambers one can feel the quiet power of her wards close. There is the subconscious knowledge that nothing will happen here in her chambers that the Seit does not wish to happen. There is a formal waiting area just off the entrance, which has

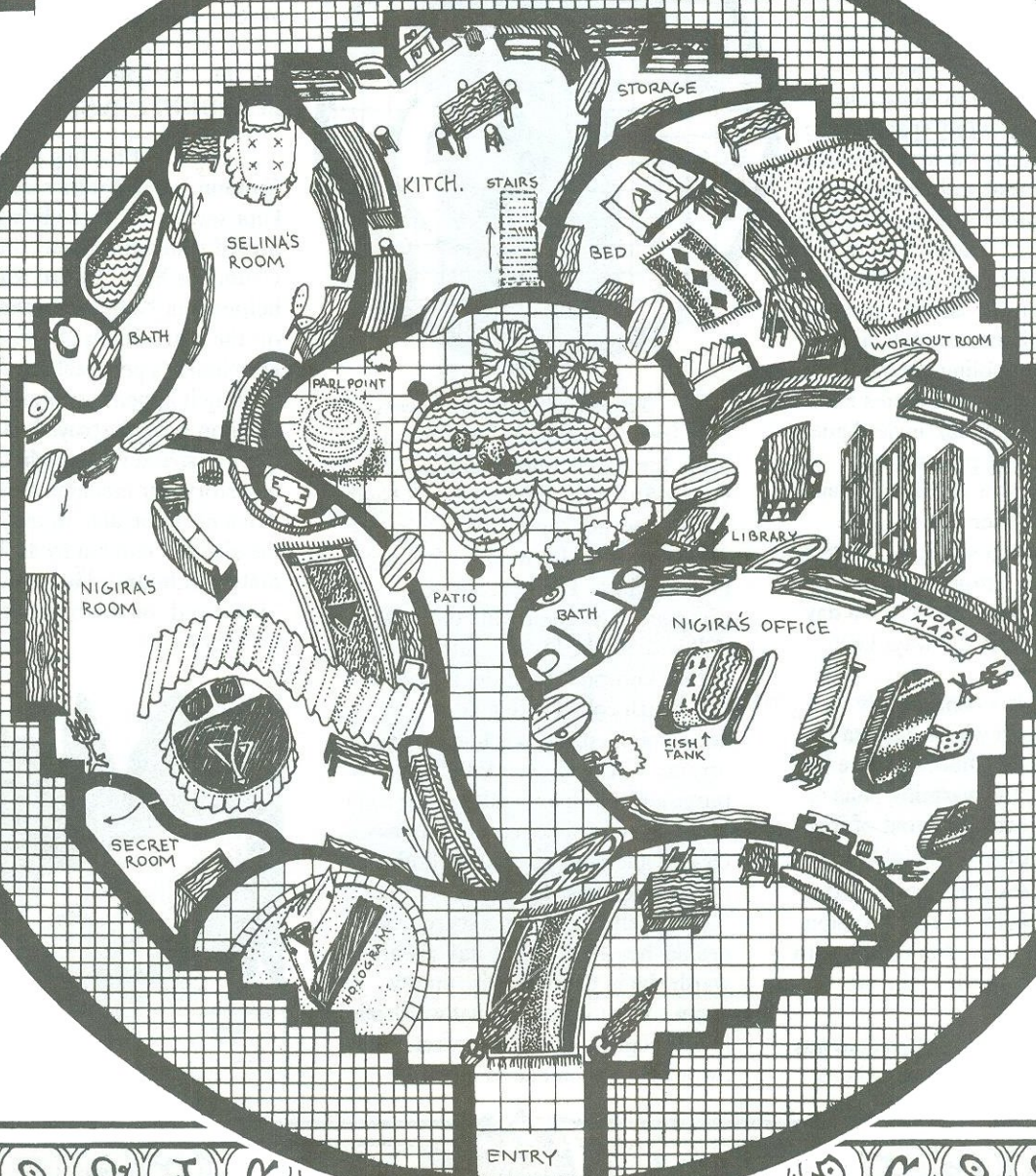
ample seating as well as a glittering hologram of the Tarin Tor's Golden Eagle. A colorfully woven rug covers the distance from the entrance, to an inner doorway. The rug is displayed to show Seit Nigira's favor for the support given the Second Army by the Hurion Tribe.

The glittering hologram serves another purpose, unknown to all except Seit Nigira, Ramadon, and

Selina. The hologram hides a Temple of Vendridie as Seit Nigira secretly worships the Ælven earth Goddess.

The inner doorway leads to a private garden in the heart of the tower. The twilight soft light of eternal evening always quiets the mood of the restless Seit. She often comes here when troubled. She will strip off her clothes where she stands, and step into her eighteen foot pool, in which the water is always tepid and

SEIT NIGIRA'S PERSONAL TOWER



FORT BEVITS

scented of hyacinth. There are many doors in this little grotto.

Seit Nigira's personal office is through a door just off the inner doorway. The room is Seit Nigira's personal office and she very seldom invites the ambassadors here, unless she personally knows and trusts them. There is a private bathroom adjacent to the office.

Next door to the office is Seit Nigira's magical and historical library. There is very little literature regarding the Second Army or the Tarin Tor here as she saves the precious little space for those volumes she loves best.

Off the library there is a private workout room where she exercises. The empty space to the side of the door is the area she uses to cast a spell that will allow her to practice her various physical routines in a "void space" that allows her the use of all the area she needs for each routine. When she is done exercising then she dismisses the spell, and bathes in the bubbling hot tub.

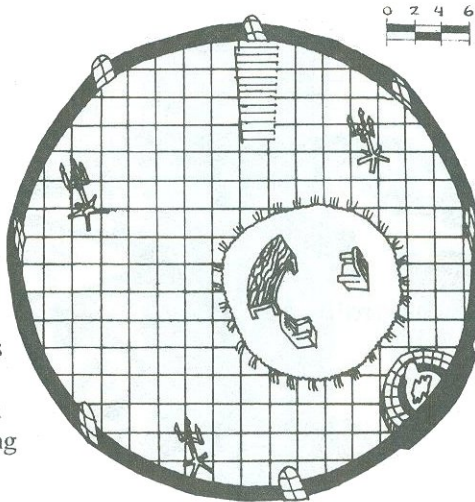
Seit Nigira sometimes has need for putting up an "invited guest" be it a very strong prisoner with political import, or a temperamental and violent civil servant of some conquered city that she is attempting to reason with, or simply that Seit Armond has come to visit for a day or two. The room is always kept ready.

There is a comfortably arranged kitchen where Zagora comes, and cooks dinner for the Seit. Zagora leaves the warming pans of food on the stove and a loaf of fresh bread sits waiting on the table beside daily fresh cheese and ice-chilled butter. Seit Nigira has on occasion invited Sword Ramadon to talk with her in the kitchen while she ate dinner.

From the kitchen, a stairway leads up to a garrett room, where

chairs and a table on an area rug create a primitive sitting area. Some heat is provided by the fireplace, but it must work against the cold November wind that blows freely through the open windows. Selina does not understand why Nigira falls asleep here sometimes and seems to find a cleansing quality in the cold.

SEIT NIGIRA'S GARRETT



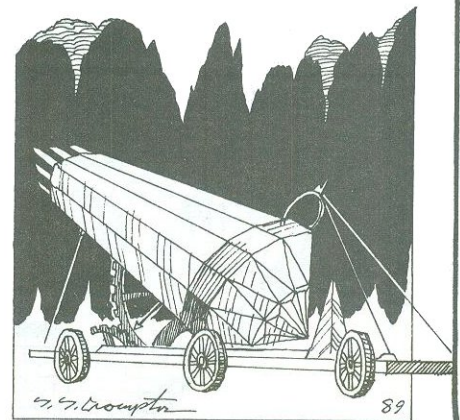
This small bedroom accessible only from Seit Nigira's bedroom is set aside for Blood Sinister Selina. The young Ælf lives with the Seit as Nigira sees her as her ward. The Seit never allows anyone else to enter Selina's bedchamber. The bedroom is arranged so as to provide the young Ælf with all the luxuries she has never before known. The room is done in soft peach colors with golden accents. Seit Nigira's own bed chamber is arranged in vivid emerald greens, burgundy, black and golds. The room is meant to be able to entertain any chosen guests in a style that both impresses and seduces.

Seit Nigira has a secret room beside her bed which has an arcane wardrobe in the otherwise empty room. What is kept in that wardrobe is Seit Nigira's best kept secret. Only Sword Ramadon knows of the

wardrobe's existence. And the Seit or the Sword would die in the space of a single heartbeat to defend and protect the eternal secret living behind the carved cherrywood doors. There is also a stairway down to tunnels that lead off to the secret places such as Sword Ramadon's tower, the lower caverns behind Eloki's Lending Vault, and the Hellhound Compound, as well as her private treasury. From her treasury there is also a tunnel to the cavern of the Bleeding Crystal Cannon. There are heavy shields to protect against anyone entering through this door.

74. UNDERGROUND - THE BLEEDING CRYSTAL CANNON:

The Bleeding Crystal Cannon is Seit Nigira's second best kept secret. Of those living only Sword Ramadon knows that the Cannon is here. Sword Ramadon helped Seit Nigira steal the Cannon off the battlefield right from under Hyl Sudiar's personal supervision, by making it appear as though the Cannon were destroyed. The Cannon is a massive seventy-eight foot, nearly two story war machine made by the Ancients to be able to destroy a city the size of Gaulden by itself in a matter of hours. The cannon was "destroyed" on the battlefield of Cinnatol.



CRYSTAL CANNON

LOCATIONS

75. WARRIOR TRAINING/ PRACTICE ARENA:

The bleachers in the arena can hold almost 3,000 spectators when filled to capacity, but normally about 500 come on a daily basis to watch or participate in the available training. Each warrior at the Fort must participate in the arena fights at least eight times per month.

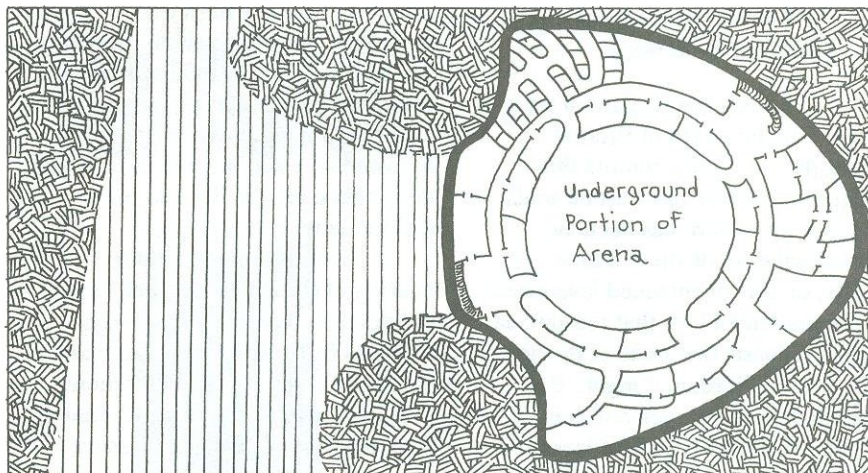
There are "sweat rooms" located under the bleachers where warriors can change. These rooms contain lockers and bathing facilities.

There are a few cages on the northern side of the arena which are designed to hold fighting animals such as bears, wolves, or wild Hellbeasts. The animals are used to help improve the warriors' skills and response time. These contests usually spark spirited wagering on both sides of the river. Seit Nigira has permitted these fights to be broadcast arcanelly to the "Fight Disk" in the Longshoreman's Bar.

Arena Master Judge Oregae is in charge of maintaining the arena, as well as scheduling the fights and providing adequate supervision to keep participating warriors alive. Judge Oregae and Judge Ve'ryk work together to produce an entertaining weekly fight between prisoners and warrior volunteers. The warriors fight for prize money; the prisoners supposedly fight for extra privileges, although a few of them such as Morian Ste'llein fight only when forced through threats and abuse.

76. SUPPLY DEPOT AND THE FLIP WINDOW:

When fort warriors want something extra aside from the standard issue of basic clothes and personal hygiene items, they must go out and buy the items themselves. Most warriors receive a stipend for



their work in the Tarin Tor. No one ever said one could get rich in the army, unless of course one were to achieve a sword rank or better. Then the pay is very lucrative. However, the everyday soldier only makes about one arc (equal to a half bar in Ælven currency, or fifty dollars) per week. A warrior can spend much of that money in Skully's Harbor or in the Port of Tears, but most will get their basic necessities from the Supply Depot.

The Supply Depot itself functions like a general store, providing goods at low prices. The Second Army subsidizes some of the cost of the goods sold there. The Depot is run by a free merchant by the name of Caulis Fyricu. He is normally always away from the Fort arranging for goods and shipments of various items to be brought to the Fort. He works hand in hand with the Second Army's Acquisitions Officer, Archon Toponi. He as well works with Farain Eloki at the Trading Post. Together they provide for the Fort's needs as well as assuring profitable commerce for all concerned.

The Supply Depot also has a small bar and grill located at a small five foot wide by four foot high window right beside an ice chamber

and firepit grill. The flip window serves drinks and food only during the times when the Warriors' Arena is in use. Its primary customers are the spectators of the fights. The cost of the food here is not subsidized, but even so prices begin at a moderate screm (equivalent to a pente) for a cup of kav and a doural (two onci) for a rolled bean and meat log on a stick.

77. CAULIS FYRICU'S OFFICE:

This is the office of the free merchant Caulis Fyricu. Caulis works closely with Farain Eloki to keep the Supply Depot well stocked with anything a Tarin Tor soldier is likely to need -- although it always seems that Eloki manages to fill his own import store with items Caulis did not think of, that a Tarin Tor soldier is sure to want in the worst way.

78. SUPPLY DEPOT STORAGE

The supply depot shares this store room with the Requisitions Office. There are extra supplies of everything sold in the Fort's store. The storeroom has no window and measures 42' by 42' and has 1,764 square feet of open space.

FORT BEVITS

79. THE GARDEN OF THE BLEEDING ROSES:

This is a simple garden set up around the Fountain of Eternal Strength. There are rumors this garden is haunted with certain souls of the dead. There has been an occasional grim death of a lone sentry, or pair of entwined lovers here in the garden and for that reason Seit Nigira requests that none of the army go near the Garden at night. But, nonetheless the garden still remains a prime place for off duty officers and warriors to take their pleasures under the cover of night.

80. FOUNTAIN OF ETERNAL STRENGTH:

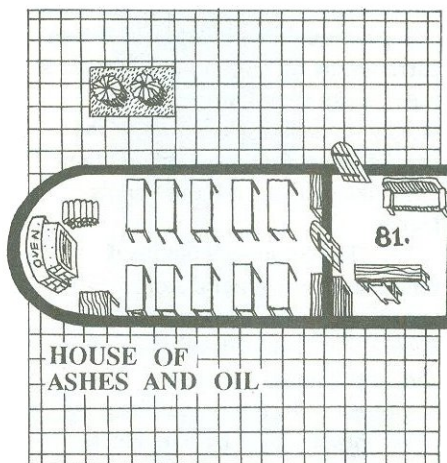
The Fountain, like the Demon Compound is not a product of the earth. It came from the Fountain that flows in front of Bazaroth's throne. The Fountain is the site of a ceremony done by the High Priest approximately every ten days, though never on or near the time of the full moon. The ceremony involves the High Priest washing each warrior's Hellblade in the blood that flows from and back to the Sixth Level of Hell. The blood and the ceremony release the souls of those creatures who have had the poor fate to die on a Bazarothian soul-stealing blade.

81. HOUSES OF ASHES AND OIL:

This is the death house for the Dargonaths of the Second Army. Dargonaths of the Cobra Clan dispose of their dead, through cremation. Normally, the ashes are kept in a sacred death house in the Clan's main house in the north. But, recently in the last ten years or so there have been periodic raids of the death house. The purpose of the intruders seems to be a desire to destroy the

remains of those Cobra Clan members, who have served the Tarin Tor. Once, the marauders set off wards designed to protect the death house. The arcane chaos, that followed cost not only the lives of the marauders, but the lives of three Cobras as well.

Sword Ramadan, upon hearing of this, offered to help ward the death house. He was strongly rebuffed by those Elders, who blamed the raids on the clan's involvement with the Tarin Tor. Sword Ramadan, with Seit Nigira's aid and blessing created a death house for the ashes of those Dargonaths, (mostly Cobra Clan as not all the other Dargonathian Houses believe in cremation), who serve her in the Second Army, regardless of the clan.



82. INCINERATING OVEN:

The incinerating oven is the main method for disposing of wastes at the Fort. Everything from the Hellhounds' dung to the leftovers from yesterday's dinner ends up being burnt in here. Seit Nigira believes in keeping an extremely clean camp, so as not to attract any kind of vermin. The Seit believes that one of the best cleaning agents available is fire. Thus, all refuse no matter what its nature is to be burned.

83. HOUSE OF THE FIRE GROTTO - HOUSE OF THE CAMP FOLLOWERS: UNOCCUPIED/ UNDER CONSTRUCTION:

This is the smaller house between the two groups of camp followers. The members of this house have been scattered to attend to the needs of the other troops stationed outside the fort along the river.

Currently, a permanent building under construction, is meant for use by the members of the Fire Grotto household.

84. PARADE GROUNDS OBSERVATION GUEST ROOMS - NORTH WALL

These rooms are all identical to each other. There are thirty-two rooms along the northeast wall, which are 645 square feet in size. Also there are twelve more along the southwest wall, and around the corner. These rooms each are 576 square feet in size. The Observation Rooms do not have an entrance as one might think of it. There are no doors to enter the observation rooms. Each room has a set of six large transparent crystal panels at the front of the room. The panels are hung floor to ceiling on a single pivoting bar.

There is a metal "S" groove on the long edges so that when the panels come together they can be secured by way of horizontal pins. In this way these panels form a solid wall to keep out the cold river winds, but one can clearly see through the panels. One of the six panels is arranged so as it can be opened from the outside and it functions as the room's entrance door.

In the back of each room there are two doors. The door on the right leads into a small triangular closet; the door on the left leads into an efficient bathroom. In the center

LOCATIONS

between the doors there is a five foot fireplace meant to be able to heat the rooms up when necessary. The furnishings are mainly made up of comfortable chairs, and plush couches and serving tables.

There are two full sized beds set up inside large wooden wall cases. The beds are hinged at the bottom of the cases. The wooden cases are ornately decorated with geometric brass overlay. There are two large clasps on each side of the wall-mounted case. When the clasps are undone, it is possible to lower the beds to the ground so as to use them to sleep in. When they are not in use the cases keep them conveniently out of the way.

85. PARADE GROUNDS:

These open grounds used to be where the Ælven Grace Ma' Kael once stood. However, Seit Fierced's people trampled the structure into the ground, because the temple's portal to Monti was closed before the Ælves surrendered. The Parade Grounds snake through the middle of the Fort. They are approximately four hundred feet wide and nearly eleven hundred feet long.

86. MAIDEN'S DOOM - SACRIFICIAL BRIDGE AND BRETHREN'S ALTAR

Spanning two-hundred feet of barren painted cliffs, this rope and split-wooden bridge lies on the northeastern side of the fort. Across the bridge to the far-side of the Fort, is a small stone altar dedicated to the glory of the Brethren. The altar is only accessible by way of the bridge or a steep, narrow footpath. There has recently been a mudslide, resulting from a particularly violent thunderstorm, which washed out part of the narrow footpath around the cliff's face to the altar. The footpath

has as yet, not been cleared; therefore, the bridge is currently the only "safe" way of reaching the altar.

Located on a large intermediate mesa-step in the painted cliffs, the altar is outside of the Fort's protective walls. An older stucture dating back to Seit Fierced's first arrival at the fort, the altar shows signs of wear. The Brethren's shrine around the outside of the altar area also, shows significant signs of wear and tear, not all of which are natural. Vandals from the Harbor have occasionally ventured this close to the fort, in order to try to destroy the stone edifice dedicated to the conquering strength of the Tarin Tor.

The High Priest still

took over. The priests currently maintain shields around the altar house only, not around the shrine grounds or the wall, which surrounds the altar. Just last full moon, the wall sustained some vandalism. A Vendrinite managed to creep up near the Fort to stoneshift the symbol of Vendridie into a niche in the shrine wall. The High Priest came to view the sacrilege. He invoked a spell to make the stone bleed lavender blood. He made a small pond to catch the liquid, which will burn the hand of any, who do not worship the God-King. Likewise, all heathens to the demonic faith are unable to touch the altar house shields, without being burned alive.



87. CROW'S VANTAGE:

maintains the ordained schedule of sacrifices. He is required to throw a young maiden off the bridge once every solstice. The young woman must be ceremonially bound to serve the Brethren, before she is sent plunging to her doom on the jagged rocks below. The painted cliffs, below the bridge are littered with splintered and shattered bones whitening in the sun. The altar house of the Brothers across the bridge is arcanelly shielded against any current natural damage or vandalism. The High Priest has not ordered any repair work done on damages, which the altar had sustained before the Second Army

The Crow's Vantage is an outcropping of rock some eighteen feet above and to the west of the altar house. It is a barren stretch of stone some seven feet wide and twelve feet long that acts as a balcony where demons and fort officers can gather to watch the Solstice Sacrificial ceremonies. The Crow's Vantage looks out upon the Blachard walls, where the compact Ælves have tried unsuccessfully to destroy the altar house, by dropping chunks of the stone cliff of the Crow's Vantage down on top of the shrine area.

FORT BEVITS

88. HOUSE OF THE SHINING MIRROR - HOUSE OF THE CAMP FOLLOWERS:

The house is the home of fifty-six camp followers. The camp followers are independent entrepreneurs who agree to a contract of service, that can be cancelled with complete forfeiture of benefits by either the employer, the Second Army, or the employee, the follower.

The camp followers of the Shining Mirror take pride in their house, and enjoy a friendly rivalry with the House of the Fire Grotto. They occasionally come together for very amusing contests, which are held when the Fort is not on standby or action status. These "Trailing Carnivals," as they are called, are often an environment for friendly betting, as well as, pleasurable interaction with some of the participants.

At the House of the Shining Mirror it costs a silver hawk (about twenty-five dollars) for a warrior of the Second Army to visit each fire. The Tarin Tor Second Army coffers subsidize the cost, with an additional twin arc (ten dollars) to the House. The follower's stay can vary but the "fun house's ride" (as some of the troops call it) normally lasts about twenty or thirty minutes.

The House of the Shining Mirror rightfully holds the title to the coveted Golden Mink award. The palm-sized statue is on display in the lobby until the next "Trailing Carnival" is held, in about two weeks.

The camp followers personally are allowed to keep three arcs (fifteen dollars) out of the total amount (a silver hawk and a twin arc, or about thirty-five dollars) paid out for their labor. The remainder is kept by the house as operational money.

89. SECRET MOUNTAINSIDE CAVERNS: FOOD STORAGE CHAMBERS

When Seit Nigira took over the Fort, she was determined to avoid disasters such as the poisoned water which was the downfall of the Ælves. Her stoneshapers have hollowed out twenty-four great chambers for storage of food, water, and other supplies in the event of a siege. They are kept stocked with at least a four-month supply of food (six weeks for the Hellhounds), and a two-month supply of water for the entire Fort. There is also a well-shielded and hidden cache of gold and gems, for trading in the event of a disaster, which is not included in the Second Army's regular financial accounts or budget.

The Ælven building which serves as an office for Toponi, the supply clerk, and her three assistants is a very solid, vault-like dome of shaped red granite, with interior arches to give it added strength and a touch of beauty. It was designed to remain standing under the stress of a major stonholding conflict, such as might someday occur between Seit Nigira and K'el Di Carani.

90. DEMON COMPOUND: (SEE SPECIFIC AREA DISCRPTION):

The Demon Compound was not built on Lejentia; it was magically copied from an existing structure on the Fifth Level of the Bazarothian Hell, and then transported to the mortal plane, where it appeared on the foundation that had been stoneshifted for it. It is said that the earth groaned the day it received such a weight of Hellish stone. Mortals who touch the red rock slabs of the walls can sense that this is something from an alien world.

Since the Second Army took

over Fort Bevits, the population within the Demon Compound has grown steadily, though the number of demons in outlying portions of the army has not diminished. Of mortals, only Seit Nigira knows that Guiya Dark is secretly breeding demons here, to swell the ranks of his minions in preparation for a coup in Hell.

Reflecting the rivalry between the two major comandng demons Dark has sent here to carry out his plans, the Compound is very carefully divided into neutral areas, places under the house rules of Delteh, and places ruled by Queryth. In Hell these two lieutenants each have separate houses and lands, which are ruled by their own personal laws. Here in the Compound the two demons command their troops to co-exist peacefully as it is necessary for the sucess of their Overlord Guiya Dark's plans.

The Compound is protected with heavy shields which will preclude anyone from everstilling or portaling in or out of this place without the correct "key" to the wards. Only the more valued Brethren here have the "Key" to these wards. Also, sendings outside the Compound are strictly limited unless so ordered by one of the two commanders or White Bone.

DEMON COMPOUND: MAP INDEX

D1. Bridge to the Mortal Realm: (*Neutral Territory*) - This Parl Point located at the apex of the Brethren complex is seen by the resident demons as the main utilitarian access. This is not considered a public entrance. The Point is in nearly constant use. Those who do daily business in the compound use the Parl Point for convience's sake rather than the formal entrances.

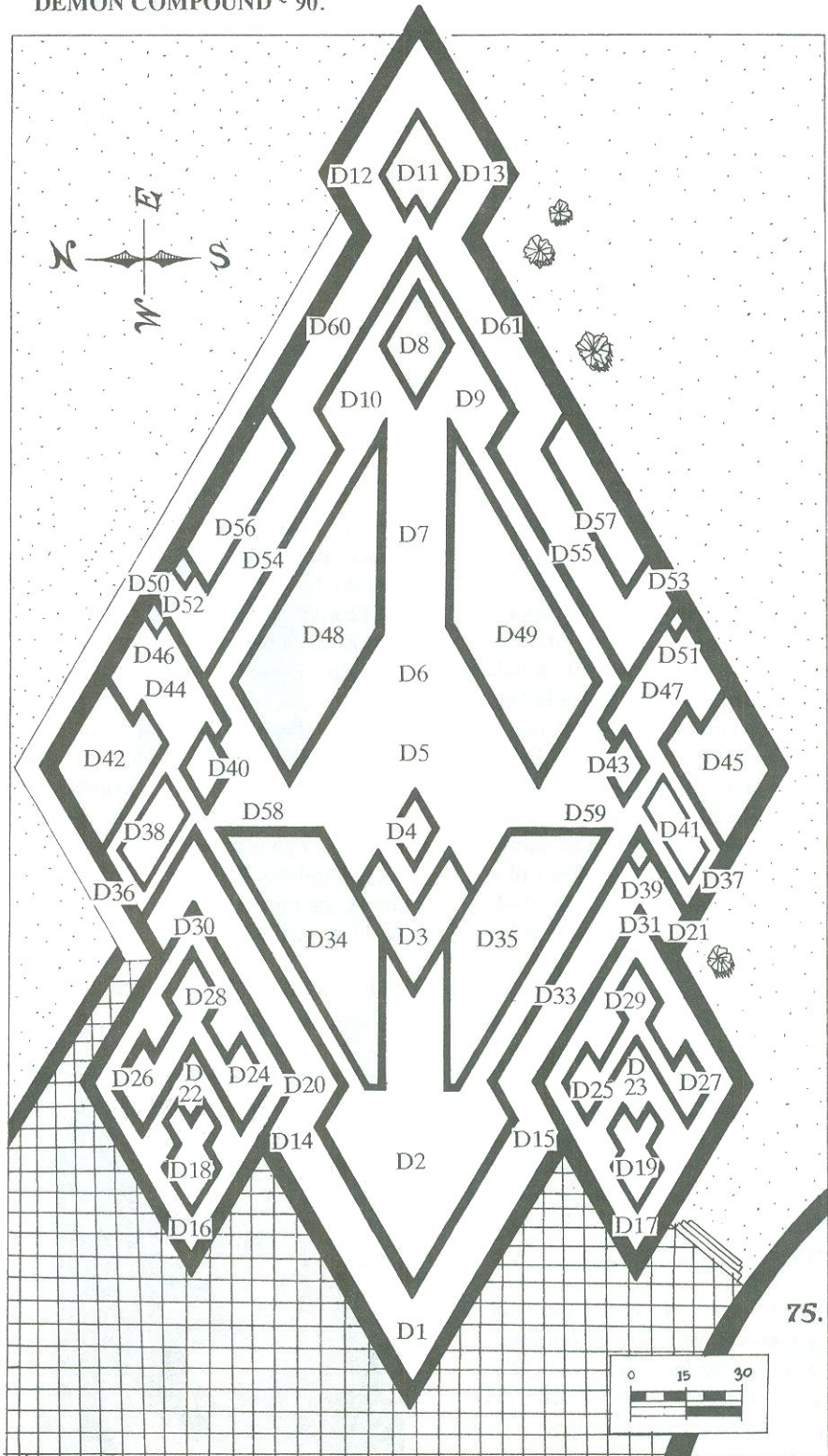
LOCATIONS

D2. Court of the Ever Ringing Blade: (*Neutral Territory*) - This is a practice courtyard which any demon may use regardless of rank or of Palace affiliation. This type of training court is unique to the Fifth level. It was originated by Guiya Dark many ages ago in an effort to improve his lower ranking warriors' skills by pitting them in a non-lethal setting against warriors of higher battle rank. This system has proved to be a wise training strategy as his warriors hold some of the highest ranks in the Arena Combats held on the Sixth level of Hell.

D3. Field Hy Hent Xiont: (*Neutral Territory: Field of the Eternal Warrior*) - This is a memorial to those demons still fighting in the Hent Zuo Zhan. The Endless Wars, as they came to be nicknamed, are the battles currently being fought on other planes and planets. Usually these wars are fought to acquire new hells or other potentially profitable realms where the Brethren can benefit by expansion. Within the arcane boundary of this memorial it is possible to conjure the surroundings of any of the locales of active war. Thus, a warrior may practice in a multitude of different hostile situations. The use of this field by one warrior does not preclude another warrior's use, even if the second participant is manifesting another battlefield altogether.

D4. Temple Hy Hent Zuo Zhan: (*Neutral Territory: Temple of the Endless Wars*) - This is a place of respect and worship. It is possible to sacrifice power or other valuables on the Temple's altar in order to aid a warrior away at a battle. It is also possible to sacrifice power or valuables which will be stored in preparation for one's own future forays into battle on another plane.

DEMON COMPOUND ~ 90.



FORT BEVITS

D5. Temple Hy Zhi Zi:
(*Neutral Territory: Temple of the Innocent Child*) - Guiya Dark is unique in many of his concepts, not the least of which is his belief that there is power in voluntary submission of one's self to the driving power of the Brethren. Those demons who partake of the Zhi Zi actively recruit "innocents" to the powers of the Demon Lords. Offerings of fruits and flowers may be laid on the altar by demons, who have collected them as sacrifices for services. These offerings then begin the formation of the permanent contracts that will eventually bind the souls of the "innocent" supplicants to their cooperative demon.

D6. Fields Hy Xie:
(*Neutral Territory: Fields of Blood*) - This courtyard is an imitation of the Arena on the Sixth level. This field is often used to settle disputes between resident demons while they are on Lejentia. They usually never fight to the death, but have been known to dismember each other in the bloody battles, which often end just short of the last lethal blow. The loser of a fight here is humiliated, and usually must do some act of service for the victor.

D7. Courtyard Hy Chyn Mi:
(*Neutral Territory: Courtyard of Power*) - This formal courtyard is often used for ceremonial performances and ritual celebrations. It is the courtyard that would be most likely seen by a visitor to the Brethren Compound as it is one of the public areas.

D8. Temple Chao Tint
Hy Guiya Chyr: (*Neutral Territory: Temple of the Imperial Court of the God-Prince Fifth Level of Hell*) - This is the impressive show palace of Guiya Dark on the plane of Lejentia.

Symbolic in its representation, this temple is not really meant to house the God-Prince; but, rather to demonstrate the style and imposing nature that Guiya Dark has in the lives of those demons who have chosen to serve him. The Temple rises to a height of seven stories above the courtyard floor. It has a separate carved stairway leading to each level in turn on the south and east faces. The stairways each represent Guiya Dark's seven steps to perfection. Each level is devoted to exercises designed to advance the earnest devotee to the next step.

D9. Jimi Bao Chent Lian:
(*Neutral Territory: Cool Secret Palace Garden Invites Relaxation*) - This is a formal garden belonging to the Temple. Although used for some exercise rites on a daily basis, it is normally only in use on public days.

D10. Park Hy Yi Shun
Hy Guiya Dark Chyr: (*Neutral Territory: Park of the All Obedient of the God-Prince Dark's Fifth Level of Hell*) - This a public park which is not normally in daily use, except during the monthly High Mass, and the Days of Fasting.

D11. Kent Hy Liu Shou:
(*Neutral Territory: Gallery of*



White Bone

the Rear Guardian) - The southern entrance leads to Rear Guardian's office. The keeper of the house is named White Bone and he is one of the oldest and most diplomatic of Dark's assembled household. White Bone has served Guiya Dark as Hell's ambassador for more ages than "there are strings on the Harp of a Thousand Voices."

D12. Court Hy Yamen Tyr:
(*Neutral Territory: Governmental Court of the East*) - This is the southern courtyard of the Guardian's house. It is a public courtyard which often receives attention when White Bone holds informal tea and propaganda meetings with various important personages throughout the Tarin Tor. Guiya Dark's demon warriors are also scattered among three other armies. One of those is the Hyl Sudiar's own First Army. This facilitates constant negotiations as the warriors of the God-King Bazaroth also serve the Hyl Sudiar. Although these two are related in kindred as well as in ultimate service, they tend to take different sides in the continuous arguments that arise frequently. Thus, White Bone is often called upon to resolve any concerns that the Hyl Sudiar's chancellors might have in regards to these disputes. He also uses the formal gardens to seduce potential influential Tarin Tor: followers of the Brethren in general and Guiya Dark in specific.

D13. Court Hy Yamen Ho:
(*Neutral Territory: Governmental Court of the East*) - This public garden is also part of the Guardian's house and lands, yet it was designed with a particular sinister motive in mind: to deceive visitors as to the garden's nature. Any person of average arcane ability would normally be able to tell that they were on soil

LOCATIONS

dedicated to the Brethren. Such a person would also normally know that there were serious wards around the place which might tend to tip off an unsuspecting magic user, who might not otherwise realise that he was dealing with the darker forces. White Bone actively recruits "souls" by answering calls for help or aid uttered by seemingly "good" magic users. The garden serves as a neutral appearing place as the feelings normally associated with the compound are cloaked here. Even the most righteous Morian born, or a fanatically religious B~rron, would not be able to tell that the Garden had anything to do with the Brethren. Even the rest of the compound as seen from the garden appears to have a beautiful but unrecognisable architecture which cannot be distinctly remembered clearly once the visitor has left. The only lasting impression is a dreamy vision of "holy," unspeakable beauty.

D14. Kent Hy Achos:
(*Delteh's Territory: Gallery of Pain*) - This is the entrance walk from the Parl Point to the actual gate leading into Delteh's palace. The name comes from the fact that this entrance is usually only used by Tarin Tor soldiers and officers, many of whom have already pledged their souls to the God-king Bazaroth. This is not

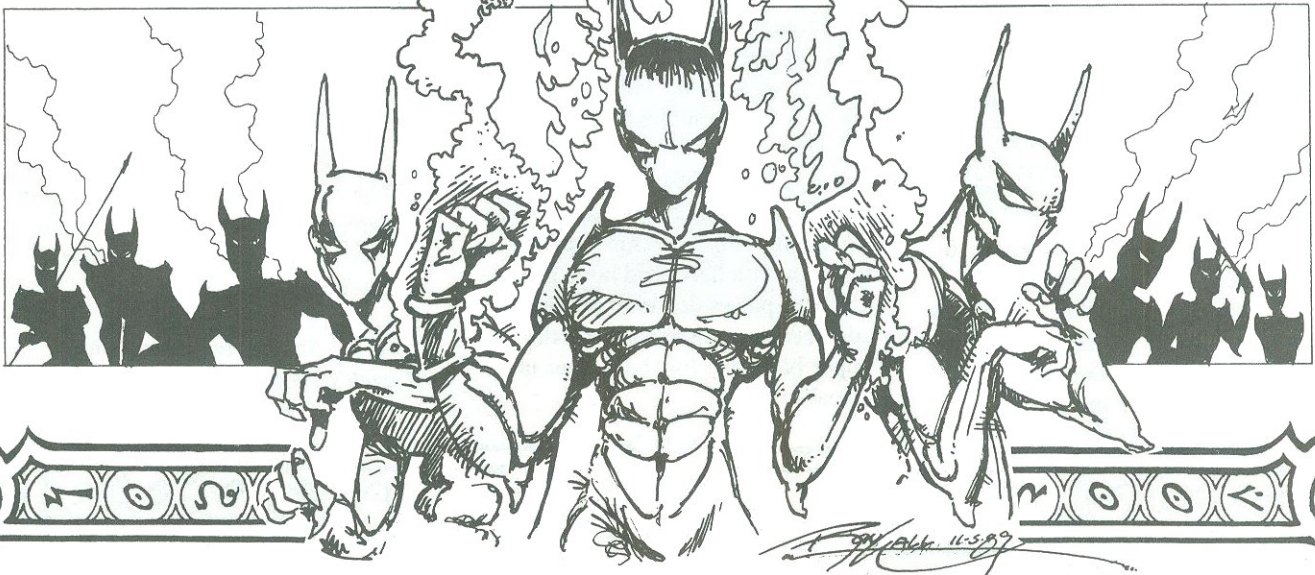
considered to be a public area, and those who are in this area are assumed to not only have business here, but to be "one with the cause already." Thus, the gallery is used as a hall of punishment for minor offenses or deviations from the expected behavior pattern. Pillories, water wrack, brilliant cats' paws, and a wall where the unwilling seem to scream at nothing, all await use in the name of the demonic cause. The Brethren under Guiya Dark have forsworn many activities accepted as normal among those still residing in Hell, or on other planes. These laws are enforced by the Chyr Xin, the overmasters, who ultimately are responsible for the actions of their respective Chents. The hall displays offenders in various forms of torment for the viewing pleasure and edification of the passersby.

D15. Kent Hy Xion:
(*Queryth's Territory: Gallery of Blood*) - Queryth's gallery also makes an example of those of his palace, but in a less showy manner. Queryth is a skilled master of impact and appearance. He is not as skilled at the sword as Delteh, but he is a

master of other arts. Not the least of these is the art of leadership of his palace. It is somehow more frightening to walk down the Kent Hy Xion than past Delteh's gallery of pain. The gallery's wall is divided into sleek inverted troughs that begin about halfway up the wall. These troughs run with a steady, slow stream of blood. These walls are fed from small punishment cells located directly in the walls. There are no screams to be heard, no sounds at all. The gallery has a spell on it which dampens all sound. There is also feeling of dread which causes even the seasoned warriors of Queryth's palace to glance nervously at the walls as they hurry through the gallery.

D16. Kent Dao
(*Delteh's Territory: Gallery of the Magnificent Hero*) - This bedecked walk completely surrounds the compound of the Yi Tai Tai. The walk allows entrance to each of the concubine's private cells. Within the cells it is possible for warriors to pursue their pleasures with willing companions.

D17. Walk Hy Zue Zhen:
(*Queryth's Territory: Walk of the Moonquake*) - This is the walk around the Luili Zise in Queryth's palace. The walk allows access to the



FORT BEVITS

various ladies' rooms. It also leads into the garden and several various altars scattered within the Liuli's compounds. The walk of the moonquake remembers the day when the sky over the Inferno turned black and the ground heaved and shivered as the Inferno fell under the domination of the Hell of the Brethren. Queryth's palace was highly involved with the Inferno War and as a result they took heavy losses of their fellow Brethren.

D18. House Hy Tui Tuo Yin:
(*Delteh's Territory: House of Satisfaction Lasting Only a Short Time*) - This house has an open interior. Over thirty females and their companions in the very crowded surroundings of this twelve hundred square foot house. The house is always open. This is not a place for the good natured or kind hearted. Xiu Xin Shye, "enter with caution."

D19. Jimi Hent Fontmao:
(*Queryth's Territory: Secret Garden of Everlasting Luxury*) - Under the tutelage of Queryth's favorite companion, Myi Luyer, the



females of the garden are trained to please their demonic warriors in a manner of slow sensuality. Queryth's palace specializes in manipulation and control of natural forces. This ideal carries over into the multi-level

garden. Delicate lattices of pearlescent painted steel separates the females' mats from one another. The latticed steel also forms the roof and floor of the cells, except for the very lowest row of cells which is actually on the ground. There are ten females in each of the levels of the Garden. The cells are five feet wide, ten feet long and only five feet high. A hallucinogenic spell makes the cell seem larger than it is in reality. The spell is first activated when the warrior comes to into the cell.

D20. Men Xinhen Shi Tu:
(*Delteh's Territory: Gate of the Merciless Skeleton*) This is the official gate into the satisfaction area of Delteh's palace. The guardian here is an ill-tempered skeleton. Originally, this "Skeleton" was a handsome man sacrificed by Bazaroth's priest Lindion. His soul was given into Delteh's service as payment for a favor done for Lindion. The unwilling sacrifice still remembers his former life and death. Delteh adores tormenting the wretched creature. He often takes the Skeleton and pits him against another living warrior in the Kent Hy-Ke, (the pit of sudden death). To insure the outcome, and increase the Skeleton's discomfort, Delteh usually alters the living warrior's appearance to resemble the way the Skeleton appeared before he was sacrificed. This has never yet failed to drive the Skeleton crazy. He will be relentless until his opponent lies in pieces at his bony feet.

The gate itself is constructed from interlocking humerus, radius, femur, and tibia bones mortared together with hardened bone ash. Concave pelves decorate the outer edge of the gate's arches and the upper backdrop for the statues in a macabre frieze.

D21. Men Yi Yue Ya:
(*Queryth's Territory: Gate of the Remembered Crescent Moon*)

D22. Jimi Chent Hy Liant Yi Yi:
(*Delteh's Territory: The Secret Garden of Striking and Stroking Alternately*)

D23. Voices Hy Ling Li Ling:
(*Queryth's Territory: The Garden of Tinkling Pieces of Jade*)

D24. Altar Hy Ren Ai Shen:
(*Delteh's Territory: Altar of the Benevolent Smile*)

D25. Altar Hy Yue Yi:
(*Queryth's Territory: Altar of the Quarter Moon*)

D26. Altar Hy Shen Yi Lont:
(*Delteh's Territory: Altar of the Highly Skilled Dragon*)

D27. Altar Hy Hei Yue:
(*Queryth's Territory: Altar of the Black Moon*)

D28. Liuli Hy Yi Tai Tai:
(*Delteh's Territory: Temple of the Concubine*)

D29. Liuli Zise:
(*Queryth's Territory: Temple of the Good Looking Women*) - The physical desires of aggression and pleasure are the focuses whereby the Chyr Xin control their warriors. The Liuli are the best way given the habits of the demon soldiers and the requirements which Seit Nigira has placed on the warriors while they are in her command. All of the Chyr Xin enforce her will with an iron passion as they do not wish to suffer their Guiya's wrath if they fail.

D30. Shrine Hy Shennu Chi:
(*Delteh's Territory: Shrine of the Goddess Concubine of the North*)

LOCATIONS

D31. Shrine Hy Shennu Ki:
(Queryth's Territory: Shrine of the Goddess Concubine of the West)

D32. Pathway Hy Zuo Nie:
(Delteh's Territory: Path of the Committed Sins)

D33. Pathway Hy Shen-Si:
(Queryth's Territory: Path of the Moment of Life's Loss and Death)

D34. Yi Qi: Chent Bao
Hy Delteh Chi: (Delteh's Territory: Code of the Brethren: Palace of Delteh - North)

D35. Yi Qi: Chent Bao
Hy Queryth Ki: (Queryth's Territory: Code of the Brethren: Palace of Queryth West)

D36. Liu Houlu Ho:
(Delteh's Territory: Keeping A Way Open For Retreat - East Exit)

D37. Men Jint Qi Ki:
(Queryth's Territory: Gate of Banners and Flags - West Entrance)

D38. Kent Hy Ke:
(Delteh's Territory: Pit of Sudden Death)

D39. Yamen Hei-Bai
Jint Lintdao: (Queryth's Territory: Governmental Office of the Demon of Judicial Balance)

D40. House Hy Hei Hui:
(Delteh's Territory: House of the Black Swan)

D41. Honttou Hy Xinhen Xie:
(Queryth's Territory: Chasm of the Merciless Blood Lessons)

D42. Huyi Hei Hy Huxue:
(Delteh's Territory: Den of the Suspicious Black Tiger)

D43. House Hy Hao Chi Xiu:
(Queryth's Territory: House of the Snow Owl)

D44. Feng Mei Hy Tui Tuo:
(Delteh's Territory: Lush Pasture of Short Pleasures)

D45. Yi Tua Di Zhont:
(Queryth's Territory: Fighting with Poor Odds the Few Against the Many)



D46. Kent Jint Hy Lint Ti:
(Delteh's Territory: Gallery of the Glittering Swift Sword)

D47. Courtyard Hy Shent-Si:
(Queryth's Territory: Courtyard of the Moment of Life's Loss and Death)

D48. Jint Tan Huxue:
(Delteh's Territory: The Crack Troop from the Tiger's Den)

D49. Chaotint Jint Hy
Tan Zue Zhen: (Queryth's Territory: Royal Court of the Highly Skilled Warriors)

D50. Men Hy Xyr Chent Ho:
(Delteh's Territory: Gate of Escape - City Wall East)

D51. House Hy Yue:
(Queryth's Territory: House of Music)

D52. House Hy Jintti
Hei Jint: (Delteh's Territory: Crystal Lattice House of the Black Demon)

- The guardian of the east entrance resides in this small house. All formal visitors to the compound or Delteh's palace in specific are welcomed through this gate. The guardian passes judgment on all who come through the gate in order to prevent assassination attempts or potential sabotage. The guardian of the gate appears to be only a meticulously carved statue of a voluptuous woman. The statue will become animate and hostile if a visitor has less than respectful motives.

D53. Men Hy Liuxint Chent Tyr:
(Queryth's Territory: Gate of the Shooting Star - City Wall South) - The exit of the Shooting Star is a unique device created by a novel young demon by the name of Adryck. The sides of this impressive two story, roofless hallway appear to mirror. Arranged in four overlapping rows these polished mirror-like metal surfaces reflect the person walking much like a carnival mirrors. Should the Brethren have taken a dislike to or begun to distrust any of their visitors they can easily deal with the concern. Adryck has made a perfect way for ridding the Brethren of unwanted or unnecessary visitors. The unwary walking through this exit might "accidentally" be cut to shreds by the release of a lever which will bring the mirrors together in a sudden snapping motion. The polished sheets of metal act much like the tearing jaws of a Hellhound as they tear the victim to pieces.

D54. Kent Hy Lintru Jint Bai:
(Delteh's Territory: Gallery of Humiliation and Obedience of the Soul to the God-King)

D55. Kent Hy Guiya Chent
Chu Chyr: (Queryth's Territory: Gallery of Punishment According to

FORT BEVITS

the Laws of the God-Prince of the Fifth Level)

D56. Huxian Hy Ho:
(Delteh's Territory: Threshold of Endless Visitors - City Wall East)

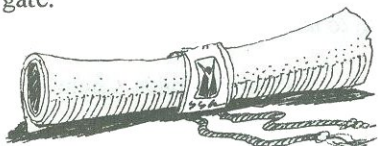
D57. Tower Hy Hu Fant:
(Queryth's Territory: Tower of Exchanging Visitors)

D58. Pathway Hy Liu Houlu:
(Delteh's Territory: Pathway of Immediate Retreat)

D59. Kent Hei Hy Lin Di:
(Queryth's Territory: Gallery of the Black Feudal Manor)

D60. Men Hy Shihe Xi Huxue:
(Delteh's Territory: Gate of the Angry Sunset Tiger) - This is the entrance gate to the Temple of Guiya Dark and the park beyond it. The gate is carved of a hard wood with a glossy black-brown shine to it. The multiple carved mouths of symbolic tigers are tied with vivid red and orange scarves to depict tongues. The scarves also represent the fiery essence of anger. Anger is seen as one of the nine sources of power in battle according to the warriors of Delteh's palace.

D61. Men Hy Luo Man Linxun:
(Queryth's Territory: Gate of the Naked and Rough Mountain Crag) - This is an eighteen foot gate in the inner city wall leading to the public areas of the compound. It is created from intricately piled bits of shale and bone splinters alternated to make a sweeping wave pattern of grey and white across the height of the gate.



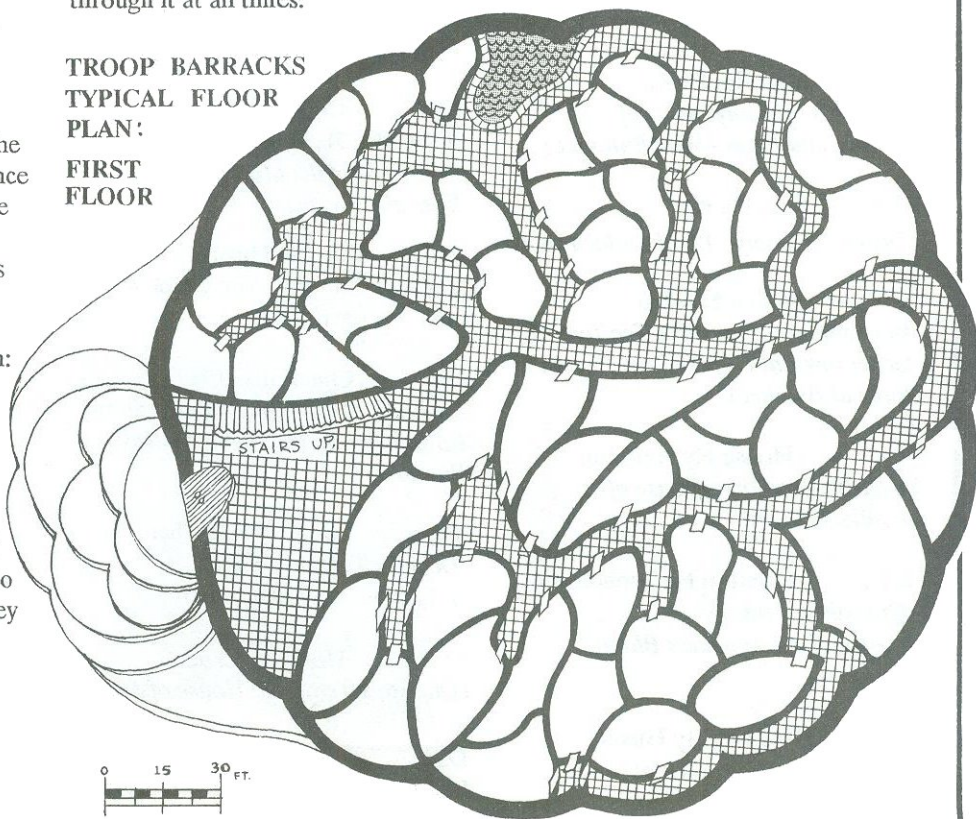
SECOND ARMY TROOP BARRACKS:

There are a total of ten barracks buildings. There is a different unit currently in each of the various buildings. The buildings were originally built by the Contingent Ælves when the Fort was first constructed. Most of the units have made relatively few changes. The four story levels are divided up into two sections each holding twenty-five rooms. There is one communal bathroom per section, which contains nine urinals, five toilets, and a dozen hand sinks. In each building there is only one larger communal bath which is at the disposal of any of the warriors, at any time of the day or night. The bath is part of the plumbing system of the Fort, and as such, has clean water circulating through it at all times.

The stairway to reach the basement level is a narrow and somewhat twisting tunnel of illuminated quartz. The stone shifters of the Compact forces prided themselves on their mastery of color and form. Therefore, despite the fact that this is a basement level, there is a surprising amount of light here. It only takes a small lightening ball released once a week inside a channel in the stairway's tunnel to keep the stairway light day and night.

The floor of the basement is shifted to resemble tiles, and the grout lines are actually small light channels. A medium sized lightening ball must be placed in the socket receptacle once every full moon. Once this is done, the false grout lines of the tile will glow with a constant, pale radiance for the rest of the month. The soft lighting was meant

TROOP BARRACKS TYPICAL FLOOR PLAN: FIRST FLOOR



0 15 30 FT.

LOCATIONS

to be restful. The walls curve gently upward in long easy arches, and are lined periodically with light channels. The intensity of the light fades towards the end of the month, signaling the need for replacing the lightening balls.

91. TROOP BARRACKS - THE BLOOD DEN - SWORD DEXTER ALKYRON'S ASSASSINS:

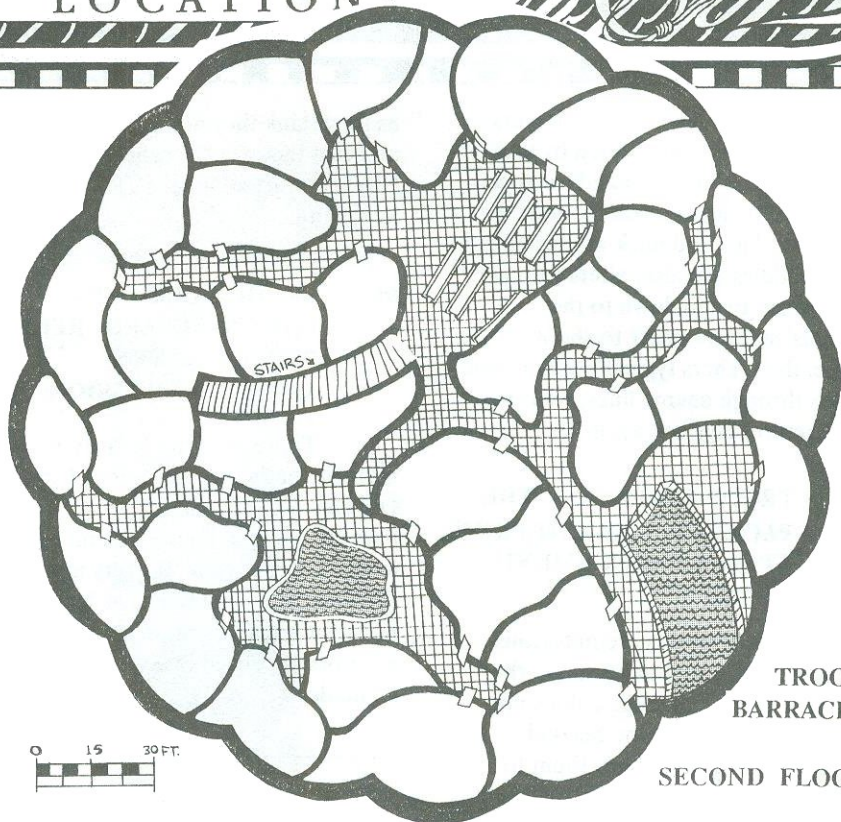
The physical setup of the building is the same as the other barracks. Sword Alkyron's men normally get a betting card game up in the main room each morning by at least the hour of the snake (6:00AM).

92. TROOP BARRACKS - THE MANESTAY - RHODAN MASTERS CAVALRY QUARTERS:

The cavalry soldiers are divided into two groups: the main cavalry and the archery unit. They are housed in separate barracks.

The barracks buildings which house Nigira's Rhodan cavalry divisions are, like all of the other troop barracks, circular, approximately 180 feet in diameter, and four stories in height. The architecture is *Ælven*. Each floor has cubicles which house fifty riders. All cubicles are essentially equivalent in size, including those occupied by officers. Officers room on the fourth floor (as do some soldiers occasionally), and squad members are generally assigned to adjoining rooms. If necessary, some cubicles may be occupied by two riders and equipped with bunks in order to accommodate them.

The Manestay is the home of the Rhodan Masters, or main cavalry troops. There are currently 185 riders in this group, which at full strength



numbers 207: Twenty-eight squads of seven soldiers each; seven Blood Sinisters command four groups made up of seven squads each; one Judge commands the entire main cavalry. There are also, a supply sergeant, and two messengers.

Currently, the division is smaller than usual as some of Seit Nigira's troops are stationed elsewhere along the river. The remaining squads have been rearranged to accommodate reality. There are presently twenty-five squads, (two of which have eight riders in them); and only five Blood Sinister squad group commanders; one Judge; along with the two messengers, and the supply sergeant.

Rhodans in the cavalry are fitted with armor for battles. Protective armor for the face is made of Sardin steel, that has been coated with bronze. An elongated, sharp horn cover is held in place by a strap which runs behind the ears. A noseplate and face protectors fit over the poll, leaving the ears free. An

apron of light mail is placed around the neck, secured over the tightly-braided mane with several thick, leather straps, which help deflect sword blows. A blanket of the light chainmail is placed over the saddle and secured across the chest and under the belly right in front of the hind legs. This blanket extends past the knees in order to protect the legs. Finally, the hooves are shod with steel which has been sharpened at the edge, turning the hooves themselves into deadly weapons.

93. TROOP BARRACKS - THE LOYAL HEARTS - RHODAN ARCHERS:

The archers' barracks, Loyal Hearts, is home to 125 Rhodan archers. This group is currently divided into seventeen squads of seven riders, with three commanders, two of whom are in charge of groups of six squads, and one of whom oversees five squads. Judge Ty'Par is the head of the division of Rhodan archers.

FORT BEVITS

This group also has two messengers.

The Rhodans ridden by the archers have a greater need for speed and mobility, and therefore, wear the protective face and neck armor, only. Their saddles are also, altered to allow the archers to slip down to the animals' sides, in order to shoot. (In battle, the archers typically make rapid forays through enemy lines, shooting and then running out again.)

94. TROOP BARRACKS - THE PACKRATS - REGENT PRIME TISHA'S PROCURMENT DIVISION

The Packrats are notorious for getting the best of whatever they are sent after. Seit Nigira does not use them to support the Second Army, nor does she allow them to pillage a city or town after they have conquered it. But, she often needs specifically a certain thing and when she does, it is the Packrats who get it for her, no questions asked...

95. THE SWIFTWIND - INFANTRY ARCHERS:

These warriors are very private. They trust each other and not one soul more. They do most things together as a single group. They can be frightening when they take it into their minds that a serious insult has been dealt one of their members. Hammil help any warrior fool enough to take advantage of any of their ilk. They have been known to take fatal revenge on the criminal. One event had to do with their drugging a magic user from the First Army who hurt one of their women with claria. Then one by one they "hunted" him in the Parade Ground, each shooting a single arrow until each one of them had fired into the then dead body. They do not particularly like the Rhodan Archers

as they think they are "glory hounds" and that they are the cause of Seit Nigira's overlooking the glory due the Swiftwind.

96. TROOP BARRACKS - THE GRAVEYARD - REGENT PRIME D'KAHR'S ASSASSINS' DIVISION:

There is a total of forty-two men currently assigned under Regent D'Kahr. They are housed in a barrack building on the basement level. There is room for fifty men on the floor, but as D'Kahr has lost men, he has not had his requisitions for new warriors approved by Sword Ramadon.

INTRODUCTION - RHODANS AND THEIR RIDERS

Rhodans are larger and somewhat more heavily-boned and muscled than horses. The average Rhodan stands between eighteen and nineteen hands (one hand is equal to four inches) at the withers, with breeding stallions often reaching a height of twenty-one hands.

The most striking physical feature of the Rhodans is a spiral horn, which grows from their foreheads. At birth the horn-to-be is relatively soft and mobile. Hardening occurs within the first week, and by one year of age the young Rhodan already sports a horn several inches long. The horn, though beautiful, frequently serves as a deadly weapon.

While Rhodans are not actually telepathic, they are more perceptive than most horses. After being paired with a rider for some time, the Rhodan grows in awareness of its master's abilities and habits, and is often able to perform its work with minimal commands.

Because of the physical stature of Rhodans, riders must of necessity be large. In the Second Army, the minimum height for riders is seven feet five inches, with some riders reaching up to eight feet seven inches (as a result of special breeding programs) in rare instances. Thus, Sardins are not found in the Rhodan corps in Nigira's army.

Rhodan riders, because of the time spent training apart from other divisions of the army, and possibly because no non-rider could understand the relationship, that develops between rider and mount, tend not to mingle with other troops. They are not concerned with the details of destruction -- Rhodans and riders perform their function as ordered and do not, otherwise, get involved with the main army's internal or external struggles.

In addition to their aloofness from the rest of the army, the riders tend to maintain something of a separation between their own ranks of cavalry and archers. The division is sustained by Judge Sear, the commander of the main cavalry, who has a very taciturn nature, and tends to mistrust, those whom he does not know well.

97. RHODAN STABLES (FORMERLY FER'GETAN PRISON MAIN HOUSE):

The Rhodans are stabled in converted prison cells, which measure ten feet by ten feet. Rows of these stalls, facing the stretches of the Rhodan training ring, house the cavalry animals and also, include feed and tack rooms and grooms' quarters. There is a row of twelve stalls, where the breeding stallions are kept. On the opposite end of the stable compound, the farthest row of stalls is sometimes used for foaling mares. There is adequate space for housing

LOCATIONS

visitors' mounts as well. Straw is used for bedding.

Adjacent to the stables and training ring, there is a pasture approximately two acres in size. Most of this is used for grazing for the Rhodans, which are turned out in groups of fifteen for a few hours a week. Behind a fence at the back of the pasture, is a wire mesh platform, where manure is spread in order to facilitate drying. The dry manure is then used by the fort to fertilize the pasture and gardens.

The Rhodan training ring is an oval measuring 300 feet by 160 feet. The dirt surface is raked by grooms between exercises. A storage area located above the ring is used for the safekeeping of practice jumps and targets.

98. FER'GETAN PRISON FIELDS AREA CHI: MASTER JOSEPH'S TENT:

This tent enclosure consists of thirty-seven tents, which are each sixteen feet long by eight feet wide. There are approximately six men in each tent in the enclosure, but in a few cases there are up to seven men per tent. There are only Sardins in this enclosure.

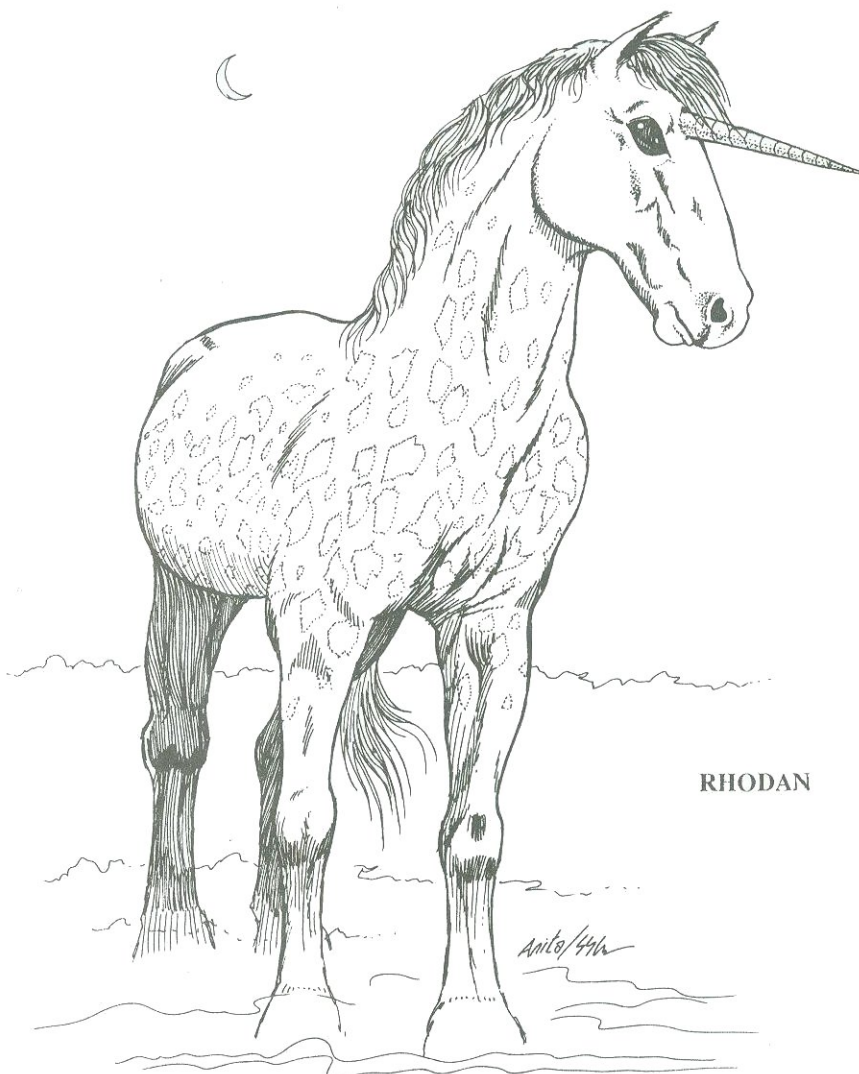
99. FER'GETAN PRISON FIELDS AREA HOY: BATTLE MARSHAL VIY N'TAYE:

This is the high risk section of the prison where prisoners are kept who are considered either a threat to themselves or to others. Those deemed only a threat to themselves are kept in a tent enclosure where there are eleven tents. There are cloth walls to separate the sixteen foot wide and eight foot long tents into three sections. Each section has an individual door flap so that they form private mini-tents. Each mini-

tent is five feet by eight feet. Those prisoners who are deemed a danger to other prisoners are kept in small enclosures with one tent and a bit of a cleared yard inside each enclosure. Ver'yk gives the preceding reasons for the segregation to Seit Nigira, but in all truth his real reasons are much simpler. This is set aside as his personal "women's section" of the prison. This is the area where he moves either women he has already reached an agreement with or whom he planning on coercing into an agreement with him.

100. FER'GETAN PRISON FIELDS: LEJENTIA CONFINEMENT:

There are currently thirty-five tents. Each one is sixteen feet long and eight feet wide. The tents fit six men if completely filled, as they were less than two days ago. But, there was a huge decrease in the number of Lejentia that were being held there. Nearly one hundred and eighty men were removed without explanation to Archon Ve'ryk by the High Priest Ramadon. There are currently only thirty-six Lejentia in the prison area.



RHODAN

FORT BEVITS

101. FER'GETAN PRISON FIELDS: HIGH SOLITARY: MORIAN STE'LEIN:

Morian Ste'lein is kept completely separated from other prisoners at night when he is returned to his tent, in case Sword Ramadan should need him. Ve'ryk has gotten around Sword Ramadan's objections to moving the Morian by saying that he only allows the Morian to use the exercise yard during the day. Ramadan is under the impression he means a small private exercise yard. But, what Ve'ryk does not tell the Sword Prime is that the yard he places the Morian in each day is the one set aside for Lejentia. There have, of course, been numerous attempts on Morian Ste'lein's life.

Only the charm that Sword Ramadan placed on the ex-Lejentia when he resurrected Ste'lein has saved him again and again. But, the charm acts slowly and when he is attacked by the Lejentia in the early morning it takes the rest of the day for the charm to heal him sufficiently for him to stand. He does not speak of this to Sword Ramadan as Archon Ve'ryk has promised to leave the lady Viy N'Taye alone, and not trouble her with his affections so long as the Morian stays silent.

The Lejentia continue to attack him each time he is placed within their reach because they believe he has turned against his honor, and each breath he draws stains their honor, each day he lives lessens their dignity. They keep trying to kill the ex-Lejentia, despite the charm that they know brings him back from the dead, because Ve'ryk has told them the charm has a limited lifespan and after seven hundred years, or seven hundred deaths, the Morian's body will not regenerate. Then, the old Ælf will surely die.

102. TARIN TOR STOCKADE TOWER:

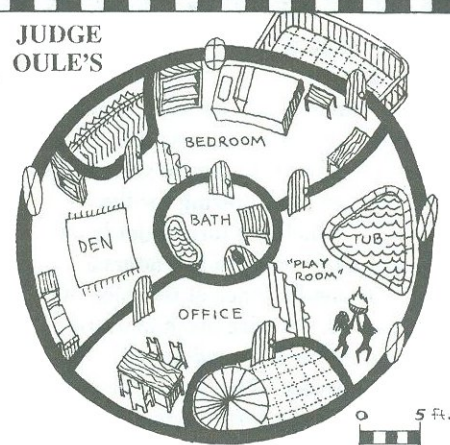
There is a total of nine floors in this tower. The top one is kept as Judge Oule's personal quarters. The rest of the tower has eight cells per floor arranged around a spiral staircase with a four foot walk around the actual stair. There are sixty-four separate cells, each one of which has a private drain, but there are only about fifty square feet per cell. There are never many warriors here as Sword Ramadan normally "discusses" the matter of their crimes with them. The Sword will then release, or transfer, or sacrifice the offender, unless otherwise instructed by Seit Nigira.

Those prisoners that Seit Nigira does not want released, nor put to death will be sentenced to "oblivion" for a length of time normally not less than five years. These prisoners are to be humanely treated in that they are to have adequate food and water until some time in the future when they will eventually be released or sentenced to death. There are currently nineteen prisoners serving "oblivion" in the stockade.

103. STOCKADE TOWER: JUDGE OULE'S BALCONY TOWER CHAMBERS:

The watch tower of the Fer'getan area is located on the northwest side of the main prison building. The tower is three stories high and is only thirty feet in diameter. Judge Oule enjoys the unique or the unusual. Her chambers reflect that interest in the unusual or the exotic. Upon entering her chambers one can see off to the left a stone shaped sleeping pit filled with unusually-colored silk pillows. The pit's width is ten feet wide and fifteen

JUDGE OULE'S



feet long and three feet deep. The pit's four walls have four inch squares inlaid into the stone. Concealed in the squares is a series of jagged blades that can be released one at a time or in a selected pattern. There appears to be a dull reddish light emanating from behind the stone, so that at night it appears as though there are a hundred glowing eyes surrounding a sleeper lying in the pit.

On the right of the entrance there is what Judge Oule teasingly refers to as her "playground." Closest to the entrance there is a graceful brazier. It is designed to look like three women, all back to back holding a large glistening steel bowl between them. Several decorative irons hang around the edge of the brazier.

A little further on there is a triangular hot tub filled with a gelatinous substance that is a pale greenish color. The touch of the stuff is unlike any water base gel. It is soft, most nearly like cold talc powder. The cold touch though very quickly becomes very warm. The more it touches living skin the warmer it becomes. The warmer it becomes the wetter it gets, until it is nearly liquid.

Located in the same playground there is also a whip of multiple lengths of coppery colored chain, but upon further investigation it is evident that the chain is some kind

LOCATIONS

of candy. If tasted it will become immediately evident that the candy is drugged with an aphrodisiac. There is also a long pole with white plumed feathers on it. Regent Istic gave her this pole as a present. Another toy is a glass box filled with hundreds of butterflies. Inside the box there is a small mat and pillows covered with a sweet sticky substance that seems to attract and feed the butterflies. Overall, the chambers look as though they could be oh so deadly.

104. THE TARIN TOR'S HIGH EXECUTION FACILITIES:

This is the one place, that no one in the Tarin Tor ever wants to see from the inside. The High Execution Facilities have a reputation of being worse than the Hellish Betting Pits. This is not quite the case, however, despite appearances.

There is a total of eighty cells as well as a guard's personal living chambers. The cells are only ten feet wide and fifteen feet deep. Each prisoner is kept in solitary confinement as physical contact with another being is strictly forbidden. No comforts are allowed here. There are no books or other sources of outside information provided to the prisoner, no matter how large the bribe, nor is there the chance of any light to see a book or scroll if one had one to read. There is no light allowed in the cells.

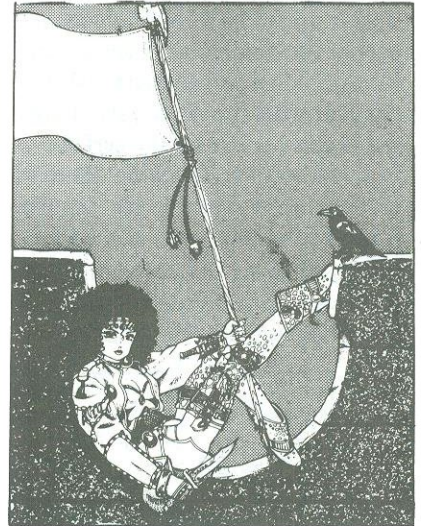
There is no chance that the prisoners will be taken advantage of as their bodies are protected by a low level ward, that will set off alarms in the guard's chambers if the prisoners feel the slightest touch of another being. Seeing the prisoners is forbidden to all except the High

Priest, the guard, an officer assigned by Hyl Sudiar, or a patron sent by the executioner just hours before the moment of truth. It is also, forbidden for the guard to speak to the prisoner, unless answering a direct question regarding the procedure to be utilized for the prisoner's physical dispatch.

105. THE SHADOW TIDE - HELLHOUND HANDLERS:

The Hellhound Compound is completely underground in the area where the Grace Ma'Kael used to have its lower area. The tunnels connect each building. Two thousand

and sixteen Hellhounds live here, along with eighty-four handlers. There are also two other Hellhounds at the Fort but, these two are always in Sword Ramadan's company. There are a total of twenty-one buildings in Compound's setup. Each building is arranged on the edge of a grassy yard area that slopes gently down to the banks of a dark still lake.



The Hellhounds kennels have a dual story layout has twelve hounds per level, including a bedchamber for a handler on the upper level and a convenient storeroom, and a permanent Parl Point on the lower level.

A single staircase connects four sets of the dual stories in each building so that there is a total of eight floors per building. The hounds are sometimes exercised in the grassy area by the lake. But, their handlers do not worry about training these animals as each one is a fully trained war hound. They only need to be fed and exercised on a regular basis to remain in good physical condition. They get enough practice on real fields of war as they often fight alongside other armies besides the Second on a fairly regular basis. The hounds enjoy mock fights in the dim arcane twilight, while their handlers watch over them.

Judge
Oule says,
"IT'S
PLAY
TIME!"

Phantom R. Grimm
Feb 1991 ©

FORT BEVITS

106. UNDERGROUND - THE MISTS OF SHADOW:

The Hellhounds will never go anywhere near the swirling grey mists at one edge of the dark lake. They sniff and whine pitifully if they are forced to enter the damp, slightly sweet scented, swirling vapors. The Fort once held a Grace Ma'Kael in it. This is said to be a copy, and actual part of the Temple of Ariendale in Monti. When Seit Fierced first stole the Fort from the Ælves, she destroyed the Grace Ma'Kal on the surface. But, she never realized that there was an underground part to the Temple. Cut off from the power of the Fire Goddess, but not destroyed, the Fields of Dream have darkened with age and lack of power into faintly shifting

shadows, whose power is questionable. They have been known to recall dead loved ones to those who enter them, which was their original purpose. They have also twice been known to produce an apparition of such terror as to actually frighten two warriors to death, and another who walked into the grey swirls never came back out, despite Sword Ramadon searching for her. The Sword has mockingly nicknamed them the Mists of Shadow.

107. THE UPPER CLIFF FACE - THE NOVILLE CAVERNS:

Located inside the mouth of the huge demonic representation of Bazaroth's face that graces the side of the cliff. The Novilles' Caverns are alien to any design known to be in

use by sentient species here on Lejentia. The entrance of the Caverns is hollowed out to form a huge reception hall. The hall is large enough to hold all of the non-Novillian warriors in the Second Army, excluding the Hellhounds of course. The hall is normally empty. But, like any other creatures that worship Bazaroth, the Novilles know how to create the right atmosphere of grandeur and circumstance when necessary.

The inner caverns each belong to a unit of the Novillian Soldier Air Force. There are no non-Soldier Novilles stationed here at the Fort. The bugs that hang from the ceiling, or bunched in masses at the corners for the various chambers are a type of aphids which excrete a sweet milk that the Novilles consider a drinking delicacy. It should be noted that there is a fairly straight wall at the entrance of every unit, except Princess Mi'Taw's own chambers. On this straight wall there is a display of small shimmering scales. The Novilles are an insectoid race that can tell as much about the nature of something from its chemical makeup as the humanoid species can tell by sight. There is a fractionally different chemical makeup to each of these scales as they all came from a different once living Novillian warrior. They are considered badges of honor, with the unit whose wall is fullest being the most decorated. The warriors have the scale, which is really a fine shell casing that covers and protects an organic spicule. The casing is removed after the warrior has spent time pleasing the capricious young Princess. When she is done with them she kills them and removes the casing. She then allows the leaders of each unit to proudly display their warrior's symbol of pride on the Wall Of Glory as the Novilles refer to the shimmering displays.



LOCATIONS



FORT BEVITS

SEIT NIGIRA

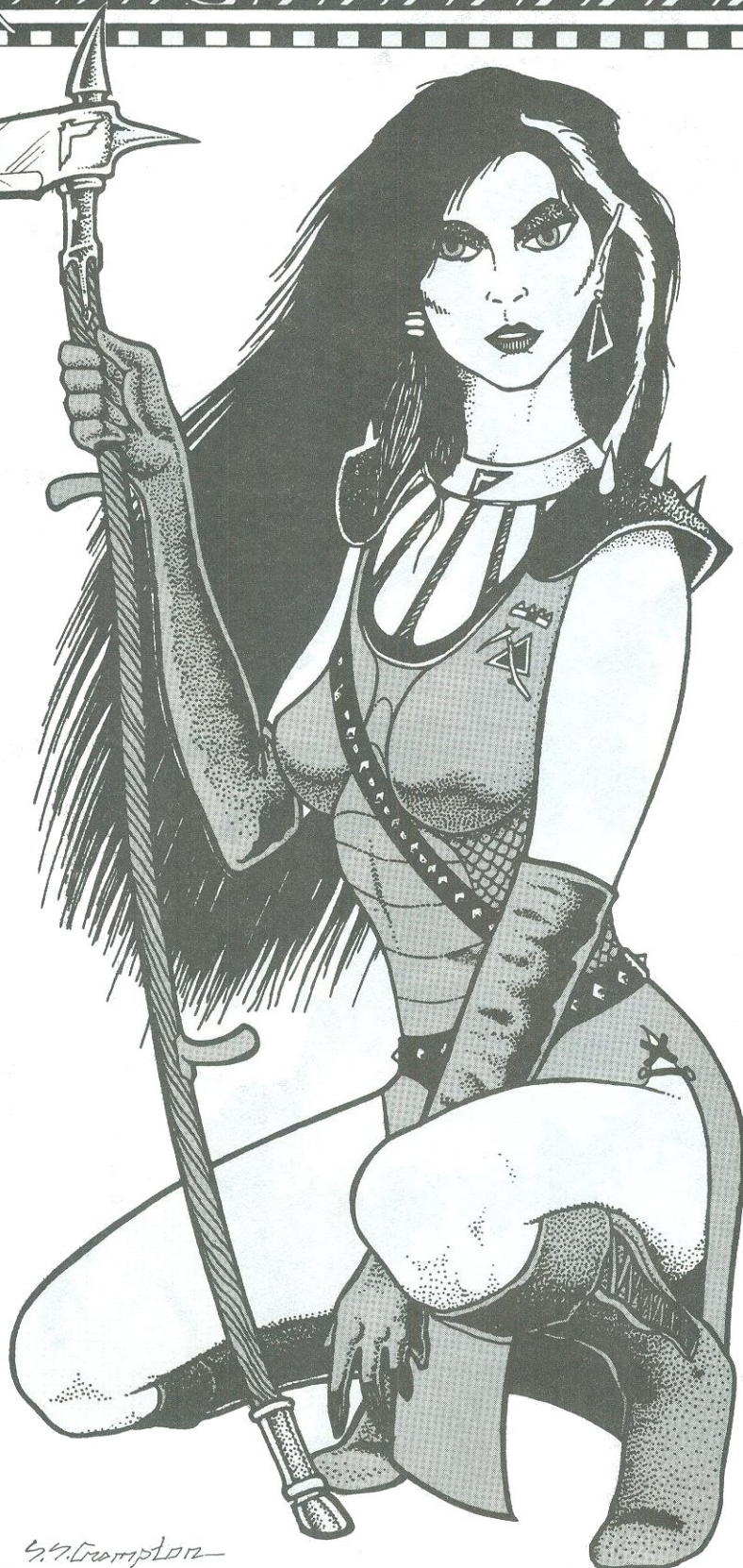
Kindred: Vendrinite Ælf
Deity: Bazaroth
Sex: Female
Age: 3,262 years - She was born 3,104 yrs. ago, but has spent 158 additional years in Hell.
Height: 6'11"
Weight: 162 lbs.

Hair/Eyes: Seit Nigira is very aware of the perceptions of the world in which she lives, so that in an army where long hair is a symbol of strength, Nigira wears her sleek mane like a black satin waterfall, allowing it to blow freely even in battle. She also wears an eleven inch long tuft of Hyl Sudiar's hair on a golden clasp just beside her ear. As she is never seen without it, it would appear that this is her most prized possession, showing the Hell Lord's great favor for her.

The other striking element of Nigira's appearance is the bone-white streak that runs from her crown to the very end of her hair. The streak is where the god-creature called "Death" touched her. Death seeks to claim her soul for his own mysterious purposes. Once, on a battlefield, he came to her as she lay dying. He nearly collected her into his arms then, but Ramadon came between them, stopping Death by healing and defending Nigira. Death could not claim her through such defenses, but he did reach out, touching her.

At the instant of the touch, Nigira screamed, terrified by what she saw in a vision. The mark that was left has been forever devoid of living color as a constant reminder of the fate that awaits her, if Death has his way.

Her vibrant green eyes seem to glitter with a driving passion. It has been said that she can look right



G. G. Gump

CHARACTERS

through a warrior's soul, judging his worth in one glance. It is impossible to lie to Seit Nigira when looking in her eyes, nor can her gaze be broken if she does not so wish it.

Aura: Nigira's aura is a reflection of her personal symbolism, and as such it has undergone subtle changes as she has grown in power. The image of a bloody scythe rides in the very air around her. Upon seeing it directly, the sensation of imminent doom overtakes one as the scythe seems to fall. The weak-minded will actually experience the pain of the icy blade slicing through their own flesh.

Occasionally, upon meeting her for the first time, prisoners have been known to scream; one woman even died of fright. "More's the pity," Nigira was overheard to say.

Appearance: She is often dressed in cavalry armor, much in the style of the Brother demonesses. A body-tight leather tunic overlies thin, magically enhanced chain mail. The tunic is split at the hip. Made of a soft, clinging leather, it seductively caresses the curves of her thighs, hanging beside her shapely, tanned legs to a length of four inches above the knees in the back and front.

Laid over the tunic's front and back neck-area is a collar made of steel, coated over with copper to protect her from being burned by the steel's touch. The essence of the metal still makes her feel very uneasy, but she says that is good because it keeps her on the edge. The collar protects her upper body in the back and the collarbone area in front. These are the areas uncovered by the chainmail.

On her legs she wears only leather, laced-up boots as she normally fights from horseback. Nigira believes that when she leaves her lower half nearly unprotected,

except by magical shields, the enemy will think she is an easy target. Warriors on the field then tend to come in closer to her in an attempt to maim her, leaving themselves more open for an unexpected attack. This type of reasoning is also behind her leaving her hair unbound in battle.

When leading a raid into a town that has refused her "advisors," she will deceive its defenders by taking on a young Sardin form. Then she dresses in a short, simple dress like that of a teenaged girl. She rips the bodice in an alluring manner, smudges dirt on her silken skin, and scents her hair with a pine fragrance that arouses lust in the minds of Sardin men. So clad, she will ride into the town beside her younger Sardin "brother."

Once inside the town, she and Ramadon (her "younger brother") will open the gates for the rest of her troops. Hyl Sudiar admires her courage for going into battle without armor. Her strength of will is one of the reasons he favors her so.

Position: Nigira is the Seit of the Second Army in the second incarnation of the Tarin Tor. She is the favorite seit of Hyl Sudiar and is probably his closest friend and advisor on the mortal plane.

Physical Skills: Meeting "Death" has made Seit Nigira into a hellion on the battlefield. She has no intention of meeting up with him again -- no matter what it takes. And, with a battlefield full of enemies wishing to kill her, her skill is as dangerous as is her will to survive. (AA)

Magic Ability: She is the closest in power level to Hyl Sudiar of any, save K'el Di Carani. She makes it quite plain that she is no match for Hyl Sudiar's expertise or

power -- although some whisper that she pulls her punches so as not to offend or worry him. (AA)



Addendum: Seit Nigira is the heart, soul and will of the Second Army. There is no doubt that her army runs on her charisma. She can demand the ultimate loyalty from her warrior troops. She expects that she will receive such loyalty, and she has not had her army let her down yet. There have been a thousand times when she has come to her troops asking for the impossible: deeds of valor, skill, or determination that could not have been hoped for even with the intervention of a diety. And yet, her troops have come through for her. She has asked them to take a city of over fifty-seven thousand, that had never known defeat in its several thousand year history, for her in less than seven hours, and they did. Hyl Sudiar calls on her to take the most difficult cities, but he never leaves them in her possession as he is concerned that the army might get too strong, and his favorite seit might begin to question his control of her.

The Ælves consider her the least inhumane of the six seits. She commands the Second Army of the Tarin Tor with intelligence and honor. The code of her army is that "We kill. We conquer. Nothing more." She will not allow any of her warriors to misuse slaves, prisoners, conquered townsfolk, or each other. This policy is backed by Ramadon's constant vigil.

FORT BEVITS

SEIT D'JOSSO

Height: 7'
Weight: Appears about 220 lbs.

Hair/Eyes: The deep blue of the center of the sky on a summer day, D'Josso's eyes can shine with every appearance of the utmost sincerity, or gleam with an unholy delight in the suffering of others. His pale blond hair, soft as a kitten's fur, floats to waist-length.

Aura: D'Josso's aura is an extremely distinct image of a black crystal fortress, overgrown with a thorny crimson vine. The aura glitters around him like a dark halo, forming an almost physical barrier to keep everyone at a distance. It is dimly visible even to Sardins.

Appearance: The least flamboyant of the seits, he wears a slightly modified version of the uniform of a sword prime. He is always immaculate, a trimly muscular black-sheathed form with very military bearing.

On the ring finger of his left hand is the ruby signet of the Hell Lord, obviously magical. He also wears a small, arcane sapphire stud in each ear, placed there by Ramadan under questionable circumstances. Even with Hyl Sudiard's aid, D'Josso has not been able to remove the studs or identify their purpose.

The only flaw in his physical appearance is the scar on his left cheek, that pulls up the corner of his mouth into a mocking half-smile. He could have it magically healed, but seems to like it. It was given to him by his Lejentia partner, Keelan, on the day D'Josso defected to the Tarin Tor.

Position: D'Josso is Seit of the Seventh Army of the Tarin Tor, and currently enjoys the favor of Hyl Sudiard. Not at all popular with Seit Nigira, he has nonetheless invited

himself to Fort Bevits for a visit.

Physical Skill: Possessing unnatural physical strength, he could throw a Rhodan several feet. His body is durable enough to survive all manner of normally fatal damage, such as the time Lejentia Morian Rathel (his former wife) magically seized both his hearts, and was not strong enough to crush them or even stop their beating. Since changing sides, he has not been seen to use his sunstaff. Reportedly, though, D'Josso was excellent with it. (A)

His physical endurance seems far beyond that of any normal man or Elf; for example, he fought Ramadan some years ago for a day and a half, making a shambles of Nigira's camp. He was cut and burned many times by Ramadan's Hellblade, but he did not quit. D'Josso's sword could only bruise Ramadan. Nigira eventually had to stop the fight, disappointing bettors throughout the seven armies.

Enemies should beware when he reaches for his chest and draws out a handful of flame -- for when he extends his hand, the flame becomes a great burning sword, seven feet long from tip to pommel. Like a sunstaff, the sword is part of him and can never leave his possession. At his will it can refrain from cutting and burning, doing only impact damage instead. Though it has mass, it is weightless, and he wields it very quickly. It will severely slash and burn anything of Hellish kind. The only exception is that it will inflict nothing worse than bruises on the adopted Brother Ramadan. His sword is said to be painless when it hits. However, it is a soul-stealer. With this sword, D'Josso is supernaturally skilled. (AAA)

With any other weapon, he is a master swordsman. He also excels at unarmed combat, using his strength to great advantage. (AA)

Kindred: Aelven - Navivian
Deity: Pays lip service to Bazaroth.
Age: Recorded on Monti as 3,154 years.
Sex: Male

CHARACTERS

Magic Ability: Not a spell-caster, D'Josso has a limited range of very well-developed magical powers. He is a superb empathic healer, able to handle mortal wounds that would kill any other healer of this type. Those who are hurt, physically or psychologically, will notice that the closer he comes, the less they hurt. When he touches them, their pain is diminished by not quite half. He has the power to give anyone a peaceful night's sleep by kissing them on the forehead. This is not a sleep spell, and does not force unconsciousness. It merely eases a troubled spirit for a few hours. He can also travel through Everstill up to twenty times per day, though this would tire him greatly. He can travel through other planes, though he needs help to penetrate the shields of Hell. He can deflect, reflect, or dismiss most spells that are cast at him. His wards and shields are equal to those of a gold-level Dargonath. He is a superb telepath, capable of the most potent attacks and complex defenses. He can manufacture magical swords.

Since changing sides, he does not use the flame-related powers of a Navivian. There have been many unusual changes in his arcane abilities since his defection to the Tarin Tor. Most noticeable is his susceptibility to claria and hy'claria. Claria strikes him with severe pain, unless its use is followed by a healing spell. Hy'claria inflicts serious internal burns. He also seems to have acquired a new magical trait, as his presence will now affect any demon coming within five yards of him. If the demon is weak it will want to run away in terror. If strong, it will want to slay him. This effect seems to amuse him.

It is rumored that he possesses the ability to charm powerful creatures. How else, it is wondered, could he elicit such

unnatural trust from such beings as Ramadon the Butcher, who regards friendship as a weakness of mortals; or of the ever-suspicious Hyl Sudiar, who allows no other person to publicly draw a sword in his presence? It is this charm, more than anything else, that makes Nigira distrust him so.

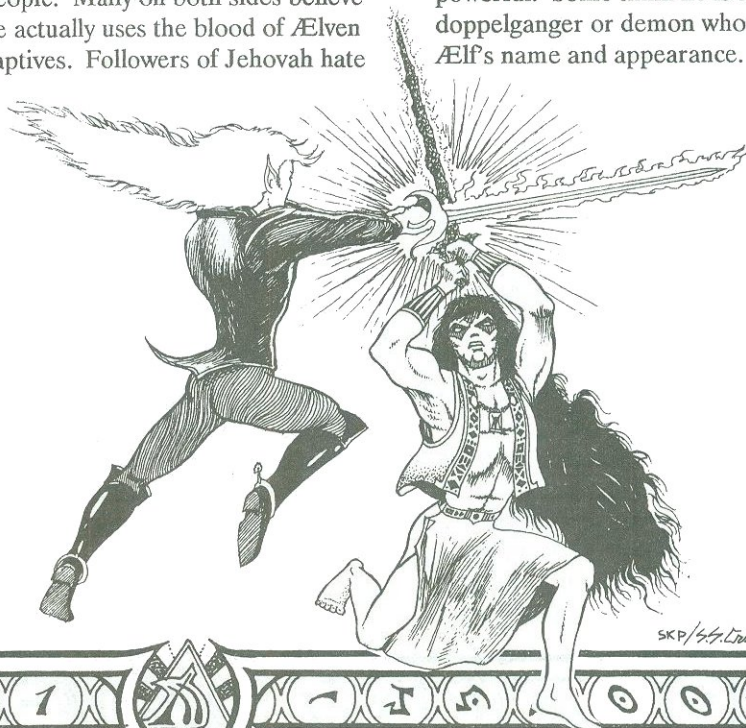
Addendum: D'Josso has been a seit for only a few months, having replaced Maldern the Tyrant, who perished under odd circumstances at the annual Officer Trials. Before that he was a mere sword sinister in the First Army. His huge promotion was a result of Hyl Sudiar's favor.

He commands the Seventh Army from Cinnatol, the conquered capitol of the Sardin nation of Kishmal, and religious center of many of the followers of Jehovah. The city suits him, as he is fascinated by the ancient Sardin faith. He mocks it before every battle, giving each Sardin soldier in his army a drink containing some of D'Josso's own blood, mixed with wine. It is not known how he produces enough blood to provide a sip to each of several thousand people. Many on both sides believe he actually uses the blood of Ælven captives. Followers of Jehovah hate

D'Josso for these blasphemous services, and for murdering their Pope and drinking his blood.

His relationship to Ramadon is a cause for much speculation. From time to time during the last two centuries, they have come together for a few hours, to jointly rampage through a captured city, slaughtering all in their path, in hideously ingenious ways. K'el Di Carani, upon hearing of a particularly barbarous episode, nicknamed them "the De Sade twins." Rumor has it that he was Ramadon's prisoner in Hell for sixty-one years. Hyl Sudiar's many valiant attempts to rescue D'Josso from Hell all failed, but eventually D'Josso escaped on his own, bringing with him a small number of fallen angels who have served him ever since -- fierce, black-winged creatures with bright swords and haunted eyes.

D'Josso's defection to the Tarin Tor marked a sudden shift in personality and ability that left many people on both sides wondering whether this was really the same person. As a Lëjentia, D'Josso was neither a sadist, nor abnormally powerful. Some think he is a doppelganger or demon who stole the Ælf's name and appearance.



SKP/H.L. Lion

FORT BEVITS

SWORD PRIME RAMADON (THE BUTCHER)



Kindred: Dargonath - Cobra Clan

Deity: Holy God-King Bazaroth

Age: Cobra Clan records indicate that Ramadan is 1,424 years old, although some people believe that the Dargonathian body was stolen from its rightful soul owner and demonically possessed by the spirit known as Ramadan.

Ramadan spends much of his time in Hell. Time, in that dimension moves at a different rate than time on Lejentia, with one hour in Lejentia being equivalent to six days in Hell. Ramadan has existed a total of 49,277 years of which 5,155 years were spent on the world Lejentia in several bodies. On average, Ramadan spends twenty-one hours a day on the world of Lejentia. The remainder of the time is spent doing accounting, resting, or working in Hell.

Sex: Male
Height: 6'7"
Weight: 273 lb. (all muscle).

Hair/Eyes: Ramadan's eyes glow with a sickly green fire when he is fighting, or during a sacrificial ceremony. When seen at other times they are an intense emerald green. His black facial paint accents the color until some warriors would swear that they are glowing even when they are not. It is whispered around allied

campfires that the demonic Dargonath will possess or destroy the soul of any enemy who meets his eyes for longer than five seconds.

He is an adopted member of the Hellish Brethren, and has come to believe that the length of his hair is a visible symbol of his personal strength.

As a sacrifice to the God-King Bazaroth, Ramadan was sent to Hell and given a soul-body that resembled his former body, that of a Navivian Elf. He was made a slave and his long golden hair was shaved as a degradation. Ramadan swore to learn the ways of his captors. After fighting for many years in a show arena known as the Betting Pits, he was sold to the Prince of Hell Guiya Dark. Then, he was placed in an army of demons, soul-warriors, and Brethren, who were fighting to conquer the Inferno. Again, his hair was shaved upon his entering the House of Guiya Dark as sign of his slave-warrior status. Eventually, Ramadan was adopted by the Brethren as one of their own. Not even the Seits or Hyl Sudiar would be so foolish as to try to cut his hair, for all realize the value the Brethren place on this symbol of strength.

Ramadan's hair is thick as a Rhodan's mane, clean, and neatly trimmed. He keeps it tightly braided in one long column, then coiled around the width of his hand until he has ten or so loops which are then clamped tightly with a large, palm sized silver clasp at the base of his neck.

The deep blue-black color of it might remind one of the ocean at midnight. Those few who have seen him in private know that when it hangs loose it sweeps across his back to a length of seven or eight inches below his waist.

Aura: His aura is a massive black wire-haired wolf with glowing green eyes, silhouetted against a dark moon. The aura transmits a crawling, painful sensation through every muscle in the viewer's body. This is the result of a red vine that has infected Ramadan's aura, causing him prolonged fits of madness.

Only a few years ago there was no vine in Ramadan's aura, but due to his questionable association with Seit D'Josso, his aura has been infected with the hideous vine that coils through D'Josso's own aura. Rumor has it that the vine in D'Josso's aura is a type of parasite living off the arcane power of its host. The parasite will eventually reduce the host to an insane sadist who would kill and maim until destroyed.

Arm-thick swags of a thorny red vine grow from the wolf, only to hang in heavy loops at the tormented beast's side before again piercing the blood-clotted pelt. In Ramadan's symbology, the wolf moves as though in agony; it hunkers down panting, only to suddenly bolt, springing around in angry desperation, hopelessly gnawing at the thin sheath of flesh that covers the vine until it opens the wounds still further to reveal more twisting coils of red vine.

Empathic beings will feel the wolf's pain and hear its frenzied whines. All who look upon the wolf will be jolted by an instant of sheer panic as they realize this terrifying apparition could infect them also. The vine will menace the viewer with the threat of catching this hideous arcane parasite.

Appearance: Terror has a name on the battlefield...The Butcher... Ramadan...The Unyielding.

Wearing a massive black plumed helmet, his glowing sickly green eyes are accented by his gold, emerald, black, and crimson face

CHARACTERS

paint. Dressed in gleaming black steel plated armor, he is the perfect image of an assassin from Hell right down to the hip-high boots with iron knee and thigh guard spikes coated with deadly poison. His Hellblade is formed of oozing, half-crusted lava (see cover picture).

If not at war he wears the trim-cut war jacket, leather pants, and calf-high boots associated with the Tarin Tor. Or, at more private times he often wears a Dargonathian vest and a long slit loincloth called a tart'n, which is emblazoned with Cobra Clan motifs.

His nearly perfect image is marred only by the fact that he refuses to wear his rank insignia. He does wear the symbol of Seit Nigira's army, that of the House of Guiya Dark, and the signet ring of the God-King Bazaroth, Lord of the Alien Hell. The signet marks him as a favorite of Bazaroth and the small silver band embedded in his flesh, just below his Dargonathian armband, marks him as High Priest of Bazaroth. He also has a brand on his upper left thigh identifying him similarly.

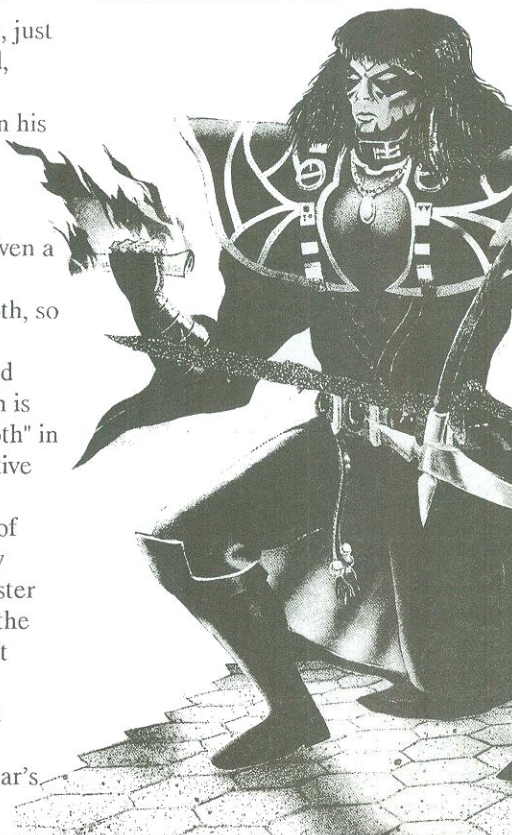
Position: Ramadan was given a body and permission to live on Lejentia by the God-King Bazaroth, so that he could then serve as High Priest to the Brethren. Above and beyond all other duties, Ramadan is sworn to serve "His Glory Bazaroth" in all ways as his chosen representative on Lejentia.

Ramadan holds the rank of Sword Prime of the Second Army under Seit Nigira. He is also Master of Spies, and Master Trainer for the Hellhounds in the Tarin Tor. Seit Nigira appears to trust him in all matters. He has been nicknamed "Nigira's faithful hound."

Ramadan is also Hyl Sudiar's executioner. He is an Adopted

Brother of the Alien Hell, a "favorite" of the God-King Bazaroth, and is the First Lieutenant (second in command) of the Great House of Guiya Dark, Champion of God-King Bazaroth. He is on leave from his regular Hellish duties, but he still must spend at least two hours a day in Hell with Dark to complete contractual duties from which he has not been released.

Physical Skills: Ramadan is a demonic soul that feeds on the dying souls of his enemies. He slays with a black molten-lava Hellblade. The properties of this blade include soul-stealing dedicated to the Brethren, as well as drawing physical strength from not only the enemy's death, but also their hatred, or anger. His use of this sword in the past has allowed him to fight for many days without stopping for food or rest. Once a battle joins, Ramadan will never leave the field until the battle is over.



He is excellent with a dagger at close range which is easily understood as he makes hundreds of living sacrifices yearly. If cornered he will fight with the sacrificial dagger that he keeps magically sheathed under his hair at the nape of his neck. Should a mortal warrior suffer a cut from this dagger that is deeper than a mere flesh wound, the poor unfortunate might lose his soul to the service of the immortal God-King. (A)

Magical Ability: Ramadan is a gold level Dargonath. He is a brilliant telepath, capable of subtle manipulation of will and memory.

He is the inventor of fiendish battlefield spells of destruction, and he is the master of mighty demons. He is capable of accessing powers such as the Aiute (the Dargonathian power source). He is one of Cobra Clan's Elders. Ramadan takes great pride in teaching those clan members among his troops some of the more obscure, but powerful, spells of the clan -- spells notorious for their evil nature which are straight from the black heart of Bazaroth. These spells, as well as a mental library of numerous witchly, demonic, and other spells once only known to Ancients, make up his principal training arsenal. (AA)

Ramadan hates all magic-stealing drugs. This may be due to the fact he is often drugged, as he is considered good sport by most of the seits, Hyl Sudiar, and a few high-ranking Brethren. During these times he is physically deadly to any who seek to bother him, as he will assume he is fighting for his "mortal" life on Lejentia. At these times Ramadan has no magic ability at all. (E)

Like any demon, Ramadan can be summoned and controlled using witchly practices. Those who attempt this may imperil their very souls as he has a long memory for vengeance.

FORT BEVITS

Addendum: Ramadan possessed the body of a young Dargonath just before the body's fifteenth year. This is an unproven crime for which some Dargonathian warriors have never forgiven him. Nonetheless he is still one of the ruling Elders of the Cobra Clan.

As the First Lieutenant of the Great House of Guiya Dark in Hell, Ramadan is often called upon to defend his status -- and proud mane -- against his Brethren when he fights in the Arena in Hell. He controls many living souls on both sides of the war, through far-reaching demonic blood-contracts. He breeds a strange love/hate loyalty in those who closely serve him.

Ramadan lives up to his nickname and reputation. On the battlefield he is a grisly warrior, who shows no quarter to his enemies. Off the field he is known for his cruelty and brutality even with Tarin Tor troops. He uses this reputation to his maximum benefit. He also has a reputation for unswerving loyalty to Hyl Sudiar and Seit Nigira. Seit Nigira has publicly referred to him as her "hound", and indeed that is how the relationship appears. Ramadan will do anything Nigira commands, even if it means his destruction.

Ramadan is more than capable of richly rewarding adventurers for interesting information on the various enemies of the Second Army. As an adopted Brethren, Ramadan will follow a strict code of honor (demon style) when dealing with adventurers, and will perform all of his agreements to the letter, whether those agreements are contracted or not. If others do the same when doing business with him, they will earn his respect. He has been known to spare warriors he respected, unless they were a danger to Seit Nigira.

SWORD REGENT ALKYRON



Kindred: Dargonath - Cobra Clan
Deity: Hammil, God of the Mountain

Sex: Male
Age: 1,863 years
Height: 6'4"
Weight: 214 lb.

Hair/Eyes: Alkyron's salt-and-pepper grey hair hangs four inches below his shoulder blades. He always sweeps it back from his face while it is still wet so that it dries into a neat, crisp mane. He keeps the ends of it well groomed, and blunt cut so there are never any rough ends showing. Likewise he keeps his mustache neatly trimmed and impeccably clean.

His blue eyes match his hair with their flat slate blue-grey color. Experience shows in his face, and he looks at others with a level, judgemental gaze. He is a man who has seen, if not done, many unusual things in his life, all of which shows in the countenance of his eyes. The wrinkles on his brow and those at the corners of his lips and eyes tell one that Alkyron is not always stoic. And, although his expression is usually one of grim necessity, his countenance can soften into almost fatherly concern at times when those that he cares for need him.

Aura: Alkyron's aura flickers around him like a half-remembered dream. A grand oak tree

stands amid a raging snowstorm. The tree's branches still hold the full vigor of mature growth, although the tree itself is half buried in ice. Through the raging storm it is possible to catch a glimpse of a dead sapling at the root of the oak. The ice and snow also appear to have killed another, smaller sized oak less than a meter away. Why the stout oak still appears green even with ice hanging on its branches might be a source of wonder. But, either way it is obvious that the tree will eventually freeze and die in the relentless and seemingly eternal storm.

Appearance: Alkyron is usually seen in his black dress uniform. He tries to set a good example of the type of warrior he believes is most effective and useful in the Tarin Tor. He never allows himself to appear rumpled. Even during a training session he will only remove his jacket if showing a younger warrior a particular move. If he is not in dress uniform then one can be assured he is wearing Tarin Tor-issue for the occasion, from wrestling garb to his green-black field armor.

Position: Sword Regent
Alkyron is the third highest ranking officer in the Second Army. He is the leader of the unit known as the Blood Den Assassins. He is in charge of fifty-seven veteran warriors. He is also the leader of a jackalpack which reaches through the upper ranks of three armies.

Physical Skills: Despite his position as an assassin, Sword Alkyron does not use poisons, gases, or hidden daggers to carry out his missions. He kills with a well-made Dargonathian short blade when despatching his victims. On the battlefield he uses his army-issued Hellblade. His skill level on the field is excellent. (B)

CHARACTERS

Magic Ability: Alkyron is a silver level Dargonath, capable of creating panic or confusion amid the ranks of an enemy. He can read and memorize desired facts from an unwilling victim's mind, and he has been known to cause a victim to suicide when he could not physically reach the person, such as when his victim is in a shielded zone. (A)

Addendum: On the surface, Alkyron would appear to be the perfect model of a Tarin Tor officer. He seems a solid character, whose influence stabilizes the lives of both his men and his jackalpack. He upholds Seit Nigira's codes, and has never been known to take advantage of someone who was not capable of self-defense. Much to the converse, he has often been known to intervene upon seeing someone else's advances upon a weaker person. This has often gotten him into trouble and there are not a few who would love to get this "proper" Dargonath drugged and alone in a darkened corridor at the Officer Trials.

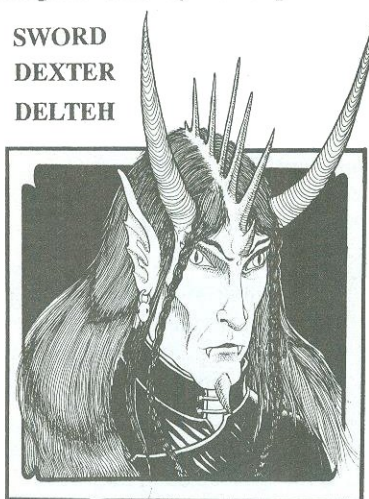
This actually might happen if it were not for the well-publicized fact that Sword Ramadan will take brutal revenge on any person, no matter what rank, who is even suspected of abusing Alkyron. The sadistic demon-Dargonath is not an invited member of the jackalpack, nor is he even protected by it at the Officer Trials. But, Ramadan makes no secret about the fact that he delights in torturing any who lay less than a friendly hand on his one-time arcane teacher.

Alkyron once taught at the Dargonathian College, although he has raised a level or two since then. He first met Ramadan when he was 434 years old, when Ramadan came to the College as a fifteen-year-old boy. Ramadan from the first seemed to seek out the mage, asking Alkyron for advice on the appropriate responses to

make regarding mortals.

Since then, Alkyron has learned to love the demonically-possessed Dargonath as though he were his own son. Alkyron was not originally a Tarin Tor sympathizer, but this intense feeling has made him give up his quiet life at the College to come and serve under Sword Ramadan in the Tarin Tor. He told a good friend of his at the College that he felt like the wise old man in the story, who found a young cobra freezing in the road at dusk. The man took pity on it and scooped it up. Warming it back to life by holding it against his chest, the man fed it raw meat and kept it alive throughout the freezing night. Come the rays of dawn, the cobra turned on the man, killing him with a single strike. As the man died he saw the snake slither away, and whispered, "Each to his own nature." "He is my death," Alkyron told his friend, "But at least I'll recognize death by his facepaint."

**SWORD
DEXTER
DELTEH**



Kindred: Brethren
Deity: Guiya Dark, Prince of Hell
Age: Unknown
Sex: Usually male
Height: 12' in demon form;
 8' in semi-human form
Weight: 1458 lb. / 589 lb.
Hair/Eyes: Delteh's dead-grey

hair, when it hangs free, trails to a length of five feet behind his hooves in his full-size form, or nine feet in his smaller form. Normally he keeps it wound on a series of silver hoops that hang down his back to the base of his tail, chinking and jingling musically when he walks. On state occasions, however, he lets it flow free, carried behind him by slaves. He marks it with a horizontal streak of red paint at the nape of his neck, to show where his enemies ought to try and cut it, if they dare. His eyes scintillate like great rubies, flashing a contemptuous challenge to anyone brave enough to meet his gaze.

Aura: Looking at Delteh's aura is like standing at the lip of a seething volcano, with the blasting heat on one's face, and the sudden sense of losing one's balance...

Appearance: In Hell, the Brethren normally wear nothing but a sash adorned with tokens of their rank and achievement -- and, on formal occasions, jewelry. On Lejentia, though he would not admit to such a weakness, Delteh is glad enough to have a uniform between him and the relatively cold climate. He wears it most of the time, striding through the Fort totally naked only in midsummer. Subordinates even see to it that his garments are regularly pressed and cleaned, though such minutiae are far beneath his notice. He has been provided with uniforms in a wide range of sizes, to accomodate whatever height he wishes to be when he gets up in the evening.

Position: Delteh is a sword dexter in the Second Army, answering only to Ramadan (and, grudgingly, to Nigira -- but not to Hyl Sudiar). He commands the demonic infantry. In Hell, he is Guiya Dark's Second Lieutenant, again answering to

FORT BEVITS

Ramadon, and to Dark. He was once Ramadon's superior, but seems to have accepted the reversal with surprisingly good grace. After all, Ramadon beat him fair and square, in the Arena of the Brethren.

Physical Skills: Delteh taught Ramadon the art of swordsmanship. He is uncounted ages old, and has spent most of this time fighting in the Endless Wars. He can fight very well with his natural weaponry of claws, hooves, and horns (A). However, he likes best to slay his enemies with his massive, jagged-edged red blade. (AA)

Magic Ability: He easily assumes any shape he wishes, from his full-size, magnificent self, to a Vendrinite boy, to a panther or a great black hawk. Though he has paid little attention to the refinement of his more subtle potentials, through sheer length of experience, his telepathic abilities are quite well-developed (A). He has not studied the actual casting of spells -- but again, down the long years he has picked up a few. (B)

Addendum: Delteh enjoys being on Lejentia, more because it is a coveted privilege among the Brethren than because he actually likes the place. He secretly feels it would be a much nicer planet if it were not cluttered up with mortals (except a few herds of them to feed on), and if the climate were about fifty degrees warmer. Unlike Queryth, he does not particularly favor the local cuisine. Vegetable matter is for the herds to eat, not the masters; and meat is best served with the blood still pumping. Thus he never eats in the mess hall. Off duty, he is seldom seen outside the Demon Compound.

SWORD DEXTER QUERYTH



Kindred: Brethren
Deity: Guiya Dark, Prince of Hell
Age: Unknown
Sex: Usually male
Height: 12' at full size; 8' on Lejentia
Weight: 1690 lb. / 703 lb.

Hair/Eyes: Queryth's black-and-white crest trails two feet, seven inches on the ground behind him when he is full size (he has it measured daily). He binds it at mid-length with cords braided of the hides of his enemies, and then loops it in a loose knot to keep it out of his way. His slit-pupiled amber eyes have a strange glimmer, somehow almost reminiscent of . . . humor.

Aura: Queryth's aura is heard rather than seen, a deep, rhythmic rumbling with a suggestion of an alien melody in its shifting tones. On the low notes, people near him will sense the ground trembling. Sometimes it is difficult to tell whether one is actually perceiving his aura, as he has also been known to hum.

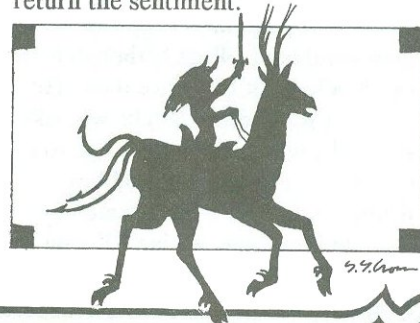
Appearance: Queryth dresses in the uniform of a Tarin Tor officer, though the strong fabric looks fragile on his massive form. He sometimes wears strings of beautifully enameled warding bones in his hair, and looped across his chest like a bandolier.

Position: He is a Sword Dexter in the Second Army, answering only to Sword Ramadon (by choice), and to Seit Nigira (by contract). The demon cavalry, consisting of 286 Moggdah (small demons from the same hell as the Quitzah), is under Queryth's command. He is keenly aware of the lack of status involved in commanding Moggdah, as opposed to the Lesser Brethren in Delteh's infantry. On the other hand, he rather likes the lively natures of the Moggdah, and certainly they give him no cause for shame when astride their vicious mounts, slashing their way through the enemy.

Physical Skills: As evidenced by the length of his hair, Queryth is very deadly with his huge flaming axe (AA). He is not quite as good as Delteh or Ramadon, but he is close. In sheer physical strength, he surpasses any other creature at the Fort.

Magic Ability: Queryth is a highly skilled telepath and shapeshifter (A), and a fair spellcaster. (B)

Addendum: He is very glad to have been sent to Lejentia, as he enjoys many things about the mortal plane, such as music, clean water, fresh fruits and vegetables, and live mortal women. Also, he is quite enthusiastic about Guiya Dark's plan to breed more demons to swell his army and stage a coup in Hell. He enjoys working with Ramadon, whom he personally likes and admires. He would like to get to know Nigira better, though she does not seem to return the sentiment.



CHARACTERS

SWORD SINISTER ENKI:



Kindred: Brethren
Deity: Guiya Dark - Hell Prince
Age: 31,000 years
Sex: Male
Height: 7'2"
Weight: 256 lbs.

Hair/Eyes: His enormous, deep set black eyes have a liquid quality, and are completely devoid of all emotion. They never seem to lose their haunted stare. Enki wears his hair cut short. Naturally falling in brief waves, his hair always has a groomed appearance. Enki's hair parts naturally on the left side. He has a nervous habit of running his hand through his hair, though he is not aware of it.

Appearance: Enki has a sharp, lean face with a distinctive nose, high cheekbones, thin lips and a cleft in the middle of his chin. He has two long horns on the top of his head, as do all Brethren. He has a deep, reddish glow to his skin and dark piercing eyes. Enki also has sideburns which follow the lines of his cheekbones.

He wears the traditional black armor of a Tarin Tor commissioned officer. He wears four insignia on his collar, that of his rank, Seit Nigira's army, Dark's house guard, and Hellhound Corps. A burgundy scarf is tied to his upper left arm as a show of respect to

Ramadon, as this demon fought with the Sword when he was a commander in the Hell Wars and the scarf was, at that time, a declaration of allegiance.

Position: He is the main breeder for Ramadon's Hellhounds. He is also the eldest trainer. He answers only to Ramadon for the treatment and care of the vicious war beasts.

Physical Skills: Enki is very skilled at handling a sword. He is a seasoned war veteran, who has forgotten more than most warriors will ever know. If asked he could not tell you how long he has fought, but if crossed, he would quickly show you. (A)

Magic Ability: Enki is magical by his very nature. But, his magic is of a simple straightforward nature. He will either kill or defend with it. He may theoretically be capable of many things, but it is his nature to think along the same lines as the hounds. Something either is, or is not. He either does or doesn't like something. Anything he likes he will normally keep around as long as whatever it is pleases him. When he no longer favors it, he destroys it. (C)

Addendum: Enki has often been called in to explain the strange disappearances of officers around the Fort who have crossed or offended the somber demon. He has always feigned innocence when asked directly about his knowledge of the circumstances surrounding the disappearances. He often uses his presence with Judge Oule as an alibi.

Ramadon believes that Enki and Oule have been together when the sword says they were. It occurs to him that the dead officer might have been the main attraction, though. Enki believes that what is

said to any mortal is unimportant. Lying is of no concern, so long as the person being lied to is not a Demon Brother. Seit Nigira knows of his total disconcert when it comes to such small matters as the truth, but recognizes his worth when it comes to the Hellhounds. She allows Ramadon control over Enki's punishments, trusting in Ramadon's judgement. Enki sees Ramadon as being essentially the same as a Brother. He therefore will truthfully answer or loyally follow Ramadon no matter what the situation. He has even willingly submitted to the punishments that Ramadon has decreed for the parties responsible for the missing officers.

SWORD SINISTER PRINCESS MI'TAW



Kindred: Noville
Deity: Bazaroth
Age: 227 years
Sex: Female
Height: 10' 2"
Weight: 771 lb.

Hair/Eyes: She has blue eyes. Female Novilles have only auburn-colored fuzz on the lower front, down near the short wingcase.

Aura: Mi'Taw does not have a visual aura; rather, those who have

FORT BEVITS

reason to be in close proximity to her notice a nearly subliminal buzzing or humming song, rhythmically punctuated by staccato clicks.

Appearance: Her slender, smooth body is striped with a delicate band of vibrant fuchsia around the abdomen, which attaches by means of a thin stalk to her thorax and head. Her well-developed mandibles, hook-ended front legs, formidable sting, and arrogant disposition make her quite dangerous. Still, there is a curiously fragile beauty in the iridescent turquoise-blue of her chitin plates and in her great opaline wings.

Position: She is the Sword Regent of the Noville Clouds. While she does not do all the active training, or command actual battles on a routine basis, she is closely involved with all aspects of decision-making concerning strategy and troop dispersal. She excels in these areas, as well as having an elevating effect on overall troop morale due to her rank within the Novillian society.

Physical Skills: She is an excellent warrior, as she is a young queen in the prime of life, who is readying herself for mortal combat with the only other surviving princess-queen on the day of the old Queen's death. Her ability to defend herself is unsurpassed and she will sacrifice anything necessary to stay alive, but only if there is no other way. (A)

Magic Ability: The Novilles are a highly magical race, and for a million years they have honed their natural abilities to channel the powers of the Demon Lords. Like her kindred, the Princess channels the powers she receives from the worship of Bazaroth into projects useful to her own ends. Her practical fighting skill as a "gunnyr," or pyrokinetic, is good,

and she delights in using her powers to their full extent in battle.

Addendum: The Princess will only follow the direct orders of either Seit Nigira or Sword Prime Ramadon. She sees all others as beneath her, and therefore treats them as though they were created for the sole purpose of serving her and being available at her command. This has, upon occasion, caused a good deal of tension in the Fort, as she is not very well appreciated by non-Novilles. This can be dangerous in an army where, not counting Hellhounds, the Novilles outnumber all others by nearly five to two. Is is on these rare occasions, when the tranquility of her camp is threatened, that Nigira shows just how well she understands and can control the alien Novillian mentality.

The Princess listens to Nigira, as the Seit seems to understand her position, and is willing to help and protect her against her brood-sister's deadly plots. It should be noted that the Princess will not pay any attention to the preachings, ministrations, or seductive appeals made to her by the other seits and Hyl Sudiar, as she believes only Nigira really wants to help her. She feels it is herself Nigira cares for, not just the power Mi'Taw has over all the Novilles.

The Princess currently has five suitors from the Novillian officers in the Second Army. The Queen has a total harem of well over one hundred drones on her brood ship, but a young beginning queen will have to build up her harem slowly over several centuries. The lifespan of a Brood Queen is expected to be between two and three thousand years. Mi'Taw treats her suitors roughly, in Nigira's opinion, but Nigira understands that the actions of the Princess and her people are as ingrained in their natures as are the

habits of the beetles in the Hanging Pit.

One of the Princess' most disturbing habits is her lovemaking style. She never mates with those Novilles who are her suitors. Their destiny would be to be with her after she wins the life and death battle with her brood sister. Then, and only then, would she let them come to her, and those chosen suitors would be members of her harem for thousands of years to come.

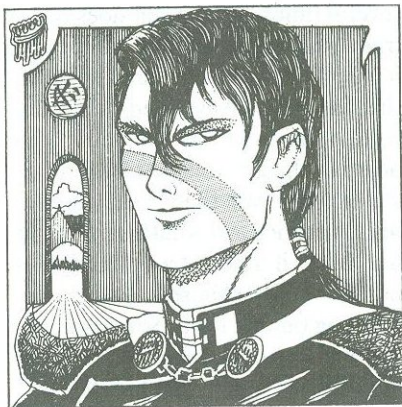
But to please her fancy in the meantime, the Princess often takes a lower-ranking Noville to side with her. She sends a messenger from her brood nest to one of the Clouds' caverns. The messenger bears with him a gilded chest, whose sides depict various erotic scenes carved in high relief. The chest is left in the middle of the cavern, and the Cloud leader has the privilege of judging who will go to be with the Princess. The contest consists of any willing participant placing his dagger in the slot in the top of the chest. The Cloud leader, after shaking the chest, inserts his claw into a small hole at the chest's side and withdraws a dagger. The winner's dagger will be installed in a place of honor in a long rack at the entrance of the Cloud's cavern. Each of the Princess' Chosen Ones are thus honored and remembered by their Cloud.

It is a great honor, and the highest act of devotion to the Demon Lords that can be done, as the Princesses are seen as the living manifestation of the Novillian race. Only those who have been with a Princess will become creatures of ultimate power and shadow, bound to the Demon Lords forever. The owner of the dagger is then prepared by the Princess' suitors. This involves the Chosen One wearing all the contents of the lower portion of the chest, which include golden sickles, spurs,

CHARACTERS

and an elaborate collar/harness arrangement. Thus adorned and oiled, the Chosen goes off to enjoy what he considers his most holy of all moments. He will be with the Princess for as long as she pleases. Afterward, she will sting the Noville to death, before resuming her normal daily duties.

SWORD SINISTER STERLON



Kindred: Dargonath, Bat Clan
Deity: Bazaroth
Age: 692 years
Sex: Male
Height: 6'3"
Weight: 195

Hair/Eyes: He wears his wavy black hair in a neat ponytail which hangs halfway to his waist. In front, he lets it hang raggedly over his eyes in a style he imagines is sexy. His light blue eyes seem to glint with visible greed for anything that could enhance his position and influence.

Aura: It seems that Sterlon keeps his aura shielded, until one realizes that the shield is his aura. Like two halves of a clamshell, it encloses him with its tight grayness, occasionally parting just a hair's-width to let out a bit of swirling red hunger and a sound reminiscent of heavy breathing.

Appearance: His uniform, with its First Army insignia, is always immaculate. He has received a medal for bravery, one for efficiency, one for perfect attendance, and three for knowing the right people; he wears them all proudly.

Position: Sterlon is the First Army's official liaison to the Second Army, answering to Sword Prime F'Lar at the Ice Palace. He will spy if asked to do so, but is not privy to much confidential information. Seit Nigira keeps him away from the Fort much of the time, doing business with other seits. Though he knows she is trying to keep him out of the way, he does not mind, as this allows him to make valuable contacts. He personally knows all the seits, and sprinkles his conversation with their names.

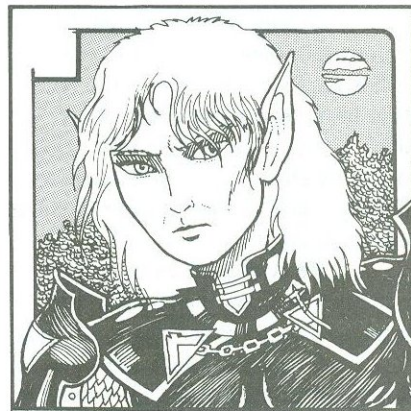
Physical Skills: As an officer of sword rank, he must be tough enough to survive some of the hardest challenges of the Officer Trials. He fights with a sword made by Seit D'Josso, which he earned by rescuing a young woman in D'Josso's jackalpack from a mob of drunken Nix, some years ago when D'Josso was a regent in the First Army. Rumors that he had supplied the ale to the Nix in the first place, were never proven. (B)

Magic Ability: Though not brilliant, Sterlon is a competent red level Dargonath. (B)

Addendum: Sterlon would love a chance to arrange for any sort of bad thing to happen to Sword Prime Ramadan (provided it did not involve personal danger to himself). This grudge stems from something that happened in the Officers' Mess about a year ago. Sterlon was criticizing Archon Merrar's new

breeding program, quoting several seits who had commented on its inefficiency compared to their own programs. When his criticisms became personal, Merrar dumped red paint on him. Incensed, Sterlon turned and seriously injured the uriel with a magic blast. As Nigira's uriel writhed on the floor, Ramadan -- summoned by some officer who was present -- portaled in, seized Sterlon, and took him to Hell, where Delteh and Queryth joined the Sword Prime in "teaching manners" to the younger officer, according to Hellish custom. Sterlon was allowed to return to the mortal plane about an hour later, Lejentia time, and has deeply hated Ramadan ever since.

REGENT PRIME D'KAHR



Kindred: Navivian Ælf
Deity: Bazaroth, God-King of Hell
Age: 4124 years
Sex: Male
Height: 7'0"
Weight: 219 lbs.

Hair/Eyes: D'Kahr's pale white pride falls freely in soft waves about his face, unbound except when he is doing his "duty for God and the greater glory of the Tarin Tor." D'Kahr is aware of the startling appearance his colorless eyes and

FORT BEVITS

snow-white hair give him. His hair is only shoulder-length as it does not seem capable of growing beyond that point and still supporting its own weight.

Aura: The wings of a snow-white dove spread out to engulf D'Kahr. The dove seems to be flying straight up into the sky, obviously striving to reach heaven. However, if one looks closely, there is blood trailing from the corner of the bird's beak as though the creature were mortally wounded and on its death flight into oblivion.

Appearance: He is always seen in the black plate armor that is the standard issue for the Tarin Tor army during those hours that he is on duty.

During off-duty hours, he enjoys spending time with camp followers. He emphasizes the fact that his complexion is that of an albino, with creamy pale skin. His perfectly chiseled features suggest a beauty much like the treasured statues of the Ancients.

He is often seen in pale clothing such as a white tunic and cream colored pants. When off duty, he always wears a long white, fringed scarf that he ties around his hair as a headband. The scarf is embroidered with a snow-white dove holding a bleeding rose in its beak. This is his symbol. Also, he has had a symbolic pin created for him to act as his signature when he has completed his work. He has had a number of duplicates of the pin produced, and he always leaves one on the bodies of his victims. He always wears one of the pins, even when dressed in his formal uniform.

Position: Regent D'Kahr is the leader of the second troop of assassins under Seit Nigira's command. Unlike

Sword Alkyron, he does not consider himself on duty twenty-four hours a day. On his off-duty hours he will hardly ever be found at the Fort.

Physical Skill: He is excellent at close range daggers. They are his favorite weapons. His best loved way to fight an opponent is to take his quarry off guard by some means, and then knife the victim in the back. No one has ever accused Regent D'Kahr of being guilty of fair play. (A)

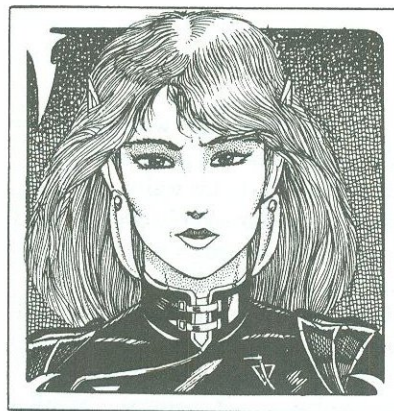
When D'Kahr is caught in a pinch he will fight as fairly as the situation forces him. Still, he has achieved and maintained his position by guile and an uncanny knack for knowing what his quarry will do. If he feels that the odds are really against him, he will always choose to escape rather than remain in a tough situation. If this causes him to lose a few men in the process, so be it. As he told Sword Alkyron once, after losing three men, "We all know we're going to die sometime, but don't think I'm going to be generous and take the fall first. That stuff is only for Lejentia and other such fools!" His skill with his Hellblade is very good. (B)

Magical Ability: He is a skilled telepath, and as such is capable of great mental torment of those of lesser mental control. His skills with the arcane are limited to such things as poisons, and any skills that help him get into places where he is not wanted. He can do such things as phase through low level to moderate level wards. (This ability was acquired when he appropriated a Benevolent spell scroll from Eloki's possessions. He uses it very sparingly, and has kept it secret from everyone.) He has gathered some Dargonathian gemstones which focus and intensify his power to enable him to break shields up to the level of a brown level Dargonath. He seldom has a

problem with any kind of lock or safety system. (A)

Addendum: D'Kahr is a very good assassin which accounts for his position. He believes killing is an art form. He enjoys causing as much discomfort in his victims as possible given the time limitations that usually accompany any assassination. He has been most useful to Seit Nigira several times, but the seit does not trust him and he knows it. He laughs it off, saying to his men and friends that the "grand lady" needs him. The truth of the matter is that Seit Nigira despises the glib tongued Regent as she is well aware that he only does her lip service and would happily slit her throat if it meant a promotion or other benefit to himself. D'Kahr is treading on thin ice as Seit Nigira is getting tired of hearing stories about his abusive nature. She believes he does things away from camp that violate her laws, but he is very crafty.

REGENT PRIME HURMERTH



Kindred: Navivian Ælf
Deity: Lip service to Bazaroth, believes in Guiya Dark
Age: 827 years
Sex: Female
Height: 6'5"
Weight: 177 lb.
Hair/Eyes: Her fine, blonde hair is split neatly down the middle

CHARACTERS

and brushed smoothly to each side. It hangs just below her shoulders. Her large amber eyes sparkle with a youthful light. She has a quick temper that sometimes shows in her large flashing eyes, especially if she believes someone is mocking her.

Aura: Shifting mists dance across the surface of the barely visible lake. Their translucent colors are amber, red, and soft crimson.

Appearance: She has taken a note from Regent Prime Katreela's handbook, and had her slim form fitted with a tailored uniform. She will, however, indulge herself with a playful display of unique earrings.

Position: She is in charge of the Administration of Revenue; for those of a simple turn of mind -- she is the tax collector.

Physical Skill: She is good enough with a sword to make it through the tough Officer Trials. She desires to become one of the best swordsmen in the Tarin Tor. To this end, she has seduced Sword Delteh, at Katreela's suggestion, into having the demon teach her some swordwork in exchange for other considerations. Delteh has enjoyed training the girl. She spends half a day with him in Hell for every day he trains her. She will not easily admit that the demon is training her. But, she learns fast and she figures one year's worth of hardship training like this is well worth an expert level in swordsmanship. Her skill is emerging daily. (B)

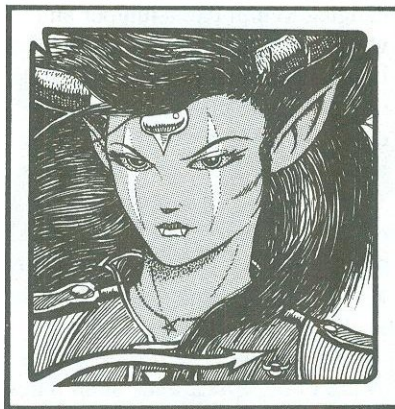
Magic Ability: She has all the common abilities given her by her race. But, she has not yet learned how to use them well. She says she will get to it, but she has to do one thing at a time. (D)

Addendum: Hurmerth is a bright girl who is fully aware of what she has gotten herself into with her arrangement with Delteh. But, she thinks the training is worth the pain. She is one of the children produced only 128 years ago by Seit Nigira's original breeding program. She was one of the first of the program to go through the ranks so quickly. She attributes this to her singlemindedness.

Having been raised in Hell, she looks upon demons as instructors and working with them is the normal course of life to her. She was allowed to serve Katreela while in Hell and looks upon the wily, young demoness as a mentor.

She has heard of Seit D'Josso's skill with a sword and currently intends to get a few lessons from the legendary swordsman. To this end, she has resolved to pursue his attention during his stay, whether he is willing or not.

REGENT PRIME KATREELA



Kindred: Demon - Brethren
Deity: Bazaroth
Age: 31 millenia
Sex: Female (usually)
Height: 6'
Weight: 135 lb.

Hair/Eyes: Katreela's black hair cascades to her waist in a wild black mane, except for the ridge of

relatively short, coarse hair that runs from her widow's peak to the nape of her neck and stands up straight, like a hackle. Her sleepy-looking, dark red eyes are full of shifting light, like great rubies, and are shadowed by long black lashes.

Aura: Her aura is like a dancing flame, with a spiral of dark smoke curling up around it.

Appearance: On duty, Katreela dresses in the uniform of the Second Army, specially tailored to make her look more bulky. Off duty, she lounges around the barracks in garments made of black leather straps and steel spikes (the Hellish equivalent of a lacy negligee). Her skin is a hot pink color, considered especially fair and delicate, but her expression is unchanging and cold. Believing that any visible emotional reaction gives an advantage to her enemies, Katreela has trained herself to show nothing.

Position: She is a Regent Prime in the Second Army, commanding one of Queryth's demon cavalry units. She takes orders only from Ramadon (because he is a higher-ranking Brother), or from Nigira (because of contracts).

Physical Skills: Quite young for a demon, Katreela has spent most of her 31 millenia in non-combat occupations. By mortal standards she is excellent with her broadsword, an enchanted black blade that channels souls to her lord, Guiya Dark. (B)

Since being assigned to the mortal plane she has formed the habit of practicing dagger fighting every day. In close dagger combat she is good (B); she is adequate at throwing a dagger (C). She carries five small daggers hidden on her person at all times. Four of them are poisoned.

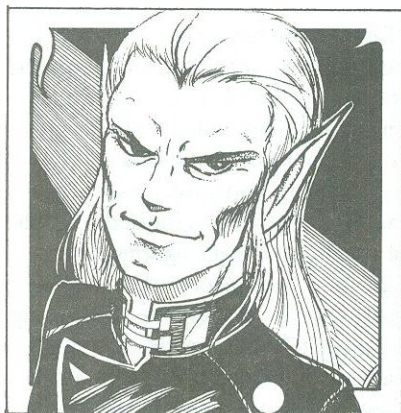
FORT BEVITS

Magic Ability: She has the innate telepathic and shapechanging abilities of her race, developed to an average level. Her telepathic range is about thirty miles. She can easily change to her native form (an 8' tall, red-skinned demon with hooves, claws, and horns), to a krekrah (a type of lean, fast Hellhound that runs wild in some of the outer Hells), and to a Noville (usually a very attractive female). She can be any sex, but has found the female gender most useful. She knows a few spells, mostly of the "special effects" type. Her overall magical ability is (C).

Addendum: Normally, the privilege of an assignment outside the Hells would have gone to an older Brother who had distinguished himself in some way in the Endless Wars. Katreela won the job by asking it of Guiya Dark at a delicate moment.

She is on probation, and knows she had better not make any mistakes. Thus, she approaches her duties with the utmost seriousness. She never jokes, nor does she appear to find humor in anyone else's jests. The only time she relaxes is when she is alone in her quarters in Queryth's barracks. There she may be heard playing lonely tunes on a flute of bone, pausing to sip from a goblet of wine mixed with Ælven blood.

REGENT PRIME NUVOE



Kindred: Navivian Ælf

Deity: Bazaroth

Age: 3811 years

Sex: Male

Height: 7'1"

Weight: 216 lb.

Hair/Eyes: His enormous icy blue eyes seem capable of infinite compassion as he looks into the eyes of the wounded and dying. His eyes are lined with thin wrinkles as though from long years of laughter. Overall, his eyes have the countenance of a powerful healer whose cool touch could soothe the greatest of mortal wounds -- until, the madness seizes him and his eyes burn with an insanity that could even frighten a Sixth Level Brother.

His translucent, milky white skin is pulled taut over a trim, muscular physique. His thin lavender vein structure serves to detail and accentuate every curve of his body. His silky blue-white hair is a little past shoulder-length.

Aura: This Navivian always seems to have a too-sweet scent clinging to him like a juniper and warm honey mix. His aura leaves one in the same frame of mind as though one had come upon a nearly forgotten death chapel in a windy, deserted graveyard at sunset in early fall. There is a kind of lost grief or melancholy that his presence quickly brings on, that can still be felt hours after he has gone.

Appearance: Nuvoe is keenly aware of his appearance at all times. He seems to have a very precise way about him despite the fact that he seldom wears his appropriately designated uniform. At affairs of state or on the battlefield he wears full armor. Yet, working with strong chemicals and a fiery furnace he has now adopted the casual Dargonathian code of dress often worn by many of the Cobra Clan: a trim, short-waisted

vest of soft leather, and a waist-hugging tartan. The ornately patterned stitchwork that runs around the bottom of the vest and down the wrapped side and hem of the tartan are Nuvoe's own design. The pieces are executed for him by a Cobra Clan woman who has been secretly seduced by this comely Navivian.

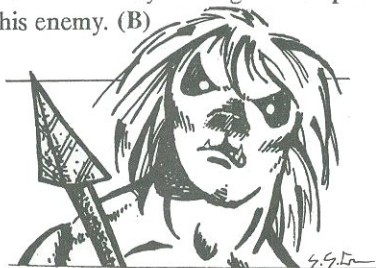
Position: He is a regent sinister in the Second Army, the alchemist responsible for the creation and maintenance of the Nix used in the Hellhound training program.

Physical Skills: Although he is very well built, Nuvoe is not a trained warrior. He is excellent at hand-to-hand fighting with a small knife or stiletto. He keeps a selection of razor-thin delicate blades in a rolled-up and tied leather case. The case is less than the width of his wrist and no longer than his palm. It contains eleven knives that each have a different shape or design in the blade. These are the blades with which he sculpts the Nix's features and removes whatever he needs from the hosts' bodies. These knives have certain magical properties about them, such as, they are eternally sharp, cut without bleeding, and leave a thin slick trail of nearly invisible gel wherever they have cut. The gel aids in the healing process of removed flesh. The gel also helps flesh to hold its position when it has been added onto one spot from another.

The knives are an essential part of his job, and he would use them to protect himself if he had nothing else. With these knives he could easily dissect an enemy before they were aware they were in danger (A). Nuvoe fighting with any other knife, dagger or sword would rate a (D) in defense only. If he had no blade in his hands he would flee as he would not feel he could adequately defend himself. (E)

CHARACTERS

Magic Ability: Nuvoe is a greatly skilled healer. His abilities were originally honed at the Ælven/Sardin Hospice in Ælveron. His healing skills included such specialties as channelling pain, and bloodless/bladeless surgery. He is a skilled telepath. If threatened, he can ably defend himself by causing intense pain in his enemy. (B)



Addendum: Nuvoe was a well-respected healer in Ælveron until one night when he was thrown by a runaway horse. The resulting damage did not seem to be serious, but over a period of several months, Nuvoe's personality began to change. He experienced bouts of insanity. He would begin to heal a patient, only to find himself minutes later being restrained by his fellow healers. Later he would learn that he had inflicted grave damage to his patient. Eventually, Nuvoe was asked to resign his post after brutally killing a young Sardin boy.

Nuvoe now enjoys his work, as he considers himself an artist of living essence. He works with dead bodies, which he calls "hosts," to create Nix that smell and feel like Sardins and Ælves. He creates each Nix as an individual, often modeling the features after the host's own appearance. His Nix are used to train the Hellhounds in how to fight and herd the enemy.

REGENT PRIME TISHA

Kindred: Ælven - Azurinite
Deity: Agnostic
Age: 536 years



Sex: Female
Height: 6'11"
Weight: 153 lb.

Hair/Eyes: Tisha's eyes are the blue-green of a tropical lagoon, fringed with long, thick, bronze-colored lashes. Her long mane of shimmering peacock hues would trail a few inches behind her on the floor if she did not keep it gathered up into loosely braided loops, fastened with jeweled pins. Though she is no weakling, she is not truly strong enough to defend such a quantity of hair in the Tarin Tor -- but it looks so beautiful on her that no potential challenger has yet had the heart to try to hack it off.

Aura: To those with eyes for magic, she seems to be surrounded by translucent, shifting veils of green and blue and bronze, never quite revealing but always about to give a glimpse of some deep, delicious mystery.

Appearance: Though her uniform fits well and is always clean and neat, Tisha cannot help looking ridiculous in it. It is quite plain to any observer that she ought to always wear flowing gossamer -- or better yet, nothing but the softly glimmering light of the sea.

Position: She is a Regent Prime in the Second Army, in charge of the group of shady characters

known as the "Procuring Packrats."

Physical Skills: As she was formerly a sword sinister in the Fourth Army, Tisha has sword-level fighting ability -- otherwise she could not have survived the officer trials. However, she does not much care for combat, and is no better than necessary with her slim Hellblade. (B)

Magic Ability: Tisha's magic is of a most seductive nature, befitting an Azurinite. She can charm males with her beautiful voice, and knows various minor spells to make herself more alluring, and to make her company more enjoyable. Aside from this, she has standard Ælven powers, the usual Azurinite powers over water, and the ability to change into a dolphin. (D)

Addendum: Tisha did much the same work in the Fourth Army as she does in the Second -- procurement, a little light spying, and lots of seduction. She was quite happy with her lot until Seit Rorshakka fell in love with her. Tisha was (and still is) fond of Rorshakka, but prefers males as lovers. She became very uneasy, as the Azurinite seit -- though usually easygoing toward her own kind -- is always unpredictable. It seemed to Tisha that a transfer was the better part of valor, and she used her contacts to arrange one without Rorshakka's knowledge.

Seit Rorshakka was surprised, hurt, and angry. After a tearful confrontation with Tisha (in Seit Nigira's presence), she tried through various means -- persuasion, red tape, and main force -- to bring her lover back. That was a few years back, and the commotion seems to have died down. Tisha is fairly comfortable in the Second Army, though she does miss the sea, and regrets that she cannot seem to find a lover who will stay with her more than a few nights.

FORT BEVITS

REGENT SINISTER ISTIC



Kindred: Demon
Deity: Guiya Dark
Age: 12,000 years
Sex: Male
Height: 6'5"
Weight: 196 lbs.

Hair/Eyes: Jet blue-black hair defines his wolfish features. Its sleek length is kept tightly pulled back into a harsh braid that hangs midway to his often bare shoulderblades. His deep reddish skin is criss-crossed with a multitude of fine whitish scars, as he has often been used in the arena gladiatorial battles for the amusement of the Demon Brothers. His eyes are deep set, and have a crazed, prideful stare that seems to challenge one's belief in one's own sanity. A wise man does not hold his gaze too long.

Aura: The restless feeling that surrounds Istic fills a weaker mind with a growing panic. The aura has no visible appearance, save when Istic is angered. Then random wisps of red light smelling of sulfur seem to erupt from the very air around him.

Appearance: Regent Sinister Istic wears the standard uniform, but when working he will pull on a pair of heavy woolen pants over the crisp uniform pants. He has a pair of overboots, that he laces on over his army boots to a level of his mid-thigh. He wears a high-necked, backless, heavy bison leather apron

over his clothes. He laces on leather arm guards, being careful to tuck in the fabric of his sleeves, so as not to get the sleeves dirty. He does not wear gloves as he does not mind the feel of blood on his hands.

Position: Regent Sinister Istic is in charge of the slaughterhouse operation. He processes nearly eighty bison daily to supply the Fort with meat. He selects four or five animals for Zagora to use to feed the warriors currently in camp. The rest go to the Hellhounds compound.

Regent Istic is also responsible for the bi-annual negotiations which he conducts with the Hurion tribe in the Plains of Meit. He meets with the Elder Council, trading goods such as swords from Hell, daggers, demon hides, and small demonets which function as slaves, in exchange for the bison required by the Tarin Tor.

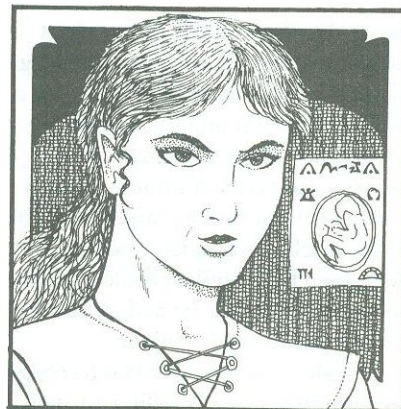
Physical Skills: After ages beyond count of fighting under some of the harshest environments known: i.e., the Endless Wars of the Bazarothian Hell, it would be nothing short of the truth to say he is an excellent and deadly swordsman. (B)

Magic Ability: Istic is a Brother in good standing among the Brethren of the Bazarothian Hell. He is magical by his very nature. Due to his rigorous training he is excellent at sending, shields, wards, and portals. He can erase memories, but he does not have the subtlety required to manipulate them. His healing or constructive spells leave a lot to be desired. Overall, his arcane ability is rated average. (B)

Addendum: If a demon can be delighted, then surely Istic is delighted with his current situation. He enjoys being on Lejentia as it is a position of honor. He has fought for more ages

than he can remember in some hell or other, as the Brethren battled their way through a dozen galaxies and twice as many planes of existence. He believes in the Brethren's ultimate right of conquest. He believes all who oppose the Brethren are doomed to be slaves or consumed for energy. He does not understand the concepts behind the lesser humanoid emotions, such as mercy or love. He knows only the ways of the sword, and that "might makes right." He is a strong, loyal Tarin Tor officer, whose loyalty to Seit Nigira is beyond reproach, so long as sword Ramadon serves her and Guiya Dark supports her.

REGENT SINISTER NIMIRA



Kindred: Dargonathian/Sardin
Deity: Agnostic
Age: 31 years
Sex: Female
Height: 5'6"
Weight: 124 lbs.

Hair/Eyes: Her long dark brown hair is always pulled back into a single braid that falls past her waist. Her clear blue eyes have the look of kindness one might expect in a healer. She has a look of sincere concern whenever she sees someone in pain.

Aura: She seems surrounded by soft, golden healing lights that glitter and soar through an iridescent, shimmering mist.

CHARACTERS

Appearance: Nimira wears a short sleeved tunic of white which is tied at the waist, and which extends midway between her thighs and knees. She may also have on a long blue robe to set off her eyes. The robe has long, full sleeves and an intricate design.

Position: She is Seit Nigira's main healer. The seit depends on her to care for all non-demonic, or non-Novillian patients. Nimira oversees the medical ward where patients with diseases are treated. She is also responsible for the wounded troops requiring surgical attention.

Finally, she manages the unit caring for females giving birth in accordance with the Tarin Tor requirement. She has a special affinity for the mothers and babies, as she abhors violence.

Physical Skill: Nimira has no fighting skills. She believes causing injury to another being is repugnant. (E)

Magical Ability: Nimira is skilled at healing using her Dargonathian powers, but she has no formal training. She seems to have an unusual sense for what medicines might be necessary for any given condition that a patient might be suffering from. She has a knack for finding even the rarest herbs when necessary.

Nimira has an average of ten patients in the Infirmary at any given time. Obviously, she has more to do during battles. Her magical healing skills are excellent. (A)

Addendum: Born of a mixed union, she was raised by her Sardin kinsmen. Her mother had died during childbirth, and she never knew her father. She was raised as an outcast in the village as most knew or gossiped about her "tainted" Dargonathian heritage. Her status in

the village accounts for her withdrawn personality.

Nimira spent much of her time alone as a child. Once, while wandering in the forest looking for herbs, she came upon a wounded she-wolf. The young girl took pity on the animal and healed it. She spent several hours caring for the beast before night fell. The she-wolf led her back to the village, and thereafter would wander with her in the forest.

In the late fall the she-wolf disappeared. Nimira felt the loss keenly. She continued to wander the forest in search of her friend. On the afternoon of the first snow, Nimira encountered a strange Ælven woman wearing a cape of wolf fur. Nimira greeted the woman politely; only then did she realize the woman's hand was bleeding. The woman silently held her hand out to Nimira. The young girl quickly took a handful of fresh snow to wash the wound. Then, tearing a strip off her tunic, she bound the wound. Upon looking into the woman's eyes she realized that she could only see young wolves playing in their first snow.

The woman spoke to Nimira without words, saying, "I am the she-wolf you have healed. I am the one many call the Earth Mother, Vendridie. You may call me your kin, and those who follow me will be your friends."

Although Nimira has never attended the Dargonathian College, the capricious Aiute works through her, giving her her remarkable ability to heal. She is not completely aware of the source of her ability.

Her abilities were refined when she cared for those whom the village had abandoned due to sickness or injuries. Her kindness in time earned her grudging respect from the people who had once ostracized her.

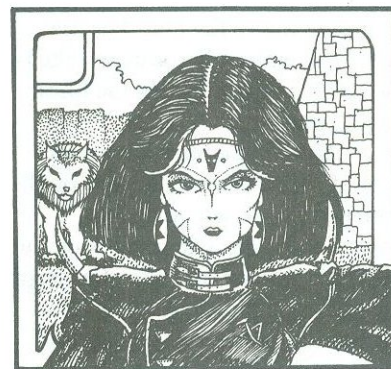
During a raid on her village by the Second Army, Seit Nigira found

her tending the wounded. Nigira immediately took a great liking to the girl. The seit seemingly trusted the village's outcast implicitly. Although she already had an older Dargonathian healer, who grudgingly tended the Sardin warriors, Nigira immediately replaced him with Nimira, who lacks the racial prejudices normally associated with other Dargonathian healers. She works willingly with all patients regardless of race.

When the army moved to the Fort, she established an adequate environment for her patients. Seit Nigira has given her free rein to do with the Infirmary as she sees fit.

Nimira's self confidence has grown during her time with Seit Nigira's army. She has become increasingly interested in discovering more information about her Dargonathian heritage.

REGENT SINISTER NOR'IME



Kindred: Dargonath - Jackal Clan
Deity: Hammil - God of the Mountain
Age: 78 years
Sex: Female
Height: 5'7"
Weight: 137 lbs.

Hair/Eyes: Her soft brown hair is worn at a length equal to the line of her collar. Its blunt cut gives her a very tended look that suggests

FORT BEVITS

utter efficiency. Her hazel green eyes are heavily accented by her clan-colored face paint. The deep violet, green and orange meld together in a look that is reminiscent of one of Dark's demons.

Aura: Nor'Ime's aura looks like a young fledgling eagle that is trapped in a Sardin's steel bear trap. The young bird thrashes around trying to fly. It is obvious to the viewer that if this were indeed a real bird, the creature would soon tear itself apart. One Cobra Clan member said of her once, "Poor child, she dead. She just doesn't know it yet."

Appearance: Her light tan skin is set off by the black coloring of her traditional Tarin Tor uniform.

Position: She is the assistant Hellhound breeder under Sword Enki. She is responsible for arranging living quarters and food accommodations for the Hellhound handlers when the hounds go out to fight, as they are often lent out to other armies. She is also partly responsible for the bison holding pens.

Siet Nigira realizes that the survival of the hounds depends on the availability of an adequate food source. Seit Nigira does not want the Hurions' only contact with the Second Army to be a demon; therefore she has forced Sword Enki to share the job of maintaining the nomads' relationship with Nor'Ime.

Physical Skill: She is uncomfortable with a sword or any other non-magical weapon. She wears a heavy broadsword strapped around her waist, but seldom ever pulls it. The sword is normally never out of its sheath except for cleaning. (C)

Magic Ability: She is a blue level Dargonath, and as such always seeks to retreat from, or advance on

an enemy through the use of magic. She can heal serious wounds, shapechange into a variety of natural animals, and control the basics of all four elements to a respectable degree. (C)

Addendum: Nor'Ime is still young in the eyes of her clan as she has come up through the levels quickly. She has a lot of pressure from a clan council that wants to have more influence in the Tarin Tor, to do well and to advance in rank quickly. The council sees each clan member as an important part in building a highly influential base for the clan in the army. Thus, a clan member's rank is of the utmost importance to all the clan. The leaders of the Jackal Clan give lip service to the clan leaders of the Cobra Clan. Yet, there is a secret desire to undermine the Cobra Clan's influence by discrediting key Cobra Clan members. Discrediting them, though, is not an easy task, for the ethics code of the Tarin Tor is very different than that of the Dargonathian College. What might be a horrid scandal at the College might only rate a shrug or a smile from high ranking Tarin Tor officers.

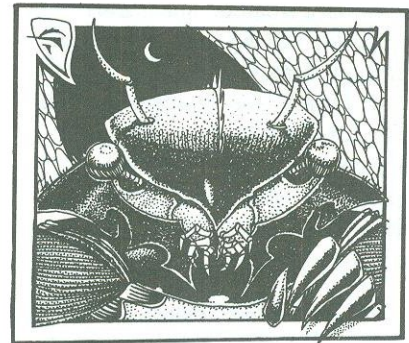
Nor'Ime has been told to do what she can to gain a higher rank in the army, no matter the cost. She is also to get close to one of the higher ranking Cobras and see what kind of damage she can do, and if she can do a disservice to any Cobras along the way the Jackal council would appreciate it.

Nor'Ime feels a conflict between her clan's desires and the loyalty that she feels for Sword Ramadan. The Sword put her in charge of the Hellhounds' nutrition despite complaints by Sword Enki. The demon feared that a "mortal woman would not have the stamina to deal with the beasts on a daily basis, and further, might very well decide

that the beasts are too foul to be living among mortals and try to do the great hounds deadly harm." Ramadan spent some time alone with her, during which he did nothing but talk to her before assigning her the job. After he gave her the post, he never questioned her loyalty to either the hounds or himself.

Nor'Ime feels a strong attachment to Alkyron. She secretly desires the Sword's attentions.

ARCHON B'GTH



Kindred: Noville
Deity: Gle'lath
Age: 187 years
Sex: Male
Height: 14' 8"
Weight: 1647 lb.

Hair/Eyes: His eyes are like multi-faceted opalescent gems attached to his head by thin stalks, which are protected by a heavy overhanging shell plate known as the orbis. The orbis, or crest, is perforated by small life-forms that look like gold buttons, all around his eyes. He has no hair.

Aura: His aura, which is heard rather than felt is reminiscent of the muted buzzing of clouds of honeybees on a hot summer afternoon.

Appearance: B'Gth is what is referred to as a Gold-Crested Noville. These share qualities of both the potent Breeding Drones of the

CHARACTERS

orbiting ship, and the Soldiers that have taken so well to life on the planet's surface.

Position: B'Gth is the commander of the Princess' Brood Nest, and is also a suitor for her when it is time for her first Mating Flight. He will support the young Princess in all ways possible, to help ensure that it is this Princess, and not the other, who becomes Queen. He sees this as a struggle for his own life. Should she win, he will be one of her lovers. Should she lose, the suitors of the other Princess will devour him and his fellows.

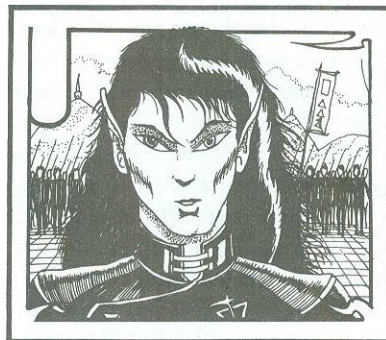
Physical Skills: He is a vicious warrior who will leave no enemy living on the battlefield if it can be helped. Trained in the manner of Bazaroth, he will often scream words of dedication to the God-King as he runs an enemy through on his soul-stealing Hellblade. He is also known to eat the vital organs (usually the heart) of his enemies, as is the custom of his kind. (B)

Magic Ability: He, like all others of his kind, places his soul in the Ethereal Plane as a way of attempting to live longer and fight with increased resistance. The Novilles are capable of erecting personal shields to protect themselves from low-level spells. It takes a Noville of the rank of B'Gth to resist some of the spells of a Lejentia-trained warrior. It would require the concentrated efforts of a fully-trained Lejentia pair to overcome a Soldier Noville, much less a more powerful variant like B'Gth. (C)

Addendum: The Gold-Crested Novilles, such as B'Gth, are a breeding experiment by the current Queen, to create a strain strong enough to survive the rigors of planetary living, and potent enough to pass on their strengths to a hoped-for

race of versatile descendants. They are bigger and have a greater innate ferocity than their spacegoing nest brothers. The Soldier Novilles respect the Gold-Crested ones, though many believe this experiment of the Queen's will see a very unhappy end. It is rumored that the Gold-Crested Novilles are unlike the others in more ways than the merely physical. Some Soldiers believe the Gold-Crested ones do not worship Bazaroth as everyone else does. The Gold-Crested, it is rumored, worship Guiya Dark. It is even whispered that some of them worship Ariendale, or the Sardin god Jehovah. If asked, B'Gth will become highly indignant at the mere suggestion his loyalties are not proper. In all truth, however, he worships the fallen god Gle'lath, ruler of an alien heaven, who is currently imprisoned in Bazaroth's Hell. He fights, waiting for the day when the Novillian strength will be enough to support a coup in Hell to overthrow Bazaroth, and place Dark on the throne of Hell. The price for the Novillian aid to Guiya Dark will be the release of Gle'lath.

ARCHON MERRAR THE BLACK



Kindred: Uriel - Soul Spirit
Deity: Atheist
Age: Twelve years
Sex: Male
Height: 6'8"
Weight: 23 lbs.
Hair/Eyes: His hair is

much like Seit Nigira's even down to the white streak in it. He was created by the Seit, and his physical characteristics are much like the Seit's own characteristics. She was so impressed when "Death" touched her that the shock of the event even carried through during Merrar's creation. His steel blue eyes have the light of superior intelligence.

Aura: Uriels have no auras as they do not really exist. If a Uriel "sparks," recognizing its own potential life force, then it will begin to develop a personal, unique aura.

Appearance: He wears standard Tarin Tor issue uniform in an immaculate fashion. He wears no jewelry other than appropriate insignia. The only non-standard piece of equipment is a sterling silver sword with an ornate cloisonné handle. The sword was presented to him by Hyl Sudiar. The sword was a reward for the successful organization of a new youth educational center, which he started in the City of Avar.

Position: Merrar is Seit Nigira's head Jentian Public Coordinator. His duties include working with the Ver Nocian Specialists and the Devastation Agent, as well as being responsible for the coordination of all liaison officers stationed in each of the cities held by the Second Army. He is also responsible for the liaison officers in positions of city patrons or lay observers.

Physical Skill: Merrar is an excellent swordsman. He enjoys using some kind of irregular or unusual prop in the other hand to distract his opponent. He has been known to use such props as capes, candlestick holders, tree limbs, and even a long log of sausage. Merrar is also very

FORT BEVITS

good with a spear. He can accurately throw a shuriken while fighting at lightning speed with his sword. (B)

Magical Ability: Merrar can do such interesting things as create a pool of blood red paint which is three feet thick, seven or eight feet long, and several feet wide. He can then levitate this liquid to a height of fifteen feet high, and move its mass at a speed of ten miles per hour over a distance of no more than seventy-five feet from himself. His habit is to drench an offending individual as a lesson in non-aggressive personality training.

Merrar also enjoys a few other skills such as being able to perfectly mock any sound created by a living being. He can roar like a demon, scream like a steel dervish, squeal like a pig, or purr like a kitten. Merrar has been known to use this technique combined with his ability to change form to be able to imitate key individuals when necessary to meet his desired goals. (D)

Addendum: Merrar is very proud of his new youth programs which are the answer to Seit Nigira's need for a way to manage the young children. The programs provide a method for handling the children resulting from the Tarin Tor requirement for female warriors to reproduce.

Merrar wanted a better way to train and house the newly-born children of Nigira's warriors, as well as young people who are found to be promising throughout her lands. He also wished to care for the youth which might come from other "allied" seits, as well as those children which might be sent to the city from other places in the Tarin Tor held countries.

Therefore, in the city of Das Magaros he created an inner sanctum

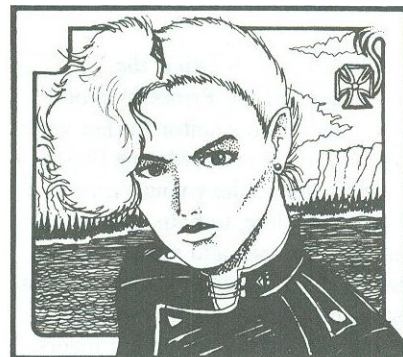
where the mothers and their babies are taken. Here, the children are raised until they are five years old. By the end of the first year the mother weans herself from the baby, and begins training again so that she can immediately come back into the army at full strength by the beginning of the next year.

Merrar developed the Children's Banner Corps, Youth Corps, and the Warrior Cub Prides. The Children's Banner Corps is for children from the ages of five to twelve. These small children spend their day on Lejentia, except for two hours each day when they receive training in Hell. It takes only six and a half months (196 days) for the child to grow up by seven years.

The Youth Corps is for children between the ages of twelve and eighteen years old. These young adults alternate their training between Lejentia and Hell. They spend three hours a day in Hell, and the rest of the time in their sponsor city. It only takes three months and about three weeks (115 days) for the youths to grow up.

The Warrior Cub Prides take the youths of eighteen and older into train them as real Second Army warriors until they are needed, which allows them to mature to the age of thirty for the most part. Sardins will begin to serve the army earlier, normally at the age of twenty. These young warriors spend two hours each day in Hell to train. The actual time that will elapse is only one Lejentian year, (365 days). Thanks to Merrar's coordination it takes only twenty-two months (660 days) to have a fully trained warrior. Merrar calls his warriors "more humane and intellectual that those poor beasts dragged up by the nape of their necks by brutish demon Brethren."

ARCHON TOPONI



Kindred: Sardin
Deity: Agnostic
Sex: Female
Age: 28 years
Height: 5'10"
Weight: 143 lbs

Hair/Eyes: Toponi wears her long wavy blond hair in a tight and well-kempt bundle at the base of her neck. This is to prevent it from becoming entangled while on duty in the supply depot. In contrast she bundles her bangs just to the right of center on the crown of her head and allows them to hang seductively down the right side of her face.

Toponi's eyes are a deep brown tinged with a pastel green. Her eyes look strained for many is the time she will work into the late hours of the morning, going over supply manifests and such.

Aura: Although Toponi is a Sardin and therefore has no magical aura, one will get the sense of a small bushy-tailed squirrel efficiently gathering nuts for the coming winter.

Appearance: Toponi has never been seen in anything but her uniform which she keeps clean and well tailored. She is such an orderly person that no other form of dress meets her high standards.

CHARACTERS

Position: Toponi is the supply officer for the Second Army. She was transferred in from the Sixth Army. Nigira likes to have the best in talent and skill around her and Toponi is rumored to be the best. She knows the ins and outs of finding that "special request" item that only a seasoned military supply officer would know.

Physical Skills: Toponi has gained her rank in the Tarin Tor by being a well organized, orderly and therefore very effective supply officer. She has only the basic and rudimentary fighting skills with a dagger. (D)

Magical Ability: Toponi has no innate magical ability, however one of the buttons of her uniform has been enchanted by a spell that repels dirt and grime, keeping the uniform's appearance flawless. (E)

Addendum: Toponi is very good at what she does, for how else could a Sardin gain such rank in the Tarin Tor? She is a cleanliness freak, and will allow nothing in her life to be disorganized or unkempt.

It is said that her devotion to her job is due to an extreme fear of Sword Prime Ramadan and Seit Nigira. This is partially true. Her fear of her commanders does "aid" her in excelling at her work and also makes her one of the more honest people in the Second Army. She has, however, done some under-the-table dealings in her work, but this is in order to obtain hard to get items and is in the line of duty, therefore forgive-and-forgettable.

Her love life is near to non-existent. The orderliness she demands of herself will not allow for the chaos of relationship. It is even rumored that she is a virgin.

ARCHON VE'RYK



Kindred : Brethren
Deity : Guiya Dark
Age : 17,590
Sex : Male
Height : 7' 9"
Weight : 411 lbs.

Hair/Eyes : His scraggly black hair is a little past shoulder length, as he had a run-in with Sword Ramadan only a year and a half ago. His bloodshot, slit-pupiled eyes have thin yellow irises.

Aura: Ve'ryk's aura can only be described as the feeling of a sweltering hot night that makes the hair stand up on the back of one's neck, or the sick feeling one gets upon touching the hand of a three-day-dead drowning victim.

Appearance: Ve'ryk wears the regular uniform of the Tarin Tor commissioned officer, consisting of a black, mandarin-collared shirt covered by a silver habergeon which hangs just to the hip. A heavier jacket of black leather with a mandarin collar and silver shoulder fastenings is worn over the habergeon. The pants are a front cut design and fashioned out of medium weight bison leather.

His Tarin Tor issue boots extend to an inch and a half below the knee and are equipped with a

visible dagger sheath on each outside panel, as well as two hidden sheath on the inside calf. The boots lace up the inner side of the leg for a close fit. Ve'ryk has his boots equipped with two poisoned four-inch toe blades. With a sharp stomp of his heel, or if he swiftly kicks something, the blades will discharge in a spring-loaded action. It should be noted that he carries no sword, but always has a menacing cat-o'-nine-tails in his hand.

Position: Ve'ryk is the Master of the Guard for the Prison Encampment. He is responsible for its smooth operation. He is the superior of Judge Oule of the Stockade.

Physical Skills: He is very dangerous in hand-to-hand physical fighting. He will take care of his own fights, but in the event that a warrior should get the drop on Ve'ryk, he may find it to be a costly victory as many high ranking officers owe Ve'ryk favors. (B)

Magic Ability: Ve'ryk can shapechange, and is an experienced telepath like all his kind, but has not developed his other magical potentials. (D)

Addendum: Ve'ryk is a very resourceful demon. He can obtain anything. Legal or not it doesn't matter; if there is a good amount of gold to be had he can lay his hands on it. He is the major supplier of drugs to the Fort. He works with Eloki down in Zamhala, often enlisting the vampire's help in smuggling things into the Fort that might not otherwise pass inspection. Ve'ryk occasionally smuggles in goods that are against Eloki's principles. Eloki has a personal law against dealing in drugs and slaves, but Ve'ryk sometimes finds it necessary, in order to profit from

FORT BEVITS

his trading, to deceive Elok as to the contents and actual objective of his transactions. Ve'ryk does not think of this as lying to his associate, but merely as protecting Elok's sensibilities.

One of Ve'ryk's main income sources comes from protection money sent to a bank in Gaulden to a special account in his name. The protection money is sent by concerned parties for the continued good health of those currently in prison or the stockade. Ve'ryk will make sure that his charges are well kept so long as he is paid well. Should payment be lacking for any reason he will cease to provide extra favors for the prisoner, but will not purposely molest him. He is merely mercenary, not sadistic or cruel. He will accept sexual trades from Ælven women as payment if they have no other resource.

He has a real problem with a subordinate named Judge Oule. The demon has served under Guiya Dark for thousands of years and she is used to a different way of punishing those in the army who for some crime have been sent to the stockade. Ve'ryk is always trying to keep Oule from permanently damaging or killing the officers who have been sentenced to "oblivion," a form of permanent imprisonment. Some of his best customers are former Tarin Tor officers who are eager to forestall their deaths as long as possible. Sword Ramadon often backs the Judge as he agrees that traitors should meet their appropriate ends as soon as possible. Ve'ryk is also well aware of the unspoken bond between Judge Oule and Sword Ramadon as the Sword has also served for many years under Guiya Dark's command.



JUDGE OULE



Kindred: Demon
Deity: Guiya Dark - Prince of Hell
Age: 24,000 years
Sex: Female
Height: 6'4"
Weight: 139 lbs

Hair/Eyes: Her liquid black eyes can steal the strength from the arms of the strongest man. Mighty warriors feel themselves tremble when she locks her eyes onto theirs and gives them her famous, faint half-smile. She has the power to scald an area of skin if she stares at it long enough. She can see skin burn or catch flame and what she sees, she actually causes to happen.

Her long black hair is nearly to her knees. A favorite game of hers is to seduce an officer sentenced to "oblivion." Promising to release him afterward, she will trick the hapless warrior into promising his soul to her for the desperately sought-after release. She will release him afterward, but her release involves strangling the unsuspecting officer with the long length of her hair after she has had him. Then, she will send his soul to serve her house in Hell, or she will devour it for energy.

Aura: Oule's aura shimmers like fresh, clean water in an oasis in the desert. Yet if one watches long

enough it will appear that a hot wind (which can be felt by the viewer) covers the water with sand uncovering the bones of many men long dead, left to bake in the sun. Her aura is symbolic of the illusions of comfort which she promises, but will never deliver.

Appearance: She wears the standard Tarin Tor uniform. Her undergarments befit her favorite game well: leather, lace and a slim dagger.

Position: She runs the Tarin Tor Officers' Stockade in Seit Nigira's second army.

Physical Skills: She has been a warrior for thousands of years. She is best with a slim dagger in hand-to-hand. If fighting someone who fights with a broad or long sword she will often be seen to flee. While running she will then fall and use a charm on the warrior as he approaches her. She will feign a broken ankle, even being still to the point that the warrior sets his weapon down to bind her injury. Then, she will slit his throat. She likes to see how close she can get to her enemy before she delivers the death blow. Guiya Dark thinks she is a masochist besides being a sadist. Sword Ramadon agrees, and stays clear of her except to arbitrate in an occasional altercation between her and Ve'ryk. Sword Ramadon usually sides with Oule. (C).

Magic Ability: She is magical by nature with a high ability to charm an opponent, which she will use to her best advantage. But on the whole, Oule rarely uses magic. In a fight she would be (C).

Addendum: Judge Oule is a demon warrior who served for thousands of years with Sword Ramadon when he lived in Hell. They fought in the Endless Wars

CHARACTERS

together.

However, now that she has been given a chance to walk Lejentia, she means to experience everything physical she can. She is easily impressed with new sensations and feelings. This has saved a few creative officers, quick enough to see that their only way to survival was to keep this demon occupied with something unique or unusual. Oule, whose name means the "bleeder of our enemies," is delighted to be living outside of Hell.

JUDGE PADRON



Kindred: Dargonath - Cobra Clan
Deity: Hammil, God of the Mountain
Age: 48 years
Sex: Male
Height: 5'6"
Weight: 193 lb.

Hair/Eyes: His lank black-brown hair hangs limply to his shoulders. He parts it down the middle, brushing it to either side. His eyes are a coal black. Occasionally when the light strikes his eyes just right there is a momentary flicker of red.

Aura: Padron's faint aura is like the scent of a swamp after a rainstorm -- green and growing, but not entirely fresh.

Appearance: His uniform is the right size, but clothes never seem to

fit his stocky body quite right. He is not at all fat, just strongly built, but there is some subtle thing wrong with his proportions.

Position: Padron holds the position of a judge in the Second Army, in the unit known as the Blood Den Assassins. He is Sword Alkyron's aide, helping to set up the plans which have made possible the takeover of so many smaller cities and towns. Padron, like the rest of the Blood Den, is also a spy for the Second Army. He enjoys this part of his work the best. The most hated tasks are those involving his assisting Sword Alkyron with duties ordered by Sword Ramadon.

Physical Skills: He is excellent with a dagger, shuriken, or slim stiletto (B). He is a good swordsman, adequate to his rank. (C)

Magic Ability: Padron is currently beginning his blue level studies a little early, due to the extra training he receives from Sword Alkyron. (C)

Addendum: Padron is the son of a retired, once higher-ranking Dargonath who fought in the first war. His father was still a member of the Reserves, when Padron was born. He was raised with thoughts of the Tarin Tor in mind. To this end, he has trained to be a good officer.

JUDGE ZAGORA



Kindred: Mestizo - Ælven and Demonic

Deity: Atheist
Age: 1296 years
Sex: Female
Height: 5'9"
Weight: 137 lbs.

Hair/Eyes: Zagora's soft beige-blond hair has the natural wave of an Arielite's. Zagora always pulls it back into a tight knot at the nape of her neck, revealing pale orange scales that disappear beneath her collar. Longish bangs flow loose down the sides of her cheeks to just below her ears. During recreational time her hair is always let down, flying about her pleasant-looking face in the constant river breeze. Her large cat-like eyes have an almost translucent quality to them which many people find hypnotic.

Aura: Zagora has lived predominantly in Hell, and her aura is tainted with an unseen dread. She has no visible symbology, but if a female is in a room with her close by, she will begin to feel a panicky fear that she is in physical danger from an unseen assailant. Males in her vicinity will experience a slowly oppressive fear of being trapped. Seit Nigira has been heard to describe her feelings around Zagora as "spooky."

Appearance: Zagora never wears a uniform except when the Second Army's complete officer staff is on inspection or invited to an ultra-formal celebration at the Ice Palace.

Normally, she wears a high-collared white sheath that hangs to mid-hip. The garment buttons up the front and has long tight sleeves. Zagora looks as though she is an Arielite until she takes off her clothes. If one were to see Zagora naked, (a highly possible occurrence when she is

FORT BEVITS

swimming), one would be quite taken aback by the columns of small orange scales that begin at the nape of her neck, growing in size and shifting in color to a vivid green-blue scale the size of a man's palm on her lower back. She has the stump of a tailbone where her backbone ends. The soft pale pinkish-toned skin of her face and neck gives way to supple scales just under her breasts. The scales deepen in tone from a pale aqua to a vivid sapphire on her lower extremities. Her feet end in clawed toes, and her ankles bear a claw-like outgrowth, both of which she keeps closely trimmed.

Position: Zagora is Seit Nigira's main army cook at the Fort. She is responsible for every meal served in the Fort. It is a job she takes on with a deadly seriousness. Her often grim obsession with perfection puts her at odds with Arnulf, whom she believes is out to score personality points rather than do his job as efficiently as possible.

Physical Skills: Zagora has been studying with Sword Alkyron and Regent Padron after hours to learn how to handle a shortsword. She is very slight and has little to bring against an assailant. Judge Sear has been training her in body movements that she could use to defend herself long enough to either open a portal and escape, or run away. (D)

Magical Ability: Zagora's birth gives her a high natural magical potential. However, her arcane abilities have only been focused on demonic pleasure spells and physical sensation-inducing potions. On her own she has also learned a great deal about deadly or mind-altering poisons. She longs to learn more spells which she can use to protect herself and others if necessary. She has been studying the books that Regent Padron has lent to her. (C)

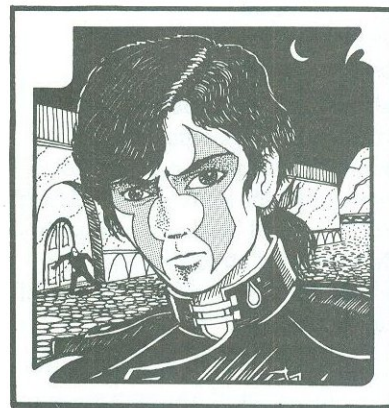
Addendum: Zagora is the product of a failed breeding experiment by Seit Fierced. She tried "inducing" her Arielite females to breed with winged Tormentors from the Inferno. She was hoping that in addition to gaining new troops she might be able to create a winged Ælven creature. The experiment turned out poorly, as the Tormentors are not a true species. This fact caused inconsistent results in the experiments. Seit Fierced found one Tormentor stud that could throw his wing structure on his get, but the offspring also acquired his potential for fits of madness. Seit Fierced bred one of this stud's daughters with an Arielite male. The ælf was torn apart after being with the half-demoness, but his attempt was successful and Zagora was born. She was not winged as her mother had been, and so Seit Fierced handed her over to the Tormentors who maintain the campus. She was taken from the female and raised by a live captive Ælven female when her natural mother chewed off her tail as an infant. She has been living in Hell for the past 1,292 years as a servant in Seit Fierced's breeding campus in Hell. She was brought to Lejentia to serve as Sword B'Kyhr's pleasure beast. He eventually grew tired of her and gave her to the prison sentries. When Seit Fierced was forced to leave the fort, Zagora was stabbed several times by the sentries and left for dead. Seit Nigira has a habit of always going through a prison when she takes a town, city, or fort. If she finds any creatures of interest she claims them as hers and tries to find a useful place in her army for them. True to form, she found and healed Zagora. She has pity for the "young girl" as she calls Zagora. Furthermore, when she first got to the Fort there was no way to clear the buildings of traps, so the army camped several days in the open parade fields

as well as up on the top of the cliff until the Fort was cleaned.

During this time, after being healed, Zagora waited on Seit Nigira, bringing her warm cups of kav or tea. She also cooked some of the Seit's meals after a trap in the camp's kitchen area exploded, killing Nigira's three main cooks. Gradually, in the days that followed, she began cooking for the officers, then for all those of a humanoid nature, assisting the other cooks who had been called in from one of Seit Nigira's cities.

The Seit told the demonic Ælf that she did not live by the paranoid standards of her sister, and that Zagora would be summarily executed should she poison the food. The girl swore, and offered to sign a contract, that she would not ever attempt to hurt Nigira. Zagora's word was good enough for Seit Nigira, whose brazen philosophies have several times nearly cost her her life. Zagora has not been poorly used since she joined Seit Nigira's army. She is the only creature with Tormentor blood in the Second Army, and she is well aware of the trust that she has been given.

BLOOD KORANDION



Kindred: Dargonath - Cobra Clan
Deity: Hammil - God of the Mountain
Age: 167 years

CHARACTERS

Sex: Male
Height: 6'3"
Weight: 187 lbs.

Hair/Eyes: His swarthy skin sets off his golden eyes like shimmering amber laid out on dusky velvet. His sleek dark brown-black hair has reddish highlights suggestive of his grandmother's foxy red hair. There is a fresh clean quality about his manner that reflects in his eyes and makes even the seasoned warriors of Regent Tisha's procurement division smile with a subconscious trust of him.

Appearance Korandion tries to always be neat and clean. He has not been in the Tarin Tor long and so therefore has not yet achieved the knack of always looking immaculate under dire war circumstances, but he always tries to do his best. Regent Tisha has tried to teach him a few things as she recognizes that he cares about regulations.

Being of a purple level, he always wears a purple scarf around his hair, and a tight necklace of woven amethyst beads except during inspections. His armband carries several decorations for heroic acts that he performed while at the college. One of the colored badges is highly unusual for a warrior of his power level as it is the result of his soulchasing an instructor who was suddenly attacked by an enemy clan.

Aura: Korandion is a very young Dargonath and does not have a distinct aura. There is only a soft golden flickering light that dimly surrounds him and has no shape yet.

Position: Korandion is a young Cobra Clan member who has just taken his purple level trials. He is a newly commissioned officer in Seit Nigira's army. He was recommended to Sword Ramadon by

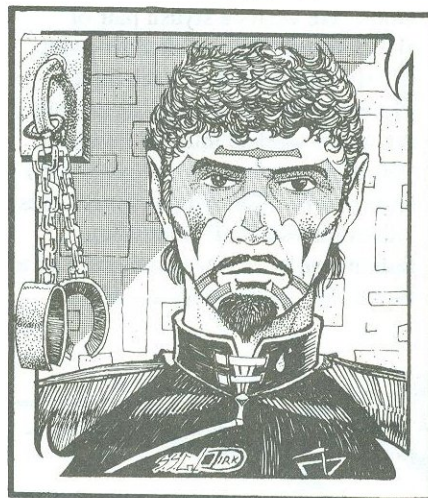
Sword Alkyron. The Cobra Elder was pleased with the young officer's history and immediately accepted his requested entrance into the Tarin Tor. He is currently on standby status awaiting his entrance trials at the Officer Trials.

Physical Skills: His skills are purely academic. He has trained in classes with the College for nearly twenty years, but the style of fighting taught at the college is highly structured compared to the dirty, freestyle fighting that reality teaches on the battlefield. Regent Tisha has been endeavoring to train him in more realistic situations without getting him killed. (C)

Magical Ability Korandion is a very well trained young purple level Dargonath with such specialties as the Cobra strike down pat. (B)

Addendum: Korandion has a history of heroic deeds. He once performed a soulchase when he still had no formal training in the procedure. He had not even passed his brown level trials at the college at the time. He only had the crudest information about the procedure, but when the situation occurred he entered a soulchasing trance with little or no concern about losing his own soul self in the process, or about the safety of his body which he abruptly left unguarded. His body was saved from the utter destruction promised by the enemy Dargonath by another Clan instructor. It took Korandion nearly five hours to find and convince his instructor to come back. He was touted as hero for months thereafter. The instructor he saved was named Elder Candrion. In his gratitude Elder Candrion adopted him as a member of his own family, sharing with the young man his name of Candrion Son of Ruthusion.

BLOOD GYR S'CARK



Kindred: Dargonathian
Deity: Bazaroth, God-King of Hell
Age: 52 years
Sex: Male
Height: 6'5"
Weight: 197 lbs

Hair/Eyes: His menacing dark brown eyes have a reddish tint to them. The tint is especially noticeable when he is angered or physically intrested in a woman. His bright red hair is shortly cropped as are his trimly clipped mustache and beard.

Aura: He has no distinct aura, but there is definite feeling of menace that surrounds him.

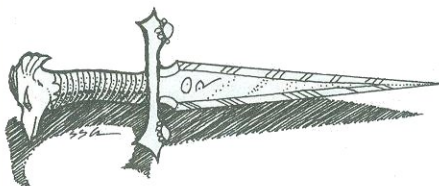
Appearance: He wears the standard Tarin Tor issue for an assassin: a black jacket with army and rank insignia; double-breasted work shirt tucked snugly into tight fitting black leather pants; and knee high, soft leather squaw boots.

Position: Gyr is a Blood Sinister in the Tarin Tor. He is currently on assignment to the Second Army under Seit Nigira's command, in Sword D'Kahr's Assassins squad.

Physical Skills: He is excellent

FORT BEVITS

with hand-to-hand weapons of all kinds. He wears a stylish pair of gloves fitted with a wicked tri-point stiletto on the back of each hand. The nasty "little stingers," as he calls them, are worked into the design so that they only look like heavy golden embroidery. When fighting with these knives his skill is (B), but when fighting with other weapons such as a sword he is only adequate. (C)



Magic Ability: His only specialties are low level wards and shields done by either Ælves or Dargonath. He has no really effective protection spells, but he can do some passable wards when necessary. (D)

Addendum: Originally he was slated to be working under Sword Dexter Alkyron, but he proved to be too brutal when he went out on a mission. After a second incident Sword Alkyron told him to clean up his style to better fit Seit Nigira's requirements. He is obedient to superior officers only as long as they are watching. So, after a fourth incident Sword Alkyron requested to have him transferred to another army as he believes that undue violence is not efficient, and that it endangers his unit as a whole, which is completely unacceptable in Alkyron's estimation.

Regent Prime D'Kahr asked to have him transferred into his unit, and Gyr quickly made himself at home. Seit Nigira keeps a tight watch on D'Kahr's assassins as she thinks they are unnecessarily violent. D'Kahr, on the other hand, is trained to enjoy the pain of others, and passes his perversions on to his men.

BLOOD THOR'AK



Kindred: Gold Crested Noville
Deity: Bazaroth
Age: 127 years
Sex: Male
Height: 12'3"
Weight: 943 lbs.

Hair/Eyes: Two small eyes of Thor'ak are positioned on antennae which protrude from either side of his head. Two other eyes are located within fixed sockets under his protective hood plate. His eyes are multi-faceted, and diffuse light far differently than the eyes of warm blooded mortals. His wing bases are covered with short bristles. He is also covered with similar primal hair on the back of his neck plates, and along the spinal cartilage of his back.

Aura It is a thing not seen, only felt. Any humanoids standing within six feet of Thor'ak will begin to feel their skin crawling. If they continue to stand near him, they will begin to visualize aphids swarming over their skin, leaving vast areas covered with red bites. One might suppose that an individual unfortunate enough to be trapped with Thor'ak in close quarters might eventually go insane due to the illusion.

Appearance: He wears a standard Novillian Tarin Tor harness.

Position: He is a Blood in Seit Nigira's Second Army of the Tarin Tor in the Novillian unit. He is currently assigned to serve Regent Sinister NuVoe in his creation of Nix for use in the Hellhound training program.

Physical Skill: He is a soldier Noville, which means he is capable of consuming the soul of an enemy - although he would more than likely channel the soul's power to his God-King Bazaroth.

He is equipped by nature with wicked 28" scythe blades on the back sides of his gripping front arms. He can swing two 5' soul-stealing Hellblades at one time. He is nearly impossible to knock over, due to the four-point base structure of his legs. The irregular ripping scales, located along the inner parts of his legs, can remain hidden until the leg unit is impaled in the helpless victim's body. Then each savage scale will act like the wedge of an arrow, ripping a large hole in the flesh as it is removed. Making the wound worse is the "ruther," the fluid which acts as a natural lubricant, allowing the scales to fling outward. The substance is very irritating to the flesh of the humanoid races on Lejentia. Overall, Thor'ak is by his very nature an impressive, wicked, killing machine. (B)

Magic Ability: Thor'ak, like other members of his race, has limited arcane skill outside such things as sending, shields, wards, and mindscream. Certain soldier Novilles are trained in healing. Thor'ak has undergone such training. (B)

Addendum: Thor'ak is vying for position with B'gth over Princess Mi'Taw's affections. He has passed every test the princess has set for him. She does, indeed, favor him often with her presence. Though his

CHARACTERS

nature in regards to any other male suitor has been openly hostile, Thor'ak knows full well that the Princess will eventually choose many lovers to join with her, come the Time of the Eternal Union. Thor'ak dreams of the moment when he will join the Princess forever, never to separate from her body again.

BLOOD TURAN



Kindred: Sardin - Plains of Meit
Deity: Dead Horse God
Age: 25 years
Sex: Male
Height: 6'5"
Weight: 228 lb.

Hair/Eyes: His dark brown hair hangs several inches past his shoulders. His brown eyes glint with determination, usually at the most inconvenient times for the people around him.

Aura: As a Sardin, Turan has no perceptible aura.

Appearance: His selection of uniforms and armor constitute the finest wardrobe he has ever owned, and he does enjoy it, although he tends to enhance it with feathers, animal teeth, and the occasional scalp.

Position: Turan is a blood in the Hellhound Corps of the Second Army. His duties include the supervision of eighteen handlers in

their duties with the hounds, and leading those hounds and handlers in battle according to guidelines laid down by Sword Ramadan.

Physical Skill: Charging forward in one of his berserker rages, great black axe whistling through the air, he is indeed dangerous to all in his vicinity. His men are inspired by his fierce example to have the best battle record of any of the Hellhound units. Off the field, still inspired by Turan, they have the worst record for getting into trouble. His axe is custom-made, like the standard Tarin Tor-issue Hellblades in appearance and power, but it stores only one soul. That one, he will not part with (C). However, he is deadlier when unarmed, in the semi-human form of a werejackal. In that form his strength and speed are superhuman, and he can only be harmed by enchanted weapons, or by spells. (B)

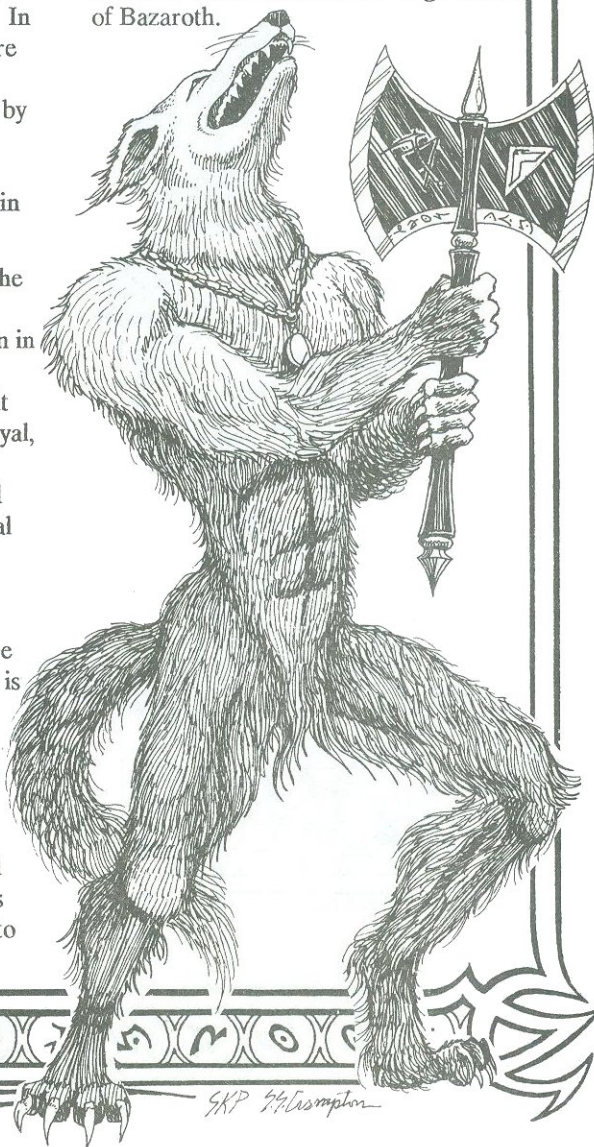
Magic Ability: Turan is a Sardin and has none. (E)

Addendum: Turan joined the Tarin Tor to be near the Dargonathian woman he had fallen in love with. When joining, he was required to swear his loyalty to Seit Nigira. Thus he is unswervingly loyal, because he never lies.

He acquired his werejackal form by cooking and eating a jackal under the disbelieving nose of a jackal-god. The offended deity inflicted the form upon him as a lesson, but Turan has found it to be more useful than educational. He is actually in werejackal form all the time, and appears in his previous, Sardin, form only with the aid of a magic ring, which maintains the illusion as long as he wears it. Luckily, his lover was openminded about this sort of thing. He knows that in his new form, he will have to serve the jackal-god whenever it

chooses to command him, and that sooner or later it will do so, but he will deal with that problem when it arises.

Turan's lover was killed about five months ago when an unknown person, disguised as Ramadan, told him that she was a traitor and ordered him to chop her head off. Because of the oath he had given to Seit Nigira, and because "Ramadan" said the order came from the Seit, Turan did as he was told. However, he has sworn to kill the Sword Prime for giving the order. Nigira still has his loyalty; it is Ramadan who is the focus of his rage. He waits, knowing it will take more power than he currently possesses to inflict a true death on the High Priest of Bazaroth.



FORT BEVITS

BLOOD ZAVYARA

Kindred: Sardin
Deity: Bazaroth
Sex: Female
Age: 209 years
Height: 5'4"
Weight: 111 lb.

Hair/Eyes: Her dark red curls fall well down her back, and her brown eyes glitter with an intensity that many people take to be humor, or passion.

Aura: At first, Zavyara seems to have no aura, which is strange as she is a magic-using person of respectable age. However, at some time in the course of a first encounter, when she feels she has "scored a point" in any way, the person meeting her will hear the whistle of a descending blade, followed by a sharp pain at the hairline. She has been accused of simulating this effect magically, in imitation of Seit Nigira's aura, but this is not the case. As Regent Tisha once explained it, Zavyara is just a "natural-born pain in the neck."

Appearance: On duty around the Fort, Zavyara wears her uniform; on duty undercover, she wears whatever is necessary; but off duty, she best likes black leather and lots of metal.

Position: Zavyara is a blood in Regent Tisha's procurement unit. She is also a spy for Hyl Sudiar, assigned to keep an eye on the Second Army. Hyl Sudiar has three spies in the Second Army: one that he knows Nigira knows about, one that he doesn't know Nigira knows about, and one that Nigira really doesn't know about. Zavyara is the third spy.

Physical Skills: Trained by demons, and naturally quite fast, Zavyara is swift and deadly with her long, thin Hellblade. If she has the chance to do so before a fight, she will cast a quick spell on her sword, doubling the damage when it hits, to make up for her small size and consequent lack of force. She is not yet advanced enough to make such a spell permanent; it lasts but one minute. (B)

Magic Ability: Zavyara is a black

witch, trained by Seit Fierced, though she left the Fifth Army under the cloud of Fierced's displeasure. Her magical power is roughly equivalent to that of a purple level Dargonath. However, it deals somewhat more with the enchantment of objects and potions and the like, and less with the manipulation of raw energies. She is a competent telepath. Her mind contains two lockboxes: one placed by Sword Ramadon to keep routine secrets associated with her job, and the other, very well hidden, placed there by Hyl Sudiar, to keep the secret of her true mission. (B)

Addendum: Though not instantly likeable, Zavyara tends to grow on people. Tisha and the rest of the "Procuring Packrats" are rather fond of her, though they still complain about her sharp tongue and occasional practical jokes. The impression she gives is that of a "rough diamond" who just needs a bit more polishing. In fact, she is rough clear through, and such polish as she has is a conscious act. She is an accomplished liar, both aloud and telepathically. She has proved useful to the Packrats, however, her sword getting one or another of them out of tight spots on several occasions. And she seems a loyal and supportive (if a bit vengeful) member of Sword Alkyron's jackalpack.

She is actually a great-granddaughter of Seit Fierced, who has used her own offspring extensively in her breeding programs. There is no family feeling on either side. Zavyara deeply and forever resents being forced to grow up in Hell. She still has nightmares about her experiences there. She parted company with Fierced when required to bear a child there. It was this circumstance that persuaded Nigira to trust her, though transfers from the Fifth Army are generally suspect.



CHARACTERS

BLOOD SINISTER ARNULF



Kindred: Sardin
Deity: Bazaroth
Age: 157 years (including 88 years training in Hell)
Sex: Male
Height: 5'9"
Weight: 180 lb.

Hair/Eyes: Wisps of gray hair over his ears and down the nape of his neck are all that remain of a once luxurious mane of chestnut hair. His eyes are of the same clear chestnut that his hair had been.

Aura: Being Sardin, he has no aura.

Appearance Arnulf, if not observed too closely, seems to be very businesslike. He wears his cook's hat and white apron proudly over a rough tunic and breeches. His manner is terse but never angry as he moves through the kitchen, supervising the staff and carrying out the chief cook's orders.

Under close scrutiny, Arnulf's eyes seem to stare unnaturally, blinking seldom. His face often shines with beads of sweat (but then, it is warm in the kitchen).

Position: He is the Chief Cook's First Assistant at Fort Bevits, a position which he has held for nearly twenty years (and which he may hold for another twenty, as the Chief Cook, being a demon who is very loyal to Nigira, is not likely to vacate

her post leaving Arnulf room for upward mobility). Arnulf is also an agent for Seit Fierced.

Physical Skills: Arnulf is an accomplished cook, having been trained in the art all his life. While never trained in hand-to-hand combat, he is quite agile with his kitchen knives and meat cleaver. (D)

Arnulf is very good with poisons and is a master of culinary sabotage, the training for which he received in Hell. He has not had to use his hidden abilities yet; Seit Fierced is saving him for a special assignment.

Magical Skills: Arnulf has none. (E)

Addendum: As a youth in a Sardin town under the dominance of Seit Fierced's army, Arnulf realized that his life held little promise of being long, comfortable, or glorious. Being ambitious, he traded his services to Seit Fierced, in exchange for promises of a longer life, riches, and honor.

The Seit had the perfect job for him. First, he was sent to Hell for special training in espionage and obedience. Then, while he was still young (in appearance), he was sent to join Seit Nigira's forces, to rise in time to a position from which he could do some real harm.

Arnulf has begun to feel abandoned, as his call to action has not yet come. However, he knows that he dare not give up his assignment, as punishment would be swift and merciless. On the other hand, he constantly lives in fear that someone from Nigira's army will discover his true purpose here. Finally, he feels not a little angry--after all, when he bargained for riches and glory, this wasn't exactly what he had in mind.

BLOOD SINISTER SELINA



Kindred: Arielite
Deity: Atheist
Age: 20 years
Sex: Female
Height: 5'6"
Weight: 112 lbs.

Hair/Eyes: Her slender, finely chiseled features are framed by her blue-grey hair cut in a short pageboy style. Her hair is worn in this fashion because the Sardin guards savagely cut it, leaving only irregular clumps. Under Seit Nigira's care her hair was styled into an attractive pageboy which de-emphasizes the damage. The texture is ultra fine and blows around her face like a soft rain cloud in the ever constant river breeze. She is not yet fully grown, so as a result her beautiful blue eyes appear oversized for her slim face. Selina's eyes are the deep blue of a clear, cold, night sky at the heart of winter on a full moon.

Aura: Selina is not a powerful enough soul to have a fully developed aura, but there is a distinct feeling of unspeakable sadness around her. There is also a feeling of uncontrollable hunger that pervades her very being. Most Sardins and Ælves are very uncomfortable in her presence. Yet, on the whole, she has the sympathy of Seit Nigira's camp.

FORT BEVITS

If asked, none could say exactly why they feel as they do about her.

Appearance: Selina always dresses in the proper uniform of a Tarin Tor junoir officer. She tries to keep her uniform in perfect shape and might even be heard to say, "I don't want to spoil it, or she'll be mad at me!" There is a pervasive feeling of grief that surrounds Selina. Looking at her it would be nearly impossible for a sane man to strike her down. The only piece of the Tarin Tor uniform missing is the sword scabbard. She does not wear a sword, nor does she carry any other weapon in sight.

Position: As a Blood Sinister she is supposed to command a small group of troops, but the title is strictly honorary. It has been given to her for her service as Seit Nigira's aide. She is the personal confidante of Seit Nigira. Selina is never far away from Seit Nigira.

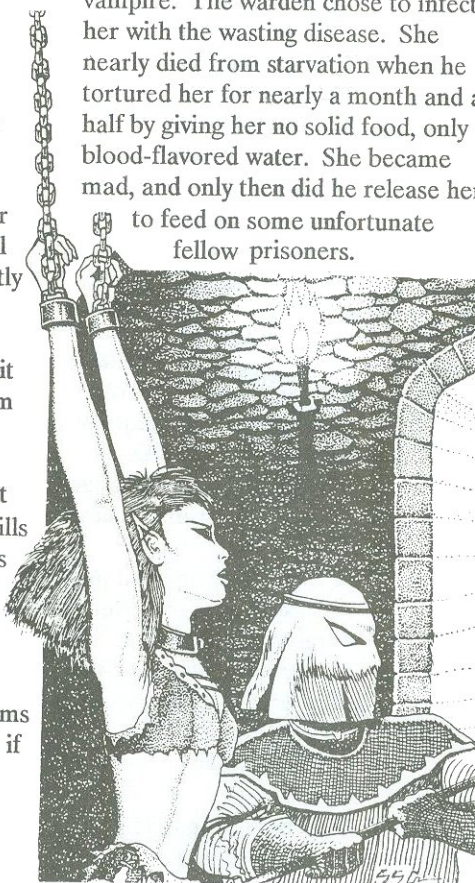
Physical Skills: So tender that light breaks her, Selina's fighting skills are nearly non-existent. This results not from her inability to handle weapons, nor from her lack of training, but from her reluctance to protect herself. Seit Nigira has personally trained her in several forms of hand-to-hand combat. However, if she were actually confronted by an attacker, Selina would more than likely freeze on the spot and allow herself to be killed. (E)

Magic Ability: Selina has very basic Aelven abilities, only those things that require no conscious thought. She is generally terrified of magic. (E/D)

Addendum: Seit Nigira found Selina when she was in the prison at Venermoth, during the Second Army's

attack of that city. Selina has been Seit Nigira's creature ever since. Selina was born outside of normal Compact Aelven culture.

Selina is very fatalistic as she believes she does not deserve to live. There is another problem making matters worse for Selina: she is a Wilder vampire. While she was a prisoner in Vernermoth prison she was attacked repeatedly by the warden, who was a Benevolent vampire. The warden chose to infect her with the wasting disease. She nearly died from starvation when he tortured her for nearly a month and a half by giving her no solid food, only blood-flavored water. She became mad, and only then did he release her to feed on some unfortunate fellow prisoners.



Selina hates herself, and would probably be a threat to her own life if she were not so very frightened. Seit Nigira has taken the young Aelven child under her wing, and even acts as Selina's donor each month when the girl needs to feed. Selina loves Seit Nigira with all her soul. She would do anything that Seit Nigira asked, no matter the personal cost or sacrifice.

SERGEANT CORWYN KI



Kindred: Aelven - Vendrinite
Deity: Vendridie
Age: 1,933 years
Sex: Male
Height: 7' 1"
Weight: 235 lbs

Hair/Eyes: His dark brown hair is shoulder length and short on top, cut in such a manner that it resembles the crest of a hawk. His bright green eyes, set against the well-browed tones of his face, resemble freshly unearthed emeralds.

Aura: Corwyn's aura resembles two snakes, one black and one white, intertwined in an intricate embrace of dance and counterdance. Each appears to be struggling to devour the other.

Appearance: He is usually seen in the uniform of a sergeant of the Second Army. He goes nowhere without his three blades. The long one on his back is treated with hy'claria. The one at his left hip is the standard-issue black soul-stealer of the Tarin Tor, while the one on his right hip is a semi-sentient, exotic-looking sword of unknown origin.

Position: Corwyn currently holds the rank of sergeant in the Second Army of the Tarin Tor.

CHARACTERS

Secretly he is a double agent who also works for the Ælven Army as a spy, reporting to Commander Ki'own at the Skully's Harbor Contingent.

Physical Skill: Corwyn has studied the blade all his life. He is, however, overconfident, and often finds himself facing vastly superior opponents. He uses a semi-sentient blade he purchased many years back in Tarn. The blade has managed to get him out of most of these situations relatively unscathed. He still has to work on his timing and patience. (C)

Magic Ability: Corwyn has paid little attention to his arcane training. He owns a ring though that allows him to shapechange into a panther. (E)

Addendum: Corwyn believes in honor above all else. He works for the Ælven Army, because he knows that the Lejentia place a high value on their honor. Yet, he serves Nigira because he pledged himself to her before he realized who she was or what she represented. He believes that she places a great worth on her personal honor and for that reason he serves her, willingly. He cannot decide to which side he should pledge his immortal soul. In recent months it has become increasingly obvious to him that he must decide soon, lest he lose his own honor by betraying both sides.

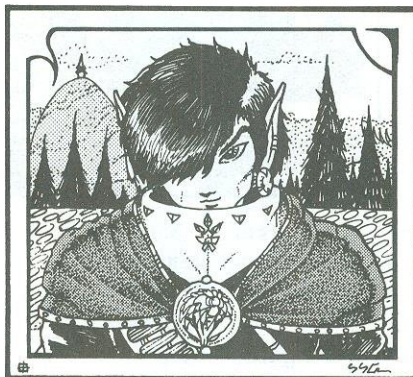
Corwyn Ki means Corwyn the Lost. He calls himself the "the Lost" as he is waiting to be found by a true love. Corwyn is a hopeless romantic, and he feels that the answer to his loyalty dilemma will be solved by someone who will find him, and claim him as hers.

Until then he will try to avoid choosing sides. Seeking instead to serve both sides, Corwyn will strive to

bring harm to neither. Having only the rank of sergeant, he is not privy to many secrets, and therefore does not arouse Ki'own's suspicions when he passes little or no useful information.

Corwyn loves swords. He is always seeking to add to his collection. The sword *Hymil the Righteous*, which is currently in the Temple of Ariendale at Skully's Harbor, is his current obsession. He also wishes to acquire one of the swords custom made by Seit D'Josso. Corwyn loves an honorable quest. If he is not currently occupied with Tarin Tor duties, he may be more than happy to join any such short mission.

SOLDIER RUHTRA



Kindred: Vendrinite Ælf
Deity: Vendridie
Sex: Male
Age: 1922
Height: 6' 11"
Weight: 199 lb.

Hair/Eyes: Ruhtra lets his fine black hair float free to his waist, or blow in the wind like a curling cloud of smoke. He has not been in the Tarin Tor, or among large numbers of strangers, long enough to have realized what a disadvantage this can be in combat. His innocence is mirrored in his wide, turquoise-blue eyes that so stunningly contrast with his dusky complexion.

Aura: People tend to relax in Ruhtra's presence. Those with eyes for magic can dimly see slanting beams of gold glittering through a peaceful green, like sunlight in a forest.

Appearance: Ruhtra's strikingly handsome face is made still more attractive by the kindness in his eyes, and the unassuming grace of his manner. Lean but well-formed, he walks with a long and quiet stride. He has but recently exchanged his comfortable buckskins for the black uniform of the Tarin Tor, and often runs a finger around the inside of his collar as though it is too tight, or has too much starch.

He speaks Ælven fluently enough, but with a Sardin accent. His Hellish is still so broken as to be unintelligible. Though the language has been imparted to him telepathically, he does not seem to have a knack for it.

Position: He is a soldier in the Tarin Tor, working as a scout for the Second Army. Sword Sinister D'Kahr is his commander.

Physical Skills: Though he has had no formal combat training (other than what he is now receiving in morning practice sessions with the rest of the humanoid troops), Ruhtra is a fairly good brawler, and knows what to do with a dagger or with a bow and arrow. (C) He understands the fundamentals of fencing with his long, slim sword, but he has had little experience. (D)

He has been issued a Hellblade, designed to channel the soul of anyone he kills straight to Hell -- but he keeps it sheathed at his back, and fights with the unenchanted blade of bronze-coated steel at his hip.

Magic Ability: Ruhtra has

FORT BEVITS

received no formal training in magic, but his deep love of the earth has endeared him to Vendridie, who imparted to him the skills he needed to survive. He has the standard abilities of a Vendrinite Elf, and is, if anything, a little better than average at sensing things and people, within or through the earth. (D)

Addendum: Ruhtra was raised by a Sardin trapper in Tanglewood. He has no idea who his parents were. His foster father, who hated cities and civilization, tried to impart to him a love of the wilderness, which came naturally in any case. After the Sardin grew old and died, Ruhtra continued living deep in the uncharted hills for some centuries, content to commune with his forest, and with the earth goddess. The escape of Bazaroth and the mobilization of most of the armies on Lejentia passed unnoticed by him.

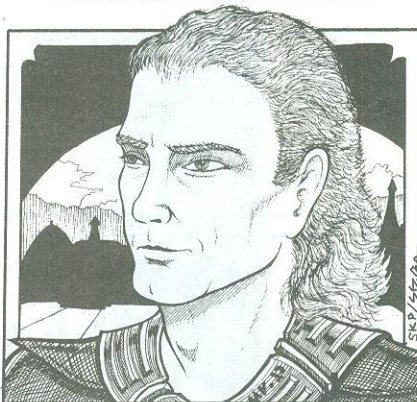
Only recently, when a battle occurred at the fringes of his forest, did he become aware of it. And then, the part that broke through his cocoon of isolation was the subtext of all such battles: the arcane contest between the opposing commanders, for mental domination of the land itself. To Ruhtra's shock, the battle caused geological disruptions that would take centuries to heal, if they could be healed at all. He was furious. Immediately after the battle, he joined up with the commander who had seemed to be defending the earth against the other's aggression. He swore his loyalty to Seit Nigira. He has not yet learned to regret his choice.

Though the Skully's Harbor/Fort Bevits area is only the equivalent of a small town, to Ruhtra it seems a teeming metropolis. He has been here about a month and has not yet got his bearings, especially in regard to the females of all races who seem to be vying for his notice. Currently,

he is being courted by Honoria, a beautiful Vendrinite (he thinks) who lives at the Golden Griffin Casino.

He has already clashed with D'Kahr over the treatment of a prisoner, earning himself a beating and three days in the stockade. He is quickly learning to hate the sadistic Navian, who heartily returns the sentiment, but (for reasons of his own) chooses not to let Ruhtra transfer to a more congenial unit.

AMBASSADOR JON ALGAR



Kindred: Sardin
Deity: Jehovah
Age: 21 years
Sex: Male
Height: 6' 9"
Weight: 254 lbs

Hair/Eyes: Algar wears his golden-brown hair shoulder-length in Sardin-style. His narrow brown eyes reveal little of his thoughts and feelings.

Aura: As a Sardin, Algar has no distinct or vivid aura.

Appearance: He is a ruggedly handsome man, slow-talking and slow-moving (most of the time). He usually is seen in the traditional flowing grey robes of a councilman from the realm of Karth'nin. Many an opponent has underestimated him as his robes hide his powerful build. He normally appears to be unarmed.

Position: Ambassador Algar is from his homeland of Karth'nin, a city taken by Seit Nigira's army just over two centuries ago. His duties include relaying the concerns of the official Citizen's Assembly as well as keeping the count of his city's lands for Seit Nigira's Secretary of Values.

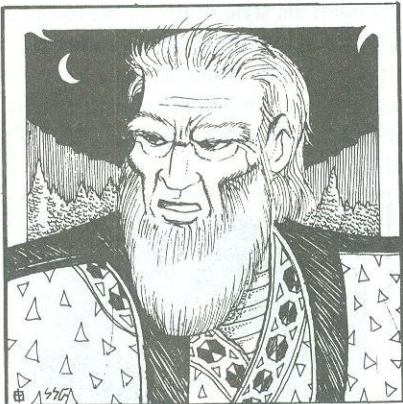
Physical Skill: Ambassador Algar is more familiar with the ways of negotiations than with the ways of swords. He has practiced traveling, unnoticed as much possible, thus making himself much less of a target for robbery or assassination. He carries a single dagger in his belt, but he does little more with it than buttering his bread. If hard put, his natural instincts to defend himself would allow him to use his considerable bulk to aid him, but he would not be much better than average in an unarmed brawl. (E)

Magical Skill: Algar has no arcane ability, nor would he use it if he did due to his rigid belief in Jehovah. (E)

Addendum: Ambassador Algar is a handsome, somewhat rugged individual. He tends not so much to follow the crowd as to lead it. He realizes that his life is dependant upon his getting along with others, with whom he often disagrees. While his new wife begs him to hold his tongue in the name of their still unborn child, he feels himself compelled to speak the truth as he sees it, even if that truth may not be the most popular opinion in the city, nor the most advantageous political position he could conceivably take. He is currently attempting to rework the method of military maintainance, as he believes the Liaison Officer is corrupt. He wants to obtain a personal audience with Seit Nigira in order to show her incriminating evidence that the Liaison Officer has been cheating and taking advantage of the city.

CHARACTERS

AMBASSADOR LORD BELMAR DONGIAN OF THE CITY SINE ROS



Kindred: Sardin
Deity: Jehovah
Age: 64 years
Sex: Male
Height: 5'6"
Weight: 176 lbs

Hair/Eyes: His thinning head of hair used to be reddish, but now it has gone predominantly white with only a slight hint of red to it. His thick beard is kept neatly trimmed, and it comes to a length just below his collarbone. His sea grey eyes often flash with anger. He tries to keep his words direct and to the point, and relays his people's words. It is for this reason that Seit Nigira leaves a small "peace keeping" force in the city of Sine Ros.

Aura: He is a Sardin, and therefore, does not have a fully developed aura.

Appearance: Belmar dresses in the traditional clothes of his people. A dark purple colored, soft fabric over jacket hangs to just below his hips. The jacket is trimmed with an accent color of bright red on the outer edge and along the built-up shoulder region. The underneath garments match the main color of the jacket. The top is a wrapped shirt with dolman sleeves. The shirt is

worn over a drawstring, pair of loose fitting pants. The pants come down to his ankles. He wears heavy dark colored socks that extend up to his knees under the pants. He wears a pair of thick-soled sandals laced up to his mid-calf.

Position: He is the eldest member of the city's former parliament, who is still alive. He was not comfortable with the position awarded him by Seit Nigira's Ver Nocian Specialist, but under the persuasion of the other lords of the city, he accepted the post. He resents the Tarin Tor. He makes no attempt to deceive the high command as to where he stands on the issues at hand. Seit Nigira understands his point of view. She uses his reactions as a gauge for the potential reaction of the region's people to any new policies that she might wish to put in place.

Physical Skill: He is not a warrior. His reaction to a life-threatening situation would be to try to brazen it out, and if that were not successful then he would surely die. (E)

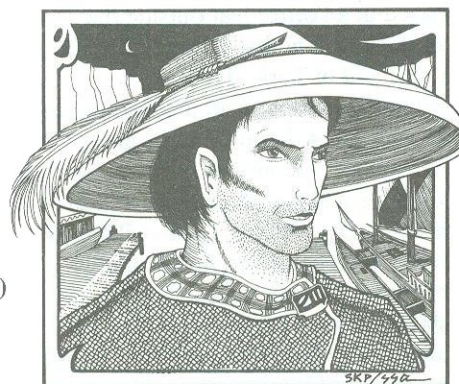
Magical Ability: He has no ability, nor does he have much of a personal tolerance for such things. (E)

Addendum: The battle for the city of Sine Ros lasted only three days, but it was particularly bloody as the Sardins did not wish to live under the Tarin Tor shadow. They fought without the help or support of the Ælves. The city has a long history, which is closely tied to the Jehovah religion. Seit Nigira did not desecrate the churches or holy places, nor did she let her troops enter the areas. Yet, she has established guard posts outside each of these areas and has required persons using the buildings to sign in and out and state

their purposes as they come and go from the buildings. It is Seit Nigira's belief that there are resistance fighters in the holy areas and so therefore, she wishes to strictly control the outside activities of these places until she believes there will be no more resistance.

He has been here for the past six days, and he is planning to stay for another eight. He came to present Seit Nigira with some very generous gifts of gold crowns and expensive raw sapphire gemstones freshly mined from the Hythros Mountain Mine. He will be staying on after the official ceremonies to discuss the upcoming semester's agenda with Archon Merrar.

CITIZEN FARAIN ELOKI



Kindred: Sardin
Deity: None
Age: 31 years
Sex: Male
Height: 6' 1"
Weight: 180 lbs

Hair/Eyes: Eloki wears his fine chestnut hair only a few inches long and brushed back from his face, though it tends to fall into his eyes when he is active. His black-fringed, steely-blue eyes have a look of guileless innocence, especially when he is bargaining.

Aura: A being so young ought not to have an aura. Perhaps he doesn't -- but many people

FORT BEVITS

experience something like a pleasantly invigorating electrical shock upon listening to him talk. His voice is nothing special, but the intelligence behind it is truly extraordinary.

Appearance: Eloki dresses as a conservative businessman of Tarn, in low boots, well-fitted trousers, a loose tunic, a bulky cloak, tight leather gloves, and a broad-brimmed hat, all in sober browns and blues, or black. The cut and fabrics are very fine, but severely plain, and he wears no jewelry. The sword at his side has a simple leather-wrapped hilt, and the scabbard likewise bears no ornament. By the pallor of his face, the sun has not recently touched him -- indeed, he does most of his business at night.

Position: Eloki is a trader, based in an office just outside the Fort, though he has a large office on the island of Tarn. He traffics primarily in food, gold ore, weapons, fabrics, gems, liquor, and foreign currencies. He invests in business ventures and occasionally in treasure-hunting expeditions. Quite willing to trade in illegal items, he absolutely refuses to deal in slaves, though slavery is legal in the Tarin Tor. He might occasionally buy and sell drugs, except that his huntmaster, Vincent F'riks, has expressly forbidden it. At Fort Bevits, he supplies not only some of the army's needs, but those of the prisoners, through a profitable relationship with Archon Ve'ryl.

Physical Skill: Strong and fast, Eloki's greatest asset in combat is his brilliant mind. He reacts with lightning reflexes, instantly evaluating a situation and making no errors in his response. He prefers not to fight; or if he must, he prefers to fight an unarmed, unwary, or unconscious opponent. His skill with his fine sword is adequate (C). With a dagger he is better, and barehanded he is better still. (B)

Magic Ability: Eloki is a Wilder, a vampire created by the bite of a Benevolent. As such, he is inhumanly strong and quick, has the power to change into a black owl or a cloud of mist, and has the power to mesmerize one who meets his eyes. Unaffected by holy symbols or running water, he must sleep in contact with the earth. He can be killed by flames, sunlight, decapitation, or a wooden stake through the heart. His reflection does not appear in mirrors. F'riks has taught him how to send and receive telepathic messages over a distance of about ten miles, but he has no great experience or skill. He does, however, collect such useful items of magic as opportunity and finance provide. Currently he owns a small silver mirror (3" in diameter) which he keeps in an inner pocket of his tunic. When he stares straight into it, it will show him the inside of any enclosed space within 100 yards of him -- for example, a locked room, a safe, or a pocket. It will not penetrate magical privacy shields.

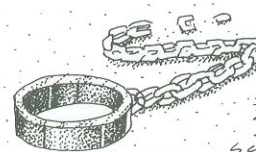
Hidden in his hair is a headband of very small obsidian discs on a black metal chain. This item protects him from telepathic spying, tampering, and attack as though he were a highly skilled and powerful telepath (B). His overall ability is low. (D)

Addendum: Until the age of fifteen, Eloki was a slave in Lorien's Kingdom. His good looks attracted the attention of a wealthy lady from Tarn, who bought him and took him home as private entertainment. A few months later she died unexpectedly -- as did everyone else who knew Eloki by sight as a slave -- in a mysterious epidemic. In all, some sixty people died, including servants, delivery people, and neighbors, as well as the

lady's circle of friends. At that time Eloki took a new name, cut his hair, changed his style of dress, moved to a quietly comfortable neighborhood, opened a very impressive bank account, and began keeping company with Laurinda, an apparent Vendrinite Elf.

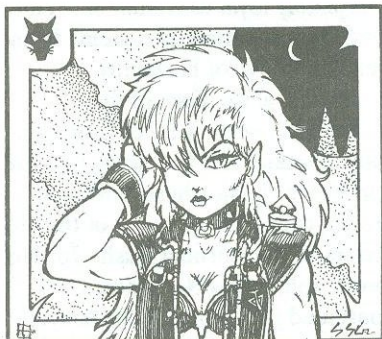


Laurinda is actually a Benevolent. It was she who bit Eloki and made him a vampire (with his full cooperation). Just as he wished to escape from slaver, she wished to escape the cruel domination of the Crypt of the Sixteen. She cannot really control Eloki, as her personality is not strong, despite her race. However, she has since come under the domination of Vincent F'riks, whose will is more than adequate to directly command the wily ex-slave. Eloki secretly seethes under this control, and uses all his considerable wits to arrange everything so that F'riks will only command him to do things he has decided to do, anyway. This works some of the time. Although Eloki is too intelligent to personally blame F'riks for a fact of nature -- in fact, he rather likes the ancient Benevolent -- still he would seize any opportunity to safely do away with F'riks in order to be free.



CHARACTERS

CITIZEN GRIMWILL GRAGMAIN



Kindred: Sardin
Deity: Agnostic
Sex: Female
Age: 27 years
Height: 5'9"
Weight: 135 lbs.

Hair/Eyes: She has long gray hair down to her waist and light red eyes that reflect the light like an animal's eyes. There is a very fey, wild quality about her that many males find overwhelmingly attractive.

Aura: Her smiling wolf aura takes one by surprise as it is unusual for a Sardin to have an aura. But she doesn't know how she came to be a werewolf, and the aura could be tied up with her unknown personal origins.

Appearance: She dresses lightly in soft buckskin leather vest and a high cut leather skirt, which hides a silvery colored body tight chain tunic that comes down only long enough to cover her behind.

She loves to go about as a werewolf. To that end she has a golden storage bracelet allowing her keep her clothing with her when she changes to were-form. She likes to change only partially, and then dress only in her gloves, favorite dagger belt, golden wrist bracelet, and ornate ankle bracelets. She is proud of what she is and enjoys hunting like this as she feels like showing off her body.

Position: She is Sword Prime Ramadon's personal spy. She is frequently off on missions to acquire information about matters Ramadon is personally concerned with. She helps the secretive Sword carry out portions of plans without ever knowing why she is doing what she is doing. She is very curious as to some of the activities he involves her with but her philosophy is that it's his business and she doesn't care enough to ask questions. There is no illusion of trust between the two of them - only an overlord/warrior relationship.

Physical Skills: She is a good swordswoman but prefers hand-to-hand as a werewolf. (B)

When she fights she usually fights with a highly enchanted blade.

The use of this sword has made her unafraid to respond to the threat of a Noville attack. The only drawback is the fact that when she is fighting with this sword she is

vulnerable to attack from both planes at once. Therefore, being no man's fool, she also carries with her an extra well-made but non-magical sword. This way, if she is hard put in two places at one time she can simply close the "door" between planes by sheathing the sword. She is excellent with the multi-plane sword (A). But, with any other normal sword, ax, or bladed weapon, she is average. (C)

Magic Ability: Her arcane ability lies in her telepathy with animals and people. She has also had training in the use of a powerful mind shield. She is a werewolf with powers such as telepathy so that even shapeshifted she can mentally communicate. She can shift completely or only partially into the form of a wolf. (D)

Addendum: Grimwill is happy with her lot. She is employed by Ramadon, as a personal mercenary.

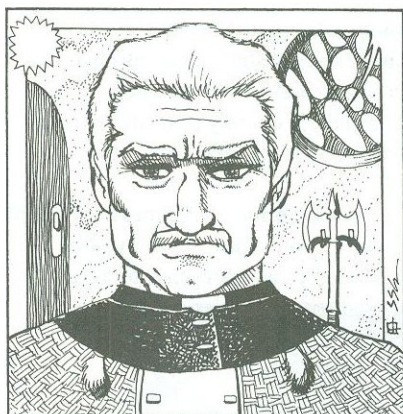


FORT BEVITS

She also wears a ruby ring of calling, whose origin is unknown. She doesn't know what it calls because she hasn't tried it. She is trying to find out what it is by asking powerful mages that she meets.

An idiosyncrasy of hers reveals her wilder nature, as she loves to run around Skully's Harbor in her changeling form, especially when it's raining. She enjoys fighting and is proud of her werewolf abilities, which she says will keep her young and will heal her from any wound.

CITIZEN TEZEKIAL JORDAN



Kindred: Sardin
Deity: Jehovah
Age: 27 years
Sex: Male
Height: 6'4"
Weight: 178 lbs

Hair/Eyes: His prematurely grey hair is parted in the middle, hanging limply just past his ears. He washes it every morning, and it always smells like lemon-rind soap. His eyes are an unflinching brown. There is never any trace of pity, compassion, or any other emotion in those eyes for the prisoners in his care.

Aura: He is Sardin, and hence has none.

Appearance: He wears the very conservative brown habit of a

devoted Jehovahan man from Cinnatol. The high necked, button-down-the-front jacket extends down to mid-thigh. A coarse-fitting pair of pants is strapped in at the knee and tucked into a dour pair of dark brown, ankle high boots. He seems to be unconscious of what anyone might think about him or his appearance. Overall, there is a strangely aloof quality to Jordan's plain appearance.

Position: Tezekial Jordan is Sword Ramadan's choice of administrating guard for the High Execution Facilities. There are a number of reasons why Sword Ramadan put this man in charge of one of the most fearful Facilities in the whole of the Tarin Tor. One reason is that after the conquest of the City of Cinnatol, the Sword has extended his protection to Jordan's family, whom he keeps at an occupied convent.

Physical Skill: He is an excellent swordsman when using two short swords, which are always strapped to his back. He is frighteningly fast, and very agile. It is nearly impossible to knock him off his feet because of his agile nature. There is never a trace of hesitation in his fighting, and he will slay an opponent with no instant of regret. He never toys with the prisoners in his care. He normally does not have any trouble from them when he moves them from cell to cell, or as he is feeding them, but should they attempt to attack him, he will not give his drugged wards any allowance before he sends them to their "just reward." (B)

Magical Ability: He is a Sardin and hence has no magical ability. He does have calling and shielding crystals on his person at all times as he is usually alone in the facility. (E)

Addendum: Tezekial is completely loyal to Ramadan. This loyalty for the most part stems from Tezekial's love of his family. Ramadan, at the time of the subjugation of the City of Cinnatol, took Tezekial and his family to a safe convent in the northern Withered Heath, called the Convent of the Holy Sisters of the Burning Bush. Jordan's family still enjoys Ramadan's continued protection at the convent. Tezekial is allowed to see his family one week out of every year at the convent.

Ramadan has extended the generous invitation to Tezekial to spend one hour a week enjoying his wife at Ramadan's house in Hell. Tezekial has never accepted the offer for fear of binding his and his wife's souls to the despicable demon Brethren and their loathsome Hell. The other reason for Jordan's position is his steadfast faith in Jehovah. He believes that all of those persons involved in the Tarin Tor are heathens doomed to have their souls burn for all eternity in Hell. He prays to his God to spare him and have mercy on his soul despite his conscripted service to the Tarin Tor.

Tezekial is impossible to bribe or seduce as he believes all the heathens should die, so that their souls may be judged for their vast, sinful transgressions against the one true God.



Regent Sinister Horizia

CHARACTERS

CITIZEN KOHL MARDEN



Kindred: Mestizo - Sardin/
Dargonath

Deity: Atheist

Age: 196 years

Sex: Male

Height: 6' 4"

Weight: 236 lbs

Hair/Eyes: Marden's eyes shift from green to gold, depending on the light and on his mood. His dark red-brown hair is pulled back into a brushy ponytail.

Aura: To the extent that it is visible, Marden's aura is reminiscent of a sandstorm or dust devil: faint, slanting streaks of reddish-amber swirl angrily around his form.

Appearance: Following Eloki's example, Marden dresses as a businessman of Tarn, favoring brown and russet tones. He wears an ornate shortsword on his right hip, and a larger, matching sword over his left shoulder. Not a member of the Dargonathian College, he does not wear a tribal armband or any face paint. He speaks with a Hellish accent.

Position: Marden is Eloki's bodyguard, and his agent during the hours of daylight. Though he gets an occasional evening off (when Eloki feeds), he will usually be found on the premises of Eloki's office during the day, and at the vampire's side during any business dealings after dark. He does his job well, protecting his employer not only with his fighting

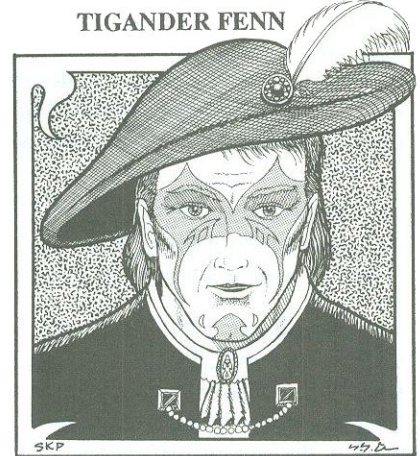
prowess but with spells of detection, warding, and shielding, trying to anticipate and prevent any threats.

Physical Skill: Born into the Tarin Tor under the breeding program of Seit Fierced, Kohl Marden was educated in Hell. Belying his calm, controlled manner, his fighting style is that of a berserker. He bursts into action with a bloodcurdling roar, drawing both swords and hurling himself at the enemy in a wall of flashing steel. He is equally good with a dagger, or barehanded. His blades are treated with hy'claria to rob his enemies of their magic. (C)

Magic Ability: Marden is the equivalent of a brown level Dargonath, but his magic has a Hellish flavor. He draws power from the nether realms in some of his spells, as well as from the Aiute. He has also been taught the characteristic spells and alchemy of the black witches of the Fifth Army. (C)

Addendum: Marden's life was extremely harsh, first in Hell and then as a blood sinister in the Fifth Army, until the day eight years ago when he refused to join in the abuse of the captured Ælven priestess, Tet Ton Aih. Remembering his own hopeless childhood, he had been touched by Tet Ton Aih's kindness to a child. Seit Fierced was first offended by his refusal, then outraged by it in retrospect, after the priestess called down the flaming fury of Ariendale upon the Fifth Army. Marden suffered the sadistic whims of Fierced for two days, until a visiting trader offered to buy him for a keg and a half of Hellish ale. No fool, Marden immediately begged the seit to kill him rather than degrade him by selling him into slavery. Fierced gleefully sold him. As soon as they were out of sight of the army, Eloki freed him. Marden has remained willingly with the vampire ever since.

TIGANDER FENN



Kindred: Dargonath - Eagle Clan

Deity: Hammil

Age: 791 years

Sex: Male

Height: 6'5"

Weight: 222 lb.

Eyes/Hair: Tigander wears his light brown hair slightly below collar length. His bright blue eyes have a good-natured warmth.

Aura: Though it is more an impression of color and motion than of form, Tigander's aura has been likened to the rollicking of a bear cub.

Appearance: He dresses as a wealthy gentleman of Tarn, in dark silks and wools, set off with expensive ornaments.

Position: Though he generally turns a profit in his art dealings, Tigander is an amateur, a former "consulting mage" who has amassed his fortune and now concentrates on enjoying it. He is here by Seit Nigira's invitation, after writing to her and asking to see her art gallery, and mentioning several works of art in his possession that she might want to buy. He arrived by steamboat -- the *Lady Maria*, a product of the latest technology in Erinz, being his favorite toy -- and is staying in one of the guest apartments.

FORT BEVITS

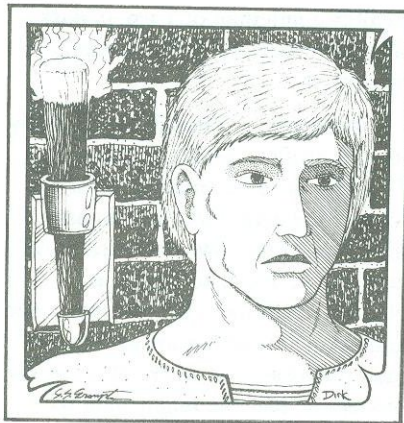
Physical Skills: Though Tigander had some combat training a long time ago, he is a peaceful man. Outdoors he wears a well-made shortsword (just in case), but he doesn't expect to need it. (D)

Magic Ability: Tigander is well into his red level studies, though he is pursuing them at a leisurely pace. (B)

Addendum: For the last two or three centuries, Tigander Fenn's passion has been collecting fine art. He is particularly interested in the work of the famous half-Ælven master, Mannoth, currently a resident of the Ice Palace. He has come to see several Mannoths in Nigira's possession. One of the artist's lesser works is in the collection he has brought to offer to Nigira, though he does not intend to part with it unless she offers him something better (another Mannoth).

A good-natured and basically decent man, Tigander has found that his passion for art collecting sometimes tempts him to "a little friendly larceny." He cheerfully gives in to the temptation.

PRISONER MASTER JOSEPH ARNSTARM - T.T.# N 7612



Kindred: Sardin
Deity: Jehovah
Age: 30 years
Sex: Male

Height: 5'11"
Weight: 142 lbs

Hair/Eyes: He has dark blond hair which is kept very short and clean. His deep brown eyes gleam with the pride of inner conviction. Most Ælves find his gaze hard to hold as he looks at them as though he can read their very souls. Sarah's troops have the reputation of looking "spooky" in this way and he is no exception.

Aura: He is a Sardin and has not lived long enough to have a defined aura. Yet, a dim unfocused glow seems to surround him sometimes when he is seen against a darker background.

Appearance: He wears a green fabric tunic and pants as he has been in the encampment long enough for his original clothes to have worn out. The outfit is styled similarly to a Tarin Tor regulation uniform for off duty personnel. Short boots of soft green bison-leather are provided as well. Joseph is a stickler for being clean and neat. He wears a single piece of jewelry, a slim gold wedding band on the ring finger of his left hand. He has had to both fight and trade in order to keep it. The ring is his most valuable possession.

Position: He is a prisoner in Seit Nigira's encampment.

Physical Skill: He was a very good swordsman in his time, but he has not fought in a battle for nearly fourteen months. He has had little opportunity to practice as he is not one of the warriors used in the show fights. He has no weapons. (D)

Magic Ability: His eyes are fierce. He appears to be able to read auras, but this is not the case. His training in Sarah's army gives him a

dim impression of an aura's alignment; however, he cannot actually see them. (E)

Addendum: Joseph is married, and his wife lives in the refugee camp at Cardense. He believes that he will be able to get free one of these days and rejoin Sarah's army. He believes that the Tarin Tor are the devil's plague upon the land and that they should be cleansed from the face of the earth. Sarah is the religious leader of the Cardense People's Army whom Joseph would fight to the death for. His steadfast convictions are a never-ending source of amusement for Sword Sinister Alkyron. An old poker shark, Joseph often takes Alkyron to the cleaners. The Sword tends to look out for the man as he fancies his company.

PRISONER HARMON T.T.#N8971



Kindred: Dargonath with one Ælven grandparent
Deity: Vendridie
Sex: Male
Age: 476
Height: 7'4"
Weight: 350 lbs.

Hair/Eyes: Harmon has blue-black wavy hair extending to his shoulder blades, which he has worn loose since his imprisonment. His eyes are deep, midnight black with golden flecks, which remind anyone who chooses to meet their steady gaze of stars in a midsummer night sky.

CHARACTERS

Aura: His aura is not so much seen as felt. To those who are good, the effect is one of inner calm and peacefulness. Evil characters note a sensation of confusion when he is in the vicinity, the intensity of which is directly related to the extent of evil present.

Appearance: Harmon is bigger and more muscular than most Dargonaths. His physical development is owed to the rigors of life in an undeveloped wilderness area. His most striking physical feature is a thin scar, which extends down his left cheekbone to the corner of his mouth, giving him the appearance of sneering slightly. The scar was received during childhood during a scrap with a village bully. The youth attempted to wrestle Harmon over the edge of a steep gully; however, as they reached the edge, and at a point at which the bully was apparently going to be successful in his efforts, his foot slipped, and it was he and not Harmon who ended up at the bottom of the gully. Harmon cut his face on a sharp, outcropping branch while trying to drag his unconscious assailant up the steep slope.

Harmon wears a rough tunic of homespun fabric. It is somewhat tight, and has been torn and crudely patched in places. His leather sandals are tied midway up his calves.

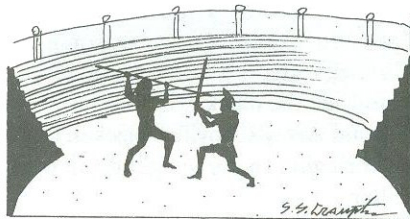
Position: He is a prisoner of the Second Army.

Physical Skills: Harmon is very strong. He has not been trained as a fighter, and is skilled only with such hunting weapons as he needs to provide himself with food. He is seldom attacked as there has never been any real reason to do so; if he were, however, his only defense would be his imposing size and strength. (D)

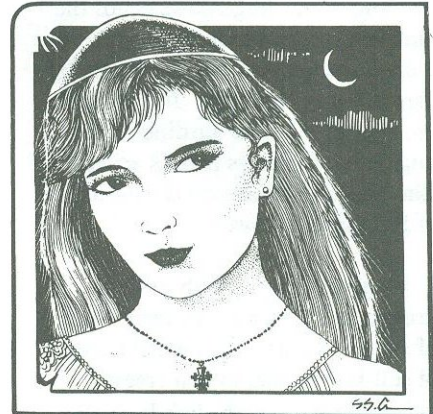
Magical Ability: Descended from a strong, though exiled, Dargonathian wizard, and with Ælven blood (however little) also flowing in his veins, Harmon has the potential to be a very powerful wizard. With proper training he could probably reach silver level; however, he knows nothing of this. His family has renounced all workings of magic and refused to teach him of Dargonathian ways. He has been raised, essentially, as a country boy. Harmon has a special gift, not known to anyone- especially himself. He is essentially surrounded by a field which acts as damping force to evil. (E)

Addendum: Seit Nigira's army eventually came to and conquered the small village where Harmon was raised. Because of his size and obvious strength he was immediately selected for the training arena. Although Harmon never showed a propensity for violence, his keeper, who secretly enjoys the bloodier aspects of his job more than Nigira would allow if she knew, feels confused and uneasy around him, and has developed a dislike for his prisoner.

Harmon has been matched in training bouts with superior Second Army soldiers, some of whom have been especially selected by Ramadan, himself, at the keeper's urging. In these fights, though Harmon always acquits himself clumsily and never seems to gain in skill, his opponent has never been able to overwhelm him. If Seit Nigira meets Harmon, she will be affected differently than his keeper or Ramadan.



PRISONER LADY AUBRY HUNTINGTON



Kindred: Sardin
Deity: Jehovah
Age: 23 years
Sex: Female
Height: 5'7"
Weight: 121 lbs.

Hair/Eyes: She has fine amber blond hair that hangs midway down her back. It has the feel of soft chinchilla fur when touched. She wears it parted to one side, with a wave as a bang. The rest of its silky length hangs straight down her back, or flies away with the least breath of wind as though it has hardly any weight of its own. Her enormous green eyes sparkle with mischief sometimes, when she is happy. But, lately she is a very somber young woman. Her eyes sometimes appear weary as though she has seen the worst parts of life, which indeed she has.

Aura: She is a Sardin and should not have an aura. But she does have one and it is a very powerfully shaped aura, although it is translucent, lacking the arcane power to become as solid as Seit Nigira's or even Alkyron's. It nonetheless resembles the legendary aura of the first High Lord of the Ælves. Most Ælves of the compact forces who have met her are taken aback by the

FORT BEVITS

resemblance. The sound of it is like the purring of a great she-cat, the padding of her huge paws echos the purr with a dry, restless whisper. The scent of her coat is like hot sunshine captured in clean fur. It is plain for the eyes of all, save Sardins, that a huge golden lioness prowls around the slim waif in who sits on the balcony of Ramadan's Tower.

Appearance: Lady Aubry dresses as befits a Jehovahan woman of Jabar, in a trim apron-style dress of soft brown silk, over a cream-colored taffeta, with slightly longer petticoats. She is kept in fine dresses and soft velvet shoes from Erinz.

Position: Lady Aubry is an unofficial prisoner of the Tarin Tor. Seit Nigira knows of her existence and is very worried that Sword Ramadan keeps the young woman in his Tower. But, it was Sword Ramadan who captured her, and thus, by the laws of the Tarin Tor as well as the Brethren, he is entitled to her to keep as a slave or prisoner, these laws are only for the highest ranking Officers.

Physical Skills: Aubry knows how to fight with a handheld dagger as well as how to throw shooting stars and aim and blow a dart pipe without inhaling the dart. At hand-to-hand combat she has been taught how to handle herself by a Brother female from Sword Ramadan's house in Hell. The demon can not discern why in all the six Hells her overlord does not just eat the young woman for lunch and have done with it. But, she has been forbidden to teach the girl anything but the proper moves in combat. Aubry's skills have increased in the time she has spent in Ramadan's care, but she still has a long way to go to be excellent. (C)

Magic Skill: An old Cobra Clan Elder who does not think much of

Sword Ramadan's political beliefs has been visiting the young woman every other day on Ramadan's personal balcony. Ramadan is always present while the Elder is with Lady Aubry. Under his tutelage Aubry is beginning to learn some yellow level spells. Ramadan has told the Cobra Elder that Aubry is really a Tarin Tor born Dargonath, who was unaware of her parentage until now. The Aiute has been responding to her surprisingly well.

Aubry is torn in her studies as her religion tells her that the study of the arcane arts is a sin great enough to imperil her soul, but on the other hand the power feels natural and she secretly enjoys the thought of being able to heal people who are hurt or injured. (D)

Addendum: Lady Aubry was the child-bride of one of the main civic leaders in Jabar before it fell the first time. Lord Huntington had warned Jabar of the Tarin Tor threat, nearly three years before Seit Nigira struck. He was the Lord of the Council who had housed the lone Lejentia Lord Knytling of Dan-Ger as the Ælf acted as an early warning guard for the city.

Rumor had it that the Ælf was accused of sleeping with his host's young bride, but the accusation was never proven. Not long after that the Ælf was betrayed by members of the City Council. He was drugged, and hauled from the city in a hay cart. Sword Ramadan, under orders of Seit Nigira, met them and paid them seven hundred golden Eagles for the bound Ælf. No sooner was the wagon being driven by a Tarin Tor assassin than Ramadan turned on the treasonous Council lords, but not before they could see the black wings of the Second Army's Novilles blacken the sky bringing an early night down on Jabar.

PRISONER BATTLE MARSHAL VIY N'TAYE - T.T. # N 9481



Kindred: Ælven - Vendrinite
Deity: Vendridie
Age: 1800 years
Sex: Female
Height: 6'6"
Weight: 156 lbs.

Hair/Eyes: Her heavy black hair has a slight wave and crowns her shoulders like a lion's mane. Her eyes are a deep green shot through with veins of metallic gold that are reminiscent of her hair's highlights.

Aura: Her aura is still not clearly defined. A dim swirl of vibrant green and soft copper seem to stream out from her to dissolve only a few feet away from her.

Appearance: With dark coppery skin, delicate features, and a trim figure, Viy is a beautiful Ælven female. She is very aware of her appearance and tends to try to hide it as much as she can. She dresses in the dove grey Lejentia uniform that she was captured in. Her boots were recently replaced with a fine pair made of highly polished leather. They were a gift from Ve'ryk to prove his ability to provide her with the niceties of life. She has not yet given in to Ve'ryk's offers of special treatment in return for favors.

CHARACTERS

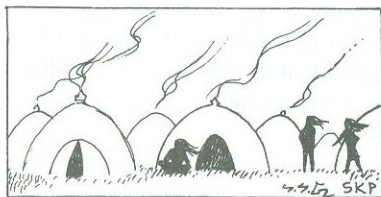
Position: She is a prisoner in Seit Nigira's ecampment.

Physical Skills: She is a fully trained Lejentia. She is kept bound by prisoner wards which are on her at all times. The wards prevent her from drawing her sunstaff. She has no other weapons. Ve'ryk has used her twice in the show games, and she has been forced to fight with a broadsword. She has proved to be a respectable warrior. (B)

Magic Ability: She is a skilled field healer, but never learned how to soulchase. She was always the physical half of the bonded pair when her partner was alive. She can perform the simpler spells common to all Lejentia as long as she has time to concentrate. In a battle physical prowess would save her. (D)

Addendum: Vyi has still not accepted her captivity. She is highly aggressive and hostile to all who come near her. Her main desire is to escape, killing as many of her captors as she can in the process. She is even sharp with the other prisoners, especially Morian Ste'llein, whom she judges to be a Lejentia traitor due to his association with Ramadan the Butcher.

She is terrified of being made into a Tarin Tor officer's plaything. She does everything that she can to disguise her figure. She also wears her hair tightly braided and coiled harshly on the top of her head. Despite these attempts she has caught the eye of several of the Tarin Tor rank, including Archon Ve'ryk.



SLAVE GREENSLEEVES



Kindred: Vendrinite Ælf
Deity: Atheist
Age: 1237 years
Sex: Female
Height: 6'5"
Weight: 147 lbs.

Hair/Eyes: Wide eyes of brilliant green normally hold a startled expression reminiscent of a wounded fawn staring at the archer whose drawn bow promises no quick end. Her sleek hair has a weight to it which causes it to swing seductively. Its blue-black hue is reminiscent of Seit Nigira's own hair color.

Aura: She has a dim aura as her personal power has faded throughout the past few years. Her aura used be a blazing torch illuminating a dark, smoldering battlefield. Now, it has darkened so that the battlefield cannot be seen. The torch appears to have burned down through its handle until there is only a flickering flame clinging desperately to life in an unseen wind that threatens to extinguish the flame at any moment. The unseen wind around Greensleeves seems filled with a subconscious fear that quickens physical desire in any being with a sadistic twist in its nature.

Appearance: From the hue of her skin, to the proportions of her

body, Greensleeves resembles Seit Nigira. The only notable difference is her height as she is nearly six inches shorter and weighs seventeen pounds less.

Position: She is Sword Prime Ramadan's personal slave. She was condemned to die by a tribunal for the crime of treason.

Physical Skills: She was trained in the use of all hand-held weaponry, but she is out of practice and has lost much of her former confidence. If given a sword she might try to escape if she could. Currently, she will not use real physical skills anymore as her spirit is nearly broken. She will not put up a fight anymore because she has been so brutally beaten in the past, she tries to avoid being hurt again. (E)

Magic Ability: She is currently warded with prisoner wards and so therefore has no magical abilities aside from seeing aura, and return sending when sent to by another with boosted power. (D)

Addendum: Greensleeves, whose real name is currently unknown to Sword Ramadan, was a Tarin Tor bred child in Dylogon's army. She was raised in Hell for seven years Lejentia time. Greensleeves was in the vanguard of a growing group of officers that Seit Dylogon was breeding to increase his army's size.

She was a loyal officer of the Tarin Tor, until the fateful day when she was seduced by an Ælven Lejentia prisoner in her care. The two of them tried to escape from the mad Seit's prison. Seit Dylogon upon hearing of the escape called in Hyl Sudiar and arranged a "summer hunting party." The resulting chase took three days, and involved nearly four hundred joint troops. When the couple was found Seit Dylogon had the Lejentia officer

FORT BEVITS

beheaded. The head was stuffed and mounted on the body of an ornately costumed and bejeweled two-hundred-string puppet for the Hell Lord's personal theater at the Ice Palace. The body was then added to the menu of the hunt's feast. Greensleeves was forced to both watch the beheading and to participate in the cooking and preparation of the dinner. When all sat down to eat Seit Dylogon had her dressed in a matching puppet's gown and seated beside him. He and Hyl Sudiar ate lustily, and laughed heartily at the puppet's play that was put on in honor of Hyl Sudiar.

The next day she was sentenced to death and taken to the Ice Palace. She was to be given over to Hyl Sudiar's Head Executioner. Greensleeves arrived along with thirty other former Tarin Tor prisoners from four other armies. Ramadan took the young female officer to his tent to keep him company before her execution. That was almost three centuries ago.

She lives in Ramadan's shadow terrified of setting him off on one of his more violent sessions, the kind in which she has never participated. She has an affection for the Sword, but would jump at the chance for freedom if it did not lead to her endangering Ramadan. She cares for him as her protector, but there is no true love involved.

Lady Aubry has promised to take Greensleeves with her when they are freed. Greensleeves believes that Lady Aubry is a bit unrealistic when she talks of being freed, but still stays close the young Sardin girl all the same, as Ramadan treats Lady Aubry with the manners fit a queen. Now that Greensleeves is with Lady Aubry, Ramadan is never alone with her.

SLAVE MORIAN STE'LLAIN - T.T. #F 5679



Kindred: Aelven - Navivian
Deity: Ariendale
Age: 4581 years
Sex: Male
Height: 7'1"
Weight: 234 lbs.

Hair/Eyes: His reddish blond hair is worn long with a Lejentia silver circlet on his brow to keep the longish bangs out of his eyes. His eyes are a piercing gold which command respect, even from his enemies.

Appearance: Ste'llain has a hard, weathered face that reflects the hardships he has known in his long life. His eyes can be kind when speaking with prisoners, especially the young, newly captured, or fellow Lejentia. Normally, however, he has the ambiance of a seasoned warlord, who gives little quarter and expects none in return. He still wears a Lejentia Morian's uniform. The uniform is of the K'el's colors, light blue, gold and black, and is always immaculate.

Position: Morian Ste'llain is currently a personal slave and aide of Sword Prime Ramadan. He lives in Seit Nigira's prison encampment as he used to be a prisoner.

He works for Sword Prime

Ramadan helping to process new prisoners. He also willingly aids in the preparation of those Aelves who are about to be sacrificed to the Hellish Brethren. He is well respected by Sword Ramadan and Nigira's assassins. However, his fellow prisoners look down upon him as a traitor, one who willingly aids the enemy by slaughtering his own kind for profit and privileges.

Physical Skills: He is fully capable of fighting with any weapon made by or known to the civilized races. He is an aggressive warrior who has fought for thousands of years. He was a commander in the first war, and fought actively in the second war before being taken. Ve'ryk uses him often in the show fights as he always attracts spirited betting both at the Fort and in the Longshoreman's Bar in the Harbor. The Archon hopes that one day the "old Aelf will eventually get hacked to pieces as he so richly deserves." (A)

Magic Ability: The prisoner wards kept around Morian Ste'llain are supported by Ramadan himself as the Morian is strong enough to break normal wards given the time. He is a capable healer, and is often allowed to do some small healing spells on newly arrived prisoners who are wounded. Ramadan also allows him short range sending. His current warded abilities are not up to their normal power. (D)

Addendum: He was a prisoner of Seit Fierced for nearly thirty years. He has lived through every degradation she could conceive of during those years, refusing to be corrupted. When she found him no longer of value, she condemned him to death at the hands of Hyl Sudiar's chief executioner, Ramadan the Butcher.

Just before his death Ste'llain stood up for a young Lejentia who



CHARACTERS

had been sentenced to the Torture Wall for "crimes against Regent D'Kahr." He begged to be allowed to suffer the boy's punishment for him. Ramadan thought it was a noble gesture and so offered to free the boy should the Morian withstand the torture for a full day without uttering a sound.

Sadistically, Ramadan promised further to free a prisoner for every day afterward that Ste'llein suffered in silence and remained alive. Ste'llein survived for three days on the Wall. On the morning of the fourth day, he suffered a heart attack as his lower heart ceased functioning. He lost consciousness and his upper heart began fibrillating. He ceased breathing. Ramadan personally cut him down, watching for the exact moment of death. The Morian died.

However, Ramadan wanted him alive so he could serve him as his servant. So, Ramadan wove a spell that prevented his soul from departing while he quickly healed the body. The Sword then claimed to have executed him by Tarin Tor standards. Thus Ste'llein, having been brought back from the dead, rightfully belongs to Ramadan as his own personal slave. Seit Nigira was satisfied that Tarin Tor interests were carried out to the letter and so granted Ramadan's claim. Ste'llein was then made an aide.

Ste'llein is a very grim man living in harsh surroundings. He works for Ramadan willingly as he believes the Sword occasionally diverts prisoner sacrifices from the Hellish Brethren.

Ste'llein has witnessed the priest take the remains of elk and smear the High and the Sunset altars. With the help of the hound Ryso II, Ste'llein has aided Ramadan in spiriting the would-be sacrifices away. He doesn't know what happens to the Lejentia, or really where they are

taken. He is always required to calm the sacrificial prisoners. He has been told by Ramadan what to say. He is to promise them safety in a sanctuary. Ramadan has laughingly told Ste'llein that this is of course a lie, but "...that's just business as usual in the Tarin Tor."

Ste'llein is always required to accompany the Sword with the prisoners to a dark, wooded glen where the priest takes the sacrifices away into the woods. Ste'llein senses that the place is not truly as it appears. Several times he has tried to follow them, but each time Ryso II has thwarted his attempts. Ramadan always returns hours later, alone. The priest is obviously weary, but often in a good mood. Ramadan has occasionally given Ste'llein a drink afterward. Ramadan assures Ste'llein that the prisoners are alive and unharmed. However, he always reminds the Morian that should there be any mention of the priest's doings it will result in the immediate execution of all those who have been spared. Ste'llein still prays to Ariendale. He is allowed to perform high tea every morning during the hour of silence. His only pastime is reading. He obtains a small amount of spending money from his work with the assassins, which he spends buying books from Archon Ve'ryk.

The Archon also obtains a new uniform for him at Sword Ramadan's request when needed. But Ve'ryk doesn't like Ste'llein, as he sees his relationship with the assassins as a threat to his absolute authority in the prison. Ste'llein has twice stood up for Viy's honor. Ve'ryk made a point of letting Ste'llein know that another such outburst would be viewed as a threat, punishable by a swift death.

ANGELA



Kindred: Sardin

Deity: Jehovah

Age: Unknown

Sex: Female

Height: With her feet flat on the ground, she would be 6' tall.

Weight: None

Hair/Eyes: Her kind and loving eyes are the blue of the zenith of heaven, and her soft, waist-length hair is pale gold.

Aura: Angela radiates a gentle white light, visible to all, even those who possess no magical sight.

Appearance: Her white dress is form-fitting to the waist, revealing an alluring form, while the sleeves and skirt flutter in an unfelt breeze. She floats about six inches off the ground.

Position: Records indicate that after leaving the Tarin Tor (where she was a regent sinister), Angela rose to the rank of morian in the Ælven Army before her death. She is now seen from time to time, in a translucent state, on the balcony of Sword Prime Ramadan's tower.

Physical Skill: Stories tell of her skill with a sword, when she was alive. Currently she cannot physically affect anything.

Magic Ability: She was known as a powerful white witch -- despite the



FORT BEVITS

fact that the Jehovan religion is not normally associated with the practice of witchcraft, and she always claimed to be of that faith. At the moment she appears to have no powers.

Addendum: The legends say that some hundred years ago, Angela was Ramadan's secret lover. One day they went for a walk together at the Officer Trials, and were seen by Hyl Sudiar, who wished to share her company. Seit Nigira intervened in what might have become a violent incident, and the four of them left the Officer Trials together. What happened next is not known -- but a few weeks later, Angela turned up in the Ælven Army, and Ramadan kidnapped Hyl Sudiar's friend D'Josso (then a regent) in retaliation. Angela rose quickly through the ranks, leading her Ælven troops to victory in several important battles against her former comrades. It was said that she had the K'el's trust, and more than that from his strong right hand, Morian F'riks. Meanwhile, D'Josso suffered nearly five months in Hell for every day that Ramadan missed his Angela on Lejentia. After some sixty years, Ramadan and Angela were found together in a convent's orchard, and both were arrested. Ramadan escaped; Angela was charged with treason. She was then released into the K'el's custody, and managed to slip away, but only to hang herself.

If one should see her apparition now, in Ramadan's tower, one would detect no sense of regret or sadness. She seldom speaks, but will notice visitors, giving them a gentle smile filled with love and joy. When she does speak, it is to offer comfort and understanding. Her voice is never heard in Ramadan's presence, but he is always very anxious to know of anything she has said. Ramadan will spare an intended victim if Angela appears, because he cannot stand to be a beast in her eyes.



Hidden within the secret apartment in Ramadan's Tower, is a beautiful Mannoth painting awaiting someone's discovery. The painting is of a svelte blonde, who perches lightly on a red flowstone at the edge of a wilderness pool. Her hand is outstretched enticingly. Her pale hair blows lightly in the breeze, which also catches up the gossamer folds of her chiffon gown. The irreverent Mannoth of Tarin Tor fame painted the subject from Ramadan's memories of the angelic woman, which accounts for the painting's dream-like quality. Working under threat of a Hellblade, Mannoth combined the vibrant hues of emerald, crimson and azure to depict the vitality of the water, stone, and trees behind the beguiling figure. The heavenly vision hovers above the sparkling water her gown billowing out behind her like a pair of mighty blue-white wings as though she is barely corporeal and might take flight at any second were one to look away. Her parted lips promise soft words, her eyes beckon to her adored beloved whom she awaits.

SCENARIOS

SCENARIOS FOR FORT BEVITS

1. A Player-Character recognizes Farain Eloki as a former slave from Tarn, who was thought to have died in an epidemic. If the PC mentions this to Eloki, the trader will smoothly and plausibly deny it, then plan the assassination of the PC and anyone he might have told. Kohl Marden and Laurinda, the Benevolent, will help him. F'riks, who is huntmaster to both Laurinda and Eloki, will stop the crime if he finds out in time. The PCs will be alerted to the danger by Laurinda's clumsy attempt to kill one of them. Driven by the fear that if Eloki is exposed she will have to go back to the cruel Crypt of the Sixteen, she will disregard Eloki's careful plans and make a direct attack immediately after sunset.



2. Farain Eloki occasionally finances groups of adventurers in treasure-hunting expeditions, in exchange for one-third of the treasure. At the moment, he has a map to the Wolf-Mother's Lair in Tanglewood, reportedly the repository for several very valuable holy relics. If the PCs can convince him of their competence and reliability, he might do business.



3. Party members are walking through the wooded hills north of the Fort -- taking a little exercise, investigating rumors, or whatever. Coming near the isolated studio where Nuvoe performs the final stages of Nix creation, they hear a panic-stricken female voice pleading "No -- no -- don't --" followed by a bloodcurdling scream. The small building is warded but not shielded. Thus, the PCs will be able to enter, though not without being noticed. By the light of a single lamp, they will see a Navivian bending over a table to which a naked woman is chained. As the characters enter,

Nuvoe is trying to revive the prisoner "... so she can appreciate my art." Nuvoe is dressed in his work clothes, a stained leather apron over a white vest and long kilt. In the background, out of the lamplight, Seit D'Josso leans against a table and watches. He is obviously a higher ranking officer, but might not be easy to identify as a seit, unless one knows him by sight.

Seit D'Josso has become fascinated by Regent Nuvoe's twisted personality. Wishing to understand what makes the Regent tick, he has telepathically triggered a bout of insanity.

The woman on the table is Regent Prime Kallena, a Bat Clan Dargonath of the Seventh Army.

When he caught her slowly killing a young civilian lad in Cinnatol, that was excuse enough to use her in his study of Nuvoe.

The wards around the studio are D'Josso's, and he is well aware of how many beings, of approximately what power level, have just entered. If they do not attack himself or Nuvoe, he will take no immediate action. If the PCs do attack, D'Josso will fight to disable (not to kill).

Nuvoe, if not attacked, will turn and quietly welcome the characters as "students," as though he were teaching a healers' class in AElveron, as he once did.

If the PCs try to talk Nuvoe out of torturing the woman, D'Josso will not interfere. If the characters appeal to the healer's conscience and sense of decency, there is a 75% chance that his fit of madness will pass. If they manage to rescue Kallena, they will find that Nuvoe had begun to dissect her right leg. Muscles, veins, and nerves have been neatly separated without spilling a drop of blood. Some removed parts are arranged on a tray nearby. The damage can be healed (if the removed parts are used), but only by a high-powered healer. Kallena will naturally

not mention why D'Josso was upset with her. She is a young-looking, pretty woman, with curly brown hair and big brown eyes. A purple level Dargonath, she would seem a valuable friend to have (as well as a very sensuously inclined one) -- until she gets a chance to be alone with an attractive younger male, with little chance of being caught. Then she will practice the art of pain and despair taught by the late Seit Dylogon.

Nuvoe will follow D'Josso's lead in not reporting the incident, but there is a 30% chance that the most attractive party member (preferably female) will catch his fancy as a subject for "redesigning."



4. Corwyn Ki takes a Player-Character's remark as a slight on his honor. A duel to the death must follow, for how else can honor be upheld? If the offending person retracts the remark, Corwyn will let the matter drop, holding only a slight grudge against that person.



5. One or more of the PCs come upon Ramadon, very drunk and badly beaten, staggering toward his tower just before dawn. He tells them, confidentially, that "Hell's freezing over, you know, and the Brothers don't like it. You try it and see." Then he will give one of the Player-Characters something that seems to be part of a pine cone. The object contains 1-6 juniper seeds. Though not detectable as magic, the seeds will grow in virtually any environment, becoming trees that purify land, water, and air in a 100-foot radius of themselves. They do seem to give especially cool shade.

If helped to his quarters, Ramadon will not harm the characters, though he will not thank them or let them heal him. If attacked, he will fight -- and he is quite deadly even when drunk.



FORT BEVITS

6. Seit D'Josso is subject to murderous rages that are kept in check by Hyl Sudiar's signet ring, which the Seit wears on his left hand. In the absence of the ring, the rages are triggered by intense pain in his vicinity -- as, for example, someone being tortured. D'Josso himself does not know the power of this ring, wearing it only for its sentimental value. The PCs hear a rumor that this ring gives one access to the treasure vaults of the Ice Palace (true), and those of the six Seits (false), and the ability to portal in and out of Hell at will (false). Thus, they might be tempted to steal the ring.

D'Josso's rampages are somewhat selective. He usually (but not always) avoids hurting children and other completely innocent persons. Wherever Ramadon may be, the Sword Prime will go berserk at the same instant as the Seit. The rampage can be stopped by getting the ring back on D'Josso's finger, by surrounding the Seit with powerful shields to muffle his empathic sense, or by rendering him unconscious.



7. D'Josso is an excellent judge of character and a most subtle reader of auras, not easily fooled. Most attempts to manipulate him are likely simply to amuse him. Adventurers should beware of amusing him too much, however, as his sense of humor can take a cruel turn. He laughs at Ramadon's jokes, which usually end in "... and they were all chopped up into little tiny pieces." He is visiting Fort Bevits for two reasons: to gain a better understanding of Noville culture and to annoy Nigira. He seems to enjoy Nigira's company, because he knows how much his mocking, grin sets her teeth on edge.

Nigira asks the party to persuade him to go away.



8. The Player-Characters come upon two members of Queryth's demon cavalry bothering Zagora, the half-Tormentor cook. They have cornered her, they are touching her and laughing, and she appears frightened. If rescued, she will repay her saviors by telling them of a secret cache of gold and jewelry, left over from Fierced's reign, which is buried in the cellar of the Loyal Hearts barrack. She may also (50% chance) fall in love with any male PC who was particularly brave in the rescue.



9. Regent Tisha, a member of Alkyron's jackalpack, invites the PCs to a midnight party thrown by the group. Held in and around the south bathing pool (which is "co-ed" for the occasion), the party is very wild by civilized standards, though quite civilized by the reckoning of the Tarin Tor. Tisha will warn the characters that all the refreshments except the pink punch have been "improved" with one drug or another. An hour or so into the party, five of D'Kahr's assassins will enter, seeking to disable Alkyron (who only had some pink punch) and to cut his hair, before carrying off several of the women (including Tisha and any female PCs). Their purpose is to discredit Alkyron as a protector, in order to convert members to their own pack. They have already spiked all the refreshments, including the pink punch, with a delayed action form of claria, that steals magic gradually over a period of half an hour, then lasts about two hours. Tisha herself had magically tested the punch before lading it out for herself, the PCs, and Alkyron. Unfortunately, she had already eaten a peach, and her magical ability was nearly gone, though she didn't know it. Thus she failed to detect the drug.



10. If, in the course of their adventures, the Player-Characters have angered D'Kahr, he will arrange what he believes is a clever revenge: He will trick them into insulting Hyl Sudiar within earshot of Seit D'Josso. D'Josso will immediately challenge the offending character(s) to a duel (one at a time).

Unless they cheat, or unless they are demigods, the poor PCs will have virtually no chance of winning such a contest. However -- to D'Kahr's surprise -- Seit D'Josso does not enjoy slaughtering the helpless. He treats such an occasion as a fencing lesson, pointing out his opponent's errors, offering advice, drawing a few token drops of blood, and then letting the student go. A recipient of such a lesson will find his skill with a sword enhanced by 1-6%.

Note: A most serious practitioner of the art of swordplay, D'Josso has even been known to arm prisoners who gave him an excuse for a duel. He is always hoping to find someone who can teach him something new.



11. Racial hatred is a problem at Fort Bevits, though the Second Army is better than any other in this regard. If one of the PCs is a Sardin, he or she will occasionally be the object of scorn, snubs, and bullying by the magical races. Seit D'Josso happens to witness one of these incidents. His remedy is an unusual one. With a telepathic blast of pinpoint accuracy, he will momentarily open an unused portion of the character's mind, releasing dozens of strange, clashing auras, as well as a blast of raw magic that will stun most opponents. A character treated in this manner will be confused for several minutes, but will have suddenly remembered his soul name, with the accompanying increase in overall abilities and dignity. Characters who already knew their soul names will

SCENARIOS

gain some telepathic or psychic power they did not previously possess. About 20% of those who were not telepathic will go on to become fully functional telepaths within the week.



12. Sword Delteh has conceived a suspicion of the Player-Characters and has commanded them to meet him in a conference room between the bathing pools, for interrogation. He is late. While waiting, the characters discover a hidden trapdoor leading to a tunnel half-filled with fresh, flowing water. It does not connect to either pool. Delteh arrives a few minutes later. Seeing the trapdoor, he will accuse the PCs of being spies and will try to take them into custody. He really doesn't care whether they are guilty of anything. He just wants fresh victims to abuse, without overtly breaking Nigira's rules. He knew about the passage all along, and wants the characters to flee so he can hunt them.

The channel passes under the basement of Sword Ramadan's tower before plunging more than two hundred feet down a shaft, ending in a waterfall in a small chamber adjoining Farain Eloki's caves. From there, the water passes through airless passages into the river. Upstream, the channel ends in a rough cavern where the water gushes forth from a vein of porous rock.



13. In the Memorial Repose Gallery, the luncheon to honor Blood Korandion is held at dusk (the Tarin Tor operates on a very late schedule, taking its "evening" meal at around midnight). During the fireworks display, the PCs are the first to spot a flight of three B~rrons (great fire-breathing mammals which, with their riders, fight on the side of the Ælven Compact). They have come, against

the K'el's direct orders, to avenge the death of a comrade. Their target is Seit Nigira, who is hit with a hy'claria-tipped spear before she can react. Ramadan, Queryth, Delteh, and Alkyron are attending to duties elsewhere. One of the lower-powered officers at the luncheon will of course send for them telepathically, but by the time they portal in, it might be too late.... Here is a chance for the PCs to be heroes.



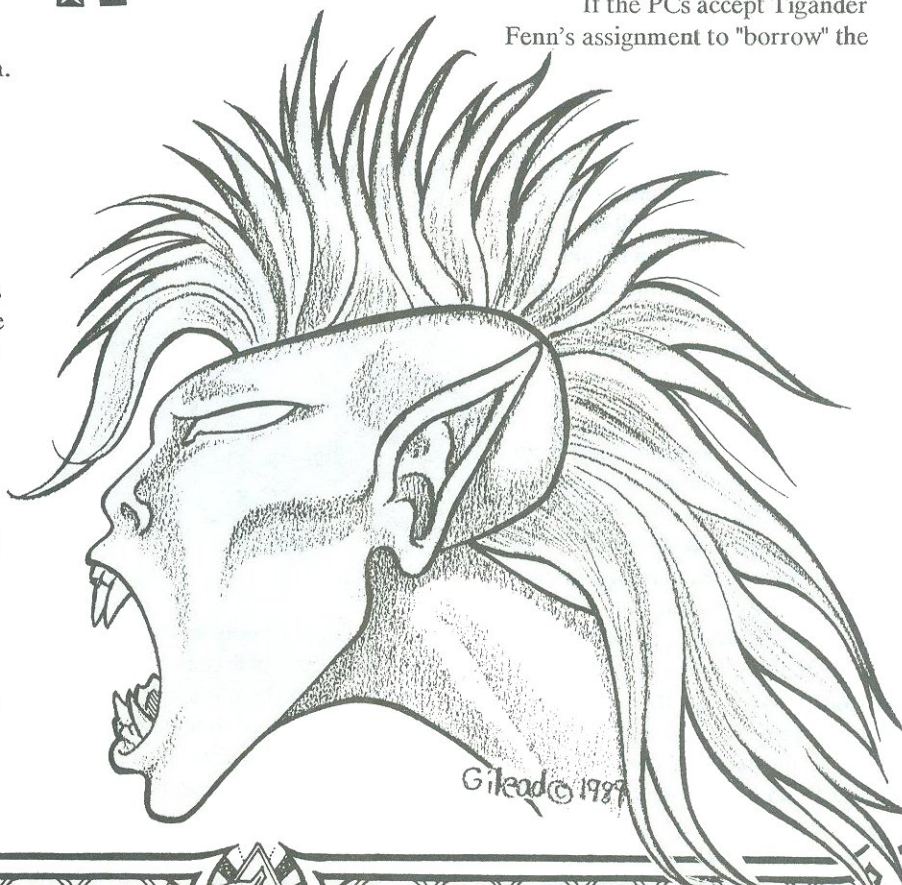
14. E. Gaddin Snill, a retired judge from Tarn whose yacht is docked in Skully's harbor, hires the PCs to deliver to Nigira a bill for repairs being made to the craft. The *Justice* collided with Nigira's trimaran, the *Singing Skull*, when Nigira's pilot failed to yield the right-of-way at a lock on the River Styrrm.



15. Tigander Fenn, a wealthy art collector from Tarn, is here to view the Second Army's art collection and possibly make some trades -- or so he says. His real purpose is to see -- and, if possible, either buy or steal -- a portrait he knows of that was commissioned by Ramadan. He will tell the PCs that he simply wants a chance to see it.

What interests Fenn about the painting, called the *Angela*, is that the highly intuitive artist, Mannoth, often learns secrets about his subjects as he paints them. Then he incorporates the secrets into the paintings in cryptic form. No one else has noticed this; it is the artist's private game. Having figured it out, Fenn now wishes to at least view all known paintings by Mannoth. He would also like to own the *Angela*, because it is reputed to be one of the artist's best works.

If the PCs accept Tigander Fenn's assignment to "borrow" the



FORT BEVITS

painting for him, they will learn that Ramadan is quite unwilling to discuss its possible existence, much less the idea of parting with it. If they want it (and Fenn is offering them a lot of money), they will have to locate it and steal it. For reasons of personal safety, Fenn wants his name kept out of the transaction altogether.



16. If one of the male Player-Characters is young, slender, clean-shaven and conceivably "pretty," D'Kahr wants to hire him for 250 quince (payable afterwards) to play a practical joke on Ramadan: dress as a woman and attempt to seduce him. It will work -- up to the terrifying moment in Ramadan's tower when the Sword Prime grows horns and claws, his eyes start to glow green, and his aura changes to pitch-blackness filled with shrieks. As his talons rip the clothing from the unfortunate prankster, and he realizes the joke, he will hurl the PC away from him with a Hellish roar that shakes the tower. Then he will fall to the floor, his aura will return to normal, and he will seem somewhat confused. Once he figures out what happened, he will heal the character's injuries and will take a fiendish delight in helping to collect the money from D'Kahr -- with interest. A great deal of interest.



17. The Harmony Feast is an occasion of much pomp and dignity, and thus rates a special sacrifice to Bazaroth. One cold sunset the PCs will find themselves participating in this ceremony -- as guests, soldiers in the assembled troops, or perhaps even members of the group of potential sacrifices. Whatever their role, they will sense a growing tension in the crowd as the sun sets, dusk falls, and Seit D'Josso fails to arrive to take his place beside Nigira on the Balcony of

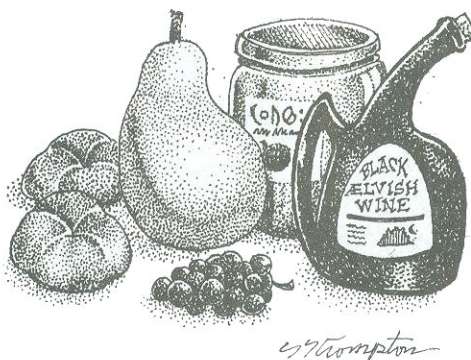
Decision. Sword Ramadan, dressed in his priestly robes, paces restlessly in front of the sacrifices, his head bowed as though in telepathic communication.

Suddenly D'Josso steps out of Everstill in front of Ramadan, bringing with him a Sardin priest of the Jehovan faith. The Sardin looks terrified but manages to hold his head up. His lips move in silent prayer. "This is my sacrifice," says the Seit.

Visibly angry at the delay and perhaps not happy at his choice, Seit Nigira signals that the ceremony should continue. Her own choice is a Bat Clan Dargonath with a vicious look. The ceremony proceeds with all due flourishes.

The PCs may, if they wish, intervene in various ways, through fast-talking, illusion, or outright force. Only a high-powered team should attempt such a thing, however. If the PCs are low-level, the Game Master may wish to present this event simply as background.

18. In an attempt to create distrust between Nigira and the Hellish portions of her army, Seit Fierced has ordered Arnulf, the



assistant cook, to poison Sword Dexter Queryth (who enjoys eating normal food in the mess hall). It is supposed to look as though Zagora did it on Nigira's orders. The poison is fatal only to highly magical creatures such as demons and uriels.

To a Sardin, Dargonath, or Ælf it merely removes all magical powers for about eight days, accompanied by a greenish rash on the face. One of the PCs is accidentally given the poison instead of Queryth. All demons present will recognize the rash and know one of them was the target. They will demand the death of Zagora, assuming she did it because she is half Tormentor. Zagora will plead with the affected PC to help her prove she didn't do it.

19. Alila, one of the camp followers at the House of the Shining Mirror, wants to win the favor of Turan. Mourning a lost love, Turan has shown no interest in anyone new, but Alila is sure he will change his mind if she can just get his attention. She hires the PCs to get Turan drunk and into her hands.

There is one small problem. Turan hates Ramadan. Drunk, he will seek out and attempt to kill the Sword Prime.

20. The winter solstice is two days away. On that day, it is customary for the Sword Prime to throw a girl off the bridge called "Maiden's Doom," in honor of the Brethren. The sacrifice scheduled for this event is a Navivian Lejentia named Kaia, a gifted musician whose flute melodies have echoed sadly through the prisoner compound. A heavily cloaked man with a shielded aura visits the PCs while the camp is sleeping, and offers them one hundred crowns plus a fine set of warding bones, a storage bracelet, and several other pieces of jewelry (from a carved bone box) if they can find a way to save the girl. He says she must be thrown off the bridge, but if she is somehow rescued before she hits the rocks below, the tradition will still be satisfied and there will not be another attempt on Kaia's life.

SCENARIOS

21. While walking in the woods near the Fort, the PCs come upon a dead Ælf clutching a scroll in his hand. He appears to have been slashed with many swords, and his body is still warm; but the soul has been stolen. The scroll, scrawled in rather hasty Ælven, pleads for the rescue of "... my beautiful princess, who has been carried off by heathen savages. I cannot send my thoughts so far, nor can I travel while there is still a chance I may be of use to my princess here, so I send this worthy Ælf to bring aid. Come quickly to the docks of Tarn, for I fear they mean to do her harm!"

The princess in question is Mi'Taw, adored mistress of all the Novilles in the second army. She has been kidnapped by T'k'tith, the only other Noville princess on Lejentia. Though she worships Bazaroth, T'k'tith trusts no one on Lejentia and is allied with no army. She intends to extract various secrets from Mi'Taw, then to kill her. She has ten soldier Novilles, and several dozen Ælves and Sardins work for her. One of Mi'Taw's household guard is on the scene (in a warehouse near the docks on the Isle of Tarn), and will help with any rescue attempt. If saved, the princess will award the heroes with great wealth, and the honor of serving her in some minor capacity.



22. The PCs find a Hellhound cub which has slipped out of a kennel. Its mother is dead, and if they are kind to it, it will "adopt" them. If and when Enki (and his companion, Judge Oule) eventually find the missing animal, they will be greatly displeased by the bond it has formed. When they take the creature back, it will pine and go off its feed. Fearing Ramadan's displeasure, Enki will secretly try to remedy the situation by killing the PC(s) to whom the cub

has bonded. If Ramadan finds out, he will have the cub sterilized and then give it to the PCs.

23. Nor'lme asks the PCs to help her get back at Istic for his constant harassment. All her ideas on the subject are bloodthirsty. It is up to the PCs to come up with some sort of appropriate revenge.



24. The Hurion tribe, which supplies bison to the Fort, has come under attack by the Ti Wohila tribe. It was Enki's fault. He was trying to arrange a backup supplier, and was not sufficiently diplomatic. He hires the PCs to go out and secure the bison herd by any means necessary (without his superiors finding out).



25. Screams draw the PCs to the infirmary, where a Vendrinite woman has just given birth to a half-demon. After biting its horrified mother, the infant began running from room to room, nipping anyone in its path. Nimira, the healer, is trying to catch it, but it is fast and slippery.



26. In the sacrificial exercise yard, a prisoner breaks his arcane bonds and attacks Morian Ste'llein, calling him a traitor and a murderer. The prisoner is a powerful Lejentia whom the jailors greatly underestimated due to his low rank. He is able to break the bonds of several other Lejentia, and suddenly, with the element of surprise and with the sunstaves they can now draw, they have a real chance of successfully breaking out. First, they stun Ver'yk and Ste'llein before any alarm is given. They seem to intend to take Ste'llein with them.

The PCs are present, either as prisoners or as part of a tour by

Archon Ver'yk. Depending on their roles, they may either help or hinder the escape.

27. Sword Sinister Mi'Taw wants Sword Dexter Alkyron demoted. She doesn't mind having Ramadan, Delteh, Queryth, or her friend Nigira outrank her, but Alkyron's rank is an insult. He is not from Hell; he hasn't received Bazaroth's special favor as have all the seits; he isn't even Bazarothian. Still, Ramadan considers him useful, so Mi'Taw does not want him dead. She hires the PCs to discredit him with Nigira so he will be demoted. One method she suggests is to temporarily disable him right before a fight, so he appears to be less tough than he is. Ramadan might then recommend Alkyron's demotion, rather than risk his death at the next officer trials.



28. Ramadan has taken a liking to one of the (male) PCs, to the extent of inviting the character up to his tower sometime for a drink. Hearing of this, Delteh offers that PC 98 blood crystals (a fortune) to steal something from the Sword Prime. The demon describes the object in detail, for though he has never seen it, he knows what it must look like. It is a contract binding the king of the fallen angels to Ramadan's service, and it has great political value in Hell. Delteh has already searched Ramadan's estate in Hell to no avail, so he thinks the contract must be here. (In truth, Ramadan does not possess such a contract, a fact that would have very great implications to his Brethren and would get Ramadan in a lot of trouble with Bazaroth.)



29. Queryth wants to arrange a race between the fastest steed in his cavalry and the best Rhodan Shadow Walker from the Ælven Contingent

FORT BEVITS

across the river. He knows the Ælves would not care to do business directly with a demon, and so he asks the PCs to make the arrangements. He does not offer to pay for their services. What he does, instead, is let them see the quitzah run. Indeed, for a distance of about a third of a mile, the steed named Vornax is the fastest thing on four legs that the PCs have ever seen. Surely he could outrun even the K'el's famous Rhodan stallion, Tut Tonnei. He suggests that the PCs can make much more money betting on Vornax than he could pay them, anyway.

It is up to the PCs to arrange the match. If there are suitable guarantees against treachery, the Ælves -- and especially the K'el, who likes a good wager -- will not turn down a chance to show off their magnificent steeds.



30. Regent Prime Tisha becomes romantically involved with a male PC. In a tender moment, she reveals that she was once a sword sinister in the Red Tide (Seit Rorshakka's navy). She left to escape an uncomfortable situation with the Seit, as Rorshakka was in love with

her, and Tisha, though fond of Rorshakka, definitely prefers males.

A day or so later, while walking alone, the PC will be accosted by a muscular Vendrinite woman in civilian clothes. He will feel the point of a knife against his ribs as she tells him, "Stay away from Tisha unless you want to find yourself shaved bald and stripped naked in the middle of the Parade Ground." If the PC continues to see Tisha, within a day or two he will be attacked, while alone, by four such women, who are (B) physically and (D) magically. They will indeed attempt to carry out the threat.



31. Guest apartment #20 is available to be used by the PCs. One of the massive hardwood wardrobes conceals a secret stairway which leads to a passage that gives direct access to Blood Selina's bedroom in Seit Nigira's quarters. It also descends to a storeroom in Farain Eloki's trading post. Both places are warded and shielded to admit only invited guests. A PC trained in the use of such magics might guess that if he can get

a person from either location to utter even a casually phrased invitation, the wards will recognize his invited status and the shields will admit him (once).

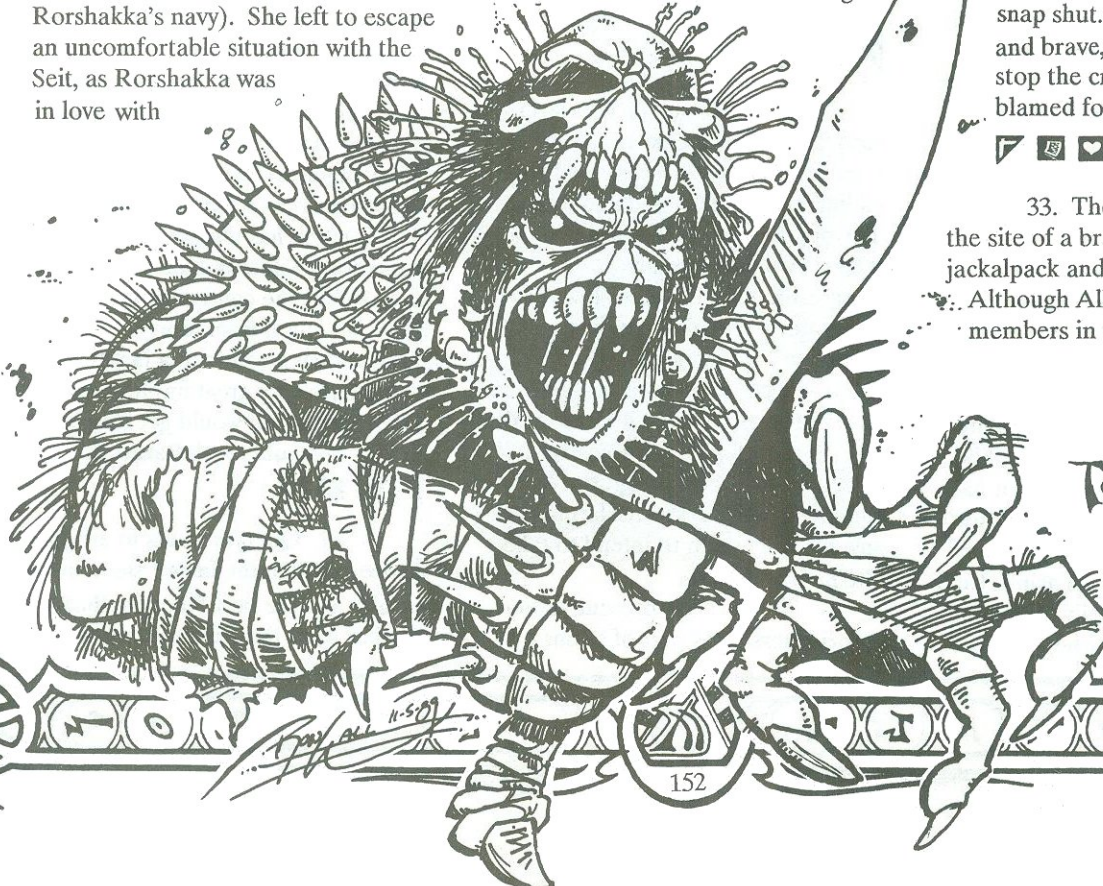


32. Seit Fierced has ordered Arnulf, the assistant cook, to destroy the statue of *Ariendale Soaring*. He sneaks into the Covered Gallery early one morning, after most people in the Fort have gone to bed, to plant a device given him by Fierced. One of the PCs happens to be there, perhaps enjoying a sunrise tryst with a comely warrior-maid. Arnulf cannot readily be identified, being cloaked and hooded against the morning cold. The device he plants near the statue is a small, horned skull with great quartz eyes. About ten minutes after he sets it on the ground, the device will create a gate to the Inferno, releasing three large, savage Tormentors. They have two minutes to destroy everything of beauty in the gallery, starting with the *Ariendale*. They love their work. When their time is up, the demons will escape through the portal, which will snap shut. If the PC is quick and brave, he may be able to stop the crime. If not, he may get blamed for it!



33. The Officers' Cantina is the site of a brawl between Alkyron's jackalpack and that of D'Kahr. Although Alkyron's group has more members in the Second Army,

**Tormentor
Demon**
(1 of 3)



SCENARIOS

D'Kahr's includes assassins from several armies, and there are half a dozen unfamiliar faces in the bar; these strangers will side with D'Kahr. The PCs happen to be present at the time, and unless Alkyron's people know them, or the PCs are clearly fighting on Alkyron's side, it will be assumed that they are D'Kahr's.



34. Ambassador Jon Algar is found dead in his quarters with four stab wounds in his back. Any magical traces that could identify the killer have been erased. However, the killer was not so careful with ordinary physical clues.

Algar had done the PCs a good turn -- perhaps going out of his way to argue in favor of some benefit for their city, or deflecting a bullying demon with a carefully phrased bluff, or simply lending them the benefit of his experience at such gatherings as the Harmony Feast.

He was killed by Zavyara, Hyl Sudiar's spy, because he had learned of Hyl Sudiar's plan to make his city an example of "what happens to rebels," and Algar was going to tell Nigira about it. Ironically, Algar's city does not even have much of a rebellious element. It was chosen because it has some grand architecture that will look spectacular while being blasted to rubble.

If the players enjoy puzzles, the Game Master may wish to present them with a murder mystery to baffle and challenge them.



35. The High Ver Nocian Specialist, Hyrtion, has received news of a rampaging dragon in one of Nigira's territories. He sends the PCs to slay it. In Lejentia, most dragons owe allegiance to K'el Di Carani, and if they take sides at all in the war, they will side with the Ælven

Compact. The dragon in question, however, is only semi-sentient, and is acting on its own, feeding on villages, burning crops, and so on. Its modest hoard consists of anything durable from the equipment of its recent victims.



36. Hyl Sudiar's Second Army Officer, Sword Sinister Sterlon, has found a severed finger in one of his desk drawers. He has no idea whose it is, or how it got there -- except that it rather looks like it could belong to one of the PCs. Calling the character into his office, Sterlon is disappointed to observe no missing digits. He vents his irritation by assigning the PC to solve the mystery "for the glory of Hyl Sudiar," no cash involved. Failure to produce results will incur Hyl Sudiar's usual penalties (humiliation, torture, and death).

The finger is a leftover from Nuvoe's work, borrowed by one of Alkyron's spies in order to break into Sterlon's desk without tripping the wards. Alkyron's people have discovered that dead hands or fingers are useful for this sort of thing, if the setting of a ward is not as carefully phrased as it should be.



37. While the PCs are speaking with Nigira in her office, she is interrupted by a Noville with whom she has an argument in the Novillian tongue. Suddenly, she seizes her scythe and beheads the creature -- but not quickly enough. It managed to take poison, and was dead before her blade struck, so she didn't get the soul. Instead, the soul flees into an Ælven body just being removed from the Torture Wall. The Noville's energy heals the body enough to make it viable, though it is still ghastly to see, and it manages to escape and find a hiding place. No longer sane, it wishes to kill the last people it saw before its death.



38. The PCs are invited to Seit Nigira's quarters for an ambassadors' tea. Also present are three other ambassadors, each with one or two of his retinue; Sword Dexter Alkyron; and Sword Prime Ramadan, looking as though he knows one hundred and one things to do with a teacup, all sadistic.

Suddenly, one of the PCs realizes that he has a small dagger in his pocket, and knows what he must do with it: prick Nigira. He vaguely remembers being given these instructions by a nice Sardin man with curly red hair, glittering green eyes, and a too-wide smile. (Though the PC does not know it, that man was Merriwyn Tirston, also known as Death, who has had his eye on Seit Nigira for some time.) The nice man said to watch out for Ramadan, who is a nuisance.

While the PC ponders these instructions, he notices Ramadan leering wickedly at the sugar tongs as though, perhaps, recalling the use of them in a particularly clever death.



39. A PC who is troubled in spirit, or beset with problems, is walking in the Cliffside Gardens just before dawn. Suddenly there is a glowing woman beside him, smiling gently at him. Her white gown and pale hair flutter like shifting moonlight against the shadows of the garden. She leans toward him and gives him a barely tangible kiss on the forehead. At that moment, Ramadan steps through a portal, having seen the glow from his balcony. With a dark glare over his shoulder at the PC, he takes the woman's arm and gently ushers her through the waiting portal. She makes no objection. Ramadan, however, remains on the garden side of it -- and after it silently closes, he will slug the character, then hold a black dagger to his neck and growl,

FORT BEVITS

"What did she say?" There is no safe answer to this question, but if the PC replies that the woman said nothing, Ramadan will say, "If you value your life, forget what you've seen." Then he will portal out. For the next few years, however, his spies will report to him on that character's every move.



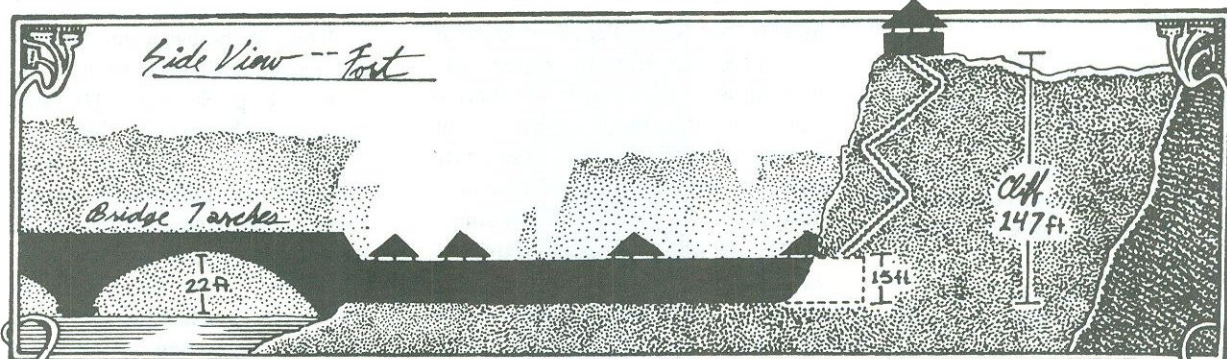
41. Farain Eloki sells the PCs an enchanted gadget of polished hardwood with gold fittings, which he says is a treasure detector. It is, too, leading unerringly to the most valuable pile of coins in a one-mile radius. In Fort Bevits, that would be the chest full of blood crystals in Delteh's private quarters.



disaster -- or, they may be caught in the middle of a riot unlike any previously experienced on Lejentia.



44. A young female soldier named Ganna is chained to the torture wall for one night, as punishment for an insult to Delteh.



40. A female PC catches Ramadan's eye. One night he kidnaps her, drugs her with claria (which he renews every hour), and puts her in a cage in his tower. He gives her chance to spend the night with him willingly. If she refuses, then he offers her a satin robe embroidered with demonic scenes, a lifelike mask of Seit Nigira's face, and ten steel fingernails edged with hy'claria. He wants her to put them on, and then try to nick him with the poison while he has his way with her. As Ramadan explains this, his voice grows deeper, with a very pronounced Hellish accent; he sprouts claws of his own, and small horns; and his aura changes.

The PC is in very deadly danger. If she succeeds in nicking him with the drugged nails, he will collapse on the floor and painfully revert to his normal form and aura, offering her no further harm. His Hellhound, Rhyso II, will protect him while he has no magic. In the morning, he will heal the PC and release her. If she fails to nick him, then he will spend the rest of the night taking great pleasure in killing her.



42. The practice arena is the site of a small tournament each day, mostly featuring soldiers in the Second Army, although sometimes prisoners will be brought in for variety. Before the two best warriors of the day face each other in the tournament's last fight, each may choose an opponent from among all those present. If the PCs have come to the arena (perhaps to bet, or to spy on someone), one of the champions will choose one of them. The motive may be anything from curiosity, to respect, to a personal grudge.



43. The biggest day of the Harmony Feast features an extra-special tournament with all the Fort's best warriors in it. It is a cold day, and the servers at the flip window are doing a brisk business in Kay, hot tea, hot mulled wine, and flaming ale. Arwulf has decided to show some initiative, and win the notice of Seit Fierced, by making a laughingstock of Seit Nigira. He drugs all the hot drinks with a mixture of aphrodisiacs and mind-muddlers. The PCs may catch him in time to prevent a

Though nothing will happen to her, she will witness the torments of others on the wall, never knowing whether she will be next. Before night falls, she calls for someone to listen to her, and a PC in the Garden hears her. She says Delteh put her there so she could not protect the man she loves, Korandion, from the unwanted attentions of Judge Oule. She begs the PC to protect Korandion.



45. The madam of the House of the Shining Mirror hires an attractive male PC to seduce a half-demoness by the name of Maraggi (a visiting representative of the House of the Fire Grotto), because the PC looks much like a man Maraggi was once in love with. This is a spectacular success. Maraggi falls madly in love with the PC. She is a truly amazing lover with a stunning array of exotic, unheard-of, and otherworldly skills. Since she is in love, she wants no one else, and she quits her profession. This is just before the Trailing Carnival, when the two bordellos will compete for the

SCENARIOS

Golden Mink trophy. Maraggi's resignation guarantees that the House of the Fire Grotto will lose -- which, of course, was the whole idea. The ladies of the Fire Grotto, suspecting a set-up, are quite angry with the PC and will seek imaginative forms of revenge (at the GM's discretion).



46. Maraggi is present to check on the construction of the new branch of the House of the Fire Grotto, which is under construction at Fort Bevits. If one of the PCs is a spy for the Ælven Compact, he should consider this worth investigating, as the addition of a second bordello could signal an imminent troop buildup at the Fort. He may wish to get closer to Maraggi to try to learn more. He will be able to find out all she knows about it, which is: Nigira herself ordered the construction, and assured the madam of the Fire Grotto that there would be plenty of business to support both houses.

47. In their guest room in the north wall, six younger members of the Youth Corps at Sine Ros have concealed a quitzah foal. It is only a few days old, and seems to be extremely cute and affectionate, though rather drowsy. This drowsiness is a sign that it is about to sprout its teeth -- at which time it will suddenly become ravenously carnivorous. Some of Queryth's cavalry are searching for the missing animal. Meanwhile, its eleven- and twelve-year-old captors have asked the PCs to help hide this cute baby animal from "those nasty demons."



48. Belmar Dongian, the ambassador from Sine Ros, is no friend of the Tarin Tor. One of the reasons he is willing to cooperate in Nigira's governing of his city is that his spirited daughter, Yasthan, is a long-term guest at Fort Bevits under the Student Exchange program of the Youth Corps. He wants to hire the PCs to rescue her and get her safely into Ælven territory. Yasthan resides in one of the parade ground rooms, where she rooms with an older girl from Das Magaros. Franza, the roommate, is nearly ready to become a soldier in the army, and has been assigned to act as a guard and chaperone to Yasthan. She is half-Dargonath, knowing a few yellow level spells. In case of trouble, she will break a calling crystal which will summon Merrar.

49. A prisoner of war named Iri'Ailin has just been transferred in from the Third Army. She is a

Lejentia who was captured nearly four hundred years ago, and she is considered mad due to the rough treatment she has received. Upon seeing D'Josso, she calls him an imposter and tries to attack him, though she is stopped by prisoner wards. She tells one of the PCs later that she was D'Josso's Lejentia partner until she was captured. She would still feel the nearness of his mind -- if, indeed, he were near. He has not been. She begs the PCs to expose the fraud, and clear D'Josso's name of the charge of treason.






50. Tezekial Jordan, the keeper of the condemned, is not a willing servant of the Tarin Tor. His wife and two sons are hostages, staying in a captured convent near Withered Heath. He has been looking

for a party of adventurers who are no






FORT BEVITS




friends of the Hellish Army. He has spoken with condemned prisoners in ways that he was not supposed to do. He knows how to contact the resistance movement. He can arrange to smuggle the adventurers to Withered Heath to rescue his family. He cannot pay them much in money - but he can tell them the locations of two hidden fortunes embezzled by former clients; people who can forge any sort of documents; dark secrets about prominent members of the Tarin Tor; and many other useful nuggets of information.   

51. Blood Zavyara has been assigned by Hyl Sudiar to find out the magical properties of the sapphire studs in D'Josso's ears. It is no use doing analytical spells on the studs themselves, as this has already been tried by gold level Dargonaths, to no avail. Instead, she is supposed to sneak into Ramadan's office and search for notes or earlier versions of the items that he might have produced before he created the ones D'Josso wears.

Zavyara does not want to perform the search herself, so she will disguise herself and then hire the PCs to do it for her, explaining in detail what they should look for (though not who is wearing the studs). She can provide them with useful items and advice for getting through Ramadan's wards and shields. It is a job best done on the night of the full moon (three nights after the solstice), when Ramadan will be in Hell on business.

One of Ramadan's many notebooks does indeed contain notes revealing that the sapphires generate empathic shields powered by Ramadan's magical energy, which are activated whenever D'Josso's normal empathic shields fail. These take about two hours to "power up," however. Because there are so many books to look through, and because




the PCs have probably (80% chance) missed some of Ramadan's more subtle wards, the PCs will probably not find what they are looking for before Alkyron shows up and collars them. However, they may (50% chance) have learned something useful for other purposes. When they have been in Alkyron's custody for about half an hour, they will be pardoned by Hyl Sudiar himself, who will question them closely about all they have learned.   

52. If the PCs are engaged in illicit activities (such as breaking into locked offices), they may be caught by Regent D'Kahr and some of his assassins. He will not turn them over to anyone else. Instead, he will take them to a secret cave near the Fort, for private interrogation and enjoyment (his). He will have Ruhtra helping him. Ruhtra obviously does not like what is going on, but hasn't been in the army long enough to be sure this is not standard procedure. The PCs should not find it too difficult to persuade Ruhtra to help them escape.   

53. A camp-follower who is in love with Ruhtra asks the PCs to persuade Nigira to transfer him to another unit. She is willing -- except the only other unit she could send him to is Alkyron's. Alkyron has been misled into disliking Ruhtra (having seen him apparently involved in D'Kahr's shady activities). He doesn't want Ruhtra, and Nigira will not transfer the young Elf against Alkyron's wishes. The PCs need to prove to Alkyron that Ruhtra is a decent and self-controlled person.

54. Nigira's aide, Blood Selina, is a vampire. Though she is quite shy, and afraid of males, she may form a friendship with a female

PC who is nice to her. This friendship could be useful, but may come to an abrupt halt when Selina bites her new "friend" on the neck. She is normally able to feed without killing her victim, although, if startled or rushed, she may make a mistake. She has learned how to avoid transmitting the disease. If she encounters danger and is able to send a telepathic message to Nigira, the Seit will come to her aid.   

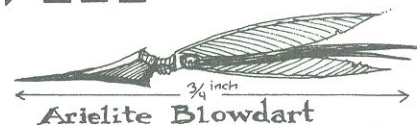
55. A Dargonathian scout named Grendon (Spider Clan) has befriended the PCs, sharing with them his last bottle of Parieshan Clear and some bawdy stories about clan rivalries at the Dargonathian College. Later, Grendon is found to be drunk on guard duty. It is a surprise to the PCs, since he had not seemed impaired four hours before going on duty, and had said he was going back to the barracks for a nap.

He was discovered drunk by Sword Prime Ramadan, who was in a particularly foul mood anyway. Grendon's screams now echo through the Torture Wall enclosure.

If the PCs wish to help Grendon, Sword Alkyron will suggest they find some means of distracting Ramadan, then gather evidence to show that the young Dargonath was not drunk on duty.

In fact, Grendon was not drunk; he was drugged by the dart of an Arielite spy. It was supposed to knock him out, but he is resistant to drugs. But the dart was not found at the time, and the empty flask of Parieshan Clear in his coat pocket, the trace of alcohol on his breath, and his uncoordinated behavior caused the Sword Prime to conclude he was drunk.



SCENARIOS

56. The Jabarian Ambassador, Lord Bountyville, has asked Seit Nigira about the fate of



Lady Aubry, a noblewoman from his city who is believed to have been captured by the Second Army. Nigira would not discuss the matter.

Believing that the young woman is hidden here somewhere, Bountyville hires the PCs to search Fort Bevis for any trace of her. [S] [X] [I] [H] [D]

57. One of the cavalry archers bets a Player-Character that he (the archer) can shoot the plume off Alkyron's helmet. He does -- and the Player-Character is left holding the bow. [F] [X]

58. Ramadan gives an opal and obsidian necklace to one of the Player-Characters as a diplomatic gesture. The PC recognizes the necklace as belonging to a pretty younger sister who disappeared in the Fort Bevis area about two years ago.

Ramadan did kill the girl, though he was possessed at the time and had no choice. This happens once or twice per month, and when the mess is cleaned up he puts any jewelry they wore in a box of carved bone. When he needs jewelry as part of a disguise, or for a gift, he uses these items. [S] [H]

59. Gildenia, a lady from the Pleasure Palace in Skully's Harbor, is

accused of stealing tax monies from Ambassador Machandro Haltos Zinaq. Madame Renue of the Pleasure Palace hires the Player-Characters to find out what really happened to the money. The ambassador still has it, and is falsely blaming the prostitute. [X] [H]

60. Ambassador Zinaq hires the Player Characters to steal the tax monies brought by the Voice of the Hurion Tribe, before all the taxes are due to be presented to Seit Nigira tomorrow. He wants them to make it appear that his rival kept the money and faked a robbery. He offers 100 quince in advance, and another 100 upon completion of the task.

61. A Player-Character is being harrassed by a gang of little cavalry demons, and Ruhtra uses his earth powers to chase them away. At D'Kahr's telepathic suggestion, Ruhtra invites the PC to a small party supposedly held by D'Kahr's jackalpack. Actually, no other mortals will be there. D'Kahr intends to teach Ruhtra the "cost of kindness" by inviting those same demons to the party. He will then drug both Ruhtra and the PC, and allow the demons to torment them for a night.

If the Player-Character is adventuring with a group, his comrades may perform the necessary rescue. If not, Queryth will appear and curse his troops for violating Seit Nigira's rules. Then he will take Ruhtra and the PC to the Demon Compound, offering them warm water to drink, fresh fruit, and a body part from almost any mortal they might select, if they will sign contracts promising not to report the incident to Seit Nigira. The contracts contain clauses in reappearing ink, which specify three years of service (Lejentia time) to Queryth, in exchange for the fruit.

[F] [S] [X] [H]

62. In Zamhala, the Player-Characters hear a rumor that when the Ælven Army abandoned Fort Bevis, a fortune in "attar of meloit" had to be left behind. Some research will reveal that meloit is a type of moss that grows around hot springs in Jeanhanna's mountains. Its extract is a potent incense used in services to Vendridie. Dargonaths also use attar of meloit to reinforce certain types of wards and shields, as it has a magic-intensifying property. Elleon Kor, the mapmaker in Zamhala, says that about 3,000 crowns' worth of the attar was hidden in a cellar of the Ælven temple which was flattened to make the Parade Ground. Perhaps there are still rooms left intact under the pavement. If so, there might be a way in through one of the alcoves in the north wall. [F] [S] [X] [I] [H]

63. If the Player-Characters have committed an offense against the Second Army (nothing so major as assassination or treason), they will be brought in chains before Nigira, when she holds court. In front of all the ambassadors and other important people, Nigira will offer them a chance to redeem themselves. All they have to do is go to Tanglewood and bring back an old bone from the lair of the Wolf-Mother.

[F] [S] [X] [I] [H] [D]

64. If one of the Player-Characters owns an exotic magical sword, Corwyn Ki wants it. He has little money, but he offers to undertake any honorable task in return for the sword. He will be quite persistent, even offering to swap his Rhodan for the blade. If the Player-Characters ever find themselves in trouble, Corwyn will be the first to the rescue -- if they will agree to give him the sword in payment. Corwyn is a member of Sword Alkyron's jackalpack, and can summon help if he needs it. [F] [S] [X] [H]

FORT BEVITS

65. A beloved uncle of one of the Player-Characters is one of a group of political prisoners in Das Magaros. Sword Sinister Sterlon is known to possess eight travel passes that do not yet have the names filled in. With them is a set of orders for prisoner movement. [F] [B] [X] [I] [H]

66. Merrar tries to persuade the Player-Characters to join the Tarin Tor. After a long speech about how the Army of Peace is saving the world, he will offer them a trial enlistment for a special mission. He feels he will need their particular skills on a scouting mission into the Dead Horse Caverns. [B] [X] [H]

67. One of the Fort's most ferocious Hellhounds gets loose, and the Player-Characters come upon it on the south side of the Bridge of Tears, lying peacefully in the grass. A little Sardin girl is sitting on its back, trying to make it gallop. Before the PCs can react to this, they see Istic running toward the hound with his sword drawn. He intends to kill the child, because she is lightly kicking her heels against the hound's sides. [B] [X] [I] [H]

68. A spy from the Compact Forces (possibly Corwyn) is trying to get a message to a Player-Character (who is also a spy). The message is in a parchment envelope jammed between two boards on the inside of the flip window (a shutter which flips up in the supply house near the arena). The party has to sneak in and get it before the daily games start and the snack bar opens for business. At that time the food vendors will find the message, and the identities of both spies will be exposed.

69. The statue *Lejentia's Savior: Hyl Sudiar and His Chosen Servant Seits*, in the Main House, contains a magical ruby called the *Focus of Harmony*. The ruby is reputed to be able to focus and

project the emotions of one who holds it. Surprisingly, it is not very difficult to steal, and its power is quite useful. However, the ruby has other properties which cannot be detected. Hyl Sudiar can see through it as through a crystal ball, and can send a very powerful subconscious suggestion to the person using it, each minute it is in use. A number of such gems have been stolen from similar statues throughout the world, and thus Hyl Sudiar has scores of unwitting agents, manipulating the emotions of groups of people in the free world. [I]

70. Alkyron takes a liking to a female Player-Character, and offers to take her to dinner at the Golden Griffin Casino. After discussing her past adventures, and some of the beautiful places he has seen, he gives her a set of travel passes for herself and her friends to the Second Army province of Rian Saiv, one of the seven Ice Kingdoms, so that she can see the mountains called the Barrier of Twilight, which he says are the most beautiful mountains in the world. The Player-Characters also happen to hear, from other sources, that somewhere in Rian Saiv is the wreck of a ship of the Ancients that flew between the stars. The ship contains objects of wondrous power, but is said to be guarded by fierce ghosts. [B] [X] [I] [H]

71. The Player-Characters find that they have suddenly become very unpopular at Fort Bebits. Somehow, everyone seems to think they are friends of Seit Fierced, and that the Player-Characters have said offensive things about Nigira. The source of this problem is D'Kahr, who has formed a grudge against them. He has tampered with several people's memories, to make those people think they really heard the Player-Characters making fun of the Second Army, and praising the black witches of the Fifth. [B] [X] [I] [H]

72. A Player-Character is in Seit Nigira's office for some reason, where he is asked to wait for a moment as Seit Nigira has been unavoidably detained. After an hour's wait the PC will begin to feel an interest in the hair pieces hanging from the flagpole. He will notice a beautiful specimen hanging nearly 18 inches long, by means of a large jeweled clasp. He cannot resist reaching out and touching the clasp on the hair. That night the PC will dream of creating a handsome uriel from the hair piece and some of the character's own blood. Then the dream takes a dark turn as the party is attacked by a mortal terror. They must fight for their lives, and it soon becomes obvious that they will lose. The uriel, though, has great, untapped power and saves the party.

The player will awaken "knowing" he must create the uriel or he and the whole party are doomed. It will be an obsession until he can steal the hair piece, whereupon he will "remember" the proper steps needed to create the creature. The uriel will indeed serve him for seven days. After that, a dread spirit will begin to take over the uriel's body. The spirit is that of the dead Seit Dylogon (part of whose essence was in the gem on the hair clasp), and the player has provided him a new body. [F] [B] [X] [I] [H]

73. Sword Ramadon and Seit D'Josso are having another of their epic fights -- this time in the riverside settlement of Zamhala. It has been going on for about twenty minutes, and has already begun to attract gamblers, when the Player-Characters hear of it.

Farain Eloki, who has placed a substantial wager on D'Josso, hires the Player-Characters to make sure the fight is allowed to run its course. [B] [X] [I] [H]

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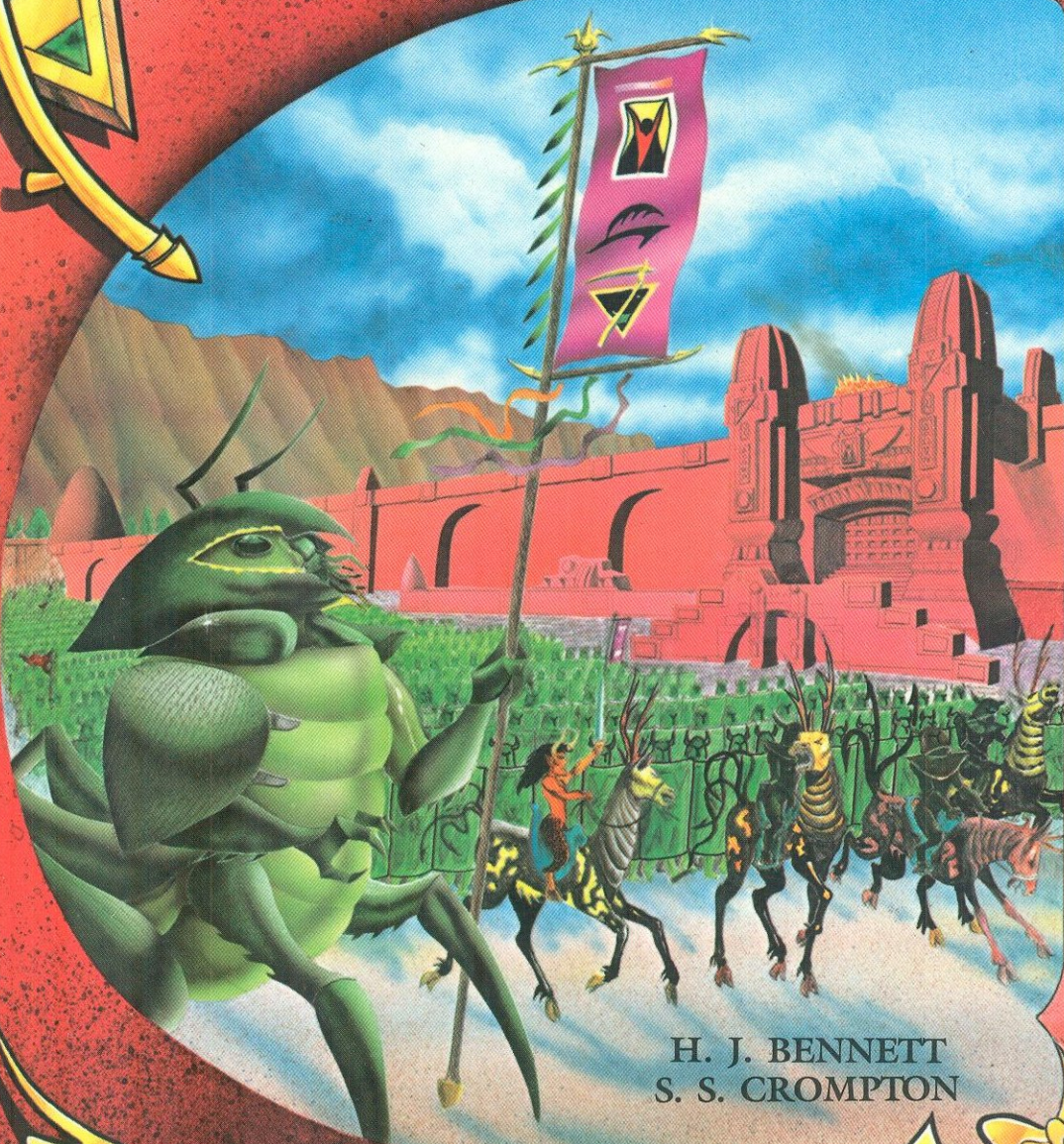
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