

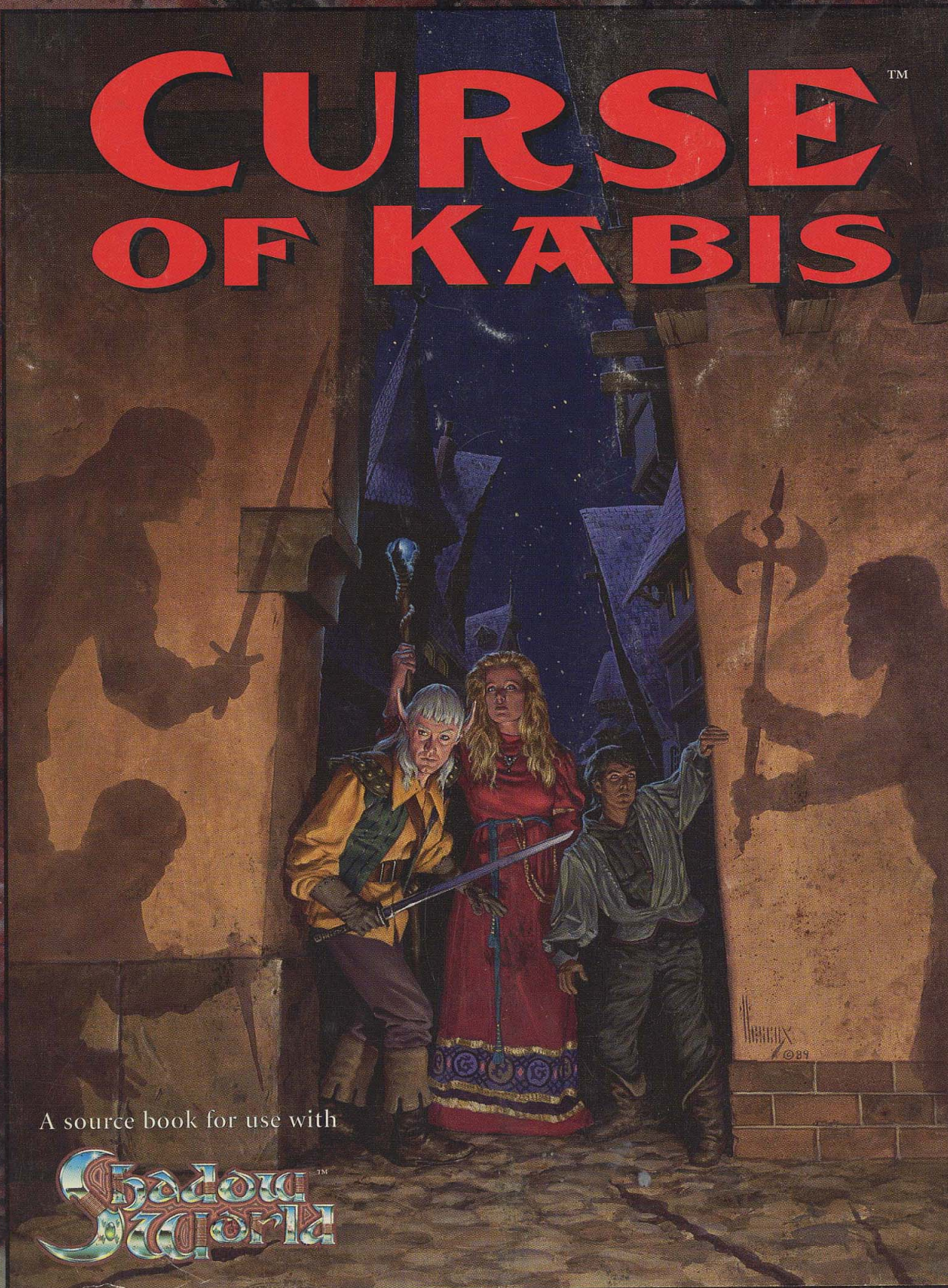
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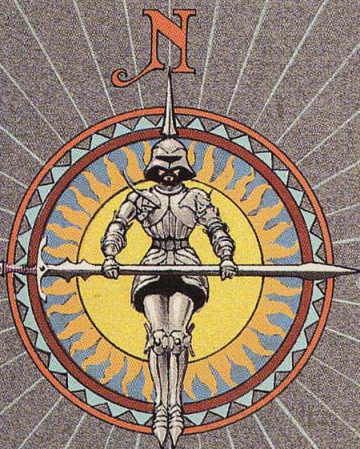
CURSETM OF KABIS



A source book for use with

**Shadow
World**TM

TALMAN



MUR FOSTHSYR

MILITARY

LU'NAK

XA-AR

SARALIS

ZOR WASTES

WULIRIS

FAROK TESEA
(Forbidden Sea)

HULKANEN ARUS
(Barren Waters)

ELFOR

Bay of ULOR

U-LYSHAK

BAY OF URULAN

LY-ARAN

ELVEN FOREST

RHAKHAAN

ANARA

URULAN

PLASIDAR

MELURIAN STATES



SCALE IN MILES

250

500



ARCTIC TUNDRA RIVER STEPPE MOUNTAIN ARID

LEGEND

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PART I

GUIDELINES

1. INTRODUCTION

Contained in this fatal work are three regions of the ever-evolving Kulthea. Separate from the regional and cultural descriptions are the adventures that deal with Kabis. In this form, the individual GM may contend with Meluria, Sarnak, and the Scorpion Ridge without any taint of Kabis.

Chapter II introduces the notion of the abysmal enemy Kabis, who exerts tremendous will to control fate and master loyalties. A selection of his favorite subjects are unmasked as well. A lost artifact and an ambivalent super-being then enclose the entire recipe of glory or terrifying disaster.

Geography and weather are described in Chapter III, accompanied by the flora, fauna, creature, and racial explanations—from the unnoticed or irritating to fatal specimens.

Meluria and Bazilar City are presented first in Chapter IV with Sarnak and City analyzed last. A range of influential characters, organizations, and sites are described to clarify the image of these realms. To summarize these particular campaign zones, Meluria is caught up in a semi-primitive cycle of thankless toil and drudgery while Sarnak sails into prosperity with hidden lurking death next to it.

The subject of Chapter V is the Scorpion Ridge from peak to deepest den. Arrayed by past chaos against each other and their environments are creatures, races, and entities. It is a dangerous mountain range from surface avalanche to cavern collapse. A more diverse selection of personalities, groups, and places are detailed as well. PCs should travel carefully or face hordes of attackers and helpless death.

Chapter VI ties Kabis, Bazilar City, Meluria, Sarnak, and the Scorpion Ridge together with a few other specific sites. These scenarios are perilous. The grand focus is the recovery of pieces to an artifact of mysterious design. The PCs will be innocently led by an enigmatic device into "carnage-deluxe."

The Appendix is the domain of Chapter VII. Possible complications and an entire section on items and treasure hoards alone proceed the condensed statistics surrounding the animals, monsters, armies, and NPCs. Along with various random encounter charts is a table for subterranean feature generation.

2. GM OUTLINE

Never forget that the GM must feel free to change whatever he desires, whether it seems incorrect or due to an already existing personal vision. Sketching layouts or viewpoints can be instrumental in inflating the players imaginations. By all means, the GM must be ready to act out and exaggerate the personalities of all NPCs. Even if it means breaking the table everyone is gaming on; the players attention and equal reaction is crucial to successful role playing. Astragalomancy (the divination by lettered or numbered dice) is a tough business, after all.

The eight adventures are intended for a serious epic, marathon-style campaign, requiring many dedicated sessions to complete. It would take time to cover the distances and intricacies involved. As always it is easier to make enemies than friends on any quest.

When the characters do attract the attention of the Kabis, he will observe them with care, commanding his minions to carry out his desires. Though Kabis is of fair power, the PCs might be experienced enough to stand against him by the last adventure. Only then will Kabis and the characters probable demise be revealed.

3. BACKGROUND

Kulthea is stagnant in technological push and its population is low, except in a few areas. Powerful enemies are able to create turmoil on a continental level, turning an eventual war into barbaric melee. Attracted to these situations are the adventurous or destiny seekers. For good and evil causes, these beings will try to avert or start these tragedies.

Tides of power shift under luck, blunders, and second guessing. Fate entwines all of these aspects with the PCs who must participate in deciding the future. In such a case as this module, it should be more so.

At the starting session, PCs should be issued ordinary humans, bare of any spectacular ability. With gradual progress, other races could be included. For instance, in the Scorpion Ridge it would be possible to devise a Gnome, Gnoll, Halfling, Dwarf, Goblin, Lugroki, Ogre, Giant, or Dyar character. Whatever the GM wishes to deal with.

Perhaps a PC could be part Giant, Demon, Undead, Spirit, Elemental, or Essence. In bizarre cases one could be half-alien or engineered by various dimensional races. The rarest case by far is that a PC was born with some fraction of godling blood.



PART II

FOREWARD

*"Imprisoned Kabis resides behind a guarded gate,
Now he rages beyond our world,
Best forgotten, there to remain!*

*Suffering eternal unfree,
His grip no longer extends,
Not even to the Void!*

*Leave Kabis, out of all thought,
Write not a word or sing a tale anymore,
Lest this dreaded Prince of the Unlife hears you and
answers!"*

—Quoted from the founding
Loremaster Kirin Tethan, at
the close of the War of
Dominion and the beginning
of the Third Era.

1. OF KABIS

Far beyond the boundaries of the temporal, elemental, and ethereal planes is the surrounding and encompassing Void. It is the last existing layer of the multi-verse and a place of perceptive insanity, absolute darkness, and mysterious, dimensional forces. This series of planes is also home to the destructive Unlife powers, continuously scrying and probing into the bright and blinding inner planes of creation. Kabis is such a creature, his true form unfathomable.

Kabis would have stayed in the furthest Void if Man had left him there. Men's and women's imaginative minds sometimes consider, embrace, and conjure evil. Kabis was very receptive to the evil greed in Man's heart and showered dark blessings upon those who accepted him. However, the distance to the Void made his temporal influence weak.

Regardless, he continued to Channel powers to scattered spell users across existence, who in return gave their own meager Ess  nce through rituals. It took 8,000 years for these spell users to summon him forth. By following their guiding Channel of light and Ess  nce, Kabis plunged inward through the multi-verse until he found Shadow World. All of his worshippers died during the climax of the final universal

ceremony, their souls absorbed by Kabis as he entered the temporal plane. Through their ritual, he was able to abandon the Void and become a creature of material substance, as he is today—giving himself greater power over the temporal world and his minions.

The moon Charon bathed Kulthea in crimson dark the night of this prince's arrival. Immediately, Kabis seized command of most of the moon's residents with some denials and dissension. Then, with great caution, he infiltrated the healing world of Kulthea, gathering even more Spirits, Demons, and creatures to his voidal command. His armies swelled through lies, brutal recruitment, rituals, and his magical summonings.

Having no part in his plans, the Dark Gods defied him, he was not of their kind. The Charon deities prefer to mutate and pervert to their own desires. Kabis' urge is to subvert and destroy everything in utter chaos. In secret, the Dark Gods plotted his destruction. Yet, they were powerless to stop the influence and material might he had gained. His presence was felt by many creatures, who embraced his whim and authority.

During the Second Era, Kabis' reign grew and a monumental temple to himself was established in southern Urulan on the continent of Jaiman. It was sieged many times by good and evil forces alike since its construction began. However, this self-dedicated temple was a mere decoy that hid his real fiendish assault (which proceeded unimpeded).

The War of Dominion brought about terrible destruction. Even the disorder and confusion of the conflict confounded the Prince's efforts to control immediate situations. One by one his personal Gates to the Void were shut and sealed by his opposition. Kabis finally realized he had to leave Charon to lead his own final, frightful assault against the forces of Life.

Meanwhile Kulthea gathered together the remaining champions and heroes to defend the planet against Kabis' forces. Too long was the awful War of Dominion waged. Cultures were overrun by hordes of planar creatures and obliterated in days. Kings, lords, and priests stood for only seconds in the thick, mortal combat. Continents were wasted and blighted by the will of Kabis. Millions died in regions of blood and entrails fighting for Life. There was no hope. But the cries and tears of the dying were heard on Orhan.

Note:

Kirin recognized the subtle powers of this awesome threat. His spirit and will reaches into the scope of reality, to change it. Kirin decided to forbid knowledge of Kabis, reserving it for very few.

GM Note:

All of this information is completely obscure and ancient. PCs will have no knowledge of Kabis, Kabis Servants, Scepter of Order, nor the Eternals. Only the most senior of Loremasters and beings more powerful than they have had the opportunity to learn of these subjects.



The Gods of Orhan knew of this Prince of the Unlife. They also knew that they, like Kabis, were from different home planes. (The Orhan Deities had arrived by accident in the temporal world, but it was done on purpose by Kabis.) This made it impossible to simply banish him back to the Void. There was no assurance that killing him would keep him from reconstituting someplace else and returning. Eissa (Goddess of Death/Rebirth) eventually devised a plan to use an already constructed plane suitable for Kabis. Iorak (Smith of the Gods) then built the gigantic lock to the planned prison.

Phaon (God of the Sun), Cay (God of Strength), and Jaysek (God of Magic) left the moon Orhan to meet Kabis in the middle of his worst and most desperate battle. Once confronted, Kabis was unable to fight the three Orhan lords so he made a quick fighting retreat across the world, leaving his dying armies behind him.

Finally, atop a frozen mountain range, the trio of deities surrounded Kabis. His escape to Charon was suddenly barred by the Dark Gods. An awesome day-long melee commenced. Crippling blows and blasting planar energies were unleashed between the Prince of the Unlife and the Gods of Orhan. The wild Essence powers destroyed the mountain chain as the fight progressed—and what is left of the ridge still radiates that residual energy at times.

Kabis did have two weaknesses (that persist to this day): his dependence on material, not Voidal power, and his Essence investment in servants and artifacts. Exhaustion set in after centuries of constant, conscious campaigning and his strength waned as he fought the Orhan Deities. Soon Kabis could no longer block the vengeful attacks and it was then that Jaysek thrust his killing blade into the Prince's face. Kabis survived the strike only to fall off a cliff in blind confusion, disabled in ultimate anguish. In the bottom of the gorge he laid, murmuring his Curse just as the moon Charon glowed through the mountain blizzard like the laughing liar to the fallen and betrayed.

But at the same time, Charon was defeated as well. The Orhan pantheon had invaded the evil moon and killed, captured, or cornered each of the Dark Gods and their Minions. Kuor (King of the Gods) ordered the Void-Gates destroyed or sealed, wards set, and emplacements enchanted to weaken the Dark moon's power. When Phaon, Kay, and Jaysek were done with Kabis, Eissa and Iorak took him back to Charon and threw him into the Prison Plane. Iorak placed his curious lock across the Portal. Other Unlife servants were placed in this Prison Plane during the last week of the War of Dominion and then the Gods of Orhan abandoned the dark moon.

Kabis is alive, sustained by his few remaining servants and worshipers. The link is extraordinarily weak and has left him as a shadow of his former self. However, he has carried his will occasionally onto Kulthea, to assist in his plans for freedom. He knows that once he is back on the material plane his power will instantly increase four-fold.

KABIS

Age: ? (appears as either 12 or 40).

Eyes: Obsidian black. **Hair:** Luminous black.

Build: Strong to imposing. **Height:** 4'3" to 9'0".

Race/Sex: Voidal godling.

Skin: Tanned to his normal dark maroon.

Demeanor: Beyond insanity but calm.

True Attitude: Unfathomable.

Dress: Divine.

Home: Originally the Void, then Charon, but now trapped in the Prison Plane.

In the Void, Kabis appears as a swirling fluxuation in the absorbing darkness; a series of standing waves, shaped into a sphere of annihilative energies, wriggling, rippling, and streaking across the black emptiness. In planes of any stability he may attain any state, gruesome or beautiful. His favorite forms number three: the Innocent, the Ruler, and the Absorber.

The first guise is a gorgeous young girl or boy, perhaps no older than twelve when human. Kabis has found this Innocent form most effective. In this way he walked among the world and its citizens, laying the groundwork of rumors, lies, and deceit, able to observe and scrutinize with no interruption.

In the Ruler form, a huge, dark and majestic appearing man, his presence would become obvious but not in his nature. Domineering and intimidating, the emperors of the world found themselves bowing to his will either intentionally, subconsciously, or through bitter subversion.

The Absorber form is by far the most terrifying. Its appearance is similar to a floating cephalopod with a black, irregularly patterned spiral shell. In this state his form can measure up to 110 feet in diameter and up to 45 feet wide. In the front of the shell is an elongated opening, from which spring 400 gray-red tentacles, some up to 200 feet long. In the Prison Plane he can attain only half this size (see the chart below). His tendrils are most feared for they draw the spirit out of his opponents. Kabis is a creature who feeds on soul powers, sucking them from the helpless unwilling. He can also derive sustenance from the spiritual energy that resides in farmed fields to monumental structures. With savage intensity his tentacles can rip through flatlands or burrow through fortress walls, gorging upon the creative energies.

The Prison Plane inhibits his powers. Isolated from the multi-verse, he has lost much of the influence and physical integrity he had accumulated.

Kabis, who has forsaken the Void, cannot return there to the full might he once possessed. Nor can he draw its energies to its absolute potential anymore for he had made himself a being of temporal existence and must escape the Prison Plane. Because unlike any other, he can be killed in this plane. Truly he is isolated, nearer to true death, than ever before.



KABIS' ABILITIES

Shape	In the Prison Plane	In the Void	Everywhere Else
INNOCENT			
Level	54	—	182
Hits	421	—	820
AT(DB)	14 (170)	—	14 (265)
Size/Crits	varies/ I	—	varies/ II
Combat	245bs	—	460 bs
Spells	+54 (BAR), +175 (EAR)	—	+182 (BAR), +360 (EAR)
PPs	420 x 7 = 2940	—	1680 x 7 = 11760
ABSORBER			
Level	54	224	182
Hits	640	1,300	1,060
AT(DB)	20 (140)	20 (300)	20 (240)
Size/Crits	SL/SL	SL/SL	SL/SL
Combat	160 HGr (15x, 3D)	310 HGr (15x, 7D)	255 HGr (15x, 5D)
Spells	+54 (BAR), +175 (EAR)	+450 (BAR, EAR)	+182 (BAR), +360 (EAR)
PPs	420 x 7 = 2,940	1,800 x 7 = 12,600	1,680 x 7 = 11,760
VOID WAVE			
Level	—	312	—
Hits	—	1,500	—
AT(DB)	—	4 (500)	—
Size/Crits	—	SL/SLI	—
Combat	—	—	—
Spells:	—	+535 (BAR, EAR)	—
PP:	—	2,100 x 7 = 14,700	—

Note: If Kabis never abandoned the Outer Planes, he would be 360th level in the Void Wave form.

Special Abilities: As all the Dark Gods; however, the imprisoned Kabis cannot transport himself or others in or out of the Prison Plane and has temporarily lost his immortality benefit.

Skin: Made from the Voidal presence into the material world, it ignores normal damage, stun and parry effects, defends as AT 14 with an inherent 60 DB. In the Absorber and Voidal forms Kabis may drain a target's spirit by touch—RR (modified by triple Constitution); failure results in the loss of d10 Constitution per 5% failure.

Skills: Alertness 65; Sense Ambush 65; Detect Traps 95; Observation 205; Reality Awareness 180; Spatial Location Awareness 265; Power Perception 160; Stalk 95; Hide 125; Ambush 93 (25 ranks); Swim 120; Climb 90; Interrogation 135; Leadership 195; Lore • Magical Category average 140; Lore • Obscure Category average 185; Attunement 180; Read Runes 140; Channeling 275; Magic Ritual 245; Spell Mastery average 55; Tactics (Planar) 215; All Kulthean normal or magical, and outer evil planar languages to a minimum of 6 ranks (minimum of 65 bonus).

Spells: Knows 45 Open, Closed, Arcane, and Evil Lists to his level (GM's discretion).

Items: The following five objects were created by Kabis out of his own Essænce. They appear or disappear in and out of his body at will. These artifacts are within him always, even when he shifts form. However, they are slightly separate, just enough so that if Kabis is utterly destroyed, these objects will remain. The items would rejoin his form only if he goes back to the Void. Any bearer of these items is cursed as *Dark Thoughts* (60th level attack; Channeling RR will negate).

Nihilator: +70 Vanuum ("Of Slaying") broadsword, fumbles on on a 01 (UM) [95th level item].

Abyssmal Crown: Molded of golden alloy, jewels, it is the life line of Kabis [180th level item].

1. x7 PP multiplier for Evil spell users,

2. A special bonus of +75 the the Channeling skill (allows Kabis to draw his follower's powers to Prison Plane),

3. Negates head, neck criticals 90% of the time,

4. Possessor may split, meld, mold, or shape any spirit(s) up to 60th level (Spirit are allowed an RR to resist this effect).

Commencement Horn: Emits a 45th level sound of *Stunning* and *Fear* (stunned and unable to parry for 1 round / 5% failure) in a mile radius upon the user's enemies [70th level item].

The Majestic Cloak of Charon: Icy cape, bestows 40th level *Invisibility* to user at will, +40 DB, negates back criticals 85% of the time [80th level item].

Ethereal Bracers: Made from enchanted alloys and set with dark laen crystals, +40 DB, negates hand and forearm damage and criticals 90% of the time (weapon passes through harmlessly) [70th level item].



2. SERVANTS OF KABIS

There are several kinds of Kabis followers on multiple planes of existence. His massive armies once included obedient Demons, Spirits, Undead, Elementals, extra-planar Creatures, Men, and beasts indescribable. During the Second Era, his command grew until the outbreak of the War of Dominion. It was during this war (and after) that some servants left the will of Kabis, pursuing their own vision of chaos. However, many do remain loyal and subservient to the Prince. These exacting servants have always obeyed his thoughts.

Described below are the general ranks and a few of the more powerful individuals (known as the Temporal Powers of Kabis). Under no circumstance would any of Kabis' minions reveal their master's name (if they ever learned it).

SPIRITS

Kabis reached into the ethereal planes and retrieved thousands of entities of variation. He gathered these invisible spirits together and changed them with his will. Since then, these intangible servants perform as messengers, tempters, and spies. They have been given other orders occasionally (silence, possess, or kill). Spirits are able to travel quickly through both the ethereal planes the temporal world.

A threesome of incredible spirits linger on as the Temporal Senses of Kabis. They hear their master's thoughts from the Prison Plane and succeed in fulfilling his wishes. Gliding through the planes, they seek out and observe particular people, things, or places. From their ethereal vantage point they are well hidden.

The spirits have the following abilities and spells available to them.

Abilities: The Temporal Senses are invisible, intangible (Urrilm can transcend magical emplacements, wards, symbols, glyphs, etc. ... up to 90th level in effect), Super Large criticals, ignore non-magical damage, stun and parry effects, and cannot bleed.

Spells: The Temporal Senses know Detection Mastery (Ythil uses it at 25x range), Calm Spirits, Locating Ways, Dark Channels, Dark Lore, Spirit Mastery, (Ammirl also has Mind Merge), and five other spell lists (to their level; GM's discretion).

URRILM THE SEARCHER

Profession: Type VII Spirit

Level: 45

Hits: 530

AT (DB): 1 (210)

Melee: —

Missile: —

PPs: 1350

The vague outlines of Urrilm the Searcher are barely visible on the ethereal plane but he can felt as waves of sickening dark energy. It is this spirit's duty to locate specific targets on Kulthea. Urrilm penetrates magically disguised and protected areas without hesitation. Urrilm has broken into the Nomikos Library, the Navigator's Guild, and the Loremaster's College before.

YTHIL THE SIGHT

Profession: Type VI Spirit

Level: 39

Hits: 450

AT (DB): 1(180)

Melee: —

Missile: —

PPs: 875

Abysmal energies make up the oddity called Ythil the Sight. It can barely be seen on the ethereal plane as a pair of smooth tapered wings. Absent of torso, head or legs, it is a solitary, slow-flapping, evil form. From leagues to an electron's orbit this spirit can circle the focus its utter attention, scrying into any object, area, or continent.

AMMIRL THE TAKER

Profession: Type V Spirit

Level: 35

Hits: 380

AT (DB): 1(160)

Melee: —

Missile: —

PPs: 765

The most tangible of the Kabis Senses, Ammirl the Taker appears in the ethereal plane as a vaporous form, similar to a sheet in the wind. Rippling and stretching its being, it couples with Kabis' chosen minds and gently opens them, lifting primal, subconscious, or secret mental information from the victim, without the individual even realizing it.

ABOMINATIONS

In his true effort to join the nature of the temporal world and the Void, Kabis used dark forces. In particular, he summoned and bound to his service 132 Procreator Demons and 12 Procreator Spirits, all varying in cunning, power, and wicked personality. This original group of Procreators was dispatched to breed with the chosen worshippers of Kabis, and eventually with innocent humanoids and creatures. Thus was born unto Kulthea the vile half-beings of Men, Elves, Giants, Wolves, Horses, Dragons, and species too numerous to name.

These creatures corrupt societies, kill, and plunder the corners of the Shadow World for their master. The majority wander, sowing havoc; some murder specific people and others commit magics of sacrificial evil.

THAUGAN

Housed in the palace of Lorgalis as a captain of the guard is Thaugan; conceived in a Demon's womb three centuries ago by a Jameri scribe. Thaugan's armor is dented and partially corroded, his face is unshaven and he has hair that is grimed with sweat, blood, and dust into long strands. Thaugan's crazed green eyes stare with evil gleams. His fists are clenched when not holding a weapon. He can barely contain the violence he is capable of. Upon occasion horns are sounded in the city and Thaugan is there to respond to the trouble, dispatching the offender with a merciless chop in his own preferred justice. Kabis has called on him before to slay chosen individuals.



THAUGAN

Titles: Captain of the Guard, Administer of Justice and Killing

Profession: Paladin (Evil)

Level: 21

Hits: 181

AT (DB): 20 (43*)

Melee: +161 2hs*

Missile: +135 lb

PPs: 72 x 2* = 144*

Abilities: As a Cambion (see *C&M*, Section 9), may perish through violence only.

Skills: Alertness 35; Sense Ambush 35; Detect Traps 45; Observation 81; Locate Hidden 43; Direction Sense 47(73*); Power Perception 35; Stalking 65; Hiding 60; Ambush 57 (18 ranks); Stunned Maneuvering 65; Swimming 72; Climbing 85; Caving 65; Foraging 33; Interrogation 66; Leadership 62; General Lore Category average 37; Lore • Magical Category average 56; Lore • Obscure Category average 28; Attunement 45; Read Runes 27; Channeling 92; Magic Ritual 84; Spell Mastery average 13; Language (Rhaya) 45 (8 ranks), Language (Lugroki) 42 (7 ranks), Language (Troll) 39 (6 ranks), Language (Shay) 30 (3 ranks), Language (Erlin) 30 (3 ranks), Language (Dyar) 30 (3 ranks).

Spells: All Paladin Base lists to 20th level, seven other Open and Closed Channeling lists to 10th level (GM's discretion).

Mangler: Forged 200 years ago in an evil crafter's shop, it is a high steel, 40th level item.

1. +25 Unholy two-handed sword,
2. x2 PP Multiplier for Evil spell users.

Cave Helm: Created centuries ago by a Gnome for humans, it is a 30th level magic item.

1. Negates head and neck criticals 50% of the time,
2. Direction sense +25 when Underearth,
3. May see 500' through natural Underearth darkness.

Dark Plate: Abused but still retains an enchanted +35 DB, it is a 40th level set of full plate armor.

ANURAKA

Meandering the lengths of wilderness that spans Emer for the past 7,300 years is the elusive Half-Demon Troll Anuraka. He stands seventeen feet in height dressed in filthy wrappings and pieces of leather, chain, and plate armors. Resilient mottled brown and green colored flesh with heavy scars cover Anuraka's body. Malevolent black eyes sit recessed under a heavy brow and steel-like bristled hair sticks out from

his skull, forearms, and lower legs. The most feared Troll ever, a veteran of the War of Dominion, he believes it is still happening. So he watches for opportunity from forests and mountains, looking for powerful good-doers. Then at night or in inclement weather he will volley huge boulders, trees, and clumps of earth upon the strongest opponents. Charging into melee Anuraka then smashes the rest of the victims into the dirt and laughs.



Anuraka

ANURAKA

Titles: Mountain Killer, Storm Troll, Hero Slayer

Profession: Ranger

Level: 31

Hits: 483

AT (DB): 18 (45)

Melee: +188 ma (3D) **Missile:** +135 ro (300;2D)
or 2x +165 HBa (2D)

PPs: 86

Abilities: As a Cambion (see *C&M*, Section 9), may perish through violence only. Not affected by daylight. Anuraka's combat is unaffected in hostile environments (dark caves, cliffs, hurricanes, blizzards, sand storms, earthquakes, etc.).

Skills: Alertness 33; Sense Ambush 33; Detect Traps 75; Observation 94; Locate Hidden 53; Direction Sense 77; Tracking 96; Read Tracks 71; Stalking 89; Hiding 73; Ambush ±24; Swimming 78; Climbing 93; Caving 78; Foraging 68; Hunting 78; Survival 111; Lore • General Category average 22; Lore • Magical Category average 39; Lore • Obscure Category average 26; Attunement 25; Read Runes 7; Channeling 66; Magic Ritual 71; Spell Mastery average 10; Rhaya 2, Lugroki 5, Troll 9, Shay 2, Erlin 1.

Spells: Able to use Ranger Base lists to 20th level, three other Open Channeling lists to 10th level (GM's discretion).

Unholy Philtre: Enchanted vessel, ordinary water put in becomes a *Healing XX* potion (heals 20d10 concussion hits) for evil creatures and a 25th level poison for any others; takes a day for each dose to enchant.



LADRALA

The surviving Half-Spirits of Kabis were pulled together by their similar nature, into an unholy ring, calling themselves Ladralla, "the subtle weave." The seven concluded what they must do without saying a word; for they are bonded and share much of their being as a collective.

These powerful Cambion magically disguise themselves and travel as a group into a region and then split apart. Touring the chosen realm Ladralla study the culture, the populace, and powers. Then with gradual intensity, over generations, they will change people's perceptions and personalities by creating intense conflicting emotions and temptations, turning a sovereign nation of loyalists into boiling factions of psychotic anarchists and tyrants. They throw good and evil principalities alike into disarrayed chaos for Kabis. After each task but before a new journey, Ladralla will converge to exchange experiences and energies gained.

They appear as awe-inspiring Humans and Elves of virtuous form with dazzling facial features. Their colorful, light clothing and fine hair seem rustled by breezes, even though no wind may be present. With soothing tones their voices radiate a feeling of calm and peace, lulling those who listen into obscured insanity. Their interest in Kulthea is one of amusing sacrifice to Kabis.

LADRALA

Titles: Arceer, Oryth, Dinal, Lorthranys, Loramith, Maeslin, and Pohenth

Profession: Arcanist(s)

Level: 21

Hits: 154

Melee: +181 bs*

PPs: 315

AT (DB): 4 (75*)

Missile: +136 we

Abilities: As a Cambion (see *C&M*, Section 9), perish by violence only, half damage from non-magical attacks.

Skills: Alertness 44; Sense Ambush 44; Detect Traps 75; Observation 120; Locate Hidden 73; Power Perception 83; Reality Awareness 76; Stalking 85; Hiding 70; Ambush ±14; Stunned Maneuvering 75; Swimming 62; Climbing 62; Foraging 45; Interrogation 86; Duping 97; Lore • General Category average 58; Lore • Magical Category average 88; Lore • Obscure Category average 68; Attunement 58; Read Runes 53; Channeling 131*; Magic Ritual 104; Spell Mastery average 18; Language (Rhaya) 45 (8 ranks), Language (Lugroki) 36 (5 ranks), Language (Troll) 30 (3 ranks), Language (Shay) 42 (7 ranks), Language (Erlin) 39 (6 ranks), Language (Dyar) 39 (6 ranks).

Spells: Calm Spirits, Creations, Dark Channels, Invisible Ways, Spirit Mastery, and Body Renewal spell lists to 20th level and eight others to 15th level (GM's discretion).

Items: Each possesses the items they were given long ago.

Thirsty Blades: +20 Unholy daggers that use the Broad-sword Attack Table with an additional Slash critical of equal severity, 40th level items with different colored jewels placed into each pommel.

Protective Sashes: +25 DB, 30th level enchantment.

Ladrallan Rings: Each is made of plain engraved silver and of 30th level enchantment.

1. A special bonus of +25 to the Channeling skill,
2. +15 DB,
3. Non-Ladrallan possessor will turn into a phantom in 1-3 days (Channeling RR versus a 30th level curse).

MEN

A group of servants, called the Revelers and Empowerers, formed after the War of Dominion with the ever given Channeled assistance of Kabis.

The Revelers are normal humans who have forsaken their own kind and culture. Secretly they wish utter misfortune, disease, and death to their former friends. They still desire great evil and succeed. They often pit one good man against another, create schemes to destroy the honest, burn crops, poison waters, spread disease, and carry out other plots of malicious conception. They also invite Evil Spirits into their lives, voluntarily.

The Empowerers are normal humans as well. They travel, observe, and select candidates to be changes into Spirit-susceptible Revelers (accomplished through rituals), thereby spreading chaos and dysfunction through the cultures of Kulthea. The Empowerers do not allow themselves to become possessed, rather the spirits wriggle around their grasp, waiting to be planted into a Reveler. Freeing Kabis from imprisonment and his weakening torment is the Empowerer's primary cause.

The Empowerers call the Revelers together in regional meetings to perform rituals every six years, conveying the new role of Kabis through time. This order is kept secret at all costs.

RISUL

Without a glimmer of evil, Risul appears quite ordinary. His hair has thinned and turned white, but it is rarely trimmed and hangs into his clever brown eyes. An aged, enduring body is covered by native clothing from the realm he travels. Witty conversation is his only apparent tool.

Risul was born 61 years ago the son of a Wuliris sheep herder. At the age of six, his dreams latched onto a stray spirit. With curious instinct and several more dreams Risul created a permanent contact with Kabis. The Prince of Unlife sent spirits every night to instruct him in dark arts. Two years later, taking sword in his small hand, Risul slew his father, mother, and five siblings in a sacrifice. In Wuliris, Risul is still a forbidden name.

Kabis granted him new magics, making him an evil conduit for more spirits. Now he is called the Grand Empowerer, who anoints various evils around Kulthea. He wanders the planet searching for candidates to fill the ranks of Revelers and Empowerers. Watching people, communities, and civilizations for the signs of spiritual corruption, he waits until he may step in and magnify those dark sparks.

RISUL

Titles: Grand Empowerer, Dream Wielder, Klumiage

Profession: Sorcerer

Level: 37

Hits: 128

Melee: +113 da*

PPs: 196

AT (DB): 1 (40*)

Missile: —

Abilities: As ordinary human.

Skills: Alertness 41; Sense Ambush 41; Detect Traps 45; Observation 98; Reality Awareness 73; Locate Hidden 33; Power Perception 62; Stalking 38; Hiding 44; Ambush 61 (8 ranks); Stunned Maneuvering 65; Swim 54; Climb 48; Foraging 63; Interrogation 88; Leadership 103; Duping 87; Public Speaking 112; Lore • General Category average 96;



Lore • Magical Category average 107; Lore • Obscure Category average 84; Herb Lore 76; Poison Lore 65; Attunement 74; Read Runes 43; Channeling 157*; Magic Ritual 141*; Spell Mastery average 35; Language (Rhaya) 67 (6 ranks), Language (Shay) 67 (6 ranks), Language (Erlin) 61 (4 ranks).

Spells: Knows all Sorcerer Base lists to 40th level, and 8 Open Channeling or Essence to 30th level (GM's discretion).

Initiator: 8,000 year old golden ring of partial Kabis Essænce, 60th level relic.

1. A special bonus of +35 the the Channeling and Magic Ritual skills,
2. +3 Spell Adder for Channeling/Essence hybrid spell users,
3. At will, causes foes, friends, or allies to attack each other (25th level (Channeling RR) each round, 150' radius).

Henta's Knife: Stolen from the evil priest Henta's freshly killed body. Risul now keeps it close.

1. +35 enchanted high-steel blade,
2. Delivers an additional Cold Critical at one less severity,
3. Carved wyvern tooth pommel bestows +25 DB,
4. 35th level item also has 35th level curse against non-evil spell users (Channeling RR every day; failure indicates that the bearer will attempt suicide with the knife that day).

NICAMEDI

This Shay man is the greatest Reveler of all time, for his form is capable of holding up to 93 spirits at one time. Possession by this many planar entities seriously augments his powers, allowing him to cast spells even though he does not know how.

On his skull is clean black hair and a leather head band. Intense blue eyes peer at the objects of his interest. For the most part he is quiet, inconspicuous, and of fair build, but unnaturally strong.

NICAMEDI

Titles: Diadus the River Worker, Lotanis the Laborer, Nicamedi the Damned

Profession: Layman

Level: 16 (or more)

Hits: 95 to 210

AT (DB): 1 (25) to 1 (75)

Melee: +76 we

Missile: +48 we

PPs: 0

Abilities: Spirit susceptible Reveler, not in control of himself all the time. He gains +1 level, +5 hits, +1 DB, +5 OB, and +5 in each skill for every 5 spirits possessing him. He also gains 3 PPs per spirit possessing him.

Skills: Alertness 23; Sense Ambush 23; Detect Traps 47;

Observation 67; Locate Hidden 24; Stalking 53; Hiding 63; Ambush 43 (9 ranks); Stunned Maneuvering 72; Swimming 53; Climbing 47; Foraging 41; Duping 78; Lore • General Category average 42; Lore • Magical Category average 22; Lore • Obscure Category average 15; Poison Lore 48; Attunement 24; Read Runes 18; Channeling 81; Magic Ritual 57; Spell Mastery average 15; Language (Shay) 34 (6 ranks), Language (Miir) 28 (4 ranks), Language (Danari) 28 (4 ranks).

Spells: If possessed by 18 or more spirits, may use Monk Base Lists to his level. For every additional 15 spirits, may be able to use any one random spell list as well.

AHBELEN

Ahbelen is an evasive teenage girl with brown, curly hair and darkened eyes showing her lack of sleep. She is a poor, wandering orphan (because she killed her mother) and has hitched onto various caravans posing as a tale teller or a stage performer.

She is in fact a special Reveler, possessed by Evil Spirits and the remnant souls of a Kabis Priest-Warrior. These ethereal entities coexist within and around her watching for weakness and opportunity. Then when she is alone, the spirits seize her and guide her body to kill or to commit a ritual. Traveling with the land merchants and pilgrims, she visits all manners of communities, making her selection of victims easy. The spirits will control her form if she is attacked.

AHBELEN

Titles: Gera the Fortune Teller, Rabel the Actor, Ahbelen Mother Slayer

Profession: Layman

Level: 15

Hits: 96 AT (DB): 1 (15)

Melee: +71 da

Missile: +66 da

PPs: 33

Abilities: Spirit-susceptible Reveler, not in control of herself all the time.

Skills: Alertness 20; Sense Ambush 20; Detect Traps 55; Observation 51; Locate Hidden 44; Stalking 50; Hiding 50; Ambush 30 (5 ranks); Stunned Maneuvering 53; Swimming 61; Climbing 53; Foraging 41; Duping 73; Lore • General Category average 66; Lore • Magical Category average 77; Lore • Obscure Category average 54; Herb Lore 77; Poison Lore 90; Attunement 26; Read Runes 21; Channeling 78; Magic Ritual 78; Divination +92*; Spell Mastery average 10; Language (Rhaya) 39 (8 ranks), Language (Shay) 24 (3 ranks), Language (Erlin) 24 (3 ranks).

Spells: Knows Self Healing to 20th level and Dark Channels to 20th level when possessed by the spirits (40% chance at any given encounter).

Talisman of Fortune: A special bonus of +30 to the Divination skill, 20% chance that it will place a 20th level curse on those who seek its advice (RR versus Channeling or suffer an accident sometime in the next couple of days).



OTHERS

Kabis' grasp on Demon and Elemental kind is now remote. He has few remaining servants and fewer that are loyal. He is only capable of commanding those that are in his sight on the Prison Plane, truly mastering only a few at a time. His control over the Undead is sporadic at best in Kulthea, but in the Prison Plane he is the absolute master. His focus over extraplanar creatures is severely limited, even in the Prison Plane.

AZANIMO

This eccentric Laan male scholar gave in to necromantic urges 7,200 years ago and pledged himself to Kabis. For Azanimo the dark magics secured greatness in life and perpetual servitude in death. He took Lich-dom upon himself under Kabis. Now withered flesh is strung taut across his tortured skeletal body. An unholy gold-alloyed breast plate covers his life-hungry, hollow torso, jeweled greaves hide his bony forearms and lower legs. Clad in a royal cape detailed with precious metals and jewels, he sits in the throne hall of his massive abode. Azanimo's cold fingers and intangible eyes bring absolute doom.

From the center of the Accursed Citadel, he commands a small reclusive realm under the Forbidden Ridge. This Lich controls seven grisly skeletal legions composed of various races. Allied with him are eleven shadows and five ghosts as well. Isolated from the surface world and the neighboring Underearth regions, Azanimo is forgotten.

AZANIMO

Titles: Death Molder, Soul Seller, Overseer of the Accursed Citadel

Profession: Cleric

Level: 33

Hits: 166

AT (DB): 14 (75*)

Melee: +145 wm*

Missile: —

PPs: 111 x 6* = 666*

Abilities: Lich, ignore stun, parry and bleed effects. Sees through normal and enchanted darkness.

Skills: Alertness 43; Sense Ambush 43; Detect Traps 52; Observation 86; Locate Hidden 51; Power Perception 67; Stalking 52; Hiding 43; Ambush 60 (9 ranks); Swimming 54; Climbing 64; Interrogation 78; Lore • General Category average 68; Lore • Magical Category average 89; Lore • Obscure Category average 64; Attunement 48; Read Runes 43; Channeling 111; Magic Ritual 95; Spell Mastery average 30; Language (Shay) 48 (3 ranks), Language (Old Emer) 60 (9 ranks), Language (Erlin) 48 (3 ranks), Language (Kronyt) 60 (9 ranks).

Spells: Evil Channeling lists to 40th level, all Open and Closed Channeling to 25th level.

Belt and Buckle: Jeweled 90th level Kabis artifact.

1. Mastery of Undead up to Type III in a mile diameter,
2. Control (by concentration) of Undead up to Type III, in ten mile diameter,
3. Control and Mastery may effect up to 3,600 levels of Undead,
4. +20 DB,
5. +20 RR versus all realms of power; +20 DB versus elemental attacks.

Breastplate: +25 DB, x6 PP multiplier for Evil Channeling spell users.

War Mattock: +30 OB, when used to parry add an additional +30 DB.

MILOGRON

Putrid, oily-appearing, deep maroon colored flesh glimmers over this thirteen-foot-tall, planar beast. Glowing, yellow, pupiless eyes stare from deep recesses. A pure white, shaggy mane covers Milogron's mid-skull to lower back. Large claws issue from its elongated fingers and thick, sharp toenails poke from unnatural feet. It can also fly, though he has no wings. But its maw is most feared, capable of rending half a man in one chew.

The last loyal demon to Kabis, he wanders Kulthea, inciting evil rituals and tempting the inquisitive into darkness. He shares the secrets of evil worship to those who sacrifice for him. Mastered under his solitary control is a changing web of contacts among the races. Milogron gathers the energies of his followers and channels them to Kabis.

MILOGRON

Titles: Ragob the High Priest, Aljar the Given, Ukour of the Gong

Profession: Type V Demon of the Inner Void

Level: 29

Hits: 286

AT (DB): 12 (65)

Melee: +135 (2x) LCI
or +120 LBi

Missile: —

PPs: 118

Abilities: Large creature, ignores non-magical damage, stun and parry effects. Sees through normal and enchanted darkness.

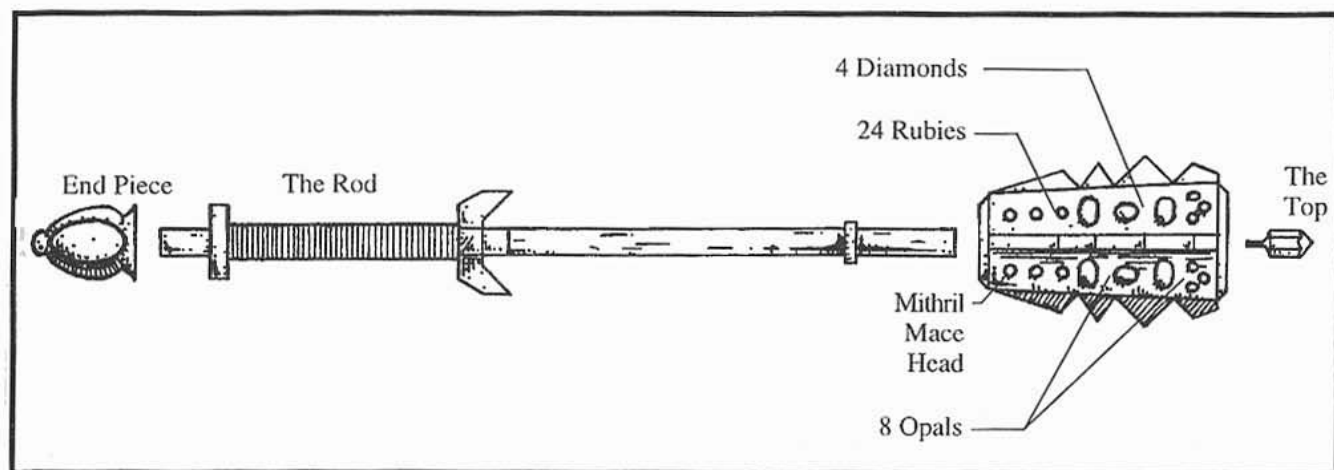
Skills: Alertness 45; Sense Ambush 45; Detect Traps 75; Observation 94; Reality Awareness 87; Spatial Location Awareness 115; Locate Hidden 69; Power Perception 57; Stalking 67; Hiding 51; Ambush 68 (16 ranks); Stunned Maneuvering 88; Swimming 78; Climbing 94; Caving 76; Interrogation 96; Leadership 86; Duping 75; Public Speaking 71; Lore • General Category average 47; Lore • Magical Category average 88; Lore • Obscure Category average 93; Attunement 64; Read Runes 36; Channeling 97; Magic Ritual 76; Spell Mastery average 30; Language (Rhaya) 47 (6 ranks), Language (Lugroki) 44 (5 ranks), Language (Troll) 41 (4 ranks), Language (Shay) 50 (7 ranks), Language (Dinari) 38 (3 ranks), Language (Miir) 38 (3 ranks), Language (Old Emer) 38 (3 ranks), Language (Muri-Elven) 38 (3 ranks), Language (Erlin) 47 (6 ranks), Language (Dyar) 47 (6 ranks), Language (Iylar) 38 (3 ranks), Language (Aludos) 47 (6 ranks), Language (Kuskaruk) 56 (9 ranks), Language (Uscurac) 56 (9 ranks).

Spells: Knows Dark Summons, Dark Contacts, and Darkness spell lists to 30th level.

Demonic Control Ring: An ornately engraved gold band which is a 35th level Kabis artifact.

1. Control of Demons up to Type III within 500',
2. Mastery of Demons up to Type III within 150',
3. Control and Mastery may effect up to 120 levels of Demons.





3. SCEPTER OF ORDER

The Scepter of Order was originally created by the fabled smith, Tethior, during the Second Era. Over a period of twenty years he sporadically worked upon it, adding different objects and powers at each whimsical interval. For some time he kept it, but eventually he had it sent to an Elf-Lord of much notoriety for killing powerful evil creatures.

During the War of Dominion, this Elf-Lord, Wrothusolin, sought out and destroyed most of the Half-Demon Dragons as a personal quest. It enraged Kabis that a single Elf could slay his Drakes. Kabis dispatched his Dark Titan to deal with Wrothusolin and the Scepter during his last assault.

During a particularly heated battle, Wrothusolin and his host were defending part of a mountain range, some adjacent plains, and an Elven city. The Half-Demon/Titan, appeared and rushed across the flat, sweeping away rows of defenders with his maul. He reached the city walls, toppled the towers with his hammer, and pushed open the gate with a lunge. The Unlife horde swarmed in behind the Dark Titan, flooding the Elven city like a tidal wave.

Wrothusolin arrived from the mountain battle and cut a path to the Dark Titan. The Elf-Lord caught up with the Colossus near the city palace. Two manors, three estates, and a library were razed as the Titan tried to pummel the nimble Elf. Wrothusolin struck the Dark Titan several times to no avail. Finally the Titan scored the mortal strike, crushing the Elf-Lord into a fortified wall. The Scepter of Order scattered into pieces and flew across the ruins of the palace.

The Titan collected some of the objects before the more powerful defending reinforcements arrived. The other objects fell among the ruins of the palace and (over time) were gradually collected by various peoples. The Top of the Scepter of Order disappeared, not to be found, and the nature of the separate objects were generally unknown. Throughout time, these pieces of the Scepter of Order have been scattered across Jaiman and Emer by many hands.

THE TOP

Upon the Top are eight sides and on seven of them are symbols. This device will point in the direction of the objects in sequence shown below (i.e., it will first point to the Rubies,

then the End Piece, etc.). The duration of the spin shows a relative distance to the next object. The object to be gained is indicated by the side of the Top that faces up (the character's will not know the significance of each symbol). The Top recognizes which components have been acquired and will never point to any of these items.

4. ETERNALS

Eternals are beings completely unknown and mysterious; their presence is unnoticed, their actions felt only through infinity. There are two bizarre theories concerning the origins of these mischievous godlings. First is that they are from a complex inner plane and curious about the dimensional flux that Kulthea floats through. The second contends that these beings were created as a side effect of the Essence flows and the Life/Unlife forces on the planet.

Their motives and goals are unclear. They do not side with any good or evil causes. They do, however, espouse progress, through lesser beings. Their usual method is to create compounding situations that boil down to a single dangerous moment of decision, which the chosen lesser beings must deal with, for Life or Unlife. The fates of millions can be imperiled in the balance of these created dilemmas.

An Eternal invisibly snatched the Top of the Scepter of Order when the Scepter of Order scattered into pieces. It realized the War of Dominion was to be a stalemate between Life and Unlife principalities. The Eternals took possession of numerous objects and facts to stir things up in the future, keeping universal progress towards ultimate destiny.

OBJECT	SYMBOL	POWER (LEVEL)
1. The Top	Blank	<ul style="list-style-type: none"> a. Magically locks all pieces of scepter together (50) b. Eternal: Points to the next most powerful object (30) c. Eternal: Allows owner to leave the Prison Plane (240) d. Eternal: Masks all powers and aura of The Top (240) e. Eternal: Glows when within 12 feet of target (15)
2. 24 Rubies	Triangle	† Radiates fear against Unlife, Chaos Servants (15)
3. End Piece	Half-circle	None, disenchanted by Kabis
4. 8 Opals	X-shape	† Utterlight at will, 300 foot radius (20)
5. The Rod	Line	‡ +25 RR or -25 EAR versus Magic and Elemental spells (40)
6. 4 Diamonds	Square	‡ +1 Arcane Spell Adder each (40)
7. Mace Head	T-shape	‡ +35 OB, made of Mithril (30)
8. Laen Ring	Full-circle	§ +1 Slaying Critical to Unlife, Chaos Servants (60)

• = always functioning
 † = functions only when assembled
 ‡ = may function individually
 § = functions only if ring and scepter are on and in the same hand
 Note: Scepter may not be assembled until the Mace Head is acquired. Power i.e. will not work until the Laen Ring is obtained.

PART III

ENVIRONMENTS

This chapter presents the basic areas, creatures, species, races, and beings involved. These concepts are a broad series of descriptions to give depth and clarity to the understanding of Shadow World and for those who travel in it.

1• MELURIA

As a whole, this land has been peaceful since the ancient geological disasters at the end of the First Era. At that time, too many energies were introduced into the world and caused terrifying calamities. Half of what is known as Meluria today was pushed up from the bottom of the ocean during the planet's upheaval. Plasidar and Aranmor broke apart into fragments, dotting the sea northwest of Meluria.

The land is composed of a very deep layer of metamorphic rock with sedimentary sand and limestone above it. The peninsula is centered upon a small and now stable tectonic plate locked together with the cluster of crustal plates, known as Jaiman.

PENINSULA

The land itself is surrounded by warm, turbulent waters to the south and a cooler, calmer sea to the north. The southern edge has many fine beaches of sand from the tidal and storm forces that have ground the rocks away. The northern coast is rough and unlandable, save for a few sites. Heavy rain has gouged deep valleys into the central hills and created a shallow water table. This rising and falling water table has eroded cave systems of all sizes. Meluria has swift, steep streams and the central, rolling hills possess scores of small lakes.

CLIMATE

This peninsula has fairly temperate weather patterns that rarely get exceedingly hot. Most of the year it is a damp, cool place with mild, but lengthy winters. In winter, among the hills, snow drifts can accumulate to the height of trees. Most of the weather fronts roll across from the south and southwest. The heavy winds carry great amounts of moisture, usually forming rain by the time the weather front hits the coastline. Meluria is known for days that rapidly turn gray. Thick, very heavy, fearsome storms can stall over the land and last three weeks.

FLORA

The mix of tree life is particularly rich across the peninsula. Deciduous and coniferous forests are dappled with oak, maple, birch and cedar stands. Some trees grow unusually ancient, indicating that the soil is both very rich and deep.

There are numerous species of bushes, shrubs, trees, and flowering plants as well. Depending on the season, weather, and area, flowers can burst from buds in a near blinding array of colors and hues. In autumn, the deciduous plants' leaves take on the tones of fire, displaying a rainbow of colors across hills and valleys. There are a few wild herbs that have better than ordinary effects with little preparation.

Melurian Itching Plants: 1st to 7th level contact poison, (var. B)—causes itching, sores and permanent scars; mild failure, -5% activity and annoyed for 3 hours; moderate failure, -15% activity and angered for 6 hours; severe failure, -30% activity and desperate for 12 hours; extreme failure, -50% activity and in tears for 3 days, with severe fever.

Seven regional varieties of particular plants produce similar dangerous secretions. The unwarned brush against or walk through patches of these harmless-appearing grasses, weeds, shrubs, or bushes, only moments later to discover, festering rashes over their body, creating discomfort all the way to a near insane state of scratching the sores. Excessive exposure may cause the toxins to affect internal organs as well, causing ultimate agony, made even worse if the local remedies are unknown or miles away.

Fog Flowers: 6" to 2' tall-leaf base; 1' to 3' tall-flower stems; harmless but eerie.

Resembling a lily, these lovely white flowers give off a sweet scent during the day, but as night settles in they begin to exude a bluish mist. Herbalists theorize that the mist is a defensive mechanism, driving away nocturnal beasts that would consume the Fog Flower's sweet leaves. The fog-like emanations of these flowers can be considerable and a field of them can blanket the countryside in a heavy mist, only burning away in the late morning sun.

Dreamvines: Touch produces euphoria after 10d10 minutes, then sleep (RR); roots make a Large Grapple attack, a critical indicates that the roots have attached themselves (suck fluid from flesh, dealing 2d10+20 hits per round).

Wiry creepers with shriveled black leaves, dreamvines grow among the exposed roots of the greatest trees. Prolonged contact with the leaves (while lounging on them) brings a dreamy joy followed by slumber, allowing the vines to twine around their victim, sinking hairlike roots securely into the flesh. Death comes swiftly even if the sleeper awakes, since euphoria has sapped the will to escape.

FAUNA

The peoples of Meluria, have domesticated a fair number of creatures; house cats, watch dogs, sheep and goats, cattle, horses, and many others. Some of the well-to-do even have trained falcons and hawks as companions.

There are wild dogs, wolves, boars, and bears, along with a variety of normal and familiar wild animals. In spring, flocks and swarms of colorful birds and insects descend on Meluria during their annual migration. Within the oceans is a rich multitude of sea animals, some defenseless and a few indefensible against.

CREATURES

Major groups of malicious beasts have been slain long ago by the pioneering Jameri. Only the scattered survivors and descendants remain. Unfortunately, many of the more docile creatures were killed as well; a few are now scarce at best. Rumored are the nocturnal Wyverns among the hill tops and Sea Serpents and Turtles lurking in underwater caves.

Shaskan: 2-6 eggs; 6'-9' long; 8'-13' wing span; cunning animal intelligence; bite delivers 8th level Respiratory poison (Var. C).

These reptiles hibernate during the winter months. In appearance, Shaskan resemble miniature, winged dragons. In general, they do not like men and avoid them when possible, preferring to live undisturbed in rocky lowland areas, especially where there is sunlight (they love to sun themselves on warm rocks).

Dining on a variety of insects, and on small birds and mammals when insects are not plentiful enough, the Shaskan are usually harmless unless bothered. If their nest is approached or they feel threatened, they are fierce fighters, wielding talon and tooth with deadly accuracy. Shaskan are equipped with venom in their fangs, a poison capable of paralyzing or killing its victims instantly. This venom is very valuable, and those seeking profit from it contribute to the scarcity of the Shaskan.

RACES

The only significant group of humans to settle across the peninsula are the Jameri. Long ago, after millennia of migration, they had finally found a home. Only in the wilderness, hidden from the Jameri, are Trolls, Luroki and a few Giants, survivors of the ancient purges.

Jameri: 5'-6'3" tall; wide variety of strength and intelligence; no professional limitations.

The most common race on Jaiman, the Jameri are fair-skinned, with the full range of eye and hair color, though the majority have hazel eyes and light brown to reddish-brown hair. Suited to the cool climes of Jaiman, they are generally stocky and of below average height. Jameri peoples constitute the general populations of western and southern Jaiman.



Melurian landscape

2. SARNAK

This realm strides a three-way junction of tectonic plates. The resilient western Emer is formed by the Hæstra and Uj mantle layers pushing against an enormous ocean plate moving in from the northwest. This has fractured the Bay of Izar into a separate crustal plate with its strata rippled and forced even deeper below sea level. Created by these geographical vectors are irregular patterns of sedimentary, metamorphic, and igneous rock protrusions just below the earthen surface.

To the south of the Urij River, gorges divided by slag-like hills rise steeply to the impassable Morbek Highlands. Beyond the Highlands lie the hot deserts of Uj. Centered around the mouth of the Urij lies the mighty city-state of Sarnak.

GEOGRAPHIC FEATURES

BAY OF IZAR

This prominent feature of the Emerian landscape is a huge, enclosed bay along the western coast. Sheltered by a ring of highlands and mountains, the waters of the bay are calm and easily navigable. There is little land upon which to gain a foothold: the only flat shores lie to the northeast. Land meets water in rocky shoals along much of the rest of the coast; in the southwest, sheer cliffs loom.

THE IZARAN CREST

These old, rolling hills lie along the eastern banks of the Bay of Izar, separating Sarnak from the lands to the east and north. The slopes ascend further on the bay side because the Hæstra plateau is higher in elevation.

URIJ RIVER

Springs gush from the base of the Forbidden Ridge, augmenting the mountain runoff, turning a gulley-bound creek into a deep, valley river. The Urij flows west from the foothills down into the Bay of Izar. The upper reaches of this river are swift and dangerous—far too rocky to be navigable.

CLIMATE

This realm experiences an almost uniform, balmy weather pattern, with a fair amount of annual rainfall. Winds off of the Sea of Izar do cause damaging forces in the fall. Otherwise it is an acceptable, easy region to live in.

FLORA

Sarnak is a lightly forested realm with trees of durable wood, but most of the land is given over to agrarian use and pastures. The largest varieties of plants in Sarnak are farmed produce. The Sarnak, as a collective, have a hobby of horticulture and have mastered their realm's ecosystem over the past 3,000 years. Within the Bay of Izar are healthy coral reefs and sea organisms.

In and around Sarnak are a huge assortment of wild and imported plants. A fair number of these plants can be carefully processed into health-inducing extracts and concoctions.

FAUNA

The realm of Sarnak is relatively small and isolated. It has not been in the range of major animal species' migrations in its entire history. However, the people of Sarnak have done well in the import of numerous domestic animals.

There are very few large wild animals in Sarnak. Most are of a smaller natural order; simple rodents, grazers, and mild carnivores. There are not many dangerous creatures either as they had been cleared out long ago.

Schools of fish perform migrations around the Bay of Izar feeding in different places and spawning annually in traditional areas. Crabs, starfish, squid, slugs and other crustaceans and mollusks abound. But within this rich hydrosphere are giants of the various species, massive predatorial sea animals, and sea monsters.

RACES

To fully explain the unusual makeup of the Sarnak populace, the two races that came together ages ago, must be examined to understand their origins and destiny.

Sarnaki: 5'9"-6'6" female height; 5'-5'9" male height; female average life span: 110 years; average male life span: 90 years; no professional limitations.

The first group was called the Shay, they are a mixture of several racial subgroups, smaller than most but hardy. They exhibit brown hair and fair skin, with eyes of any color. A fairly modest group of human beings prevalent among the southern and central regions of Hæstra.

The Laan tend to be taller than the lordly Elves, but more heavily boned and physically stronger, though perhaps less nimble than the Elven-kind. Their hair is dark brown or coal black, eyes blue, gray or occasionally bright green, and they tend to be fair-skinned, from very pale to a ruddy but light complexion. Few of the men sport beards and many have no facial hair. The Laan are great warriors, leaders and empire builders; their ambition matches their great stature.

The females of the Sarnaki clearly have inherited fantastic traits from the Laan and the males seemingly live with the recessive abilities of the Shay. Whether the population has been magically or genetically altered or sheer fate and environment have made it this way is hard to discern and has been kept secret.



3. SCORPION RIDGE

Named for the hooking line of the Ridge not unlike the curled barb of a scorpion, it encloses the southern portions of the Bay of Izar. The Ridge is tall and barren along the eastern half, but as it turns northwest, the slopes become softer and the altitude lower.

Throughout the ridge are sedimentary, metamorphic, and igneous layers forced into all angles by past stresses. The tectonic plate moving into Emer from the northwest is gradually shifting the Scorpion Ridge's western tip eastward.

GEOGRAPHIC FEATURES

MORBEC HIGHLANDS

Attached to the Scorpion Ridge is this vast area of ancient mountains whose peaks have long ago worn down. The Highlands still rise to a respectable altitude. Mining attempts in these hills have yielded nothing of value, proving them worthless and ugly.

FORBIDDEN RIDGE

Next to the Morbek Highlands and stretching to the east is the Forbidden Ridge. These sheer cliffs lie along the south of the Vul Arusi (Ir. "Enchanted Waters", former name of the Sea of Votania). Dark gray and barren in hue, they are an ominous sight from the north or south.

UNDEREARTH

Beneath the ordinary surface of the Scorpion Ridge and all around it are myriad ancient tunnels, caves, and openings. Most of these are somewhat damp with stagnant air, slightly fouled by the stench of unknown beings. Since life came to Kulthea, parts of the Scorpion Ridge have been used. There are vast networks of passages and chambers; mines, highways, communities, fortresses, and bunkers. Permeating all is natural darkness.

Erosion has created most of these cavern systems. Their lengths are usually horizontal while some ascend or descend in gentle angles. A few literally dive or climb steeply into chasms and vertical shafts.

Waters seep in from various points of the range, trickling down walls or stalactites only to drip ceaselessly onto cavern floors or into eerie pools. Quiet, still lakes are not rare in comparison to a few turbulent gushing rivers that cascade their way through the depths of the mountain chain.

Different sounds can be heard in the cave systems. Bits of rubble break from walls or ceilings, clacking onto the detritus. Mountain strata can shudder as they relieve crustal pressure. Unsettling echoes of scratching, shifting and rustling bubble up from miles of tunnel. Sometimes strange hollow movements, chittering, or speech resound their way through the passages. The origin of these noises is unknown, for the resolution is weakened or augmented by cavern conditions.

In places, these tunnels may narrow in width and height, just large enough for a man to crawl through. They are made even more dangerous by occasional moistures and slimes that cling to the rock, potentially sending the undeft sliding down inclines into fellow adventurers, boulders, or chasms. The unnatural confinement of such hollows drives some men insane, into the extremes of panicked claustrophobia.

Normally, the cave systems are large enough for two or three to walk next to each other. Occasionally, an explorer would have to maneuver around stalagmites, rocks, or sink holes.

Some tunnels are hewn into circular and vaulted shapes that may lead to settled or ruined areas. These places could involve various patrols, warriors, and races ranging in disposition from ambivalent to hostile and hungry.

Other passages are of unusual origin; examination determines that they were eroded, as if a hot rock placed upon a block of ice. The stone seemingly dissolved within moments, as strange creatures made their indifferent way through the mountain bedrock.

Upsetting the natural darkness of the Underearth are some life-forms capable of generating light. Uncommon but diverse species of bacteria, mosses, and lichens cast a phosphorescent glimmer. With a dim green radiance, rare slugs crawl along glowing slime trails. Bizarre families of incandescent insects and fish still exist in undisturbed systems.

CLIMATE

This mountain range offers a diverse series of environments. The lowlands experience a fair amount of rain fall, except in the proximity of Uj. The higher altitudes have experienced glaciers before; now only the tops are graced with snow cover.

Heavy winds swoop across the northern face of the Scorpion Ridge; in the fall, they can knock men down. These winds have also gnarled many trees and plants, shaping them into curved and tortured specimens.

Within the mountain chain, the subterranean world is uniformly cool, although great winds blow through the cave systems when the surface air pressure changes.

FLORA

Along the stretch of the Scorpion Ridge is a multitude of plant life. Deciduous trees stand in mild forests all around the mountain bases. Further up the sides of the cliffs, coniferous plants become more common. Inside the Scorpion Ridge are many types of molds, mosses, lichens, and fungus colored in pale hues.

Death Spore: Spore is 7th level Respiratory poison (var. C)—inhaled parasitic mold attempts to use body as a host; mild failure, -10% activity and loss of breath for 4 hours; moderate failure, -25% activity and chest pain for 12 hours; severe failure, -50% activity and great body pain for 30 hours; extreme failure, -95% activity and unconsciousness (will die within 3d10 hours if not treated).

This unusual moss is only found Underearth (thankfully). Eighth-of-an-inch diameter green pods grow on the ends of very thin stamens. The stamens are, in turn, attached to a large pile of mosses, very springy to the touch. Within the pods are spores that are continuously released. The victim will not be able to see, smell, or taste the spores as they are inhaled. When enough spores accumulate in the lungs, they start to grow, killing the victim by slow asphyxiation, devouring the body from the inside out, forming a large pile of mosses and stamens.

Ansilius: Pollen is 6th level special poison (var. C)—inhalation produces violent behavior together with memory loss (the exact amount of memory loss depends on the RR failure); mild failure, 0.5-1 hour; moderate failure, 1-2 hours; serious failure, 2-6 hours; extreme failure, 6-12 hours.



White, many-petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment. Yet fate punishes those who accept the invitation and inhale deeply from the flower-cup. An expression of inhuman rage transforms their faces, while they perform almost every kind of violent depravity imaginable. Amnesia claims their memories of the events, but victims do not forget so easily.

Clivimis: Pollen is level 4 special poison (var. B)—damage to lungs requires complete rest (or healing magic) for recovery; mild failure, d10+5 hits and 1 week rest; moderate failure, 2d10+5 hits and 2 weeks rest; serious failure, 3d10+5 hits and 4 weeks rest; extreme failure, 4d10+5 hits and 8 weeks rest.

Growing in clusters that resemble moss from a distance, purple bell-like flowers hang from small, delicate stalks. In spring they disperse a pollen that severely burns the lungs if inhaled. A season of bed rest and healing must follow to prevent death.

FAUNA

Inside and out, the Scorpion Ridge plays host to an incredible variety of game. Huge birds, agile mountain animals and quick predators live among the upper elevations. Larger grazing and hunting beasts wander the steep middle and lower altitudes. Colossal reptiles crawl in and out of the elevations and caverns. Poisonous snakes and disease-carrying insects are common. The Underearth environment has evolved a profusion of distorted forms.

Shalish: 7'-10' long from head to tail; 2-6 cubs; very intelligent for an animal.

Catlike beasts as large as a lion, the Shalish are tan-furred carnivores with large, flat paws. They are the principle predators of the Uj desert region. Lurking in caves in the rocky highlands during the day, they use their excellent hearing and night-sight to hunt prey after dark. They are a significant problem to caravans.

Muck Worm: 7' to 24' long body; 1' to 4' diameter mouth opening; 4"-15" teeth-fangs; found in groups.

This creature spends its time resting upon the bottom of silted lakes, rivers and pools. Its favored environment is swamp-like waters filled with rotting materials and debris where it can wait for the unwary to wade or swim nearby. Then it rears back, sticking its brown, tough body-head above the surface. With startling accuracy, it grabs the unlucky, taking them to the bottom to be chewed upon.

Cave Lizard: Common species, 9' to 24' long body and tail; rare species, up to 45' long.

Unusual, four-legged, crawling reptiles live in and around the Scorpion Ridge. Some of the smaller breeds have been tamed as pack animals. The larger varieties are still wild and congregate into voracious, rampaging feeding frenzies.

Cave Tuin: 9' to 18' long; moody.

The three breeds of Tuin are long, heavy, shag-haired beasts with huge, clawed paws. They have agile, elongated necks, knob-like skull horns, sensitive snout whiskers, and large mouths with tusks. The Tuin are now used as pack animals in the Underearth.

Cave Scorpion: 9' to 15' long body; 15" to 40" pinchers; stinger injects 6 to 9th level respiratory poison (Var. C).

This huge arthropod is a constant predator, feeding on anything smaller than itself. Stalking through the dark, rugged terrain of the caves and patiently hunting its victims, it attacks with its large pinchers, and a quick, lethal stinger.

CREATURES

Heinous, man-killing creatures live throughout the mountain chain. The interior is stocked with beasts and monsters, unknown specimens even to learned surface dwellers. Strange beings have always dwelled in this hostile habitat.

Caustic Slime: Variable size; touch delivers d10+5 hits per round (until wiped off); heat or cold elemental attacks deliver double damage.

A cloudy, viscous ooze that coats the surfaces of damp, enclosed areas. Caustic slime erodes wood, metal and flesh on contact. Extreme heat or cold renders it inactive, but other measures have little effect.

Chameleon Amoeba: Awareness maneuvers to discern the amoeba at -50; few become giant-sized and live on the floors of caverns.

Amorphous polyps of gelatin, chameleon amoebas acquire the coloring and texture of any surface on which they rest. Invisible from a distance and often unnoticed with proximity, the amoeba waits until prey strolls within an arms length before enveloping the careless unfortunate. Suffocation prepares the corpse for digestion.

Cave Leech: Up to 2' long; 12-60 young, 2x per year; parasitic slug intelligence; -30 to notice due to chameleon abilities, until it attacks; drains d10+10 hits per round if not removed from wound; sense by sonar.

This creature has a nine-inch circumference in the middle and is tapered at both ends into sucker pods. In one sucker pod is a mouth with six sharp teeth. It has no eyes or limbs, with soft, moist chameleon-like, color-changing flesh. It is capable of climbing walls and ceilings and can jump up to nine feet horizontally and up to five feet vertically. These creatures normally live in damp, wet caverns and drop on to potential food. They prefer warm-blooded creatures for nutrition.

Vamprey: 2'6" to 4' tall; 4' to 6' wingspan; 1 to 3 young, 1x per decade; devious intelligence; -75% activity if exposed to natural daylight; infravision.

These are the result of a spell user's experiment gone wrong. Vampreys have pale-gray skin with large, black eyes. Armed with dangerous claws and teeth, this half-Undead species of Gargoyle seeks fresh blood to fill their hollow veins. Their leathery wings are silent in flight.

Naxan: 14' to 18' tall; limited intelligence; very deep earth dweller; excellent sight any situation; breath attack (once per minute, up to 12x per day; cone length 150', cone base 60'; elemental breath delivers equal Heat and Cold criticals).

A terrifying breed of semi-Elemental creature. A gigantic, humanoid form with a shiny, black, chitinous exoskeleton. It has no ears or nose, and is devoid of body hair. The large feet have three toes at a steep angle spaced around the lower leg to support and balance the great weight. Its heavy hands have three fingers and a thumb of crushing strength. The eyes glow green or purple depending on its mood. Its worst feature is its breath, a wide strike of exhaled elemental force. It is also capable of burrowing through rock.

Cave Worm: 24' to 30' long body; blind; -75% activity in natural daylight; moves 25' per round through packed earth, 5' per round through solid rock; prehensile tongue grapples from 10'.

Cave worms are colorless, legless drake-like beasts, huge and foul subterranean serpents. Oozing a raunchy, acidic slime, they wind through caverns and chasms and slither through earth and rock. Their repugnant excretions soften all but the hardest of substances, while the six, three-foot-long horns that encircle their bizarre head cut through obstacles. In this way, they move directly towards their prey, meals which they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone. Six-inch-long fangs enable them to tear through armor with casual indifference and their pungent acids act to melt their fodder.

Scorpion Dragon: Breath attack (1x/minute, 50x per day; bolt range 500'; cone length 300', cone base 100'); able to use Spirit Mastery, Spell Reins, Dispelling Ways and Essence Perception, to their level; 90% winged; 30'-90' body; 50'-140' wingspan; average life span: 30,000 years.

A noble and mysterious race, dragons are among the most potent and terrible of creatures. They are the embodiment of all natural forces of knowledge, motion, strength, and magic, be it for defense or offense. No other creature epitomizes such a wondrous blend of attributes.

The Scorpion Dragons share the abilities of their kind; two legs, two arms and two mighty wings, heavy scales, spinal plate-spikes and horns. They have great intelligence and wit; riddles and puzzles provide joy to them. The arts of language, magic, and Elementalism are known by them. They are vain as well and assume that all are in awe of them; they can be capricious and quick to anger if so provoked or if they believe they are being lied to or taunted.

The weapons of Dragon-kind are talons, horns, rows of man-chewing teeth, long, whiplike tails that smash palaces, and wings that can knock down armies with whirlwind gales.

The unique power of the Scorpion Dragon is its very large stinger on the end of its tail. If this stinger strikes, it will inject a heavy dose of proto-Elemental poison (bio-electrical solution, super hot or cold liquids, caustic plasma or acid bodily fluids, pressurized gases, etc.). This causes a wide variety of effects: electrical burns and nerve damage, frozen or boiling organs, or the victim's body fatally inflating and blowing apart (GM's discretion).

RACES

The Scorpion Ridge contains a mosaic of beings, some familiar and others unusual. Struggling for survival against each other, the Unlife, and themselves.

Dwarf: 4' to 5' tall; resistant to disease; superior sight underground and in near darkness; suggested professional limitations: no Essence or Mentalism spell users; average life span: 250 years.

Legend and song assert the Dwarves to have been born of stone, naming them as Sons and Daughters of Earth. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the Goblins, Dwarves are masters of metal craft; but unlike those unsavory cavern dwellers (the Goblins), they design their works to exhibit beauty, strength, and utility. Full of ridicule for the ways of conjurers, they employ such magic only to enhance the powers of the weapons and artifacts reluctantly released from their forges.

Dwarves are short and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally flame-colored. The men grow long beards which they often braid. Infertility, combined with a lack of females (who comprise less than a third of their kind) lead few Dwarves to marry or conceive young. Dwarves favor colorful, hooded clothing and melee weapons. Many are proficient with standard bows, but a liking for mechanical devices prompts them to employ crossbows when a need for a missile weapon arises.

Goblin: 3'6" to 4'6" tall; suggested professional limitations: no spell users; excellent night sight, blinded by natural daylight (-75 to all activities if in daylight); extremely strong; average life span: 80 years.

Round-headed imps with snub noses and wide, grinning mouths, Goblins possess greenish-yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt (and perhaps to hide their lack of toes—all of the proper bones and ligaments are present, but the mass of flesh has not divided into separate digits), Goblins wear clumsy, stone clogs. When particularly enraged, they attempt to denude a scapegoat of his clogs and stamp with laughter upon the exposed limbs.

Mechanical devices appeal to the clever cruelty of to Goblins; they have invented many machines of torture as well as those used in warfare. Utility and strength mark most of their creations, but beauty eludes them.

Skilled miners, Goblins enlarge their underground kingdoms by connecting nearby caverns with tunnels. Often, an entire mountain range may be webbed by these passages, effectively detouring travelers to longer routes. Goblins stay below ground by day, but night sees them swarming the lands in search of brutal amusement.

Lugroki: 4' to 6' tall; average life span: 100 years.

Lesser: Blinded by natural daylight (-50 to all activities if in daylight); no spell users.

Greater: Dislike but can operate normally in daylight; no professional limitations.

Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and a Lugroki respects little save superior force. Most are superb smiths, but they rarely make items not associated with war.



Lesser Lugroki are born to live, fight, and die in darkness; they hate the stars and moonlight, but panic under the brighter sun. Greater Lugroki are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some superior individuals have been known to be spell-users. Lugroki are frequently confused with Goblins due to their similar gruesome physiognomies and proclivities, but if legends are to be heeded, their origins are very different.

Trogli: 4'6" to 5'6" tall; suggested professional limitations: no spell users; fear natural daylight, but can become accustomed to it; average life span: 50 years.

Primitive cave drawings mark the stone surfaces where Trogli have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of Goblins and Lugroki emphasize the identities of their chief enemies, although Trogli fear all things alien to the underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic.

Trogli skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as an ornament. Goblin hides dominate Trogli raiment, but the occasional Mannish or Elven skins stir deep rage and horror in the one who recognizes a friend by the hide's preserved details.

Beneath this macabre clothing, Trogli possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads, and long, tangled, black hair grows from their scalps. Their eyes seemingly glow red in the darkness.

Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged.

Goblin and Dwarf

Troll: Suggested professional limitations: no spell users; average life span: 300 years; immune to normal heat and cold; half damage from heat and cold elemental attacks.

Cave: 10' to 14' tall; natural daylight causes 10 hits per hour; low intelligence.

Mountain: 12' to 15' tall; may function in natural daylight.

Stone: 8' to 10' tall; natural daylight causes petrification (turn into stone); low intelligence.

War: 9' to 11' tall; wears armor and favors war hammers; unaffected by daylight.

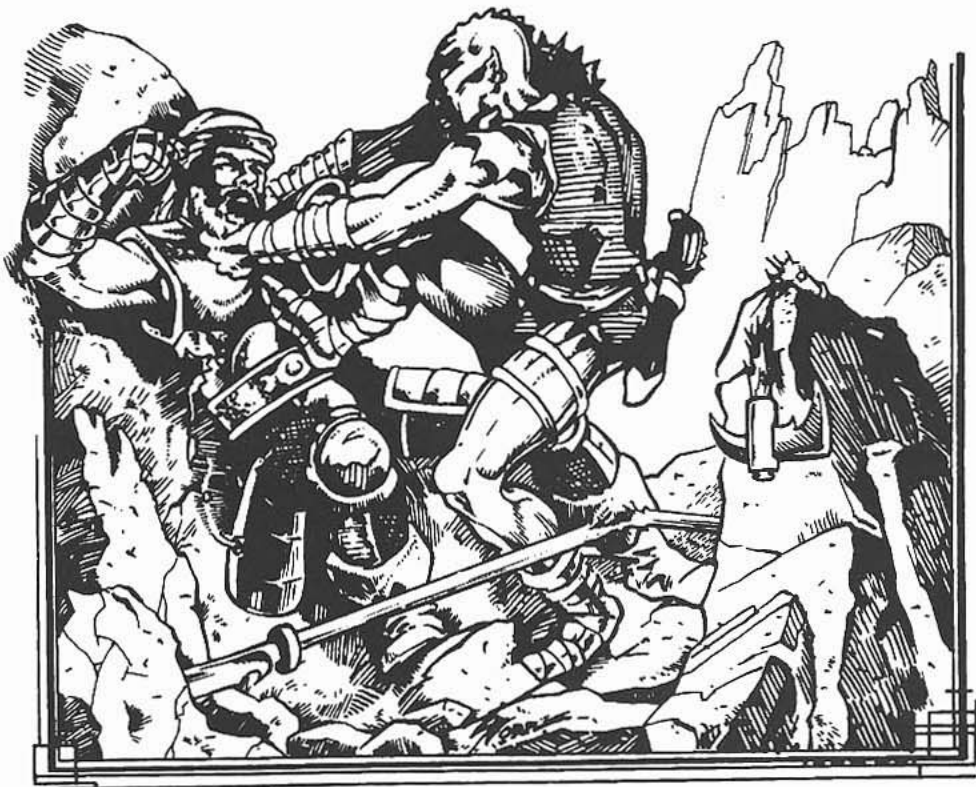
Hideous travesties of life, Trolls possess huge, hulking bodies patched with bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage. A perpetual snarl distorts the sneering maws of these battle fiends to reveal curving, bloodstained fangs. Gray, stony hides with the rough texture of a cliff face protect the calcified innards of reclusive, solitary Trolls, but more formidable armor guards the dread War Trolls. Plates of Adamant (a stone-like material) grow naturally from their petrified skin, warding the sharp edges of an enemy's sword with ease. Bred to withstand the sun's bright gaze, War Trolls are quicker and more clever than their ancient brethren. Stone Trolls return to the rock state from which they born when exposed to direct sunlight.

Giant: Suggested professional limitations: no spell users; average life span: 75-150 years.

Mountain: 18' to 20' tall; able to use Solid Destruction and Earth Law to own level.

Stone: 11' to 13' tall; able to use Earth Law to own level; mines stone easily.

Huge, muscular men often standing twice or thrice the height of their Mannish counterparts, Giants possess immense strength, but lessen its effectiveness with frequent clumsiness and stupidity. The smartest among them aspire to civilized life, building intricate stone castles on craggy hills and icy peaks. Unfortunately a veneer of sophistication and ease does not guarantee benevolence. Many intelligent Giants are malicious man-eaters who disguise their proclivities from visitors, hoping trickery will net them an easy meal. Less intelligent Giants satisfy themselves with simple caves in the wilds, foraging among the beasts and plants for food. Needy travelers can expect to receive warmhearted hospitality from these rustic folk, whose lack of wit mixes with kindness more often than does cunning.



Sileth: No professional limitations; average life span: 700 years.

Water: 6'6" to 8' tall; 5' to 10' long tail; able to use Water Law to 10th level; (8x level PP); immune to water attacks.

Fire: 6'6" to 8' tall; 5' to 12' long tail; able to use Fire Law to 10th level; (8x level PP); immune to fire attacks; touch delivers an "A" Heat critical.

Earth: 9' to 10' tall; able to use Earth Law to 15th level; (8x level PP); immune to earth attacks; moves through solid rock as if air; half damage from non-magical weapons.

These creatures are regarded as Half-Salamanders, in humanoid shape, of various Elemental forces. They are born with magic powers and carry great pride in the proliferation of their elements. They despise each other's elemental influence and have waged terrible wars, destroying several of the other breeds of Sileth.

The Water Sileth appear amphibian-like; they have partial gill-slits and fins in and hanging from their necks. They also have semi-spiny fins that run from their foreheads down to the ends of their tails. Skin colors vary from black to dark green. A very few are emerald or royal blue in hue, which are revered.

The Fire Sileth appear reptilian-like. They do not have a fin along the tail and back but do have an extendible fan under their chin to the top of the chest, used for communication purposes. Their tough, scaled hides are brown-red in tone, though there are a few albinos.

The Earth Sileth are the most humanoid in appearance, bare of tail or fin. They are composed of a smooth, dark gray, semi-stone flesh and tower above their rivals. Huge hands and fearsome strength are their tools.

Doppleganger: Alters form to resemble another, 1 change per round; can use all spells on the Mystical Change spell list without expending PPs.

Mutable flesh enables the doppleganger to mimic precisely the appearance of any person. Following such a duplication, the doppleganger attempts to eliminate and impersonate its victim. Success in this endeavor allows the doppleganger to simulate a gradual change in his victim's approach to life, allowing the imposter's nasty ambitions to surface plausibly. Failure prompts it to attack, striving to block his exposure as a double.

Cthugan: 6' to 7' tall; no professional limitations; able to use d10+10 Mentalism spell lists; (8x level PP); tentacle's touch acts as *Hold True* (15th level); bite injects 8th level nerve poison (var. D); average life span: 7,000 years.

These beings appear to be humans with an octopus for a head. Eight, fifteen-inch-long tentacles projecting from where the chin would be. The touch of its tentacles will render a victim nearly motionless, giving the Cthugan a chance to bite with its mouth, which is underneath the tentacles. Rarely will they use weapons, but most of the time they rely on their spells for situations or combat.

Cthugans live underground in deep caverns, carving huge complexes and cities out of the earth. They wait for the return of their multidimensional, evil masters and do everything they can to make that day come sooner. Meanwhile, they kill any and all races they come upon, but generally try to keep their existence a secret.

4• ALTERED

Shadow World is a unique environment suspended on an edge of the multi-verse. This section deals with Kulthea's normal planar reality, its environments, and creatures that the Unlife has changed to its own designs. Also detailed are some of the beings used to accomplish this, the Temporal Servants of Kabis.

CLIMATE

Occasionally the Dark forces cause or trigger natural disasters: landslides, earthquakes, tidal waves, storms, fires, meteors, etc. However, there are numerous events completely out of the ordinary that are created and mastered by the Unlife. These destructive forces have been sent out to affect an individual, a region, a continent, or the entire world.

The mere presence of Voidal forces alters the shape of the planes they invade. Unbearable stress is put upon the fabric of the multi-verse, causing realities to fold and mingle. This opens more access points to a near infinite number of planes, which contributes further to the instability of Kulthea's Essænce.

The Revelers and Empowerers of Kabis have performed rituals to direct these terrible events at those who oppose them.

Dark Essænce Flows: All radius effects vary for each Flow occurrence; drains PPs out of spell casters, 20th to 90th level effect (RR); tempts victims to commit atrocities, 10th to 45th level effect (RR); 5% of Flows, teleportation effect against site and dwellers, 20th to 90th level effect (RR); 10% of Flows, open entrance ways to Chaos, Dark, Pale and/or Void planes, 20th to 90th level effect; 50+ level Flows deliver random "E" severity criticals to those within it (RR).

The Essænce itself is ambivalent in nature. It exists only to power all things indirectly. Upon Shadow World its effect is more noticeable, especially in this Dark form. The Dark Essænce is a fragmentation of a normal flow. This usually occurs around places of strong evil power; strongholds, rituals, and Gates. A Dark Flow may appear when it splits away for some distance, until it rejoins the normal Flow again. Rarely is it a stream of high energy, streaking into or from the sky through a specific point. All too frequently it is separated from the normal Essænce Flow and pulled into a vortex, spiraling into some accursed place.

Normally this flow is intangible; only those sensitive enough will notice a mirage of rippling darkness quickly approaching in a line or a sheer wall, stretched through the sky and earth. Upon impact, spell casters must face the Flow, resist its guiles and try to shield their powers.

The more powerful Flows can be seen by those within sighting distance. Spell users within leagues or sometimes hundreds of miles of the Flow site can feel the planar emanations. Devastating energies lie within these cascading, waterfall-like Flows. If immersed, the victim will find his body being ripped to shreds, his mind eroded, his spirit dissipated and his soul being annihilated.

Reality is folded within the most powerful Flows, causing Gates to open, allowing planar horrors into the world. Objects, people and places can be shifted across a continent, space, even parallel or alternate realities.

Evil spell users may attempt to tap the near infinite amount of power within this distortion. However, many a spell user has been consumed in this maneuver.



Elemental Storms: All radius effects vary for each Elemental Storm occurrence; 20% / round that any given being will receive a +10d10 Elemental Bolt attack from any Elemental force; 95% of storms are of one Elemental type; storm itself lasts for 12d10 rounds.

Triggering these events is the weak integrity of the planes around and through Kulthea. It is the result of a breach of an Elemental plane into this world. Great thick clouds gather and gale winds blow before the event is to take place. Cracks of thunder are heard, but no lightning is seen, as reality buckles. The clouds grow grim and block the light of the sun. Then the carnage starts; flames burst from all around, everything freezes, chunks of stone fly from everywhere, blinding light permeates solids, time unravels, things become immersed in globs of Elemental Chaos, etc..

This can also be caused by the use of powerful Gates, Essænce Flows of all sorts, huge rituals, or the mere presence of powerful gods.

Chaos Waves: All radius effects vary for each Chaos Wave occurrence; 50th to 100th level effects, crosses the planet from once to twice, victims exposed to lingering subconscious Chaotic temptations (RR); depression effect 1st to 10th level (RR); random noncommunicable 1st to 10th level disease strikes victim (RR); 1st to 10th level effect to make victim believe all are enemies, paranoia (RR).

Chaos Waves are very rare, only accomplished by the gods and artifacts. Reality flexes as those absolute forces are unleashed. At times the power source for these godling-sized effects creates too much unused potential energy in a local area. This extra energy radiates outward across the planet surface like a wave. It travels at the speed of sound, so it is fully possible to actually see it before it rolls across the lands.

Chaos Waves have numerous and detrimental effects. When the initial edge of a Chaos Wave strikes, some people will notice nothing more than a momentary blurring of the vision, a mirage. Spell users may notice reality fading and witness the unwelcome sight of a Chaos Plane, filled with wriggling, chanting, raving and screaming beings of all planar forms, stretching out, ready to embrace the world and consume souls. Luckily, it is only warped perception and a glimpse for those sensitive to the Essænce, not a Gate or Portal. These images might haunt that spectator until death.

Just before the last edge of a Chaos Wave passes, entropy built up in objects and people is released. Things corrode or become more brittle, body organs fail, diseases of deterioration take lives. Within individual minds, friends may become enemies and lovers may become killers.

FLORA

The influence of the Unlife has not only affected the minds of Men, but lower life forms as well. Though some were not created on purpose by the Dark forces, they exist as a side effect of the Void's presence in reality.

Death-shroom: Up to 2' tall; up to 2' diameter cap; acute hearing and smell; dart injects 5th level Paralyzation poison (var. D)—mild failure, -15% activity for 6 hours; moderate failure, -35% activity for 12 hours; serious failure, -60% activity for 30 hours; extreme failure, -100% activity and unconscious (will die within 30 hours unless cured); releases up to 36 dart-spores, takes 2d10 days to regenerate them.

These unusual capped fungi reside in the wilds in groups. They listen and smell for humanoids, waiting for their approach. When the foolish get too close, the mushroom will raise its cap, releasing dart like spores, puncturing the body and inserting an egg. The Death-shroom also communicates with spirits, informing them of particular people and their actions.

Sentient Tree: 20' radius drowsiness and sleep (RR).

Warped and awakened by the power of the Unlife, these gnarled trunks gather shadows about themselves like dark foliage. Malicious and spiteful, they hate all creatures who walk or run, desiring to destroy all such life. Their grasping branches can be surprisingly quick and strong and the most powerful can dominate an entire forest. They can also give off a scent which causes drowsiness in humans, rendering them easily captured.

CREATURES

When creatures gain access to other planes, there is always the possibility of stowaways. Diseases, parasites, spirits and other unnoticed beings could always hide in a victim's form or follow them through any teleportation, gate, or summoning. In the temporal world, many of these manifestations change or evolve into weaker organisms to survive their new environment.

Gurith: Half damage from non-magical and Elemental attacks.

Meta: Up to 1" long; flies; bite or sting inflicts 1st level blood-thinning Circulatory poison (var. B) causes bleeding (RR)—mild failure, -1 hit/hour; moderate failure, -1 hit/half hour; extreme failure, -1 hit/15 minutes; severe failure, -1 hit/5 minutes.

Supra: Up to 10' tall; walks or crawls; touch delivers 8th level surface Reduction poison (var. C) causes bleeding (RR)—mild failure, -1 hit/minute; moderate failure, -1 hit/3 rounds; extreme failure, -1 hit/2 rounds; severe failure, -1 hit/round.

Mega: Up to 24' tall; walks; touch delivers "B" Heat critical and a 12th level surface Reduction poison (var. D) causes bleeding (RR)—mild failure, -1 hit/round; moderate failure, -2 hits/round; extreme failure, -3 hits/round; severe failure, -4 hits/round.

These planar oddities are corporeal and errant spirits of the Unlife. Their individual power is weak and they can only appear as small altered insects, the Meta form. When enough have found each other by screeching and swarming, they may join together and shape themselves into different forms. This cooperative body is then ruled by a general spirit to destroy everything in its path.

The Supra form is a semi-humanoid shape with four arms and two legs. Its wriggling body changes color as the Unlife insects squirm into different positions, a powerful and ugly sight, repulsive in nature. Dripping from its arm ends is a mixture of poisons, almost acidic in operation against foes.

The Mega form is a giant humanoid shape. The arms end in claws, and a huge pincher adorns its head. Unlife juices seep from the entire body, killing all that it grabs, bites, and stomps on.

Demon Mite: -50 to detect when motionless; spittled venom (var. D) causes 6th level blindness (RR); perish by violence only.

Bizarre, foot-long, insect-like parasites hide among foliage, debris, or rocks, and leap out spitting venom in a blinding spray. When one latches onto the victim's body its mandibles quickly cut flesh and sever major blood vessels. These vital juices are sucked into its abdomen before careening away to digest the meal and lay eggs.

Dark Ascaris: Unlife parasite; invisibly jumps from dead body up to 20'; secretes 5th level Reduction poison (var. D) causes affected organ or limb to rot (RR)—mild failure, -60% activity for 3d10 days; moderate failure, -90% activity for 3d10 days; extreme failure, -90% activity for 2d10 days followed by death (life could be saved by amputation if it is a limb); severe failure, -90% activity for d10 days followed by death; may drain up to d10 PPs per day to create an equal number of eggs in the host.

These nematode parasites inhabit a host victim's intestines, draining nutrition and energy. Upon maturity, these worms slowly burrow into other parts of the body, injecting planar toxins into organs or limbs, subjecting the victim to a slow, rotting condition unless the Ascaris finds the spinal cord or brain. If this happens then the worm will infuse Unlife principle into the victim's personality, releasing toxins only when the host disobeys the parasite.

Pale Virus: Submicroscopic (airborne); Unlife intelligence; affects a chosen being as a 9th level Bubonic disease (var. D); causes fever, killing psychosis and death (RR)—mild failure, -80% activity for d5 days; moderate failure, -30% activity for d10 days (with the last day being full of hallucinations and frenzies); extreme failure, -10% activity for 2d10 days (during which the victim suffers from paranoia and blood lust) then death; severe failure, -5% activity for d10 days then death (but victim will plan an awesome tragedy involving as much killing as possible before death).

Living among the outer planes are diseases unguessed at; this one is known. The Pale Virus is a communicable nonfatal pathogen among the lower Pale Demons. It induces permanent, torturous agony, which fuels their insanity. However, this virus can survive Gating to other planes and afflicts the temporal races with ease. It kills the material being by changing their metabolism to that of a Demon.

The mind of the host body afflicted with the infection will plan and execute conspiracies and assassinations. As the disease progresses, the victim's altered organs fill with planar toxins. It also turns the blood color to purple just before death. The victim's flesh will then turn black as the bulging veins become blocked with coagulated Demon blood. Then the body ruptures, spewing infectious, steaming black ooze from the remaining skeletal frame.

RACES

Millions of beings were recruited from the planes Kabis invaded while en route to Kulthea. He used these creatures and their own evil desires to manipulate the face of reality. Kabis was eager to distort and hang from the material world a permanent planar tie to the Void, making it easier for more races to climb into Shadow World.

Procreators: 5'-14' tall; shape changers; 5% can change into other creatures; mist form, concentration; flight 150' round; musky, foul odor.

Demon: Able to use Mentalist Base and Evil Mentalism lists.

Spirit: Able to use Mentalist Base, Evil Mentalism, and Evil Essence lists.

Undead: Able to use Mentalist Base Lists and Evil Channeling Lists.

Where the planes of Order have love and devotion, Chaos hosts lust and depravity. Procreators take delight in carnal pleasures, corrupting the innocent and reducing them to desperate, animalistic creatures.

Appearing as fantastically virile, sensual humans, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seducing their quarry with spells and soothing words. The victim awakes tormented with need. The Procreator returns, sometimes at night, sometimes appearing to them in daylight to torture their 'love.' Sometimes the Procreator denies the victim, relishing their shameless desperation, but they will often relent, as it only strengthens the victim's addiction.

Their goal is the conception of Half-Demon, Spirit, or Undead children, born immortal servants to darkness. Unfortunately, the mother of the child usually (75%) dies at child birth, while a human father (seemingly without explanation) goes insane.

Half-Beings: No professional limitations; intelligence dependent upon parent; may perish through violence only.

Demon: If spell user, +5 Power Point Development skill.

Spirit: Half damage from non-magical weapons; if spell user, +15 Power Point Development skill.

Undead: Half damage from non-magical weapons; if spell user, +5 Power Point Development skill.

The children of Procreators are exceptionally strange. The circumstances and properties of temporal kind is distorted by these foul servants. Half-Beings are born without a soul, or at least with a soul of baneful design. Their origins are from outside that of normal, and they are considered desecrations of the temporal forms.

Half-Demons are cold, calculating creatures partial to cruelty. They examine a victim for weaknesses, then exploit the weaknesses to the utmost. Their eyes show great disdain for the order of things they see, showing those around them to act carefully.

Half-Spirits are quick thinkers and rather spontaneous about their actions. They perceive far beyond the normal senses of Men. The behavior of Men changes rapidly around Half-Spirits and their auras. Half-Spirits are capable of turning best friends into bitter enemies with just a thought.



Half-Undead are truly the most rare of Half-Beings. Their existence is an insult to Life, completely forbidden by the temporal laws. They wander the world, seeking victims and their blood Essence.

Spirits: Invisible; radiate spirit effect 10' / level; spirit effect is equal to the spirit level; ignore non-magical damage, stun, parry and bleeding effects; victim or target is not always aware of a spiritual effect so most RR's would actually be subconscious.

Fear: Target immobilized for 1 round / 5% RR failure.

Terror: Target immobilized for 1 round / 1% RR failure, target dies if RR fails by 60%.

Mischief: Target believes spirit's subconscious suggestions (RR); random object is stolen (RR).

Darkling: -1 to Me and Re Temporary Stat / 5% RR failure; uses Light Law; drains -1 PP from target / 10% RR failure.

Death: Target struck with fear and panic 1 round / 10% RR failure.

Evil: Target becomes possessed for 1 round / 5% RR failure; each previous possession gives a -5 RR modification.

Insanity: -1 to SD and Re Temporary Stat / 5% RR failure; target believes spirit's subconscious suggestions (RR); hears voices (RR).

Dream: Target immobilized and sedated for 1 day / 5% RR failure; if this effect lasts longer than 3d10 days, the victim's mind dies (RR).

Vision: -1 to SD and Re Temporary Stat / 10% RR failure; target immobilized for 1 round / 10% RR failure; uses Illusionist Lists.

Doom: Target's fumble/failure range on all skills is increased by 5.

The preferred agents of Kabis are the invisible and intangible Spirits. Capable of affecting others in the worst ways, they cause torment and agony, and send the victim's life out of control.

The most numerous Spirit is that of Fear. This Spirit will seep into the consciousness of the victim and magnify either an already existing phobia or a current fear reaction, thus paralyzing any temporal creature with that fear reaction for as long as possible. This Spirit will then use the victim's frozen psyche for sustenance.

The Terror Spirit behaves in much the same way as the Fear Spirit, except that they are stronger and can cause death rather than paralyzation, feeding off the last moments of the victim's life in killing fright.

Mischief Spirits commonly steal objects from a person, to examine them multi-dimensionally (for no understood reason). Usually the Spirit will then place the stolen object on somebody else's person, thereby creating suspicion and dissent among friends. Whispering gossip, rumors, and lies into other peoples minds is their specialty.

The Darkling is an emotive Spirit that radiates an effect of depression. It tries to slow the mental processes of victims within its influence, sustaining nourishment from the drained thoughts.

Death Spirits are specially ordered to perform some task, so they seek a freshly killed host body and animate it. Even though the body rots and reeks of death, this Spirit will continue on for as long as possible, relishing the feeling of a body once again. To deliver a message, kill someone, or bring horror to the minds of the dead body's still living family are their warped goals.

Evil Spirits seek mentally deranged humans for their torments. These Spirits were once lost beings in the ethereal plane and have a dark desire to exist in material form again. They invade a host body and desperately attempt to control it for as long as possible. Committing acts of insanity and other atrocities on the temporal world is the goal of most Spirits. Fits of possession vary in length and scope, dependent on how powerful the victim is and how much they invite the Spirits. The more an Evil Spirit resides in a host body, the easier it will be for it to re-manifest later.

Haunting the subconscious mind are the Insanity Spirits, creating confusion and warping the victim's perception, making friends appear as enemies and enemies as terrifying monsters. If it so chooses, this Spirit may manifest as many voices, only to be heard in the victim's tortured mind.

The Dream Spirits find peacefully sleeping minds as prey. Pouncing on the defenseless dreamer, sending the victim into a permanent Spirit-controlled nightmarish coma, this Spirit will then feed off the victim's dream reactions until the dreamer's body dies.

Vision Spirits place illusions into the senses and thoughts of temporal beings. They create and display scenes and imagery to grip and freeze minds. They often feed from the delusional egos of Men, making them believe what the Spirits want. Distracting the victims with their illusions, they exude their spiritual effect, dragging the spectator into unconsciousness and death. The victim's spirit is then consumed by this abysmal enemy.

The Doom Spirit will follow a chosen being years before it strikes, hiding at all costs. It will store its energy and then lash out, a powerful material exertion. It will always wait until the target is in a perilous or near fatal situation, then make it worse (knock a weapon away, pull a foot loose when climbing, cripple a magic spell or ritual, etc.).

5. PRISON PLANE

The origin of the Prison Plane lies in the First Era when Kadaena succumbed to Dark corruption and ordered her diabolical researchers to develop a work of profound power. These scientific delvers of mass, energy, and Essænce set about to create a secret laboratory, beyond any sight, sensor, or detection, so her whim could be carried out. Kadaena chose the alien moon Charon for the experimental site, because Essænce is a unique and natural emanation from the space around Kulthea and its moons.

Intense labor was poured into a dimensional device capable of manipulating local planar forces. These components were built and collected over a period of 1,800 days and made ready for the year -251 FE. The purpose of this energy-state-altering equipment was to create a space closer in nature to the planes of Essænce.

Then in a sudden moment, 3.3 million tons of sub-ether materials were dropped on the surface of Charon by hundreds of gigantic war machines. From out of nowhere, Kadaena's forces materialized and planted through both poles the special equipment. The moon was secured with assault troops and fortifications were built; resisters were executed, prisoners were taken, and remaining personnel evacuated. The entire moon was seized and made ready to be altered in twelve short minutes.

The surprised Altha and the ruling Ktaviir looked onto Kadaena and Charon with horror and rage. She had finally proven her insanity and her subjects were unable to stop her. But several months later the revolution started. Utha watched from his hold on the planet as the last forces withdrew from the moon.

When the equipment was activated, violent lurches rolled across Charon's surface as the magical fields pinned down and isolated its mass. The sub-ether equipment exploded in random waves as the icy moon became incandescent with planar forces. Then the machines vanished in deadly streaks of excess power and, with a heaving convulsion, the moon partially imploded as part of its mass was pulled into a new plane.

Kadaena's workers managed to produce a twin discorporal Charon that coexists in the same time-space but in a different planar state. It is a forced bubble of temporal reality and law upon the lowest ethereal medium, but separated from it by a tangible, 300-mile -diameter, luminescent energy sphere.

The material pulled into the new plane was splattered across the interior surface, a micro-world turned outside-in. A dim solitary point of light hangs in the center of this altered, divergent or parallel Charon, a calculated side effect of the machines that enabled the entire plan. Only one entrance exists to the plane from the physical Charon; this gate is powered by a single device that is heavily shielded and withstood the dimensional blast 112 millennia ago. According to plan, the semi-ethereal world uses the gate not only as a planar anchor but also as a polar axis.

Through this gate, Kadaena's sages introduced more air, water, dirt, and rocks into the experimental plane. Plants, creatures, and other life-forms were brought in and tampered with. Kadaena's true goal was then quickly attempted before the outbreak of war.

To undergo testing was the profound notion of Essænce imbedding in structures and machines. The ultimate pinnacle was to create an inter-dimensional war machine with intelligence. It was to be a self-repairing vessel of unparalleled capability. This machine would be called the Shadow Hold.

These dark researchers only got as far as the first structural experiment. Their evil desires tainted the Essænce they emplaced and it did not take long for the Shadow Hold to outgrow their control. Within a few weeks it killed its creators and the plan was abandoned because the empire was soon mired in chaotic battles. Later, Utha confronted Kadaena and killed her, thus finishing the Ktaviir war. Much was lost in the war and this new plane was forgotten.

For the next 107,000 years the plane was left open and alone for the most part. It became a demonic playground upon occasion, or a place to hide. Creatures, races, seeds, and spores have been exchanged between Charon and its ethereal companion. Water has gathered at the equator, forming lakes and marshes. Loathsome plants, trees, animals, and monsters have moved into the hollow plane. The Shadow Hold remained wild, jumbled, and confused until Kabis was locked in by Iorak and Eissa.

CLIMATE

This sphere rotates at a steady pace to maintain the gravity in this world turned inside out. It is about two thirds of the Kulthean pull. This is a place where the temporal laws still affect the material world, but also extend into the ethereal.

The solitary point of light emits great amounts of radiation, some of it in the form of heat and visible light. The warm atmosphere is oppressive and difficult to absorb, but breathable. Slow winds carry moisture along the equator, sustaining dark life along the marshes. It never rains or changes temperature. The center light does not falter not in its dim, glowing intensity.

BEINGS

Evil permeates the Prison Plane and its history. Many cetaures were attracted to the hollow world while it was open. Finding the Prison Plane's habitat easier to live in than the Pales, the Void, or Charon, they stayed.

Within the swamps are tainted insects of differing nature. Some of the species reach up to two feet with wings, stingers, or rending mandibles. Gurith can also be found in this murky span.

Horasos: 6'-7' tall; ignores puncture criticals; touch drains 1 point of Temporary Constitution.

Strange powers animate mounds of decaying plant material—leaves, roots, vines, stalks, mosses, etc.—into vague humanoid forms. These creatures are considered "Undead" plants by some sages and scholars. These hulks of rotting plants wander swamps and jungles seeking prey. They attack either by bashing with a leafy limb, or grabbing and squeezing the life out of opponents, absorbing their Essænce.

Shadow Hold: Partial Essænce Entity; regenerates 40 hits/round; Aura is masked; uses Black Channels and Barrier Law to 30th level; 360 PP; no PP expended to change normal interior.

GM Note:

The 300-mile-diameter sphere is 200th level in integrity and construction. It is solid, cannot be chipped or eroded by any means other than a higher level effect, but the barrier will still get an RR. The barrier blocks all except a trace of channeled power and spiritual thought received or transmitted (by Kabis alone).

If the 200th level Gate that leads to the Prison Plane is destroyed, the link to Shadow World would be broken. The twin would then float through the ethereal plane uncontrolled; or it could burst, delivering its occupants with great violence back into the physical caverns of Charon.

If the center point of light (240th level) is destroyed, the Prison Plane will collapse as it disintegrates, ejecting held material into the empty, gravity-less ethereal medium around, which is fine with Kabis, but even he cannot defeat the point of light in his current condition.



This being is a creation of temporal matter-energy, infused with Dark Ess  nce that takes the form of a structure. It can shift into different configurations of walls, halls, and rooms in a second. It hampers foes by dividing them, isolating them from help and cutting off hope. The Shadow Hold has attuned to the desires of Kabis, responding with perfection.

Mind Eater: 1' diameter; 2'-3' long tentacles.

A strange opaque jellyfish-like creature, with clawed tentacles instead of feelers; Mind Eaters are grotesque little beasts. They attach themselves to the victim's head and suck out the brains.

Mind Eaters appear out of thin air directly over a target. If they fail their initial attack, they will attack by leaping, but they will flee if destruction is imminent.

Shaan: 4' long; 4' wingspan; saliva is 6th level Circulatory poison (var. C).

Not unlike a stingray, Shaan hide themselves under the surface of the dusty gray earth and remain there unless disturbed. If stepped on or otherwise bothered, the Shaan will curl up and wrap itself around the offending limb. Using leechlike mouths scattered over its surface, it bites and feeds on the target's blood. Shaan can fly like a stingray swims, though they never go more than a foot or so above the ground.

Tresh: 15' long body; 20'-40' long tentacles; uses all Mentalist and Evil Mentalism spell lists to 20th level; immune to Mentalism attacks; half Essence damage; ignore non-magical damage.

Tending to be a loner among the Agothu, Tresh travel by themselves, or at most in small groups. They specialize in small-scale operations. They will attack first if confronted with a situation they consider to be potentially threatening.

Very similar in form to a large, slightly bloated squid, a Tresh floats in the air vertically, tentacles dangling below it, though they waver about in all directions, and three extremely long ones have a reach of 40 feet. The other tentacles have a 20' reach. The body is about 15 feet long. In the center of the ring of tentacles, normally hidden, is the beak. Potential food, including humans and larger creatures, is held to the beak by the short tentacles while pieces are bitten off and ingested.

Its skin is green and leathery, covered with large, wart like lumps. The long, powerful tentacles have moist suckers along them. A Tresh, also known as the Seeking, has three eyes spaced evenly about the main body. Instead of the pointed, finned end of a squid, there appears to be a huge humanoid brain, pulsing inside a transparent, globular, membrane casing.

Xyr: 14'-16' tall; touch inflicts an extra Electricity critical; successful Grapple inflicts automatic "B" Electricity critical, (until foe breaks away); absorbs bleeding hits from target to heal self; wounds stop bleeding and heal by 1 hit per round.

Another unspeakable horror from the Void, the Xyr are vaguely anthropoid, yet have a certain melted look to them from a distance, and in close proximity they actually look inside-out. Transparent skin reveals pulsing veins and arteries. Their feet are mere stumps, like an elephants, and their long arms end in three strong tentacles equipped with powerful suckers with which they try to grab an opponent. While easy to hit, they are resistant to serious damage.

Demons of the Pales: Spilled demon blood permanently stains objects, evaporates quickly unless contained; when Demon temporal form is killed, it will dissipate into clouds of purple and black smoke, its spirit sent back to the languishing Pales.

I Pale: 6'6"-7'6" tall; nocturnal; number 1-20 per group.

II Pale: 7'-8'6" tall; aquatic; number 1-10 per group.

III Pale: 8'-10' tall; nocturnal or subterranean; sonar; number 1-10 per group.

IV Pale: 10' tall; infravision; able to use Ranger Moving Ways and Path Mastery; number 1-5 per group.

V Pale: 11'-12' tall; infravision; weak hearing; able to use Monk Base Lists; (8x level PP); loners.

VI Pale: 12'-15' tall; infravision; moves by acrobatic leaps and sprints; number 1-5 per group.

First Pale Demons have pale gray skin and are naked and hairless except for a single clump of wiry hair protruding from the top of their large skulls. Although capable of wielding clubs, they have no understanding of sophisticated fighting techniques and are, in fact, quite stupid.

The hands and feet of the Second Pale Demons are webbed. These demons are capable of breathing water or air. They can propel their sleek, hairless bodies through water with surprising speed, and wield small, curved knives with frightening skill. These Demons have large, protruding eyes, giving them excellent sight anywhere.

Third Pale Demons are equipped with huge, bat-like wings extending along their long arms. Dark gray in coloring, these slender monsters have excellent senses of hearing, smell, and sonar. They also have superb flying and gliding skills.

Fourth Pale Demons have superb sight, but lack development of other senses. These creatures have mottled, light blue coloration and long, thin appendages, including a whiplike, prehensile tail. Slender, agile, and strikingly precise, they usually throw things.

With curious baroque weapons, Fifth Pale Demons are covered with gears, pulleys and other simple mechanisms. These devices are complex and all too often deadly. They are a darker blue, tailless, stocky, and powerful of build. No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stone walls. Many are also quite bright, as evidenced by their skills in the ways of spell casting and organized war. These Demons are jealous of power and forever seek to dominate others.

Intelligent, but insane and wildly violent, the Sixth Pale Demons are of the most feared. They have glistening black skin, huge hands, and large, prehensile tongues and feet. Glowing red eyes and foot-long tongue contribute to a visage beyond terror. Nearly all are virtually immune to the extremes of temperature; fire and pain seem particularly alien to their being. Worse yet, they are powerful and elusive foes. They have a 'recurved' musculature and are capable of feats of tremendous acrobatic skill and rarely unparalleled strength. Perhaps the most grisly and terrifying legend surrounding them is that many have been known to tear the head off of a foe with one swift motion. All the worse because it is true.

PART IV

MAJOR SITES

1. MELURIA

The population's roots are made of 33 small Jameri families who were the first pioneers to settle across the peninsula during the middle centuries of the Second Era. The original 33 were divided equally into three Clans. Outsiders to most of the affairs of Jaiman, Meluria has always chosen an unsociable path. But it has made waves before and been pushed under on occasion.

During the Second Era before the Six Crowns were created, Lorgalis and his Ulorian pirates controlled the western Jaiman seas. His armies swarmed eastward, stripping farms and sacking cities. Jaiman could not defend itself, embroiled in deep hatred, espionage, and conspiracy.

Meluria was a landing site several times, and only through sheer luck have the Ulor hordes routed with heavy losses. Melurians feel that they stopped Lorgalis from taking southwestern Jaiman and saved Rhakhaan's weak flank. Ironical that Meluria was conquered from the northeast, by Rhakhaan and the Phoenix Crown, after the War of Dominion, and dominated for millennia.

A civil skirmish broke out 1,300 years ago when the Rhakhaan borders relented and the three Clans painfully separated into five. New families then took over the responsibility of leadership.

Other folk have come and gone from the land. However, most Melurians can trace their lineage to one of the original 33 families. The nation has grown well in numbers, despite the occasional battle or plague.

At this current time the only contact Meluria officially has with the entirety of Jaiman is through the merchants of the city Lethys. Located 200 miles away to the northeast Lethys is very much a part of Rhakhaan, an ancient but now weakened enemy.

The current internal relations of Meluria are smooth for the most part. There are low taxes, well-patrolled roads and reasonable government and laws.

OVERVIEW

Upon the southern extremity of Jaiman and stretching to the west is an earthen projection, almost 600 miles long and up to 100 miles wide. The Melurians hold claim and title to most of this peninsula. Even though they cannot fully control every square mile, it is still theirs and they are willing to die for it.

Bazilar State, located to the northeast, is the most popular place in Meluria. Throughout this land are numerous farms and a few forest pockets, ruled by the Clan Leader, Arona. Most of the land is flat, except near the shore, where it tapers down into a rough coastline, and closer to the central hills, where it slopes to higher elevations. The Moc river is an ancient, slow moving body of water that is fed by numerous lakes and streams. There are four walled villages within this State, though the greatest majority live in Bazilar City itself.

The westernmost fief is called Flucrumia, a peaceful yet unusual realm. It is a dismal place and the least populated. It resides in proximity to Plasidar and Aranmor, nefarious places indeed. There are numerous caves around the land, some more dangerous than others; in them range local mushroom cultivators to beasts untold. These agrarians reside within a series of six, wood-walled and fortified towns. The Clan Leader of this realm, named Drutan, maintains three small holds to adequately secure it. Between the many hills, forests, and caves, much trouble brews.

The fief along the southern shore is called Urlis, ruled by the Clan Chieftain, Brogar. The population is evenly divided between unwalled farming villages and fishing villages set among thick forests. The northern portion of this fief rises steeply to the central hills while the southern portion slopes gently to numerous sand beaches. Brogar chooses to live within a walled manor in the middle of his territory.

Divided from Urlis by the central range of hills is the northern shore fief called Osra. This land is made up of forests and some farms, occupied by unwalled villages. The northern shore itself is layered in rocks and cliffs, unlandable by boat. The Clan Chieftain, Yegor, resides within the largest village in a small castle, on the edge of the central hills.

The southeastern state is named Talabaz, overseen by the female Clan Leader, Erin. There are four farming villages and a town spaced across this flat, level territory. The river Urto is a long, narrow, deep water body that flows quickly to the southern sea through steep valleys. Talabaz is the only other Melurian state graced with a walled city, though it is a world apart from Bazilar. Lidasa City is a far gloomier, messier, darker, and ill-mannered community. Foreigners are more likely to be stabbed than to have a foot accidentally run over by a cart.



The Fiefs of Meluria		
Fief	Clan	Banner/Colors
Bazilar	Arone	White diamond over solid sea green-blue.
Talabaz	Erin	Black prong in front of deep blue tidal waves.
Urlis	Brogor	Sailing ship on calm sea with glowing orange-red sunset.
Osra	Yegor	Wild horse galloping across steep hills of gray and brown.
Flucrumia	Drutan	Huge oak with full foliage over burgundy.

CULTURE

Society: Melurians are a hardy, rustic people of shorter-than-average height and of sturdy build. Their lifestyle is one of hard work and toil. Their greatest rewards come from common farming, fishing, wood-working, and the shaping of stone. The populous knows how to speak and reason well, but some cannot read. Education is usually transferred from parent to child, though the wealthy can afford tutors.

Oddly, they are a very emotional lot and quick to change passions from outright lamentation to crippling laughter, endless love to blood-frenzied rage. This is tempered by their general good-natured, friendly, and helpful attitudes, as long as they are not provoked. The eastern Melurians seem to have a calmer, cosmopolitan approach to life while the westerners are capable of amazing fits of rage in battle. This relates to their home environment as well: to the east are towns and cities while the west has wilderness and fortified villages. The Flucrumians live a hard life, surviving in wild, harsh conditions on a grim landscape.

Melurians are usually not concerned with material wealth and possessions. Most are inspired by the challenges that will make their names ring out in the annals of their bardic history. The family name and lineage takes priority over the personal name. The Clan Leaders, once they take power, lose their own individual name and assume the family name as a title.

Melurians favor drab, dark-colored trousers, shirts, and thick cloaks or robes to stave off the wet weather. Adorning those who may afford them are baldrics woven with family related colors. During seasonal holidays they break out the lighter colored outfits to sing, dance, and play in. Long hair and beards are popular in this culture.

Politics: The collection of five fiefs of common ancestry try to cooperate in an ideal union of interests, called the Melurian states. Each state is ruled by a Clan Leader, an ancient hereditary position which has correctly passed through all generations intact. This alone has given its citizens and relations integrity since Rhakhaan fell from the land.

The five Clan Leaders and their advisors gather annually in an oligarchal council to discuss the situations of the days. They formulate new goals, declare principles, and sometimes argue and confront each other. These meetings are usually a tough ordeal. Even the advisors undergo terrible diplomatic testing; who are sometimes used as scapegoats.

Bazilar is normally the meeting site for the council. Arona, the Clan Leader of Bazilar City and state, recruits his advisors from the Elders of his population. The aged wisdom his advisors give him is practical in nature and truth. All of Bazilar's affairs and patrols are centered from Bazilar City. Brogar, Yegor, and Erin choose their advisors personally, guided by their own ambitions.

The class of Elder is very important, just below the position of Clan Leader. These specific men and women are held in honor, for they have witnessed much, possess great wisdom, and give articulate advice. Most stay within their native community, leading their own families and helping neighbors. A select few circulate as advisors to the Clan Leaders, each having their own noble ideals or devious plots.

There are few class differences between individuals. There are the average citizens, the Elders or advisors, and the Clan Leaders themselves. All rarely interfere with the lives of the others. They are a self-centered people, dealing with outside cultures only as necessary, although Bazilar and Lethys do associate well (and satisfying trade occurs on a regular basis).

Flucrumians meet each spring amongst themselves to decide land appropriation, who are to be the town Governors and advisors to Drutan, who are to be the guards, how much trading is to be allowed, etc. It is a democracy of who can yell the loudest at times, but Drutan and any visiting Druids keep the calm.

Criminals that are caught are usually put on display in public places, chained to the spot. A sign will show what crime the person committed and the citizens will often throw refuse upon them with insults, depending on the crime's severity. The duration of the sentence varies from three hours to three weeks. Serious villains and murderers are dealt with by immediate execution. A rare punishment involves casting the prisoner into the sea, weighted down in the water shallows to be eaten by carrion seekers.

Military: Meluria's only military concern is that their lands remain free of intruders and usurpers. Each fief has a particular number of citizens who are dedicated to their own Warrior Levy. These are ill-equipped reserves, only usable in the defense of fortifications. The active forces are given proper gear and paid by all of the fiefs. About one third of the Standing Levy patrol Meluria on horseback. The rest are garrisoned throughout the communities, performing other duties.

The people of Urlis have managed to breed large war dogs. These hounds will fight next to their masters, attacking the same opponents. They have been known to jump in the way of an attack, absorbing a fatal strike for their master—a true show of love and devotion of beast for master.

Osra has been the home of horse breeding in Meluria. The highest stock are its warhorses, which are great noble and intelligent animals. They have been trained in battle and recognize threats near and far. Osran war horses understand the damage they can do and try to place their riders in superior positions on the field.

Flucrumians, have never been defeated, according to their recorded history. They attack as true berserkers, fearing nothing, laughing as they die on the point of a spear.

Language: In exclusive use is the extreme southwestern dialect of Rhaya, the continental common tongue, with a local runic style of writing. There are numerous family songs, of unknown language and meaning, that have been passed through the generations. These sounds are uttered but not understood.

The current musical styles of Meluria involve flutes, horns, some stringed instruments, and small drums. Their modest songs and melodies stir listeners into swooning dedication to Meluria and its way of respecting nature.

Within the Crafterguild of Bazilar is a secret language of symbols and words. The Druids also have their own style of symbols, glyphs, and code words, used amongst themselves only. The languages used by the Stone-Druids and the Blood Coven are of evil design.

Diet: Melurians feed upon all sorts and manners of foods. Their fine grains make superb breads. The fresh meats of fish, livestock, and wild game are always available. The land grows thick fruits and vegetables of many varieties. Meluria is recognized for its unique and unduplicated mushrooms.

Economy: There is no single coinage system used; it is based solely on the weight, purity, and quality of the metal piece, whatever it looks like. Barter is their more effective, economic system.

Wines and steel are imported in exchange for purebred animals and grains. Flucrumians export high quality wood works and ships. Bazilar City specializes in stone, glass, and gem work.

On the darker side, Lidasa offers stolen merchandise and an extensive black market. Also involved is unlawful indentured servitude for duties of all sorts.

Technology: Iron has been known here for countless centuries. They are just now starting to dabble with the more refined steels, though it is still very expensive in this locale. The Stonemasons of Bazilar City are exceptionally talented and have been sent abroad as far as Lethys to perform their craft. Flucrumians are unsurpassed among Melurians as wood crafters and ship builders. Their vessels are large and powerfully built.

Most of the populace live in simple wooden one to three roomed huts or houses. These ordinary homes are rough, sturdy affairs with stark, unfinished interiors. Dirt floors are common. The slightly better off possess larger wooden or small stone-walled homes. The wealthy citizen can afford multi-leveled houses with clear, plate glass windows and fine furniture. Only the affluent and the five Clan Leaders reside in manors or castles with stained glass windows and mirrors. The cities and towns have fresh water and sewage systems (some of the villages are developing their own).

There are numerous fascinating structures across Meluria, samples of the Stonemasons' work through the ages. There are the large arenas in each city with tall, arched entrances and construction of supreme megalithic proportions. Strong, beautiful bridges still exist that are thousands of years old. Melurians have built solid docks that can withstand hurricanes, earthquakes, or ship crashes, which will more than likely sink the vessel rather than damage the dock itself. There are hundreds of statues scattered across the peninsula that are of exquisite detailed design and considered to be national relics, dedicated to ancient heroes.

Religion: The most powerful faith is dedicated to Kuor, while the people of Bazilar acknowledge Bazilar himself in moments of fortune.

The spring moot of Flucrumians takes place on a ruin called Sep-dromos, meaning "the place where the gods died." It is a traditional pilgrimage and holy site, where tree, stone, and ocean are worshipped as personification of their gods.

Hidden throughout Meluria are 29 Druids, members of their own secret coven. They wander about committing acts of decency and punishing the wicked when they are within the wilderness.

MELURIAN SITES

Meluria has two maintained roads that lead from Bazilar City; one leads to Lidasa and the other connects to the eastern-most Osran town. The rest of the country possesses easy trails and paths, which can become steep and treacherous in the Central Hills. These routes are surrounded by forest with some natural clearings and farmed land.

Forest-covered valleys with occasional streams cut into the central ridge of the land. In these deep, winding features and eroded into cliff sides are diverse caves. Most of the streams and creeks fill pleasant lakes and rivers. Some of Meluria's waters nourish impassable bogs and marshes.

LIDASAS

Most of the city dwellers are dirty with ragged clothing. Buildings are in poor shape and the air is fouled with smoke, soot, sweat, and refuse. There is only one neighborhood that has maintained some semblance of civilization. As a whole, it is an economically starved city, desperate for business of any sort, but it has nothing to offer. Visitors normally do not stop for long—only to pick up mandatory supplies at great expense.

Groups and families occasionally leave Lidasa seeking a new home elsewhere in the rest of Meluria. However, clusters of villains move in all the time. Lidasa has become a hot spot of criminal activity between Plasidar, southern Urulan, to Emer; an unofficial haven for them.

DRUIDWOOD

Between Flucrumia, Urlis, and Osra is an expanse of wilderness. Wide, tall hills and thick forests reside in this stretch. Within this area is the Druidwood, home to the Woodcoven, guarded against trespassers by enchantments of misdirection. At the center of this site is a grassy clearing with a large fire ring of rocks. Upon these fang shaped rocks are chiseled the runes, history, and language of the Druids of Meluria.

Scattered throughout this forest are a mixture of small, stone homes which provide shelter for the Druids during inclement weather and winter. Numerous upright stones bear symbols of the Druids, radiating their power and influence to the forest. Protected rare herbs flourish in this semi-enchanted forest.

During ceremonies, the Coven gathers and prays to Tiuz and his pantheon of nature. Offering sacrifice in a spiritual design, by carving runes and implanting their Essence into prepared pieces of wood, they then throw the blessed wood upon the fire in the sacred fire ring, sending a shower of sparks, smoke, ashes, and worship into the sky towards the moon Orhan.



SEP-DROMOS

Long ago an elder pantheon of natural forces were worshipped in Meluria. The focus of these godlings was their temple (now in ruins). It was during the Rhakhaan invasion that this glorious ivy covered structure was razed, its vaults plundered, and artifacts defiled. The ancient forests around were burned and the original spell users were thrown into the flames, to the amusement of the brutal renegade warriors, mercenaries, and spell users of Rhakhaan.

Now the site is overgrown with grasses, large stones are scattered and toppled around the flat land. Some are engraved with symbols and others bear sculpted trophy heads. A few show graceful animals and swirling elemental forms. The peoples of Flucrumia have kept this place sacred and the Druids acknowledge that their magic was conceived here. Every once in a while, ancient human remains turn up and are quickly reburied elsewhere to assure the spirit's peace.

DRAGHUL

This rocky gorge is located between Urlis and Talabaz, on the southern side of the Central Hills. The sides of this barren valley are up to 500 feet tall, the floor is up to 700 feet wide, and extends into the hills by several miles. It is called Draghul because according to legend, 4,000 years ago the Jameri killed an ancient Dragon within the gorge (Rhaya translation, "vale of the dead Dragon"). The spilt Dragon blood is rumored to have sterilized the valley.

The true reason for the gorge's barren condition is the Stone-Druids want it that way. They use this area as a secret meeting site for their annual rituals, evoking and conjuring earth and stone spirits for influence, and pleading to Charon for dark powers. They play a game with the Unlife, one that will most likely consume them.

LAERYNS GARDEN

Within Urlis, to the north, lies Laeryn's Garden, surrounded by a forest with an approximate diameter of three miles. Samples of all the Melurian species of plants can be found here. In the center of these woods are dirt pathways that meander through tended garden patches, containing even more species of healthy flora. These unnaturally bloom for most of the year, covering the area with fresh and sweetened fragrances. Laeryn lives within a modest, stone walled home, which is surrounded by his gardens with an atmosphere of light and good.

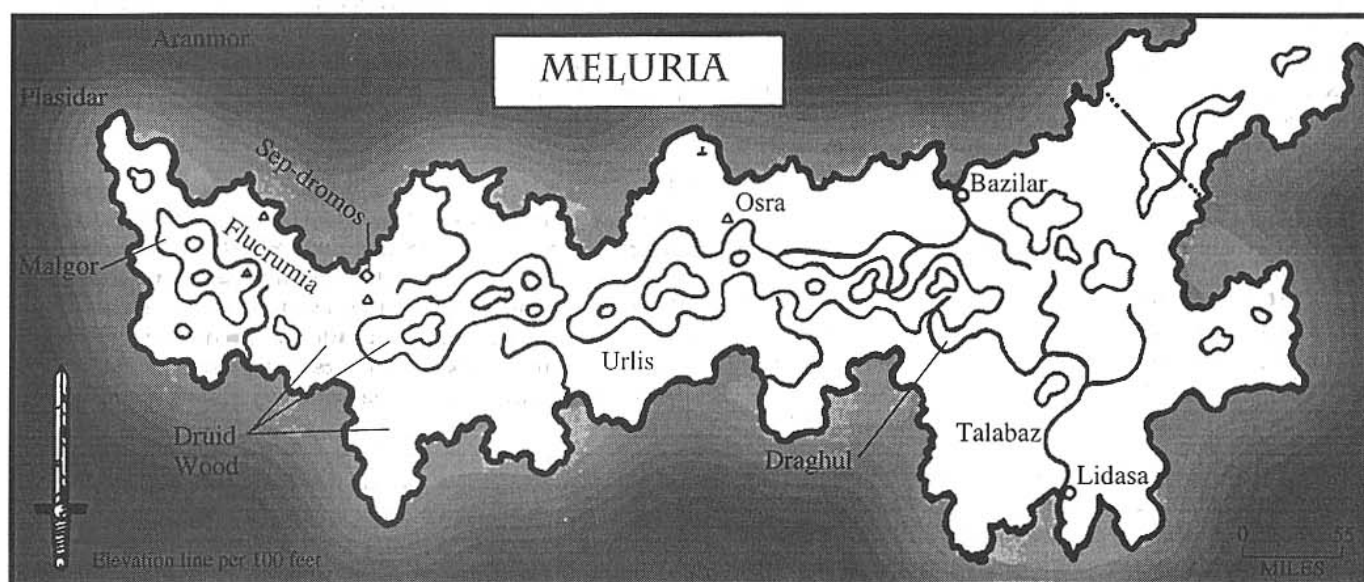
MALGORS LAIR

The darkest place by far in Meluria is the dwelling place of the ancient Half-Vampire, Malgor. West of Flucrumia, in a hidden series of caves, is a secret passage. This passage winds down, deeper under the surface world into a damp, foul-smelling den of death.

The passage eventually empties into a 400' long cavern filled with stalagmites and stalactites. Water and debris fill the floor of this huge grotto—up to twelve feet deep in some places. Within this unnatural water are the former transgressors of this place, who were killed and enchanted by Malgor to protect his world from any other intruders. The water-logged Ghouls are desperate in their attacks to drag victims under the water to drown them and feed upon their flesh.

Beyond this watery grotto is another secret passage, a set of slippery stairs that leads upward. The stairs end at an archway, affording a view of Malgor's private residence. Three coffins upon raised stone slabs are centered in the room. Spaced along the walls are numerous alcoves containing animated and armed skeletons. They will jump out of their niches and attack without mercy any who do not belong, while Malgor prepares spells to finish off uninvited delvers.

Meluria



UNDREM

Near the coast of Urlis, in a forest-surrounded glen, a statue depicts an inspiring moment in Melurian history. Thirteen-hundred years ago on this spot a crowd of liberators gathered to throw Rhakhaan from the peninsula. The greatest Melurian general of the time, Undrem, sought to lift his men's morale and spirit, lecturing them at great length.

Immortalizing this freedom seeker is the statue declaring his orders to his soldiers; right hand pointing to the north-east and left hand grasping the reins of his noble horse, his eyes stoically show the ambition of liberty that all Melurians possess.

But it was also during this speech that the greatest event occurred: the horse, bored with the bellowed drone of its occupant, sought to relieve an itch that settled in on his left rump and rubbed his flank against a tree trunk. After a moment, the horse was sated and the resultant laughter and cheering of the Melurian army gave them the strength required. The statue shows this ridiculous horse with its rump against part of a tree trunk, trying to relieve the annoyance.

MELURIAN GROUPS

MILITARY FORCES

The Melurian Warrior Levies are formed from undisciplined volunteers with various bits of equipment and a few useful animals. If a soldier does not have a weapon, one will be found even if it is a shovel. The Melurian Guard are hand-picked from the Levies and trained for three seasons in lake, swamp, snow, ice, mud and rain. Injuries are common but strengthen the guards' indomitable resolve. Once a successful soldier has passed his last tests of moral character, he is then offered a few weapons and monthly pay (and a horse, if worthy). Service term for the Guard is a minimum of seven years.

KUOR PRIESTHOOD

After the disaster of Sep-Dromos and during the time Meluria was emptied of its valuables and resources, the Kuor Priesthood moved in. To console those who are discouraged, save the populace from dark cults, and to instruct them in humility and patience is their continuing goal. Most of Meluria belongs to Kuor. Each of the larger communities has an older resident priest while the villages' spiritual needs are filled by a dozen, younger, traveling clergymen.

WOODCOVEN

This reclusive order of Channeling users protects the nature and peoples of the Melurian peninsula. Sacred worship is dedicated to the trees, earth, sun, moons, weather, and waters. Attunement to the wilderness and life is the ultimate ecstasy for them. The lead deity, named Tiuz (an avatar of Kuor), represents the ever-changing weather.

To join this reclusive organization, one must first locate them (a test of intuition). Second, the candidate must prove knowledge of the local history, flora, and fauna. The third trial is the longest to undertake. The prospective initiate must survive alone, without assistance, in the Central Hills for nearly a year. Only if he or she survives will the person become introduced to the Druidic order.

Once sworn by oath into the Woodcoven, the member must study the ancient Druid language. As the student progresses, the prose and songs must be memorized, an integral part of the unique Druid ritual system. With these mastered, the candidate is then ready to fulfill their duties to Tiuz and attend the monthly ceremonies. They are given their first orders: to observe, assist, and heal good nature for eternity.

Following the initiate's first ceremony, he or she may be taken aside and taught the true nature powers by seven masters. These masters are called the Tree-Druids, who specialize in different spell lists. They will always teach less than they know, denying the unworthy Druid their lore. Only the Moon-Druid knows all the spell list, because she was taught by Tiuz.

This order has a philosophy of non-interference concerning the urban affairs of towns and cities (paying very rare visits of importance). But in matters of wilderness, forest, and farm, their advice and help has saved many. In western Meluria, the Druids are held in greater respect because they represent natural justice. The Druids have been known to act as judges and mediators between individuals and even between clans. Some even attend the annual Flucrumian gathering, giving impartial wisdom when needed.

A Druid is feared by many Melurians because of his power—followers who betray the order, nature, or humanity can be excommunicated from the Tiuz pantheon and this means spiritual death to the offender.

STONECOVEN

Nemesis to the Woodcoven is this group of 13 men and women led by the mysterious Dark-Druid. Some of the Stonecoven members are former Druids, banished forever with their spirits destroyed, seeking fulfillment in the Unlife. Since anyone can remember, the Wood and Stone covens have been at odds.

The Stone-Druids' goal is to protect nature and shape it, even at the cost of killing mankind. It is a warped society, seeking to undo civilization and bring the wilderness to destroy humanity. Now they hide in darkness; subtle manipulation is required before they will strike again as a group. Individually, they commit great crimes that go unpunished.

BLOODCOVEN

Formed since the War of Dominion, these 21 men and women glorify the evil powers. Into numerous realms their dark professions are split, but ever under the authority of the Blood-Arcist. So they gather twice a year at different places, praising the moon Charon, responding with evil power and influence for the ritualists. Then they separate, returning to their normal lives and existence, secretly practicing their black arts until the next meeting and ritual.

By using indirect conspiracies and espionage, these varied spell users erode the Melurian society. Their most important goal is to sever the link between the Druids and Tiuz and the link between the Priests and Kuor.

REBELS

Collecting into bands are the bandits and pillagers who commit crimes, from stealing a chicken to survive the night, to riding with troops into a village, setting it aflame. Some of these pillagers are now wealthy from their thievery.

GM Note:
Select appropriate nature-based spell lists for the Woodcoven to be taught. As an option, only allow Animists who are members of the order.



MELURIAN NPCS

While traversing the simple roads and trails of this rough peninsula, the most common encounter would be with ordinary folk, some filthier and ruder than others. Trackers, farmers, foresters, fishers, and merchants all en route to villages, towns, or secret foraging spots.

Some peasantry are highly suspicious of strangers and, if deemed malicious, the transgressor may get thrown into the local river if not chased away. Other victims of hasty judgment have been killed on the spot.

The mounted patrols and the guards have their doubts at times but display courtesy for the most part. These levies, however, have no qualms about ambushing and killing criminals if they do not surrender.

Between the five realms are reaches of wilderness. In these areas are hunters, delvers, rogues, thieves, and the banished. These are just the human side of the story, for other creatures lurk in darkened forest dens and caverns deep. Few of those found in the wild are friendly, unless one is fortunate enough to find a Druid or Kuor Priest.

Even the villages are unwelcoming places for foreigners. If not treated badly, a stranger can after expect to be ignored. Only in the towns and cities can a cleaner, friendlier atmosphere be found. Merchants, however, are friendly on the road, in the village bazaar, or in town shops; ready to sell beans, barley, beef, beer, or other rather ordinary supplies and equipment.

ARONA FAMILY

The head of Bazilar, Arona, is 44 years old and the most powerful man in Meluria. He is married to a fine woman and has six responsible children of ages 8 to 23. He is overbearing, yet compassionate and peaceful. Normally Arona is dressed in fine trousers, boots, and shirts, with jewelry and a royal robe. However, he is known to own a set of enchanted plate mail with matching shield and sword, made by the Crafterguild 300 years ago. Every week he meets with the Bazilar City Elders and the family group leaders to discuss the problems of the area.

DRUTAN FAMILY

This is the third most powerful family in Meluria. Drutan is a medium sized man who thinks more than he speaks and has offered brilliant advice at the councils. His speech reaches ominous tones at times, borderline prophetic. Rumors say Drutan was attacked by a Dyar of Plasidar two years ago. The enraged Drutan defended himself and cleaved his Faerie foe in half.

He has a wife (31 years old) and two daughters (aged 14 and 11 years). All three women have darker hair, yet they radiate a lighter personality and humor than Drutan himself (who is a grim 37 years old). Both daughters are in love with the same man, an ordinary cooper in the westernmost town of Flucrumia.

BROGAR FAMILY

This family is stronger than Drutan, but weaker than Arona. It is far more corrupt than any other family. Brogar is a petty, argumentative Clan Chieftain and a man of excesses. He eats, drinks, and carouses to staggering levels, commits acts of personal violence, and is known to have killed 47 people in battle (not to mention those killed in simple brawls). In fact, he "married" his way into the title of Brogar, and became Clan Leader when his wife disappeared four years ago.

His wife, secretly a Sorceress with the full name of Brogar Aluein, had three children before she vanished. The eldest was a strong young man of noble proportions and ideals. Two years ago, during a hunting expedition, he died after rolling down a short cliff and impaling himself on his favorite boar spear.

The second born is a small-statured man who is only seventeen years old. His full name is Brogar Geir and he carries an atmosphere of good-natured humor and honorable motives. Long, pale blond hair, gray eyes, and a clean-shaven face mislead those he meets. In actuality, he is the product of wicked nature and love; his true father is the powerful Half-Vampire named Malgor. Brogar is not Geir's father; this is known only by Geir, his Sorceress mother, and Malgor. It was Geir that killed his brother.

Geir is far more politically active than his father; he travels Meluria continuously making friends and enemies. He is just as likely to move in the upper crust of society or below to the underworld of society. Geir is fully capable of living in sunlight and has discovered that drinking fresh human blood makes him incredibly strong for several days.

The youngest daughter is a quiet child who watches with knowing eyes and eerie mannerisms. She is the natural daughter of Brogar, though she came from a tainted womb. She has unknown talents with spirits, auras, and the Essænce.

ERIN FAMILY

The Talabaz Clan Leader is a spiteful woman of 52 years of age. Erin does not live in Lidasa City but resides in a small castle among the farmlands, quite distant from the affairs of her city. Publicly she claims that things are terrible and will be remedied. In actuality, she has engineered the plight of Lidasa by covertly negotiating with thieves and pirates to further abuse and exploit it. Her grandfather, a former Clan Leader, started the trend 82 years ago and this has made Erin exceedingly wealthy.

She has three children. The oldest child is a man and a virtual pig in both talent and etiquette. The second son is the chivalrous Donran, who lives in Lidasa, trying to maintain order. He is completely unaware of his mother's secret dealings. The youngest is a naive lady whose head floats above the clouds and considers flowers and poetry her life.

Erin's advisors are hand-selected and appear to be trustworthy individuals. In actuality, some of them are co-conspiring criminals. All of these conspirators are glad that Erin's second born is in Lidasa, so they can plot away without interruption.

YEGOR FAMILY

This family has suffered tragedy. The former male Yegor Clan Leader was killed by one of his advisors during a routine tour of his fief. Surviving him are only his son and daughter.

His son, the eldest, has taken over the title of Yegor and struggles against his father's former advisors. Akavay, the assassin, and his two friends fled, their plots exposed, and have now disappeared completely. Presently the Ruyar brothers are trying to destroy the Yegor family. Yegor has virtuous aspirations and believes he can rule Osra with honor. However he must survive and punish those who threaten his family with death.

With great muscle and fighting experience, Yegor rivals Arona in strength and Drutan in rage. He is very large for a Melurian and has killed three assassins by himself in the past half year. His sister is only 13 years old and he protects her at



all times. He has hesitated to marry any of the damsels who have offered themselves because of the killers that stalk both him and his sister.

RUYAR BROTHERS

These two evil men were the advisors to the late Yegor before Akavay killed him. Akavay has fled to an unknown location and the brothers fled to Lidasa. They now formulate conspiracies and plots to kill off the Yegor family forever. They are assisted by some of Erin's current advisors.

Anderu is the elder brother, a bald, fat man of evil intentions. He adorns himself with royal appearing robes and fine jewelry. Muta is the younger brother, a small, balding man with wicked plans. He wears a chain mail shirt and uses a broadsword better than any advisor in Meluria. His wicked blade was forged by an evil Dwarf long ago.

VAIDEN

This former captain of the Melurian Cavalry was caught smuggling and was banished from Bazilar after severe punishment. Now his desire for vengeance overwhelms him and once again he has become a leader. This time, however, he has gathered bandits and pillagers to his lead. Now they ride, stealing livestock and money in the night, robbing and killing travelers in the countryside, and selling most of the stolen merchandise in Lidasa for enormous profit. Vaiden and his men are not the only pillaging group in Meluria but they are the most recognized (and there is violent competition).

Vaiden himself is six feet tall with a fair build. Though he is not strong, his mind more than compensates. He knows the tactics and habits of the Melurian guards. His body is scarred from numerous battles and beatings, even his face bears a large vertical slash mark along the right side, narrowly missing his eye. He has long brown hair and blue eyes with a large dark beard. Covering his body is a fine suit of stolen chain mail and greaves.

VATHELOS

Friend to all pillagers and pirates, Vathelos is the single most powerful mastermind of criminal activity in Lidasa. Through Vathelos, Erin has been able to negotiate with the villainous elements of southern Jaiman and northern Emer, consolidating their influence far beyond Meluria, further than the peaceful relations of their home nation. Vathelos does not master everything, but he does control enough that others are careful not to interfere with him or tamper with his business.

Vathelos is a thin, wiry man, five and a half feet tall. He wears thin, skintight leathers, a heavy wool cloak, and perhaps more jewelry than most other Melurians. He has short brown hair, combed back to reveal his sloping forehead and conspicuous temple veins. Hazel eyes squint and stare at things that interest him, capable of frightening those that know who he is. He is usually not seen in public and is always surrounded by his large, loyal bodyguards.

BALEN

This wild looking, jumpy man is of average build and seems to be filled with adrenaline. He is usually clumsily dropping or breaking things (except his armor and weapons). Balen has long red-brown hair with hazel eyes. His choice clothing is dark green, with large boots.

He is an adventure seeker, enjoys being polite, doing nice things, and telling his amazing personal stories. He knows Meluria well and spends his time among the rural areas and wilderness since he was banished from Bazilar for killing three people in self-defense.

THE HERMIT (LAERYN)

This wizened man (named Laeryn) is a retired Kuor Priest. He is five and a half feet tall with a full head of silver hair. His hearing, sight, and height are reduced because of his age (111). Smiling, laughing, and caring for his forest are his weapons of joy. Normally Laeryn wears brown trousers with a green shirt, or occasionally a gold-colored ritual robe.

Laeryn is always polite but normally does not invite people to his home unless they are wounded or need vital assistance. When people enter his bountiful forest, Laeryn will intercept and give them directions to other places. He leads a blessed life, free of major disturbance and waits to die alone in peace. In all of Meluria, he is the only one who recognizes that Tiuz is really Kuor, a secret he may take with him to the grave unless he meets someone who has deeper knowledge than his own.

MOON-DRUID (GEILDRA)

This tall, imposing woman (named Geildra) wears gray flowing robes adorned with a large jeweled necklace. She has long, light brown hair and green eyes that seem to pierce through things and people, which makes her very intimidating to converse with.

She is concerned with pillagers who steal and loot, then camp in the wilderness, defiling the forests and hills with their presence. She does not tolerate this tainting, nor do her followers. Defilers of nature may expect terrifying punishment from her powers.

ORONUL

Oronul is a Half-Dyar of might, six and a third feet tall with pale hair and brilliant gray eyes. Across his broad shoulders is a heavy, dark-gray, hooded cloak. The armor around his body is made from the dark-green scales of a Dragon. An ancient long sword of baneful forging is at his side and around his neck is a talisman of pure evil.

This agent of Lorgalis now acts as a scout and spy on Meluria, to determine weaknesses and the potential for invasion and exploitation. He travels the wilderness, never meeting with others unless he so chooses. By using his talisman, he may change his appearance and mingle with the urban environment and dwellers. He is a clever being, examining all that he sees with Elven precision. He has made an initial study and report already; now he seeks new contacts.

HIRG

Six centuries ago, Hirc was a leader of evil men, a powerful Blood-Arcist. A rival challenged him and before the ritual duel started both cursed the loser. The contestants locked powers for the entire night but Hirc was defeated. That curse followed the fleeing Hirc until he died and then became Undead. His evil form was scorched by the sunlight and he hid in darkened forests and caves, until Hirc chanced upon Malgor's power. Hirc asked Malgor for refuge and was granted asylum.

Covering Hirc's body are a series of loose and billowing red-colored wrappings. Flesh long gone, only necromantic energies hold his decayed skeleton together. Through rotted teeth are whispered almost inaudible, ethereal rituals and spells.

MALGOR

Malgor was a survivor from the Second Aeon. Once a normal Man, he is now a creature of darkness. Just before the War of Dominion, Malgor fell under the influence of a Vampress. He pleaded for her gift of Unlife. He wanted the abysmal energies. She played with and teased his desires, promising passions and powers, but never giving. Pacing to and fro, screaming into the night, he was desperate for her attentions. Malgor killed dozens of Men, sacrificing their blood to the Vampress to have her.

Then she took him as her own. Malgor became reshaped, a receptacle ready for the Unlife. However, she was slain when the War of Dominion started, before she could lavish him with the final death-bite. This ritual would have made Malgor a full Vampire with true necromantic powers.

During the War of Dominion, Malgor hid himself carefully. He nearly perished when the source of his powers, the Vampress died. Recovering slowly by ambushing the weak, Malgor gradually rebuilt his darkened Essence. Strength regained, the further he traveled, the more he drank of the living blood and the more powerful he became, to the state he is now, a 7,000-year-old Half-Vampire.

He has long black hair with dark gray eyeballs and malicious red pupils. His flesh is tight and dry across his body and is dusty gray in appearance. Adorning this foul being's body is an ancient breast plate and greaves with some recently acquired leather armor under it. Covering all is his death shroud, a great, billowing, hooded robe, dark purple in color.

Twenty years ago, Brogar's wife, Lasandra, performed a magic ritual of her own. She sought a Demonic servant of some sort to commit some foul act. However, her ritual failed and attracted Malgor's full attention. Immediately he appeared to her as a mist. She tried to dispel him and shouted arcane words to no effect. Then he transformed to his original self. Taken aback by Malgor and too weak to defend herself, she succumbed to his lustful seductions; Geir was the product of their hideous liaison.

Years later, after the birth of her daughter by Brogar, Lasandra fled to Malgor. He adopted her and took her into his home west of Flucrumia. Hiding in a secret abode, deep under the surface of the earth, they now exist together.

2. BAZILAR CITY

Bazilar is a seaport city of much notoriety. This city site has been a spot of continuous civilization for more than 4,000 years. Long ago the Druids chose the location and the crafters started building. It has always been a prosperous community graced with good fortune, though its personality and minor design has changed every century.

Mercenaries, sailors, merchants, and the working wealthy come here for relaxation. There are many distractions to be found in this polite, enlightened city. However, this place has attracted the attention of the underworld; killers, pirates, thieves and pillagers of all sorts also quietly wander these streets, watching for opportunity.

The city has 6,000 residents and up to 600 visitors a day from the fief foreign regions.

OVERVIEW

The streets are made of huge, smooth, well fit stones. They all slope slightly towards the Bay of Bazilar. Sewer grates and drains spaced among the streets and avenues catch rain water and waste, washing it out to the bay through the sewers.

The average home has stone walls made of limestone or brick masonry. Wooden roofs are everywhere, except with the wealthy, who may afford clay or metal shingles. There are no structures taller than three stories, all buildings are required to be shorter than the perimeter wall (otherwise, they could be targeted by invading siege artillery).

The crafter neighborhood (to the northwest) is primarily occupied by the crafters and their families. They keep to themselves, discussing the trade amongst their peers. The homes in this area are larger than average and of superior construction. The peace is seldom disturbed in this section of Bazilar.

The affluent and wealthy live in the southern part of Bazilar, near the park, lake and the Clan Leader's manor. These homes are up to three stories in height with clear glass windows. Heavy, bronze-trimmed doors are the normal feature of the entryways to these expensive homes. City guards patrol and observe this area with extreme diligence.

To the north and east are the poorer sections of the city. The homes are smaller and in some cases falling apart. Some blocks have houses packed together in confusing jumbles, causing visitors to become lost on occasion. This area is infrequently patrolled and has been a hot spot of crimes at times.

The west-central portion is the warehouse district. This darker neighborhood has seen a lot of crime as well and has a mild atmosphere of suspicion and oppression. Carts and wagons of goods are brought back and forth from ship to dock to warehouse to city gate. Huge buildings house laborers, crates, and barrels. Strangers and foreigners frequent the area speaking in unfamiliar languages. In dim alleyways are groups of shady characters discussing secrets in hushed tones.

The southwestern arena neighborhood has a lighter atmosphere. It has a slightly richer population and the homes are of modest size and upkeep. The people around here are generally content.

SPECIFIC SITES

1. River Docks: The Moc river is slow enough (and safe enough) to accommodate three lanes of boat traffic. Travel from the sea, up the river, and into the Bay of Bazilar is a simple route. Ships may dock only for a short time, loading and unloading; otherwise, vessels must be anchored in the bay or on the river. Only smaller rowboats are allowed to beach to the west. If a ship is in need of repair, it may be brought to the shipwright's immediately (if space is available). The docks themselves are of amazing construction, titanic stones set with secret masonry techniques. Around the docks, the storm sewers empty into the bay.

2. Arena: The city's arena is an ancient structure from days long gone. It was built similar to the docks, titanic stones with secret masonry techniques. It is now owned by a generous, former athletic arena hero. It can seat up to 2,700 and some shows are free. Large events at the arena are amazing to bizarre. In the stands are yelling crowds of farmers, crafters, laborers, sailors, foreigners, merchants, housewives, and children, with wandering obnoxious vendors selling food, drink and souvenirs. In the arena itself are horse and chariot racing, parades, plays, holiday festivities, and the Competitions.

Twice a year (in spring and autumn), the day long Competitions take place. Running, acrobatics, wrestling, dancing, and many other skills are rated between individuals. The winners of the various events are given prizes and their names written into city history. Anyone from anywhere may join in, but there is an audition to disqualify amateurs. From spring to autumn, the competitors are allowed to practice their skills for free in the arena most mornings.

Those same mornings, Zek the Librarian gives his lectures in the stands while the athletes exercise and train. Here he takes the attention of an average crowd of a dozen while exploring the universe with his imagination and philosophy.

3. Curiosity Shop: A small, ornate-fashioned, wooden business-home building. Through the front doorway is a dusty, crowded room with a bookshelf on the right showing works of knowledge and poetry. On the left is a lengthy table and racks of bottled minerals, dried plants, and roots. Under the table are two trunks filled with unpopular ingredients. Straight ahead is the business counter. On top of everything are piles of clutter and stacked junk, difficult at best to browse or visit and assimilate.

Erbar and Holiswen own this shop and the three living rooms attached behind it. In it they sell mundane alchemy supplies, equipment, herbs, candles, incense, and other minor things. They also live here with a fair-sized pet bird that mimics human speech and swears unprovoked on occasion.

4. Zol's Bar: By far, Zol's is the most dangerous place in the most nefarious section of the city, the warehouse district. This stone structure is 60 feet wide by 90 feet long and of very sturdy construction. Typically, three armed bar workers are outside the front door screening customers.

In the main room there are thirteen large tables (with chairs), eight gigantic wooden columns, and a 30' long bar counter on the right. The left, furthest wall is thicker and is used for dart, dagger, and handaxe throwing competitions. In this main room drinking, gambling, arguing, and fighting can be seen frequently. Underworld meetings occur where the wink of an eye could mean death to an entire

family. Against the back wall past the bar and next to the bathroom are guarded stairs leading to the second floor. Upstairs is Zol's luxurious office space for his own affairs.

5. Bazaar: The loudest and most colorful place in the city. From sunup to sundown the merchants' haggles are heard, sometimes all the way down the river valley. Many deals are made and strange things can be witnessed. For the most part, food stuffs and ordinary equipment are sold here.

Most of the petty merchants have hand-carried or cart-pushed goods to sell, usually small and worthless. The better merchants have small stalls that they own, and they sell of reasonable quality products. These traders noisily vie for customers. Only the wealthy own entire stores or warehouses and can afford signs, rather than yell for attention doing business where they like.

6. Royal Manor: A large building three stories in height, 120 feet wide and 100 feet long, it is made of stone and some wood. It also has many tall, solemn glass windows facing the south. On the eastern side of the building are large wooden doors with bronze fittings that open into a wide hall. In the hall and to the left is a two-story-tall, luxurious throne dining room. On the right are the kitchens and guard chambers. On the second floor are guest and servant rooms and a balcony that looks upon the throne room. The third floor houses the Royal Family and several guards and advisors. The basement is used for storage only.

Also on the property is a fifteen-foot-tall perimeter wall of stone with one gate. Along the south wall are the horse stables and along the north wall are other servant quarters.

7. The Library: The library is a solid stone structure two stories tall with large windows. The inside is well furnished with elaborate wood work from floor to ceiling. There is a small lobby for an assistant to register the names of visitors to gain access to the library. On the other side of the lobby is a hall with stairs going up and down at the far end. To either side of the hall, on both floors, are wide rooms with several tables and filled bookcases. In the basement is the vault containing rare, ancient, or important works of lore. To gain access to the vault, one must be registered separately and undergo an interview with at least two librarians.

On the rest of the outside property is a stone tower and perimeter wall. The tower is three stories tall and fifty feet in diameter. Inside are comfortable accommodations for the librarians and guards. The wall is twelve feet tall and has one gate.

8. Crafterguild: Only members are allowed to enter the building. An awesome structure made of highly detailed carved stone, it is three stories tall and 80 feet wide and long. Inside is wood, floor to ceiling, of exquisite design. The first story is occupied by residents and guards. The second floor houses a few people, but most of the chambers are filled with books of craft-lore and strange religious doctrine. The third floor is occupied by the Craftmaster and his three bodyguards. The multi-level basement contains locked chambers of secrets and the 2,400-year-old Ceremony Room.

This is the headquarters of a semi-religious organization of labor control. It is a powerful economic force; manipulating skilled labor prices. Before performing crafts and sell them in this city, one must be indoctrinated and sworn to secrecy by this guild. It is willing to train anyone, but they must prove their trust and faith to the craft and solemnly obey orders from the Craftmaster. There are many ranks



BAZILAR CITY



within this guild, and treachery rides at every level. The Craftmaster's wrath is relentless to those who break the laws of the Guild.

- 9. Dance Hall:** This building was paid for by donations from many wealthy citizens of the city. The stone exterior looks rough and drab. In contrast, the structure's interior is finished with light colored, resinous woods. Inside are tables, benches, chairs of fine quality, and even a few tapestries. It has a stage.

Often this theater shows plays, musicals, poetry readings, and other social events (and some of the events are free). Interesting visitors to Bazilar are sometimes asked to speak or perform at this place. They are always looking for performers. All in all, it is a culture mixing zone.

- 10. Registry:** An ingenious business that hires guards and bounty hunters to perform various tasks. Here, people are hired out to protect caravans, ships, property, and persons. They also offer on-ground training; fees depend on the subject matter and on membership status. The Warrior Levy also reports here for occasional assignments and duties, as ordered by the Clan Leader (who is part owner in this business).

- 11. Kuor Temple:** This 80' long structure is dedicated to the most powerful deity of Orhan. It is Meluria's greatest house of worship, built by the Crafterguild 360 years ago. An attached, three-room building now houses the gentle but influential priests, Sammand. Also on the unwall'd grounds is an orphanage and an extensive vegetable garden.

- 12. Ildi's Cauldron:** A beautiful restaurant that features a wide selection of multi-regional foods. Most of the native dishes are rather bland and ordinary; a few are particularly spicy, though. A house rule is that one must be mostly clean and presentable to enter.

- 13. Harbor Master:** This 60 foot tall tower houses the honorable Harbor Master, three of the seven Wardens, and eighteen guards. They observe the happenings of the warehouse district, the docks, the bay, and part of the river. Kept in the ground floor are numerous records and ledgers. The humid basement has six holding cells and the other floors are unpainted barracks.

- 14. Bazilar Shrine:** A semi-enclosed structure with a fifteen-foot-tall statue of Bazilar. He holds in his right hand, held skyward, a drinking horn, and in his left at his waist, a lyre. At his feet are well-sculpted piles of grapes, wheat, other fruits, vegetables, and a musical drum.

During seasonal holidays, city residents hang rings and chains of flowers all over the statue, and occasionally fill Bazilar's drinking horn with the finest wine and pile food stuffs at his feet.

- 15. Dive Inn:** This two-story structure of dark limestone sports a worn, heavy front door and a large window looking into the street, allowing those inside to see the avenue during the day. At night, those outside may spectate as to the happenings indoors.

Inside the main room, on the ground floor, are several large tables and heavy chairs. There is also a short bar, where cheap drinks are sold and bland food ordered and served. The upstairs holds nine individual rooms of poor upkeep (several of the second floor windows are cracked and broken). If one is unlucky, he could pick up lice or other parasites from the mattresses.

- 16. City Gate:** They open at dawn and close at twilight. To enter, one must pay a single tin coin. To bring one animal into the city costs 1-5 tin coins (depending on its size). The guards are attentive to their duties and are not afraid to enforce the law with their weapons. They have been known to shoot with bows diseased animals and men that come too close to the gate.

The gate's double doors are made of thick wood with bronze trim, reinforced internally with iron bars. The doors measure twenty feet wide by eighteen feet tall and may be barred from the inside with gigantic bolts.

- 17. Park:** The city of Bazilar was built near a marsh long, long ago. The park is the drained area of the former marsh. It is still too moist to build upon and has merely remained an open area where families and those seeking peace may go and enjoy the view of trees and lake.

- 18. Lake:** This lake is centered where the marsh used to be. Now it sits in a gently sloped basin fed by the shallow water table and cold, fresh springs. Though the people have tried to drain it completely, it has always re-filled. Now the residents accept it as it is. There are no fish in it anymore, though a few amphibians live there. It has several submerged and screened tunnels that supply fresh water to the various wells in the city, public and private.

- 19. Warden's Keep:** Here, four of the seven masters of Bazilar's law (titled "Wardens") and peace reside. These dedicated men command the city guard and the state levy under Arona's order. Inside the stockade are two structures, one for up to 40 prisoners and the other to house the Wardens.

- 20. Merchant Guilds:** Four organizations vie for the membership of merchants in a cooperative effort. It is not necessary to be a member to buy or sell in this city, but it will ensure that your view is understood. It gives members another opportunity to meet with their peers and perhaps make new friends (or enemies).

The Opal Merchant Guild is located in the Crafter neighborhood, where most of their members are located. Dealing with ships, cargoes, and sailors is the Sea Dragon Merchant Guild, and their headquarters are in the warehouse district. The Wagon Wheel Merchant Guild is near the City Gate, catering to the caravans and land merchants. Protecting the interests of the Bazilar street merchants is the Red Guild. There is some mild espionage within and between these organizations, but it is sporadic, as their different interests seldom overlap.

CITYNPCS

THREE LIBRARIANS

Zek is the name of the 54-year-old senior librarian. This balding and clean shaven man is regarded as an upright citizen of Bazilar. Zek is losing his eyesight, which slows his reading. Rather than struggle to read, he gives planned philosophical lectures in a section of the arena stands. He is shorter and thinner from age, yet maintains a smile that radiates good will and generosity. Zek prefers loose, soft trousers and shirts with gray, brown, and black earthen tones.



Myshek is the second senior librarian (and Zek's younger brother). This man is 43 years old, and clean-shaven but wears his brown hair long and clean. Myshek is regarded as a linguist and holds the title of Translator for the Royal Family of Bazilar. His knowledge of geography is excellent, even though he has never traveled. He prefers light colored robes (especially sky-blue).

Hladnir is the third librarian and the youngest (at 29 years of age). He has shorter, light brown hair and a beard. He is regarded as a music and culture expert. Hladnir is not a native of this region and tells fabulous stories of his adventures (provided somebody has several hours to listen to a yarn). He prefers to wear heavy hide clothing and boots of brown. He carries a broadsword in its belt-scabbard. He is more than willing to defend himself if attacked.

ZOL

A balding, gigantic man comprised of much fat and muscle, this 37-year-old veteran of underworld violence has risen to the top and purchased a dangerous bar. He also owns several warehouses and discretely operates illegal fights for gambling purposes. He is willing to talk with anyone, provided it deals with money.

ASP

A wanderer among the Melurian States and a native of Bazilar, Asp is the name of a man who knows most of the underworld. In fact he is a high level operative delivering messages, hiring thieves and assassins, and controlling many criminals. He wears brown trousers with heavy boots and a gray shirt. Covering his entire body is a heavy, brown, hooded cloak. He has black hair and is clean shaven. Few can outwit him (or even find him). He would be willing to help anyone for the right price. In the local underworld hand signals, his symbol is a curled fore finger with the rest of the fingers closed into a fist.

CURIOUS BROTHERS

Erbar and Holiswen are brothers who operate the Curiosity Shop. Both are in their 30's and live a semi-retired life. They wear robes of blue color and occasionally trousers and shirts of black. Also in common, they enjoy exchanging stories and lore, especially hilarious ones. Erbar is an alchemist of some degree, yet prefers to study poetry. Holiswen is an urban

Animist and deals with plants, herbs, and medicinal practices. Both are members of the Crafterguild and two different Merchant Guilds.

HARBOR MASTER

Ajom is a loyal servant to the Clan Leader. He is six feet tall and rather thin, but strong for his size and age. It is this older man's job to inspect ships, cargo, and people coming and going. He also figures the taxes on various commodities and will impound property if it is deemed illegal. Bribery will not sway the perception of this inspector. Normally he is very friendly with everyone.

HEALER

This female (named Mira) lives alone in the eastern (poor) section of Bazilar, in a small but well-kept, three-roomed home. She is well respected by her neighbors and protected by them. She is just over five feet tall, petite, with a face that does not show her 43 years of age. She favors lighter colored dresses and robes as outfits and always wears a silver medalion.

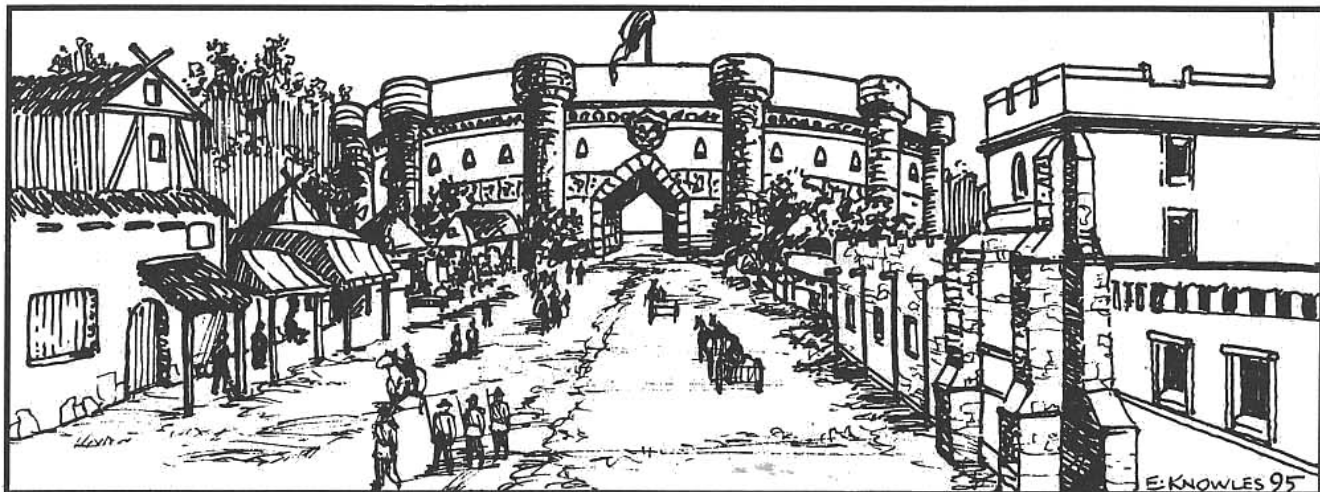
She has been known to treat people for injuries and to give salves, ointments, and unguents away for free. However, patients normally give her enough money to pay for the ingredients.

KUOR PRIEST

This humble 66-year-old man (named Samand), is five and a half feet tall. His hair has thinned greatly, but he keeps a well-trimmed, short, gray-white beard. Covering his body are fine white shirts and dark trousers of wool. Normally wearing sandals and squinting during the day, he looks senile, but upon meeting him and conversing, his wisdom is revealed. He understands much concerning Bazilar City and the grace Kuor is willing to give his followers.

During worship services he adorns himself with a white robe with gold colored trim. His sermons are capable of turning the most callous into blubbering babes in his arms. His number of followers is large and spans all classes, though the entire group never congregates together due to the small size of the Kuor temple. Supported by donations the orphanage is where Samand raises and educates many children (until they become adopted).

Bazilar City
street



MATHEMATICIAN

Rendi is the official bookkeeper of the Bazilar state and city. This 39-year-old man is nearly six feet tall and quite thin. He has short red hair and brown eyes that glow with intellect. Dressed casually in dark trousers and shirts of wool, he sits and mulls computations and concepts through his mind. He is on the verge of inventing a prototype of the slide rule, a project that he hopes will make Bazilar a more educated and powerful realm. According to ancient Crafterguild law, mathematics and bookkeeping are a craft, so Rendi was forced to join.

SHIP WRIGHT

A well-respected business owner and high ranking member of the Crafterguild, Eril has short, blond hair with a clean shaven jaw and bright blue eyes. Dressed in clean and tight-fitting leather armor or black wool trousers and shirts he is an imposing sight. His skill in handling boat repairs is second to none in Meluria; in fact, he is a native of Flucrumia. He is also very concerned about the evils of the current Craftmaster. He is seeking a way to expose Igur and change the guild to its former path of good will without damaging the credibility of everyone.

CRAFTMASTER

Igur is the name of this man and it is he who controls the economy of the city. He is 57 years old with long white hair and a beard, always wearing red robes and never appearing in public. Mastering a major share of Meluria's economy, he refuses to let his society make buildings or items like they used to, claiming that they are lost mystical secrets. In fact he has hidden specific documents which clearly state how the tasks of old were done.

The only way to see him is by appointment. He is not afraid to secretly hire assassins to deal with those who break the Guild's laws (which he calls "his" laws).

BAZILAR

Since that ancient day when the first Melurians arrived in this region, one local godling has survived. Bazilar is also the name of an elder city-god associated with part of the Moc river, all music, and festivals. Throughout time, this city's character has changed little because of this godling. He will never interfere with the deeds of men or gods; only indirectly will he preserve the city which is his. To keep himself amused, he plays with chances and circumstances once in a while intangibly changing favor to an underdog. It is rare, but Bazilar has in the past delayed accidents in the city just long enough to be unfatal.

Bazilar's focus of immaterial yet influential power is an stone ancient idol. However, with the advent of the Kuor Priesthood 3,000 years ago, it was tossed into the middle of the city's bay. Since then, the Melurians have become more tolerant. Near the gate of the city is a rebuilt shrine and statue of Bazilar. Forgotten is his original depiction, submerged and covered with layered silt. He also covers his being by masking his god powers, for he wishes not to be disturbed. But on occasion when an anchor is lost in the bay, upon retraction it is said, "Bazilar didn't like your hook...."

3. SARNAK AND CITY

"Why wait! Stroane is in turmoil, Hæstra should be ours!" exclaimed the Warrior Directorate, Jannoth.

"You forget, child, that Hæstra is far larger than your imagination. To take it, we would have to defend it!" replied the oldest and retiring Directorate, Shiara.

Jannoth, angered by being called a child, stood up and slammed her fist to the table. "Fools! The longer we stay here, the more our fate becomes sealed to destruction! I am prepared to rule Emer!"

"We cannot take Emer and enslave all," coolly stated Kinali, "they are equally maddened in defending, as we are to capture."

"Old crones and puppets of melancholy!" shouted Jannoth as she leaned over the Sanctum Chamber table, virtually spitting upon the other four Directorates. Then she started to leave and exclaimed, "Hah! Ambition is mine and I do as I will! House Miriya and Savada is with me!"

After Jannoth left the Sanctum Chamber, Kinali asked, "What do we do? Jannoth truly wants to conquer. If another like her is voted in, we will be torn."

"She will find that we are on the edge of being conquered ourselves. Remember Murlog" Shiara reminded the other three.

"What of Murlog? They raid us and steal cattle. Why can we not make open war upon them?" asked the Directorate Diatha, a former mercenary.

"We cannot acknowledge their existence until they leave their own dead behind. We will wait. Besides, these Goblins are masters of Underearth. To make war upon them would involve their deep caves, certain suicide. Jannoth is eager to conquer, but she will find defending just as impossible," replied Shiara.

"What help is there?" interrupted Shraza.

"None. All other realms next to ours are in equal danger, I know. Grievances among the regions also abound and grow. Hatred fills many minds of Emer," Kinali said.

The remaining Amazon Directorates sat in silence, contemplating ideas, alliances, treaties, enemies, and looming destruction at the hands of the Murlog.

"Let us hope that the Nameless One never visits our city. This would mean certain doom," stated Kinali.

"How could we stop him if he did?" wondered Shiara, a question without an answer.

—excerpt from a recent council of directorates at Sarnak City.

During the early half of the Second Era, the Shay were chased from Hæstra by the Laan (and the Masters of Emer). What is now known as Sarnak was a refuge for a short time. The Laan eventually found this sanctuary. The surviving Shay were then captured and subjugated, exploited to build the Laan empires.

The War of Dominion saw these peoples slain and their lands destroyed. Only a few survived, and by the third millennia of the Third Era, the survivors numbered up to 900 in this isolated land. It was during this recovery period that the role of women was established through the concept of a universal and praised Mother, called upon as Azenda. The land was also named Sarnak at this time.



Around the year 3,000 of the Third Era, several Laan vessels were shipwrecked by the river Urij during an unholy storm sent against them. The peoples of Sarnak were able to rescue some of them, and the surviving Laan were adopted.

There were two problems that they faced at that time: Azenda started demanding male sacrifices, and the Laan magics were a beacon for evil. Thus, a purging among the peoples occurred which allowed the cultures to mingle, and the population propagated.

While the Azenda worship was occurring, the women gradually gained influence and power over men. Much later (and from the influx of Laan blood), a strange effect gradually occurred within the Sarnaki: the women grew far stronger (both physically and in will power), while the men remained at their normal physical strength and became weak willed.

OVERVIEW

On the far eastern side of the Bay of Izar, and slightly to the north, lies the center of Sarnak. The western boundary of this land is a short, cliffed coastline from the middle of the Izaran crest to the northeastern Scorpion Ridge. Sarnak controls a limited stretch of foothills between the Bay and mountains. Numerous secured gorges to the south lead up to the repulsive Morbek Highlands. East is a mild farming flatland, which leads into other valleys of the Morbek Highlands, Forbidden Ridge, and Izaran Crest. The mysterious and eerie Emerald Forest guards the northeastern front. Straight north is the Izaran Crest, the final barrier enclosing Sarnak from the rest of Emer.

Located on the southern shore of where the river Urij and the Bay of Izar mix are the acropolis and city of Sarnak, built upon a steep bluff overlooking many leagues of the realm around. The 400' tall cliffs drape down and encircle the city from the north, around the west and to the south. Only to the east does the city's elevation slope in a gradual descent to the rest of Sarnak.

CULTURE

Society: The unique feature of the Sarnaki populace, when compared to the entire continent of Emer, is the female rulership. Native-born women, Amazons, are the holders of power. They alone fill the ranks of warriors, merchants, crafters, diplomats, and scholars, yet, the separate tiers of the female class have wide differences of individual influence.

The men are born into the lowest class of this society. The male servants must perform the menial tasks of daily life: raise children, clean, sew, and other servile arts. Servants may be bought and sold like livestock.

Most Amazons will have at least one servant, either purchased or born to them by mating with another servant. There is such a thing as marriage, but not in the contemporary sense. Even though the Amazon and servant will mate, perhaps having children, they are never on equal terms. A few women own entire harems of men, never dedicating their life to any one male. In Sarnak it is possible to see an adolescent Amazon beat her servant father in public.

Slaves are state property and cannot be sold until their punishment is finished according to Sarnak law. They were once normal male servants who disobeyed orders or went wild. These criminals are clapped in irons and beaten whenever an individual rebellious spirit annoys an Amazon slavemaster. Slaves must perform the filthiest jobs of

the city-state under harsh observation: maintaining the sewers, repairing roofs in killing heat, tending to the farms or rowing in the galleys.

Within the upper reaches of Sarnak society are nine Amazon Houses of pure female lineage. These extended Amazon families have a significant amount of power, not only in numbers, but in the ability to sway public opinion. A few of them are violent and aggressive in collective attitude.

The peripheral walled manors in the state contain some of the wealthy, very powerful Amazons. Individual desires and pursuits led these women to move away from the urban environment of the city, bringing their own entourage with them, allowing them to practice the freedoms they choose. Three of the estates have been temporarily given to Amazons of heroic performance by the Directorate.

The climate of Sarnak is almost uniformly balmy, so that clothing's only purposes are decoration and modesty. Men are always shirtless and the women usually wear a simple functional tunic. Silk toga-like garments, yari, are worn by the women at important festivals. Slaves will always wear an iron collar, capable of being fastened with a chain.

Politics: The Directorate is the ruling body of Sarnak, comprised of five females of various ambition. Elections are held among the Amazons whenever a member of the Directorate retires, dies, or is exposed as criminal. Throughout the ages these Amazons have been very militant, which reflects upon the current Directorate members and philosophies.

Just below the Directorate is the Outer Council, a collection of 41 women, the most powerful of their organizations. This Council includes elders, house leaders, sages, senior merchants, artisans, and the military commanders.

Governing the behavior, etiquette, and laws of Sarnak is the Maxim Codex. Some of this expansive work has been published for centuries, turning Sarnak into a civilized realm with certain codes of conduct. The rest of the unpublicized Codex concerns crime and punishment; only the Directorate, Outer Council, and the Ministers can interpret these complex sections.

Sarnak has an unforgiving view of the male-controlled societies and nations around them. In particular, the nation of Stroane was insulted on a daily basis by the Directorate during their own very secret Councils. Stroane was upon the edge of total war with Sarnak, when the Katra of that nation died. They have benefited from the sudden demise of the Katra of Stroane; in public, they deny having any hand in the assassination. At least there are no more distasteful male threats of carnage.

Sarnaki men are not allowed to speak or judge for themselves in diplomacy of any kind. They are given no voice or vote in any situation. However, within the male circles of servants and slaves is a very secretive group of rebels. Their cause is equality. However, male conspirators are subject to immediate public execution if caught speaking or committing any sort of treason.

Military: Historic and recent trends have led the Sarnaki populace to place the military among their top concerns. From the tender age of six, female children are introduced to the concepts of weapons and battle. As the Amazons grow and age, most are taught sword, bow, and unarmed disciplines, turning them into defenders and preservers of Sarnak. The favored weapon by popularity is a type of battle-axe (called the Dava), gruesomely wielded by these powerful Amazons.

Within the standing army of Sarnak is a vast series of classes. The most glorious are the Council Guard who protect the Directorate, their halls, and possessions. Other Amazon forces are the Mercenaries, the Houses, and Scouts. None of these belong or participate directly with the army or navy. They are independent factions, still loyal to Sarnak as a whole.

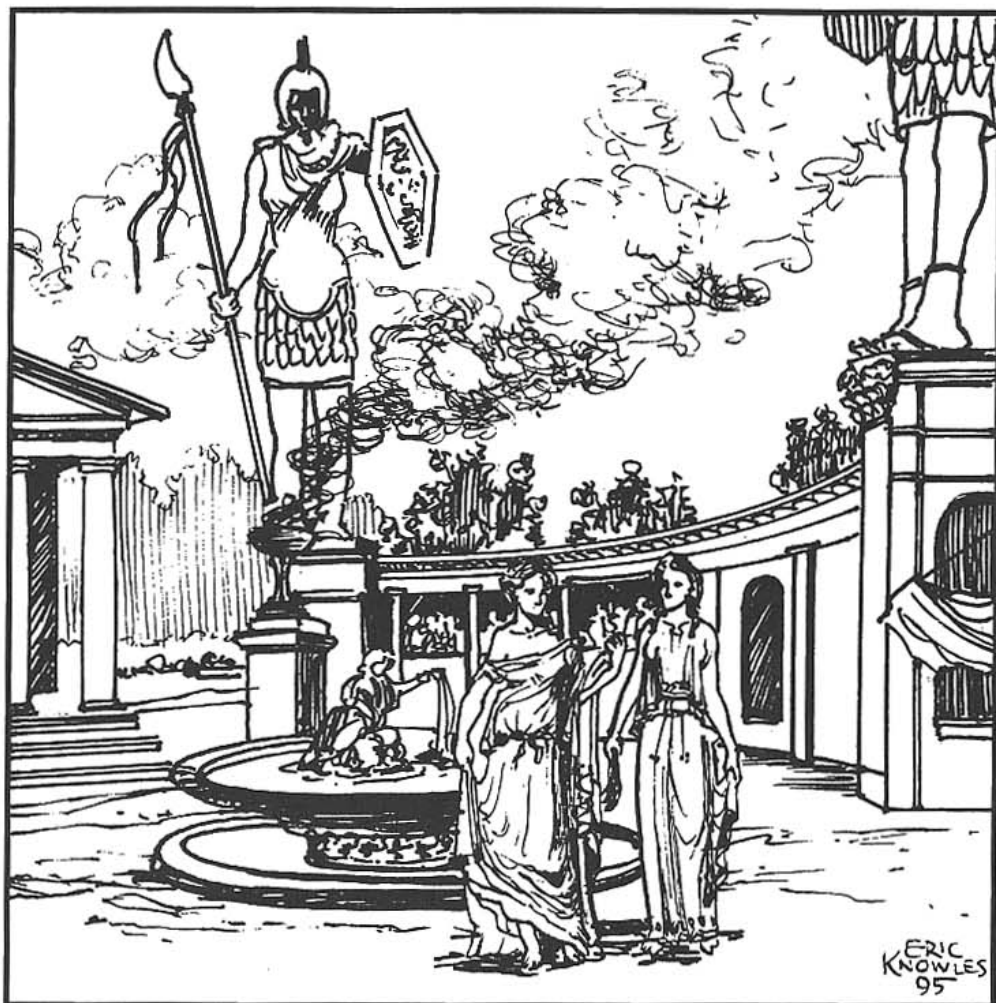
Sarnak's pride and economy is invested in its naval power. The main vessels are of large size, with two tiers of oars on each side and a shallow draft. Their boats are equipped with a smooth, tough battering ram under the surface of the water and a spacious sail. They are capable of fantastic speed and of backing out of a rammed ship with little difficulty. However, they do not generally maneuver well. Protecting these biremes in difficult situations are quick, smaller boats.

The siege equipment of Sarnak is legendary. Within Sarnak City itself are accurate, light, wheeled catapults and ballistas. This way, the Sarnaki defenders may quickly place these devices anywhere to volley rocks, burning debris, and spears in any direction, smashing and puncturing opponents in a rain of death. Similar devices are mounted on the biremes, inducing a paranoia within foes of sinking and burning to death.

Men do not possess any titles or rank. They are not given tactical authority either. Servants are not allowed to possess weapons, unless they are issued out for defense or other action. Men serve in the support positions that include: tending to the wounded, fetching ammunition, moving or loading siege artillery, rowing, or preparing to receive a charge with spears. Some servants of proven loyalty may even be given bows or swords to use in battle. The only combat slaves may experience is when they are placed in the amphitheater.

Language: The exclusive language in this region is Arlak. Its origins and basis are rooted in Old Emer, but have undergone radical change. Arlak also has a unique, beautiful style of writing in which a minute writing on a huge page would be an eyesore. Arlak forms a comfortable, almost pleasing pattern. Some women also comprehend Erlin, used among the upper classes and in a few books of guarded information.

Musically, the Sarnak have excelled in stringed instruments. Graceful harps the size of grown humans are their specialty; the sounds reverberate up and down the listener's spine. Sarnaki are known for gathering into huge choirs, singing loud and brilliant, like an awesome angelic presence. They are masters of making drums as well. Occa-



Sarnak City street

sional performances by only the drummers may fill the air with deafening beats, capable of shaking one's ribs some distance away.

Diet: Within Sarnak are four varieties of agricultural products. To the east, in the small farmland, are grown succulent vegetables and fruit-bearing trees. In the southwest and drier arm of their state are grown grapes. Sarnaki wine is no match for Danachris, but it is plentiful and inexpensive. The bulk of the southwest is given over to pasture for their native and imported animals, goats, and cattle. The southern rocky gorges are covered with grazable shrubs and dotted with trees. The trees have been planted and harvested for the past 700 years as a part of a forestry plan. In the northern and eastern valleys are built complicated terraces, containing the plentiful rainfall and mountain drainage. Rice and, unique to Emer, cranberries are grown in these stepped fields.

Sarnak depends on the Bay of Izar to feed most its population. These Amazons are brave, courageous and instinctive when it comes to dealing with the sea. These skills are not only used in navigation and warfare but in fishing as well. An experienced sailor can land a multi-ton fish by herself and net hundreds of panfish in a single toss. They are also known as divers, retrieving from the corals and reefs oysters, shellfish, crabs, fish, eels, and squid.

One annual festival, set during the winter equinox, involves the city-wide grilling of pigs. The Amazons then move about the City, celebrating and conversing, feasting on wine and meat, supplemented by tubers, fine native breads, and some seafood.

Economy: There is a respected and minted silver coin. Upon one side of this coin is a traditional feminine figure in front of a fortress. Unknown to most, it is the symbol of the universal mother, Azenda. The other side depicts a bireme with a broadsword in the foreground, signifying the Amazon defiance over all others. Usually when the price in coinage is too steep for a buyer, barter is attempted.

Sarnak is a supplier of finished goods for Vornia and the Rhiani, and upon occasion, Kaitaine and Sel Kai. Exported are weaponry (not siege equipment), armor, steel tools, corals, and some pearls. They are also known for their expensive and effective mercenaries. Cosmetics, scented oils, and vinegar are shipped out by the crateload. A merchant guild has been further offering dubious aphrodisiac eel gland extracts to the males of Emer.

Imported are the majority of their raw materials and grain. There are very few spots to extract minerals and precious ores in Sarnak. There is little flat land for farming either. They import wheat and corn from Vornia, tubers and red meat from Vajaar. Also purchased from abroad are spices like pepper and cinnamon.

There is a pass south of the Charn Plateau in Uj. Occasional caravans of Rhiani traders will venture through to trade with the Amazons, but travel along this route is rare.

Because there is little climate variation, some of the tree species in the southern gorges grow very uniformly, yielding superior grained and strong wood products which are used to build ships, structures, and siege equipment.

Technology: The Sarnaki smiths have mastered steel production and create fine armor and weapons. Examples of their excellent metal work are their musical cymbals and bells. These devices radiate a sound of crystal clarity, stirring emotions and exciting the senses of listeners.

Their buildings are made from thick gigantic rock slabs, quarried from the mountains all around. These are shaped, carved, and set into the earth as walls. There are some walls made of smaller slabs sealed together with proper fittings and mortar. A few of these are built into interesting, irregular patterns and colors.

The older dwellings of Sarnak have stone interiors, with walls plastered and painted. Within the past 200 years, wood has become popular for interior walls, floors, and ceilings. These wood boards and beams are well refined, treated, and waxed or sanded and painted. Most finished chambers also have exotic scenes on the walls. These architectural and painting styles vary for each neighborhood.

Tiles are a favorite decoration for home or business. The predominant colors are deep black, blue, and red, arranged into intricate patterns. The occasional pastel hues are used as well in places of calm interest. Mosaics are rare and treasured work; only the wealthy can afford the expense of fine ceramic detail and durability.

In addition to the catacombs in the Underearth of the City bluff is a series of separate waterworks: sewage, reservoir, and unique pumping mechanisms. A particular sect of Crafters look after this equipment, developed 87 years ago as a side effect of vacuum theory. Only the Directorate and this sect of Crafters know of its existence. Fresh water is pushed into the City far upstream, under and from the river Urij. This water is screened and filtered, then supplied through numerous household wells through the Midtown and Lowtown. Only the Uptown has the curious luxury of faucets and regulated water pressure.

Rain water is collected into a reservoir, used to flush out the sewage lines upon occasion. Most buildings have at least one vertical shaft into the extensive sewer system, and a toilet. The sewage lines open out far southwest, submerged in the Bay of Izar, to the benefit of local, warm water micro-organisms, corals, tube worms, and various crustaceans.

Religion: Atheistic, the Sarnaki consider all supernatural beings to be "magicians with overdeveloped egos". But Azenda's cult and the Laan magics live on in the catacombs.

SARNAK STATE

The Sarnak state contains 31 barricaded villages and seventeen walled estates. A third of each village is directly owned by the Directorate. The majority of those in these agrarian communities are male servants and slaves. Surrounding the rural settlements are farmlands that give over to pleasant pastures with lines of planted forest to designate the boundaries. Connecting these armed sites to Sarnak City are seven marked roads and hundreds of unmapped trails. In the extremities are diverse paths that lead into uncontrolled foraging and hunting areas.

Three bridges span the Urij and are part of the road system as well. The eastern bridge has stone cemented footings and pylons but the upper structure is made of wood. For strategic value, it can be set aflame to hinder an advancing enemy. Next to this span is a compound with a troop of three dozen warriors.

The second bridge has a similar watch group with another dozen calvary members. This bridge was built out of stone except for the center section. The middle of the bridge has a 24' retractable span made of wood and metal.

The bridge nearest the city is of massive construction, measuring 50 feet wide, 350 feet long, and up to 90 feet above water. Fashioned stones as heavy as 700 tons were used. It was a continental engineering feat, celebrated by the Amazons.

Guarding this 400-year-old architectural wonder are four towers placed on both sides of the river and to either side of the bridge. Between each pair of towers is a gatehouse complete with portcullis and barrable doors. In the upper story of both gatehouses is an emergency 300-ton stone slab. When both are dropped, they block access to the bridge completely.

SARNAK CITY

The dark gray and green granite walls of this fortress city are anywhere from 55 to 80 feet tall, with massive towers up to 120 feet in height. Some of the wall sections are up to 40 feet thick, riddled with storage chambers and secret passages. Gruesome appearing battlements and buttresses top the walls, with regular patrols marching along them. It is a looming presence, a jumble of dark towers and parapets designed to look impressive and to be impregnable. The main gate is made of wood with thick, polished bronze, brass, and iron trim and panels. These doors are operated by gears, springs, and counterweights.

The interior of the city is divided into three levels by thinner walls and the small natural plateaus of the bluff that the City is built upon. Connecting this trio of sections is the Emiris (Alnak: "Conqueror") Avenue, which starts at the main gate. It curves through the Lowtown, to a large stone ramp, leading to a closable gate. Beyond this portal the avenue makes a straight path through the Midtown to another ramp and gate which give access to the Uptown.

Few of the thick, sheet rock streets are wide. Most are narrow avenues with dark, looming, and imposing structures all around. The majority of buildings only have windows on the upper floors. The business district is centered along the length of Emiris Avenue. The city has a pervasive atmosphere of a defensive, inward-looking people.

There are six plazas spaced around the city filled with gardens, trees, statues, and fountains, pleasant places, away from the claustrophobic alley ways. There are also eleven clearings along the outer walls used as designated vantage points for the defending siege equipment.

1. Moorings: Far enough up the Urij river so that the Bay tides do not affect this area is the landing site. Solid-rock cliff sides 20 to 40 feet above the water surface form their docks. Reinforced pylons set 10 to 20 feet from the edge are used to tie the vessels to the cliff side.

The Sarnaki use rope ladders and portable floating, wooden ramps to move themselves or cargo up or down from the ships. They have a counterweighted, wheeled crane with block and tackle to handle and lift heavier objects. This area is always under careful scrutiny by the Amazon guards. Frequenting this area are the Amazon sailors, fishers, merchants and their servants, as well as Sarnaki slaves.

2. Mercenary Guild: This basalt structure is two stories in height, 280 feet long and wide. From the outside it appears to have been built solid with only arrow slit windows along the second floor. A brutish looking battlement encircles the top of the building, which faces the streets that surround it. Four towers of forbidding design, 65 feet tall, stand at the corners of the building.

In the center of this property is a 180-foot long and wide courtyard that contains a few statues, a fountain, and pathways through brilliant gardens and training areas. Windows face the courtyard on both floors.

The entrance to the Guild itself is recessed, with murder holes all around the walls and ceiling. Blocking entry to the structure are two bronze doors, barrable from the inside. During business hours they are open, but watched by up to six Guild guards and up to 30 loitering Amazon mercenaries.

Just beyond this initial barrier is a hallway that goes to the left and right. Forward is another hall, ending at a lighter door with windows, that leads down into the courtyard. Bright wood halls lead through the entire structure, one hall and section per side on each level that are connected by stairways in the corners of the building.

These stairs also lead to the secured towers and basement. Inside these areas are chambers filled with weapons, armor, food, equipment, and heavily guarded loot.

On the first and second floors are the eight sections of living and office space for the Administrators and guards. The seven orders inhabit one section each as decreed by the Directorate. The last section on the second floor, opposite the entrance and beyond the courtyard, is devoted to the Guild Master's luxurious offices and private meeting room.

3. Catacombs: Beneath the surface of the city and separate from the water and sewer systems is a network of ancient catacombs. This multi-level series of passages and tombs extends throughout the bluff that the city is built upon. It is laid out in an array of chambers with radiating passages and stairs that connect them all together.

Most of the passages measure up to seven feet in height and up to six feet in width. Chambers may be square, circular, vaulted, or domed in design and up to 80 feet across. There is a predominant sand-covered floor, usually damp. The air is always still and even stagnant in some areas of this dark necropolis. Freshly entombed bodies fill the immediate area with overpowering stench of slow rotting corpses, inducing sickness in the living present.

Along most of the walls are hewn alcoves and niches containing the piled bones of the dead. Some names are etched, chiseled, or painted on the walls, signifying dead individuals or areas that belong to an Amazon House's expired members.

The only way to gain entry into this revered place of the dead is through five mausoleum like buildings, spaced around the city. These structures have no windows and are of similar design, tapered towards the top, with dark granite walls enclosing the interior. Candles and incense fill the air and illuminate the walls.

Painted across the walls and ceilings over the white plaster are the Sarnak death philosophies. These two subtle writings convey the Amazonian subconscious horror about the mysterious afterworld, or contrastingly ponder if it even exists.

Opposite from the entrance is a heavy door of bronze. Beyond these doors are stairs that lead down into the network of tunnels, alcoves, and chambers of the dead.

Some catacomb systems are hidden behind secret doors and traps. These areas are filled with the bones of former Directorates and other heroines. One portion of these secret catacombs is used by the secretive Azenda worshippers.

4. Directorate Halls: This area has a collection of six, two-storied granite structures, spaced around a huge fountain and a circle of 27 large Amazon statues of heroines of bygone centuries. The Council Guards live within the halls.

Five of the halls are of similar design and are given to the members of the Directorate. Each of these Directorate Halls has a vaulted main reception room, a sitting room, a comfortable dining room, a spacious kitchen, and a bathroom on the first floor. On the second floor are six luxurious



bedrooms and one majestic master bedroom. In the basement are several storage rooms and a vault, containing important or secret works of lore. Each Directorate vault has a slight difference in the selection of books and scrolls of reference.

The Council Hall is the largest. On the main floor is a wide reception hall and at the far end are reinforced doors. Behind these doors is the Council chamber, the meeting place of the Directorate and the Outer Council. The second floor of this building houses the rest of the Council Guards in comfortable bed rooms.

In the basement library is a secret door which leads to the Directorate's Sanctum. In this Sanctum are the most rare books containing the histories of millennia. This chamber is also the site for the secretive Directorate meetings.

5. **Communal Baths:** Within this grandiose, three-storied building are the Amazon baths, guarded by six Amazon warriors at all times and attended by up to 36 employees. The Amazon attendants set the appointments, escort patrons to the various rooms, and assist visitors as best they can. Fees vary from 1 bronze coin to 3 gold coins. The basement and first two stories are lit internally by candles and lanterns. Only females may enter and relish the delights of perfumed soaps, hot saunas, and massages.

The main floor has a short hall with double doors opposite the arched entryway. In this entryway are the six guards and a few attendants. Beyond the doors, stairs off to either side lead to the second floor and the hall on this first floor continues with smaller individual rooms off to either side.

These tiny rooms are barred by wooden doors and contain a tiny bathtub in each. There are also pegs in the walls to hang clothing or possessions and a shelf with standard bathing equipment, towels and soaps. At the far end of the hallway are another set of doors with stairs behind them, leading to the basement communal bath.

The communal bath in the basement itself is 40 feet wide by 60 feet long. The warm water varies from three to twelve feet deep. Set against the walls are stone benches for resting. Between the benches are numerous alcoves for storing possessions while one bathes in this semi-public affair. The attendants distribute soap and towels when they are needed.

From the entrance, the stairs leading to the second floor empty into a wide hall with two saunas to each side. Each sauna has a wooden interior and benches and a pile of very hot rocks. Throw water upon the rocks and the body will exude sweat, opening the pores, theoretically cleansing the body. At the far end of the second floor hall are the stairs leading to the top floor.

The top floor contains a large room with mirrored walls and several very comfortable chairs. Spaced along the walls of the structure, on the third floor only, are windows, allowing light in. The other half of the third floor is separated by a network of thin white curtains with numerous massage tables hidden between them. Here the trained attendants massage the muscles of the Amazons.

6. **Aceka Estate:** In the upper level of Sarnak City is a walled estate named Ethwyn, purchased by Aceka 80 years ago. The perimeter granite wall is 25 feet in height with fang-like buttresses and 40-foot towers. Just inside an ominous gate is a huge garden of flowering plants and trees surrounding a fountain in the courtyard. Far across the courtyard of the estate is the entrance to the manor.

The manor is three stories tall with windows that increase in size towards the top floor. The large reinforced main door is made of wood with brass trim. Beyond this entryway is a tapestried hall which leads to a four-way intersection. To the left and right on every floor are the servant halls all connected by stairs at the far ends of the building, which also lead to the basement.

Directly forward from the entrance and through the intersection is the Approach Hall, its walls covered with diverse paintings galore. From the Approach Hall, the Main Room is reached, a majestic affair. Tall columns support the three-story-tall painted ceiling depicting the superiority of Amazons. Ropes and glittering chandeliers hang from the ceiling. From the Main Room's entrance to the left through an archway is an elaborate kitchen. To the right is a similar archway with stairs that lead to the basement.

In the basement is a locked armory and numerous secured storage chambers. Also in the basement levels of the manor is a series of customized secret rooms where the carnal lusts of Aceka are exercised.

7. **Physician Grounds:** This site is located in the Midtown, the southern side of Emiris Avenue. The gray granite perimeter wall is 30 feet tall with four slender towers almost 45 feet in height. This complex has reinforced gates in each perimeter wall.

Inside on the grounds are two, three-storied towers, a physician's living hall and the medical building. Between these majestic and serene structures are wide, clear paths and gardens. Statues stand around the grounds, depicting Amazon physicians long dead, but remembered for their contributions to science.

The two towers are the residence of a few guards and the premiere doctors. They lead an easy life when not working or teaching. The physician living hall holds a few guards as well, but most of the physicians and assistants reside in these gracious apartments.

The medical building is a three-storied affair with two wings. Various floors and sections have been allotted specialties. The treatment of accidental injuries, ordinary ailments, and festering problems are dealt with on a routine basis. However, they are capable of surgery, curing terminal diseases, and giving concoctions of mysterious healing power. Service is free to the native Sarnakian, but very expensive for foreigners (sometimes it means indentured servitude).

8. **Armory:** The fourteen-foot-thick granite fortified walls of this structure rise vertically to a height of 30 feet and stretch to a diameter of 320 feet. Straddling these eerie, green-colored stone walls is a dome rising to a grand height of 80 feet, painted a brilliant white. This dome has a 40-foot-wide opening in the middle of the roof, allowing light in through the ceiling onto the dirt floor of the main chamber. The outside walls have no windows of any sort.

On the western and eastern sides of the Armory are reinforced gates of bronze and iron. Beyond the huge double doors are walls and ceilings pierced with murder holes. These initial halls are 30 feet in length and empty onto the floor of the main chamber. Evenly spaced around this large room, except under the ceiling aperture, is the siege equipment of Sarnak. These devices are well maintained, ready to be positioned and fired.

Access to the two floors around the main chamber can be gained by six stairwells, evenly distant from each other. These chambers contain weapons, armor, rations, and other

SARNAK CITY

Urij River

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supplies. The stairwells also lead to the roof and basement. Inside the Armory cellars are additional rooms filled with more armaments and ancient, almost forgotten loot.

The Amazon commanders of the Sarnak military meet here, using different chambers at different times. They discuss strategy, rebels and foreigners, espionage and conspiracy.

- 9. Academy:** Surrounding the grounds of this gentle-seeming place is an 18 foot wall of limestone blocks. There are five, 50-foot-tall towers with a girth of 30 feet spaced along the walls and used by the Academy Guard. There are two main gates and two smaller doors through these walls, equally made of reinforced iron alloy. When these portals are open, security is tight, and no one is allowed in without a permit.

There is a central pathway lined with noble trees that connect the two gates together across the campus. On the southern side are four structures used for teaching and training. To the northern side are the structures used for housing the teachers and students.

- 10. Family Houses:** Tall walls surround the trees, flowers, ivies, statues, and fountains that grace the yards of these elder estates. The huge mansions with few windows and many battlements belong to the families Zamera, Ravona, Miriya, Savada, Zinara, Vanasta, Ghelora, Varcena, and Kazada.

The interiors of the Amazon Houses are of ornate design and filled with diverse trophies, cases of gleaming treasures, and furniture of delightful comfort. Each estate has some architectural differences.

- 11. Cordial Atrium:** This guarded place has no perimeter wall or hedge; the entire property is structure. It has a base length of 120 feet and a 180 foot width. Spanning up five stories, its outer stone walls are painted light blue with detailed window slits, corners and doorways.

The interior walls are painted red and the balconies and floors are made from a variety of white and gray marble. Paintings and smaller sculptures line the inner walls on each floor, a unique art exhibit. On the ground floor, in the center is a selection of very large ferns and a few bamboo like trees.

Also on the ground floor are guard quarters, while the other floors are occupied by distinguished guests, dignified foreigners or ambassadors, and diplomats. On the fourth floor is a series of pleasant rooms set aside for the Kaitaine and Sel Kai envoys.

- 12. Merchant Guilds:** Each of these fifteen merchant guild structures share similar heavy construction and usage. These granite buildings have three stories worth of living and working space, though the actual width and length varies per structure. Perimeter walls with up to three gates surround the properties. The compounds contain varying warehouses and loading areas as well as a shaded place to sit and negotiate.

- 13. Holding Center:** A 45-foot-tall perimeter wall separates the Holding Center from the city's wall. Only one gate exists through this outer wall, made from wood and metal panels. To either side of this gate are two structures sporting murder holes and arrow slits. Beyond is a courtyard, 200 feet across, to the holding center itself. Away from the gate and around the courtyard are 96 posts with chains. These are for unruly prisoners who are to be tortured by the sun.

Up a 20' tall ramp is a large, solitary, sliding bronze door. Along the 57-foot tall walls of the prison are scattered slit windows for the prisoners inside. This entire area is watched and protected by a minimum of 45 guards and 36 slave masters. In the vicinity around the Holding Center are an additional 60 guards and 20 slave masters.

It is a dreadful place. The food is similar to stewed wood. The company of male slaves, foreign criminals and Amazon prisoners is difficult at best. Under the scrutiny of Amazon slave masters and guards, it is made much worse. A third of the prisoners are dispatched to the villages and estates for labor or exploitation, while others are put to service maintaining the city or rowing biremes. Most of the residents of the prison are kept away from the public unless they are needed for harvests or to power the entire armada.

Twisting passages connect secure gate-chambers and cell-halls. In the lower portions are ancient dungeons (still used). In a secret labyrinth are numerous remains of the unacknowledged dead and a hidden exit to the catacombs.

- 14. Amphitheatre:** The outer granite walls of the amphitheatre ascend to a height of 42 feet. Along the western and southern sides are six entrances with 60-foot-tall towers. On the eastern side is a larger fortified entrance for slaves, prisoners, gladiators, athletes, and animals.

Admission costs range from three bronze coins for musical performances to seven silver for the gladiator fights. Beyond the six ordinary spectator entrances there are unfit and enclosed ramps that lead up unto the middle tier of this outdoor air amphitheatre's stands.

This property is owned by the Outer Council, but operated by a number of writers, poets, and retired athletes. Their recitals, plays, and dances are epic in grandeur but the biggest profit is found in the seasonal gladiator fights. These have always been brutal contests with savage blood-letting. Captured conspirators, foreign spies and criminals, condemned Amazons, male slaves, and gladiators are thrown into pitched melee. While the gladiators form one killing team, the other factions usually remain divided and perish. The Amazons study the combat as amusing experiments.

The athletes practice here a fair amount of the time and compete once a year on the winter equinox. These athletes are sorted into teams based on which House, family, or sponsor they may be from. Incredible tension arises every year in the Amazon society about whose team will win which events.

The amphitheatre has a holding center of its own, and its dungeon is a deep, dank, and dismal place. It is filled with lonely eyes looking for hope. But never has hope visited this pit, for this dehumanizing prison is a pre-death zone.

Just east of the amphitheatre is the training center for the gladiators. Their ranks are filled with young boys who are raised separately from the other male children, because of the physical potential or their aggressive behavior. Through gradual training, these innocent children become crowd-responsive killers.

- 15. Way Inn:** The Way Inn is an Amazon-run establishment that caters to foreign culture and cuisine. Every two weeks is Vajaar Ox night, commonly known as "roast bull on a spit." This is a hot spot for culture or rumor seekers.

- 16. Salon:** The place of beauticians, where money can buy the latest looks from hairstyles to manicures, even tattoos and other body fashions.



SARNAK GROUPS

The largest, most intimidating and competitive group is the Regulars. This standing army includes: the Guards, the Peace-Keepers, the warriors, the cavalry, the Champions, the Council Guard, and the War Commanders. Among them all are 21 tiers of responsibility and privilege. It is a tough ascension with an average of 23 years service to achieve nine ranks. Housed in city barracks with the majority scattered throughout the fortified villages. Regulars are not given any pay and any captured loot must be turned in. On the other hand, they do receive free housing, equipment, and food.

The lifestyle of the Amazon Regulars has many parallels to the Directorate's Sailors, Scouts, and Athletes. Since childhood, these women have displayed combative skill and dedication in alleyways, plazas, Academy grounds, open seas, House courtyards to the forest green. At the age of sixteen, any Amazon is free to choose her future and many join one of these fighting orders. Once accepted, these women undergo rigorous training which can last up to three years. Some spend their entire lives fighting, working, and surviving together.

The Sarnak Guards and Peace-Keepers watch over the city and the local vicinity. They must enforce the laws that the Directorate, Outer Council, and the Ministers decree. Patrolling the state are the warriors and cavalry who enforce the laws and are allowed to kill to keep order.

The Council Guard is comprised of loyal veterans who have pledged to protect the six council halls and the five Directorates. Within this pinnacle of the Regulars is a very secretive order of clever spies. The War Commanders obey only the Directorate and keep Sarnak's ready military organized.

The Directorate's Sailors have a smaller command structure and the nature of their work is different. Most of the duties include rescue and patrol with an occasional search and destroy mission. Other naval details involve action in the western Bay of Izar or even hauling precious cargo to Kaitaine or distant Sel Kai. Of all Amazons, the Sailors travel the furthest. Encountering high seas treachery, multiple cultures, and continental phenomenon, these Amazons grow strong quickly.

Operating in the state and the surrounding wilds are the Scouts, loyal to the Directorate. These Amazons are given no pay or equipment, though they may keep secondary information or treasures. These wanderers enjoy touring uncontrolled or foreign realms. Traveling hidden in the terrain or in disguise they are highly effective at gathering information, due to their continuous training in survival, combat, and land-related lore.

The Athletes hold a particular social niche, aloof from the ordinary citizens. The Directorate has selected, for the past 900 years, particular Amazons who are housed, fed, and trained in physical prowess. The Athletes push themselves to prove their strength, speed, and endurance. Attuned to their bodies, they break previous records and establish the absolute limits of the human body—observed, studied and trained by the Champions, physicians and sages. Well coursed in martial arts, grappling, and weapon attack forms, the athletes are an eager specialized force of very aggressive, but controlled, killers.

THE HOUSES

The Houses are regarded as the true lineage of the nine progenitors of Sarnak. These elitist families live, train, and die for their name. The majority of these proud members reside outside the actual estates, because the families have grown over the past 3,600 years. About one third of the protective House warriors live in the estates with the teachers and masters. House Amazons are allowed to live in the estates if they are pregnant or if they are young and being tutored.

In a semi-secluded life, House youth are raised and taught by the House teachers. At sixteen, an Amazon may choose to go to any organization desired, but a fair number stay with the House to become House warriors.

The House masters are the most formidable of their families. An honorable master will retire and give control to another member if they are obviously more worthy. But that is rare, because the masters have considerable skill in politics, wits, and combat. Death or age-induced retirement forces most Amazons from power. The position of House master comes with a seat to the Outer Council and every privilege entailed.

MERCENARY GUILD

Centuries ago, the mercenary guilds were separate groups of warriors. Once, they were proud and noble orders, presenting fabulous wealth and danger. However, through gradual personal and political differences, they began fighting each other for contracts and the most powerful Amazon mercenaries. It was an expensive war, and it attracted the Directorates' full attention after 231 Amazons were killed and four guilds burned down in one climatic night. That next day, 272 years ago, the Directorate ordered that the guilds must merge into a single entity.

So quoted from the Senior Directorate of the time, "All Amazons may now choose their opportunities with free will, not commanded to kill one another in jealous folly!"

These seven guilds are now housed in the same structure, in equality. Each guild still has its own master, and they meet daily to discuss progress in a mutual atmosphere. They offer contracts for mercenary duties from within Sarnak to all of Emer. To join this order of fighters, one must only be an Amazon. The only way Sarnaki men may go on duty is by being a servant to a mercenary Amazon under hire.

The minority of the mercenary guild are the administrators who process paperwork, handle legalities, and go abroad obtaining clients. It is from this class that the guild masters come from, obtaining their status by wealth from heavy commissions. Very few guild masters have ever been actual fighters.

Below the administrative class are the mercenaries. A range of powerful individuals, House members, army and sailor ranks, to average citizens. A select few Amazons of proven ability are given command of the various duties, for the guild masters pay the leaders well to bring back the good mercenaries with lots of loot. Most of these hired swords are normal Sarnaki who have not yet ventured far from home and have gained little experience in large battles or foreign action.

It has been said by the founder of the mercenary guilds "To learn, you must travel and fight injustice!" She was also known to turn on employers if their cause was morally wrong or evil—an attitude that continues today among the mercenaries and their guild.



CRAFTERS

The origins of the Crafter society are ancient. Across time, this group has fragmented into 41 separate sects, performing their own specialties. Each of these guard their own techniques from each other and the public, which makes them aloof and reclusive in the general affairs of Sarnak life.

The leaders of the sects had decided, sixty years ago, that standardization was the next step in technology. When this project is completed, it will mean the easier repair of equipment from sewers to catapults. Progress on this ideal has been slow, due to individual hesitation and reluctance to conform.

It takes considerable time and effort just to become an apprentice crafter. After acceptance by a tutor, it may take from a decade to a lifetime, for the novice to attain the Crafter title. Only the Crafters are fully capable of perfection in their chosen field. For every six students there is one Crafter, and they are all bound to their sect.

It is rare, but masters and students who have betrayed their guilds can become expelled and forbidden to work. Another rare event is the defection of a Crafter from one sect to another—highly frowned upon, but the temptations of money and influence sometimes overpower an individual despite the social difficulties.

The Crafter's homes and shops are scattered around the city. They do not associate with the other citizens normally, sticking to their kind. A few sects operate industrial sites elsewhere in the state.

MERCHANT GUILDS

Unlike the Crafter sects, the merchants are opportunists and not protective hoarders. They realize that to stimulate any economy, there have to be good deals. A couple of the guilds sell wares right on the ground floor of their properties offering exceptional bulk bargains to citizens when available. Most of the time, their buildings and resources supply the shops and vendors of the city. The realms of business include livestock, seafood, grains and rice, vegetables and fruits, woods, stones, ores, metals, jewels, household objects, tools, industrial equipment, armor, and weapons.

These orders have numerous overlapping interests in Sarnak and Emer. Over time, various legalities and contracts became so intermingled that these seventeen guilds have had to cooperate. Conspiracy is now very rare among the Amazon merchants. The guilds pay sea captains and caravan leaders well for excellent merchandise.

PHYSICIANS

Practicing refined ancient medical arts, these reclusive doctors have emerged and saved Sarnak many times (from war casualties to plagues). But it takes many years of assistant practice for a student to become capable of making her own decisions and treatments on patients. Serious oaths and commitments to righteous healing are undertaken by the Amazon physicians.

Within this physician order, there is an inner circle. They carry the secret, prehistoric potion and ointment recipes, and perform ritualistic ceremonies to augment their own healing disciplines.

ACADEMISTS

The Academy has three distinct realms of teaching: pure academia, further science, and war craft. Only Amazons may become members, and initiates must learn the basic courses of lore and language. Once a female attains the title of student, she may choose which branch of study to pursue.

Within the academia division are several presiding sages who are in charge of the college and represent themselves in the Outer Council. Teachers and experienced students alike arrange classes and forums in the City, intent on sharing not only fundamentals but deeper understanding as well. The Ministers receive their difficult instruction in the branch of academia, before the Outer Council approves them as judges. The reclusive scientists study nature, cause and effect, and decipher the formulas of reality. Taught by the Champions, war craft trains the students in tactical, missile, and melee techniques, turning them into highly effective leaders.

ACUS

Circles of loose and changing associations between various Amazon opportunists and thieves. Acus is effectively the underworld and black market of Sarnak. Among these webs are scouts, mercenaries, sailors and pirates, a few merchants, crafters, and assassins. Acus is also the name of their secret language; heavy in slight posture or gesticular changes, and in innocent appearing writing, with slight embellishments.

AZENDA CULT

Long ago the Sarnak populace gave up the worship of Azenda and their magic practice to avoid destroying themselves. However, both have survived complete purging. Azenda lives on, supported by a cult of 76 people. Foul ceremonies are held in the catacombs' most secluded depths, in chambers very secret.

Only Amazons may become spell users in this ruthless and secret order. Twice a year, with the cycle of the evil moon Charon, they gather for a foul ritual. A young male is subdued in the city and then sacrificed upon an altar of pure, black granite in the deep catacombs. The blood is collected by the shaped grooves in the altar and funneled into a large cup. With the full container, the ritualist must then smear the fresh blood and essence upon the statue of Azenda, by hand.

To join this cult, one must be found by a member of this order. Only those who are invited may study the lore of sorcery, necromancy, or other power. But to become initiated, the candidate must make a male sacrifice and paint Azenda with the blood, by herself. Under the scrutiny of the Priestess and other worshipers, she must perform without flaw. Those who are unworthy are killed on the spot and sacrificed by the Priestess.

This secret group does not interfere with the direct affairs of the city-state; subtlety is their preferred method. The memberships' true goal is to gain personal knowledge and magic power, regardless of consequences. A partial side effect of Azenda's continued existence is that the women still remain dominant in Sarnak. However, over time her price has increased, for Azendas Essence requires more and more nourishment. Standing behind the power of Azenda is Orgiana, another Dark God who favors the female dominance of Sarnak.

SARNAK NPCs

As a whole, the Amazons of Sarnak are not aggressive to the point of violence, but assertive in speech and body posture. Rough and to the point, their discussions cover keen topics. Visitors to Sarnak can expect to be treated fairly and informed regarding various customs or laws. However male foreigners could end up getting jostled around the city streets. Male servants and slaves avoid talking to strangers by politely apologizing and moving away.

SHIARA

This senior member of the Directorate feels that she is too old at the age of 82 to bear her responsibilities any longer. Thus, she has announced her retirement, and the election to determine the successor has been set for the upcoming summer equinox.

She has spent 42 years in this position, playing a soothing part in politics as she did when she first graduated from the Academy 63 summers ago. As a young adult she spent time in the upper army ranks and in action as a member of the mercenary guild.

Her hair has turned gray since then, but has maintained its curl. Her green eyes and intuitive mind have not lost their edge. She dresses in multiple layers of thin colorful robes, accessorized with diamond jewelry. She is accompanied by the Council Guards and held in respect by the populace as a heroine.

JANNOTH

Jannoth is a raven-haired woman of violent personality and the 38-year-old House Zamera leader. She attained her status years ago for squashing a male rebellion, sponsored covertly by Stroane. She was very savage, and she arranged the public execution of 72 slaves. The method of death involved fresh, hot swords plunged through their bodies, thus tempering without oxidation, creating fine blades at the cost of worthless slaves' lives. Her actions have quelled the male equality ideas. She is very powerful because she is a Directorate member and a House master, and the latter comes with a seat on the Outer Council.

She normally wears a steel breastplate and greaves, with gold inlay and a few jewels. Always at her side is her House Dava, an ancient weapon of superior design, passed down through the generations in her family. She has been known to beat servants and slaves with no provocation; usually it is her own frustrations and aggressions that cause these fits.

KINALI

This 43-year-old Amazon is a member of the of the Academy's upper echelons and known as a sage. She has secretly studied the laws of Essence to learn her magic powers. She came to be on the Directorate after she had given impeccable advice in public forums on numerous matters. Over the years her advice proved true, and she was elected six summers ago after her predecessor retired. Kinali does not mix her spells with her compassionate rulership.

SHRAZA

This clever Amazon is currently the youngest of the Directorate at the age of 33. She was elected when her predecessor was killed in a conspiracy five years ago. The former Directorate member was secretly dealing with the Katra's brother, almost exposing Vazia as an assassin.

Shraza gained her notoriety seven years ago. A marauding fleet of pirates had settled around the Bay of Izar for a winter. They chose to plunder the surrounding regions and threatened the naval trade routes of Sarnak. For Sarnak it was a crucial time; foreign commerce was just picking up. The Directorate ordered the military into action, bounties were offered at the mercenary guild, and the naval forces cornered the pirate threat.

In the largest and most decisive battle, the Sarnak command ship was sunk. It was Shraza who took over and led the armada like a spear into the pirate fleet. The pirates, more familiar with chase-and-kill combat, were defeated by ramming and bombardment.

By coincidence (yet attributed to Shraza), was the maneuvering of the enemy over a huge sand bar and sinking them on the spot. Because the naval divers over the years have retrieved immense treasures from the submerged shipwrecks, Shraza is held in the highest regard.

She is six-and-a-half feet tall with dark brown hair and blue eyes. She has fine cheekbones that give her a profound beauty. She has modest, graceful manners. In battle she is relentless and fearsome. Many scars can be found on her body.

DIATHA

This 58-year-old former mercenary was elected 34 years ago when her predecessor retired. Success came to Diatha 37 summers past while she was leading a mercenary unit back from a foreign engagement. They chanced upon a mixed group of bandits who had recently pillaged the eastern section of Sarnak. With her seventeen Amazons she managed to kill 74 and enslave 67 of the bandits. Among the loot were four relics somehow stolen from the Council Hall itself.

Full, light-brown colored hair flows from her noble head. Honesty and patience are the codes she lives by. She, of all the Directorate, now has no other interests other than the peace and prosperity for all Sarnak.

MILIZ (VAZIA)

To the public she is known as a brave Council Guard member, who seven summers ago passed false information to the pirates while disguised. The marauders went for the bait and the navy destroyed them. Then she was covertly sent out to mingle in Stroane, taking upon herself the name Vazia.

After a year, she had finally attracted the Katra's attention. It was by a road, between farming towns, that she smiled to him and his heart leapt. The Katra's procession stopped and took her to the capital of Stroane, Arakin.

Vazia was then pampered, dressed in regal attire, and conversed with the Katra. She secretly sought nothing more than his death, and he could think only of possessing her. Soon they were married and their love proclaimed throughout the land.

Lorek, the Katra's brother, sought out the origin of Vazia, casting doubt upon her cover story. A few of Lorek's men had even managed to strike a potential deal with a Directorate member to expose numerous secrets.



However, the Katra died, subjected to a poison that caused hallucinations and heart failure. Vazia was no where to be found. Lorek ordered his men to kill the Directorate they had contacted, but they were caught and executed by Sarnak. The bounty Stroane and Lorek now offers for Vazia is enormous.

This Amazon Council Guard member (assassin) is nearly six feet tall with dark curly hair and brown eyes. She stays out of public as much as possible for her daring exploits have made many enemies and though also have earned her nomination for the Directorate. Miliz may decline her candidacy.

BASHERA

A polite and influential member of the Sarnaki upper classes, Basherah has improved Sarnaks' image in Kaitaine and Sel Kai. She did this over the past nine years with three Crafter sects and her merchant guild, who broke the last trade barriers. She offered her metal goods to Emer: enticing jewelry with pearls and corals, stainless surgical tools, silverware, and exquisite armaments. She has made extensive journeys making contacts and promoting her people. Her efforts have made her very rich, and she has earned her nomination for the Directorate.

Long brown hair lazily hangs from her head and blue eyes brightly gaze upon the things that interest her. She normally wears a white yari, for she leads a retired life, living off her investments and commissions in splendor. She will venture out of her home in a tunic, always carrying her family's ancient broadsword. She will only go in public if accompanied with armed friends.

She lives in the Uptown, southern side of Emirir Avenue. Residing with her are seven servants, four personal guards, and a menagerie of friends (up to two dozen at times). Her atrium is three stories tall with one extending wing, two stories in height. There is no perimeter wall, but a row of hedges nine feet tall.

ACEKA

The most unusual candidate for the Directorate, a Half-Dyar, her eligibility has been contested, but proven sound because Aceka's mother was an Amazon and her father was a visiting Elf. Furthermore, she was born within the city, making her a native Amazon as well. Even though she has made no significant impact for Sarnak, she has earned her reputation by associating with Jannoth, who nominated her.

Aceka has pale brown hair and green eyes; her eyelashes are very long and arousing to men. She is six and a half feet tall and of stunning figure, form, and grace. Also being a secret member of the Azenda cult (she holds the title of Necress), her evil interests are disguised well. She supports Jannoth's plans of conquest, and waits to exploit the opportunities. Of recent discovery to her is that Miliz is none other than Vazia. Aceka has considered betraying her to Stroane and Lorek.

KARUSA

There is a steel ring with every key to the Holding Center upon it, and it is held by Karusa. For 37 years she has been a slavemaster, and for the past twelve, Karusa has been the leader of the slave masters. She receives her orders from the Directorate, Outer Council, and the Minister-judges. With cruel action Karusa carries out those orders within her Holding Center. She takes special care in being nasty to bull-headed men.

With a high-steel sword at her side, this quick slavemaster is ready to still rebellious slaves. Exquisite, gold coated steel breastplate and greaves protect her from any prisoner's mustered weapon. Even though she is 56 years old, it appears as if this Amazon is only 40.

AMERYTH

Twelve years ago Ameryth was given part of a twelve percent share in the eastern-most village of Sarnak. Her predecessor to the major share was a former comrade and mercenary who perished while on duty. The mercenary guild reviewed the legal death-will and gave the title to Ameryth (because she was noted to be the receiver). Four years ago Ameryth retired at the age of 47 and now lives in a custom-built manor next to the village she partially owns. She has become the epitome of the Maxim Codex and risen to superior social standing. Her quick-winning actions (in fields ranging from diplomacy to siege) are balanced by her nation's codes.

She stands to an approximate height of six feet (which is short for an Amazon). Having curled brown locks of hair, tantalizing eyes, mischievous smile, and svelte form she is a certain heart-breaker. Ameryth is a compassionate Amazon who is treated well in return.

In Ameryth's possession is a 300-year-old beautifully engraved, gold-plated skullcap. Draping from it are dangling cords with hundreds of shining arrow-shaped scales attached in a pattern reminiscent of hair. She will wear it for formal processions or battle only.

AJYSTA

At the age of eleven, Ajysta has proven herself to be an Amazon child prodigy. She is considered a full scholar, three ranks below the presiding sages, and a formidable combatant. Rarely in public, she stays within the Academy grounds. Most people find it difficult to converse with her because her mind continually dances around different subjects. Compiling in her savant intellect are truly vast ideas. In secret she is also teaching herself magical powers.

The Directorate knows that, of all the Amazons in Sarnak, she has the greatest potential for becoming leader for peace or war. To the Azenda cult she could very well be the unfound chosen one who will initiate an enchanted golden age.

NOSMIR

At the age of three, Nosmir was separated from the Amazon society and placed in the adjacent complex to the amphitheatre. Born to the House Ghelora 26 years ago, Nosmir is now their greatest representative gladiator and perhaps the largest. As of late, the cheering crowds favor his quick action. The House Ghelora also offers fertile Amazons time with the cooperative Nosmir (for a healthy price).

1607

A male servant who was caught in the catacombs, he has secretly witnessed an Azenda cult ceremony and was driven insane by the sight. He has sworn silence, performing his new slave duties without sound or regret. Exceedingly thin and noticeable, he can be found some days cleaning the streets adjacent to the Holding Center.

NAVERID

In appearance, Naverid is like any typical, meek Sarnaki male. He is a former slave, but holds the greatest honor that Sarnak can give him, freedom. He is no longer subject to humiliation or female whimsy. Currently residing in Ameryth's manor, he is an esteemed guest and a free man. His status was won seven years past during a naval engagement with marauding pirates.

Naverid somehow survived when the bireme he was on was rammed and sunk. Suddenly crazed and under veil of smoke, he swam to the rear of the pirates' huge command ship while it backed out of the shattered bireme. Then he climbed aboard by way of the tangled ropes and dangling debris and tumbled onto the deck.

In an instant Naverid grabbed a blade from a pirate's scabbard and sliced the owner's neck. In a flurry of evasive bounds he landed in front of the brutal enemy commander. The prepared pirate lord slashed at the puny servant and missed. The servant replied by cutting the commander's stomach open, spilling globs of fat and intestines upon the deck.

Naverid then jumped up on the pilot knocking him away. With uncompromising heroism and strength, Naverid grabbed the steering mechanism and ripped it from its housing as the startled mass was almost upon him. In reckless abandon, he cut his way to the edge of the deck and jumped overboard, amid hurled weapons into the smoke-obscured water, to safety. The helpless pirate vessel was promptly found and destroyed by the arriving Amazon reinforcements.

GAGAEN

This nervous but obedient slave has sun bleached brown hair and anxious blue eyes. The Holding Center has reissued him to Ameryth because the small farm he used to work on was destroyed in a night raid two weeks ago. Fourteen slaves and servants with three Amazons were taken (and probably killed) by what he believes were short, shadowy mountain fiends of some sort (actually, they were Goblins). Gagaen and his brother actually escaped by running away when the first attacking arrows were shot. Exclaiming his story to the warriors in Ameryth's nearby village the contingent left for the farm only to find it flames, the livestock missing and no sign of any bodies.

Gagaen continues warning people about the hill monsters, but without any evidence, the people of the village question his sanity. They figure the raids are the work of covert Stroane factions.

Two days ago, Gagaen and his brother were working along a forest boundary as twilight set in. Packing the cart to go home, his brother went into the trees to fetch forgotten tools and promptly disappeared. Gagaen bravely searched well into the night, finding the tools but nothing else. He believes he will be kidnapped next.

ZUNIS

Zunis is an experienced Amazon mercenary, often hired as a leader. When she is not on duty, she can be found loudly boasting her exploits as she barges along Emiris Avenue with a gaggle of adorers. With frequent stops at taverns, her admirers will buy her food and drink, trying to gain favor, so that they might be picked to accompany Zunis on her next assignment.

Dressed in ornate gold, silver, and multi-colored enameled breastplate, greaves, and feathered war helm, she is an intimidator among Amazons. Fiery red hair and steel-blue eyes do not diminish her pushy presence. Ready for action is her grandmother's Dava which has five small holes through the blade, allowing easy removal from a body.

JAHINA

An enchanting yet somewhat violent woman of 26 years of age, she has long, sand-colored hair and wears rigid leather armor, the hide of some sort of green-scaled sea creature. She is a tracker by trade and a delver for profits. She spends most of her time in the western hills and mountains but comes into the city occasionally. She is fully aware of the Goblin threat (unlike most of the surface peoples of the surrounding regions). Jahina knows that to enter the Underearth of the Morbek Highlands or the eastern Scorpion Ridge would be foolhardy and fatal.



PART V

SCORPION RIDGE

Since the War of Dominion, many races sought refuge under the mountain ceiling of the Scorpion Ridge, the Morbek Highlands, and the Forbidden Hills and Ridge. Some have always been native and others crept in from the Ash Lairs. Many of these creatures have perished, and some cling to pitiful survival.

Strange, mysterious ruins (inside and out) riddle the mountain chains. Scarce are the surface dwelling humans that know the lore of this Underearth. Fewer are the people who have been in the wilderness of the highlands and mountains. It is in Ohidnar, the Lost City, where a secret evil exists so powerful, it took a mountain range to hide it.

- Though the Scorpion Ridge is prominent on the Emerian landscape, it is regarded as a barrier for the most part. The inhabitants of the range have kept to their Underearth habitat, avoiding detection. Without enough resources, Sarnak and
- Vajaar have not explored them.

1. UPPER REACHES

A chaotic mixture of nomadic Trogli, semi-settled Lugroki, independent Goblin holds, and Men dwell under the surface of this mountainous region. All are small in numbers and power, yet pose a threat to mountain denizens or wanderers. Along the peaks, the unique Scorpion Dragons gaze across the horizon. The secrets and treasures they possess can only be dreamed of.

OVERVIEW

Riddling the Upper Reaches are cave and passage systems full of diverse races and sites. Supplying fresh air to these caverns are slight breezes and occasional gusts (dependent on the prevailing surface winds and weather). Tunnels within this region are exposed to heavy erosion and have mostly earthen or sandy floors, although there are some stretches of bare stone or slick, muddy silts. The northern sides of the Scorpion Ridge are almost porous with cave entrances along several tracts. But the southern side sports only a few adits.

In the central region of the Upper Reaches, yet closer to the northern mountain face is Teth, the last free human site within the Scorpion Ridge.

Within twenty miles of each other are five independent Goblin holds, lower in the central expanse. Spaced around these sites are numerous guard stations for interrogating those who pass. Between the holds and guard stations are hundreds of twisting tunnels, some hidden and secret. This system of caves is designed to detour and slow plunderers, sometimes into trapped pathways.

The eastern Goblin hold is called Yigri, a dirty, foul community of diseased refugees. The lowest southern hold is named Wuntig, a collection of militant Goblin families that promote war and carnage. Tibir is the western hold, it is in a near state of anarchy where four individual clans claim rulership. The northern and lowest hold is called Niri, a reluctant community trying to defend itself from its neighbors. Ader is the central, most powerful and significant stronghold. This is the most liberal Goblin community of all. Anyone may enter at their own forewarned peril.

The eastern area of the Scorpion Ridge is controlled by Murlog. The Upper Reaches of Murlog are lightly patrolled and populated, their attentions are currently directed elsewhere.

From the central to western portions is the home range of the Scorpion Dragons. Very tall, wide tunnels and caves lead to their dens. Their odors seep into the passage air, warning trespassers of the Drake presence. Most of the Dragons live in elongated hollows or ruins close to the surface, where, in case of an emergency, flight would work better than a fight.

Scattered around the lower layer of the Upper Reaches are the Lugroki. Three settled and fortified locations are gathering points for many Lugroki. The rest wander back and forth (much like the Trogli).

HUMANS

Taking shelter within the Scorpion Ridge since the Interregnum, Mankind has been a constant refugee, hiding in forgotten cavern pockets, gathering to form new homes, but at great cost; constant skirmishes with Trogli, Goblin, and Lugroki forces have weakened them. They are outsiders to the area and there are few helpful allies in the Underearth. This has put these fear-ridden Humans on the edge of annihilation.

The eldest surviving free human settlement in the Scorpion Ridge is called Teth. Their current home was claimed 700 years ago from an evil Scorpion Dragon.

CULTURE

Society: These disciplined people cooperate to keep themselves alive. Otherwise they would have perished along with the other Human tribes and clans.

Teth is a mixture of several Man-races. The largest population is native to the Underearth, the Tethians. Also present in some of the Tethian families are those with Shay, Laan, and Rhiani blood.



Currently hiding in Teth are some men from Sarnak who are male fugitives, slaves, and criminals. A few are coupled women and men from Sarnak who fled because they wanted to share equal love; each wishing to become one in true marriage, not bonded as servant to master.

The Tethians loose-fitting clothing comes from wild sheep wool and foraged plant fibers, dyed into nearly any color.

Politics: Ruling this small-scale civilization is a man titled King and named Mawgren. He declares the law and policy

At his feet are elders, merchants, and warriors, all vying for his attentions and orders, misleading Mawgren at times. He has also been known to receive emissaries from Dwarf, free Goblin, Lugrok, and Murlog realms. Mawgren is trying to secure peace with treaties, or gold, if necessary.

Each citizen has their own vision of utopia, influenced by the taint of their native cultures. The general populace has no way of affecting themselves in politics, unless they personally know someone who is high in rank who actually cares about them.

Military: Teth has suffered great misfortune through time. Now existing are small squads of guards and a battalion of fighters. Many are young and inexperienced, unknowledgeable about warfare.

The seven checkpoints have one squad of 15 men and up to 12 civilians stationed at each. Patrolling between the checkpoints are an additional three squads garrisoned within Teth when not on the march. Teth has four permanent squads and one battalion of 90 men.

Mawgren commands all of these troops through his Captains. It is the Captains' responsibility that all of the passages behind the posts are secure. They also obtain military information throughout the Scorpion Ridge by recruiting spies or by using their own wits and skills.

Language: Currently spoken within Teth is an amalgamation of tongues: Old Emer, Alnak, Rhiani, etc. The written form is unique, it involves graceful letteric and symbolic techniques. It is easier to learn than most languages.

Diet: Gathered from the surface are game, herbs, vegetables, and fruits. Produced in the caves surrounding Teth is an abundance of edible and, if prepared correctly, tasty mushrooms and mosses.

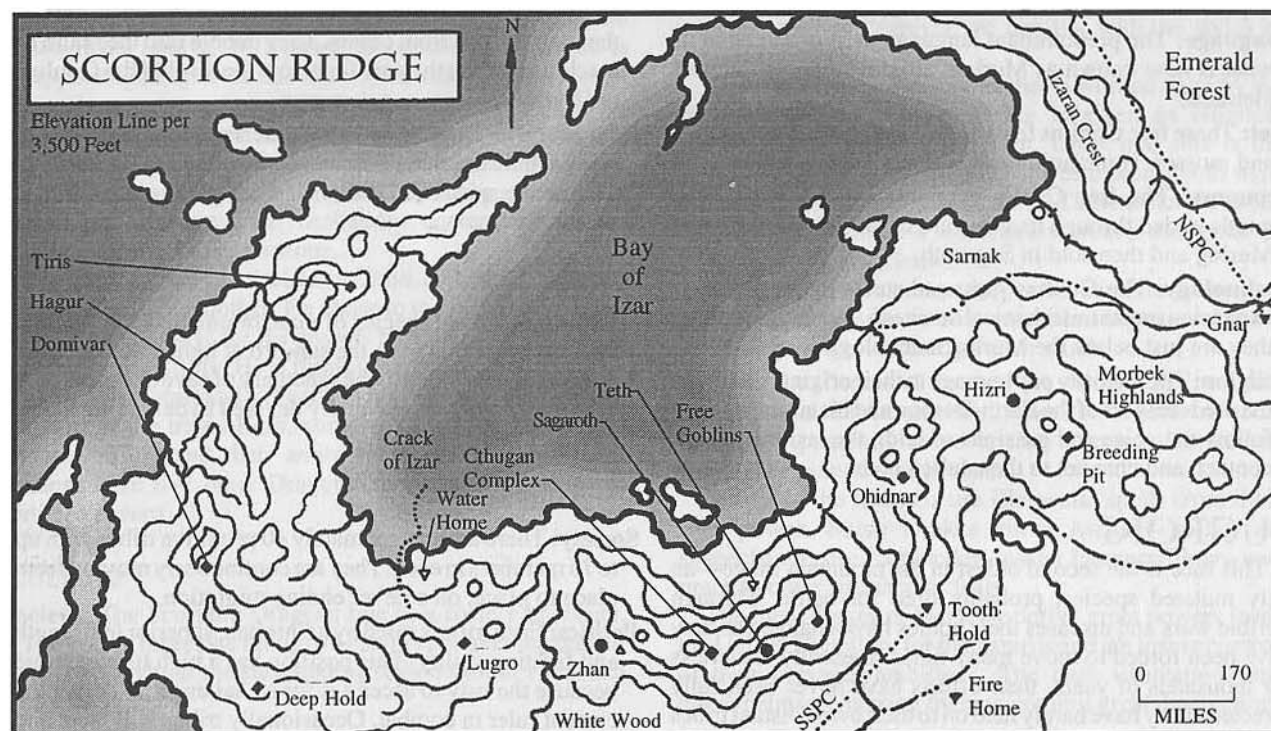
An occasional hunting party of volunteers makes expeditions into the deeper portions of the Scorpion Ridge. Their prey includes Underearth fish and animals, cave lizards, scorpions, and serpents. When great amounts are retrieved, the game is brought back for all to feast upon. A festival is performed by all and supposedly blessed by Kuor when the hunters finally return.

Economy: All coins, of any variety, size, or origin are accepted as valid currency. Jewels are not as valuable here as in other places. The Dragon had a large trove of jewels, until he was killed by the Tethians 700 years ago. Mawgren holds most of the original stones, controlling the economy.

Several merchants actually make huge amounts of money by taking upon themselves the risk of traveling and trading with Sagaroth, exchanging surface goods.

Technology: Steel and fine stonework are used by Tethians. Teth society contains decent works of style and proportion, pleasing to the eye. However, in some areas, they are starting to crumble and have not been repaired.

Religion: The most powerful faith and dedication belongs to Kuor, the so called "compassionate to Teth." Most of the gods are known here and some reverence is given to them.



Scorpion Ridge



FREE GOBLINS

Very few Goblins within the Upper Reaches are pure descendants of families pre-dating the formation of Murlog. By far the largest group of Goblins in this area is the result of generations of runaways, fugitives, and traitors to the Domain for the past 4,000 years.

CULTURE

Society: The five communities hold up to 900 residents at a time in each. All are (in effect) banished outsiders to the Domain. The main reason is their lack of devotion to the Murlog King (Malbik) and his generals.

This is a fragmented collection of mountain Goblin misfits. The largest percentage are descendants of refugees from Murlog, dissenters since the arrival of the Earth-Demons four millennia ago. The second largest group are the recent arrivals to these Goblin holds, males and females who desire to mate because the Queen Goblin had forbidden them to breed.

Even though the call to freedom was answered by some Goblins, they still carry the inheritance of their race. A very dangerous style of life, where any situations with peer or enemies can escalate and prove fatal. Otherwise they are just as clever and deadly as any of their kind. Individual Goblins are boastful braggers and prone to be violent.

Politics: Each hold has a self-proclaimed Lord Goblin. These lords disagree with each other and have paralyzed themselves and their ambitions with espionage.

Their government style is highly militaristic though. Outsiders are worthless and citizens have no power. Individuals among the military ranks sometimes disobey orders and do whatever they want, rarely suffering consequences.

Military: Among the holds are a disorganized order of 540 guards who normally sit at their 33 stations without patrolling the outer cavern systems. The guards are part of a mutual militia, formed to keep consuming anarchy from breaking out. Each Lord commands 90-150 loyal warriors to perform raids, patrols and sabotage.

Language: The predominant language used is a version of what is now known as Murlog, although they are almost identical.

Diet: These free Goblins feast upon large game, mushrooms, and mosses. Humanoid flesh is regarded as a delicacy.

Economy: The free Goblin economy is very weak. The goods traded through its gates are usually smuggled from Murlog and then sold in Sagaroth.

Technology: The Goblins mastered steels long ago. Their expansion into the mechanical devices has excelled, though they are just below the Murlog technology-wise.

Religion: The majority pay homage to their original godlings, the predecessors of the Earth-Demon and his siblings. They follow the voice and passions of Icidi, the last true priest, contact, and channel to their fallen gods.

LUGROKI

This race is the second oldest in the mountain range—an ugly mutated species, probably bred for battle. Through terrible wars and diseases their homes have changed as they have been forced to move many times. Basically leaderless for thousands of years, their efforts have never been fully directed. They have barely held on to their own. Distant tribes of Lugroki also live in the northern Izaran Crest.

CULTURE

Society: Three groups have settled into secure areas (holds) while the majority still wander the caverns. The three settled groups number up to 400 in each and are led by spell using Lugrok. The wandering bands number up to 30 in each and are gruesomely led by powerful warriors.

A savage lot, friends show their affection by slapping or punching each other, arguments are settled with spilt blood. Violence, murder, and cannibalism fill their lives.

Politics: Only proven killers command authority, though they must continuously prove themselves against attackers and assassins. At the current time they are not at war; but individuals and groups have attacked in a myriad of places.

Military: From birth to death the Lugroki train and exercise their combative skills constantly against each other and prisoners. They fight with a rampaging style, dropping opponents as they dash through melee.

The nomadic bands are ever watchful of other beings, always prepared to attack. They are very organized in their placement and strategy. The three holds contain up to an additional 150 warriors in each, garrisoned to perform patrols, guide duties and occasional raids.

Language: Their heavily punctuated language is simply called Lugrok and includes 96 symbols representing compass directions, races, terrain, types of danger, and various other battle related topics.

Diet: The Lugroki are fond of raw or cooked meats, especially Elf. They have been known to eat their own kind when needed or for occasional ceremonial reasons. Aggressive hunting is the way they live.

Economy: The Lugroki have no economic system. Barter and theft are the typical methods used for the exchange of goods and services. They do, however, recognize the value of coins and gems, and use these for dealing with other humanoids.

Technology: Iron and reinforced structures have been known to this race for thousands of years. Their creations have a wicked appearance: hooked barbs, serrated edges, wall spikes, etc. Residing within fortified caves, they defend themselves well from others. They dabble into the realm of machination, yet they are far below the level of the Goblins or Dwarves.

Religion: The Lugroki worship a series of malicious concepts. There are three Sorcerers who commune with these destructive spirits and lead their three groups into carnage prosperity.

TROGLI

Truly a devolved species of man, or one that was altered. Trogli are a race that fears the sun-orb of light that graces the day. Long ago they fled to the sanctuary of cave darkness only to find many other races equally devoted to defending themselves.

CULTURE

Society: There are approximately 40 primitive tribes with up to 75 members in each. They are continuously moving from place to place, on a never ending migration.

Politics: Each tribe is ruled by a Chieftan, superior in strength and fighting ability. This position has a high turnover rate because the way to ascend is for a challenger to defeat the current ruler in combat. Occasionally tribes will meet and one Chieftain may challenge another. The losing tribe then



becomes subject to the winning Chieftain's will. Defeated leaders, if they survive, are banished to wander alone within the caverns.

Military: All members of the tribes are taught how to defend themselves; in mass melee situations they are normally disorganized.

Language: The Trogli speak a language called Toglan which is also associated with some of their pictograph styles.

Diet: Primarily the Trogli are hunter-gatherers. They live off numerous Underearth creatures and their raw or slightly cooked meats. Slow growing mosses and fungus are eaten if they can be found.

Economy: They have no system of coinage or similar value system. They have been known to collect coins and jewels though, recognizing them as simple glittering ornamental trinkets.

Valued objects such as claws, skins, heads, weapons and other items are bartered between individuals and tribes.

Technology: They are capable of rudimentary stone work, carving, and weapon making. Trogli also make gruesome clothing out of the hides of their enemies' skins, including other humanoids. They scavenge or steal for their better equipment: axes, maces, and swords. Like the Goblins, they have excelled in trap building, used in defending their temporary encampments.

There are no known samples of Trogli architecture in the Scorpion Ridge, other than piles of rock placed over their dead.

Religion: The Trogli no longer remember the original god they worshipped. Now they only acknowledge the spirits that they adore or fear through their pictographs.

SCORPION DRAGONS

The ancient mother Drake named Uldhra has survived for 27,000 years. During the War of Dominion, her mate died defending the forces of Life. She hid with their three children deep under the Scorpion Ridge. The three children have given birth to 7 grandchildren, 18 great-grandchildren and 12 great-great-grandchildren. Since then, there have been seven deaths in her family, still a powerful brood regardless. She is disappointed and grieved that all her descendants fight amongst themselves and that some have left for other continents.

She is aware of the mountain Murlog threat. She was also contacted by the Sarnaki scouts 200 years ago and she has considered assisting them against the Goblins when war breaks out. However, her hesitations center on how her family may react to her actions.

The Drake known as the Eldest Child, or Maladr, is almost as powerful as his mother. He chose to move away from her immediate scrutiny, for his powers have been secretly augmented by the Unlife. He is ruthless and relentless in acquiring beings to command. Already in his possession are the last Humans of the tribes Keth, numerous Lugroki, Trolls, and Giant warriors and their entire families. Also under his influence are five other Dragons, two of them live in his fortified cavern.

CULTURE

Society: The Scorpion Dragons live as a society of loners. They often hibernate for up to a century, awakening only to feast throughout the surrounding region (not to visit each other).

Politics: There are four divisions of these Dragons: Tiris, Domivar, the loners, and those who have left the region. Tiris is composed of the Mother Drake, a granddaughter named Aleator, and a great grandson called Athel. They are ambivalent for the most part, looking out for themselves. Domivar is of darker pursuit, led by the Eldest Child and followed by his two daughters, Nitherla and Muregla. The loners do not associate with any others and have their own goals and pursuits.

The Eldest Child bears great hatred against the Teth, because the vermin Humans killed his grandson 700 years ago. He plans to build Domivar and capture the Tethians for labor and sustenance, eating them at whim. His multi-racial minions harass the Tethians and kidnap those that they can.

Military: Only Domivar has built a military force of different races to protect the miniature empire of the Eldest Child.

Language: The Scorpion Dragons know many tongues and writing styles. They have had centuries to study and contemplate communication methods.

Diet: Because most Drakes actually hibernate for a great duration, their appetite is small. But all manners of creatures are prey to Drake: goat herds, elephants, great fish, giant serpents, Murlog, Lugroki, Men, Elves, and Giants.

The Eldest Child, his daughters and the two youngest of the entire brood rest infrequently and for only several hours at a time. Their appetite is truly voracious, feeding daily upon huge amounts of creatures or humanoids just to keep their heightened metabolism going.

Maladr is the worst offender; his prisoners are kept alive until his never-ending hunger beckons their demise. The prisoners are then brought out from their cells and placed before him, only to be swiftly chewed and swallowed.

Economy: Most Dragons accumulate treasure as a sense of worth and temporal pride. If a Drake ever gains anything, they are unlikely to part with it. Domivar is ruled by an aggressive gathering policy: plunder is given to the Eldest Child and stolen food to his subjects.

Technology: The Scorpion Dragons understand metal refining and architecture methods, but rarely use them. The various races of Domivar are familiar with the styles of their home realms.

There is only one rare object that is worked upon by the Scorpion Dragons. Every Drake is given an elliptical mithril disk when they are born. Upon one side is the Dragon's name and on the other it's birthdate—both written in Kugor and etched in by talon. These disks are either hidden in each Drake's lair or worn around the necks on gold-alloyed metal chains.

To possess a disk means deep retribution from Dragon-kind because they can sense these mithril objects and know if their brood has suffered another death.

Religion: The Elemental Powers, the Primal Essænce, and the universal Drake genealogy are the objects of their worship. Apparently some of their ancestors' originated from other planes of existence.

Normally the Dragons use Elemental spells from their own power. Some Drakes know Arcane spells, can shapechange, use Earthnodes, master Essænce Flows, and practice other spectacular feats.

The three drakes of Domivar derive great powers from the Unlife. They fight for their spirits and are losing control of their personal ambitions. The dark temptations are overwhelming, causing them to commit great destruction.



UPPER SITES

Careful folk tour these passages and caverns. Well-positioned scouts ford ahead while the main groups follow, ready to fight or flee. Typically armed with crossbows, polearms and swords, the wary Humans, boasting Lugro, ragged Goblins patrol and forage the Underearth of the Upper Reaches. Under normal circumstances, Tethian encounters should be peaceful. Goblin and Lugroki meetings may not be so polite.

These groups rarely have considerable wealth and spend a fair amount of time gathering and hunting. An occasional Human merchant or Goblin smuggling ring may transport precious metals, jewels and relics around the Upper Reaches.

Trogli will run away from the sounds of boots, languages, and clanking metals (perhaps to find reinforcements for a larger ambush). Then there are the animals, creatures, and monsters that hunt in the cave systems.

TETH

Secure within a deep valley are a few surface openings that lead from prime surface foraging areas to a series of wide passages. These eroded and partially hewn tunnels lead through long chambers and caverns, filled with edible lichens, mosses, fungus and mushrooms. Beyond these caverns, the passages and rooms gradually link together and continue downward for some distance, sloping gently to a large gate. The door blocks the entire passage width and height, and is a Teth checkpoint. Upon the other side of this minor bastion is a cavern with four arched passages leading in various directions. It is the second passage from the right that leads to Teth itself. The others lead to other checkpoints and gradually into deep, uncontrolled and wild passage systems.

This Man-town is set along (and extends behind) a cavern wall. The double-storied complex is a true community. There are several businesses offering reasonable products and services—cheaper to the residents and much more expensive to outsiders. The two gates are multi-story structures that house two squads each with reinforced doors protecting the cavern and town.

To the southern side of Teth is a temple dedicated to Kuor. This tall structure contains rows of elongated pews. Atop a long, wide dais of seven steps is an immensely valuable, jewel-encrusted altar.

Near the Kuor Temple is the "Under-Inn," a respectable establishment that offers a safe place to sleep for a steep price. Next to this is "Staples," a general store that offers a small variety of food-stuffs and equipment. The current owner is a one-legged man, his other was ripped off and eaten raw by Lugroki when he was taken prisoner by them years ago. The Lugroki forced him to watch as they devoured his appendage.

The barracks are by the eastern gate. This large series of chambers houses the 90 Men that make up most of the battalion (others live with their families and report twice a day). Just south of the barracks is Mawgren's Hall, a majestic series of chambers that lead into a throne room, with a dais and jewel-encrusted throne. Several tapestries along the throne room walls portray the slaying of a Drake and other ancient events.

ADER

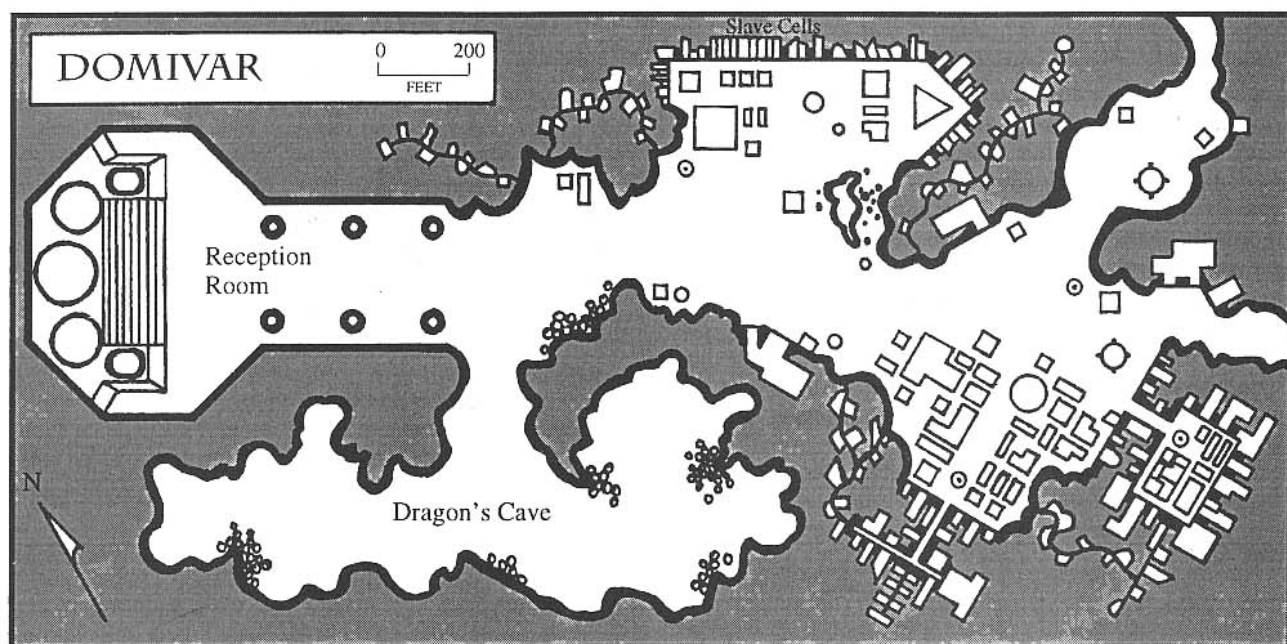
This largest of the independent Goblin strongholds is the only one where other humanoids are allowed. Visitors are given the rights of freed slaves. A single gatehouse structure blocks the only entrance into Ader. A huge, reinforced, mixed-metal door bars visitors until they are examined and questioned.

Those waiting outside the entrance are yelled at through murder holes in the gate as to their origins and errands. If the Goblins determine that the visitors are unsuitable they will block the door and open fire with bows.

DOMIVAR

Under the influence of the odious Eldest Child is a horrid collection of grimacing warriors that are stationed in the eastern half of Domivar. It is a foul, mixed community of fervent families that hunt and gather foodstuffs in the surrounding cave systems. They are openly hostile to other groups and have staged raids against Zhan, Teth, Free Goblin and Lugroki caravans and other nearby realms.

Domivar



In a created expanse to the north is a collection of sealable pits and set into the cavern wall are the slave cells. Forced into this rotten, vermin infested prison is a collection of peoples who refused to obey Maladr. Some have reluctantly given up and perform menial servitude in Domivar. The others become appetizers to Maladr, Nitherla, and Merugla.

In an unworked cave to the south are the sleeping dens for the Drakes, their treasures laid in separate heaps.

To the west is a finished hall and flanking dark basalt pillars, supporting the vaulted ceiling. Beyond the ominous hall is the reception chamber. Upon a huge, gray-black speckled marble dais are two braziers and three titanic black granite platforms. These circular slabs are the laying place of the Drakes when receiving visitors, eating, or both.

PYLONS

In the western Scorpion Ridge there is a tremendous valley pockmarked with huge trees and rocks. Long ago the Altha used the surrounding area as a park reserve. Several roads once raced across the realm, though no trace exists of them today. What remains are the foundations of a 4,000-foot-long suspension bridge on opposite sides of the steep valley. Poured and cast into the spot with exotic metal alloyed rebar, the bases measure 200 feet wide, long, and tall, but mostly submerged under layers of debris and dirt. From these pylons spring a pair of columns 60 feet apart and 220 feet in height. The span long since fell away and the alloyed tension cables scavenged. To the world, it is yet another lonely sentinel of times past.

HAGUR

This location is usually occupied by as few as 21 Trogli, and at times up to seven whole tribes. This ritual pilgrimage site contains the lexicon of their pictographic symbology. Hagur is a holy site of absolute sacredness to them.

Within the western-most chambers are the dedicated Trogli that protect the site. They have painted their bodies with words and sigils designed to protect them. Beyond them are the tribal caverns, a series of openings large enough to house several Trog tribes at once. Fighting between Trogli in Hagur is forbidden.

North of the tribal caverns is a ceremony chamber, used for meditation. All who enter are to study the pictographs they know and then contact the spirits they will need to understand the other pictographs. On the far side is the entrance to the lexicon room, an unusual Trog creation; a near perfectly hewn dome. Across the walls are the hand paintings depicting the legacies of their race. Included among these pictures are every species of creature and race ever encountered (many now extinct), the useful plants and fungi of the Underearth, and the secrets of their creation and the origins of others.

NPCS

MAWGREN

This nobly-proportioned man is of partial Laan descent and bears great height. The 43-year-old veteran of Underearth life fears that his people will be expunged. He desperately seeks a way to save himself and his subjects, for he knows that anywhere they go, death will follow.

ICIDI (GOBLIN PRIEST)

A fiend among the independent Goblins, this Priest's rituals are dedicated to evil pre-Murlog gods. Within his Goblin body is unexplainable power; perhaps he is a freak of nature to possess the talent of spell use. Icidi believes he is sustained by the displaced Goblin gods, trying to make contact for mutual nourishment.

He is dressed in gold and steel greaves, breastplate, and shield over dark red robes. He is of amazing size for a Goblin, standing to a height of five feet and weighing 160 pounds without equipment. His muscles are of very thick sinew, giving him fast reflexes and staggering strength. His recessed eyes hold an evil gaze behind a heavy, wide brow.

He keeps to himself in his temple in Ader, meditating or sacrificing the occasional prisoner. Sometimes he may be found in the royal grotto, visiting the leading family of Ader. Malbik has offered 20,000 gold coins for Icidi.

ORIS

This wanderer from the free Goblin holds has traveled extensively, from Gnar to the Breeding Pits, from Domivar to Teth. This rebel Goblin has been a witness to much and understands many Underearth matters. He is also a major killer; working with Kruh and others, they illegally supply humanoid flesh to the secretive cannibals living within Sagaroth.

GRIX

A towering, intelligent specimen of wicked existence, Grix the War Troll is called the Champion of Domivar. This intimidating foe has thousands of scars that riddle his strong but lean form. He wears a jerkin of chain linked scales and forelimb greaves.

For the past 1,100 years Grix has led smaller squads for the Eldest Child. A common order given to Grix was to make ultimatums against fair sized groups of small to gigantic humanoids. Often a group would refuse to surrender to Grix, who would then challenge the defiant leader to a duel. In the resultant fight, Grix always killed them with a body twist, throwing them in a chasm or chewing away the neck arteries. The losing group would then be forced to join the ranks of Domivar as soldiers, slaves, or food.

YRS AND TYRS

Standing to a supreme height of 35 feet, the Ettin known as Yrs and Tyrs patrols the northwestern tip of the Scorpion Ridge, chasing and killing trespassers. Covering his reeking body are leather hides poorly stitched together. Held in each hand are fair sized tree trunks, smashed and chewed to size. Imbedded within the business end of these clubs are rocks and bones.

Yrs is the most belligerent head, hurling primal curses through a tusked mouth. Tyrs is more likely to use his arm to hurl boulders or hammer foes. It is rumored that perhaps this Ettin is the mutant offspring of a Titan and a Giant.



2. THE DOMAIN

Murlog is the name of the hidden subterranean region of the Goblins, the realm-under-the-mountain. It houses a malicious race bent on destroying anything except themselves, and ruled (in secret) by the High-King of the Underearth, no less than a great, terrifying Earth-Demon.

Preparations for the siege of the surface have continued for the last 2,400 years. Endless generations have mined, fortified, and sharpened their war efforts. The Spear Caves, long vast war tunnels, threaten the surrounding regions of Vornia, Sarnak, and Vajaar. Carts of tools and weapons and prototypes of surface war machines roll through their caverns. Pushing these titanic oddities are hordes of Murlog warriors and raiders. Soon, the full assaults will begin.

Goblins swarm in their tunnels, continuously mining during the day. At night patrolling hordes sweep the hills. They are ever wary of the Emerald Forest, a source of mystery, for they have found they cannot enter the enchanted wood and plunder. This magical realm is now under attack by the Goblins' iron axes and soil poisons. Even Sarnak's trees are being poisoned. The Murlog are always watching for easy, raidable caravans, groups, or individuals—waiting to use their short bows and pick off unsuspecters. Their traps are ingeniously fatal and their cunning can pin entire armies. The nearly invisible traps around the Domain entrances are designed to incapacitate intruders (to keep the meat as fresh as possible). Underground explorers in this realm are killed on sight.

Swarms of loyal, well-equipped Goblin warriors and guards ply through the Murlog tunnel systems. They scour the outer caves for invaders, traitors and food. With methodical accuracy, the inner caves of Murlog are patrolled by entire legions. The fighting Murlog are issued a bow (or spear) and a short sword with daggers. More powerful Goblins may have devious crossbows, wicked handaxes, and barbed gut-twisting scimitars.

Extensive sweeps are performed each week and realm-sized maneuvers are held every month around Tooth Hold and Gnar Hold. Even the supply lines of cave lizards and tuin are well defended by Murlog escorts with archers, wall shields, and pikes.

In Hizri are the home caverns; a vast networks of dens, hovels, grottos and hollows. Here the ordinary (but armed) Murlog citizenry lives and works, marching back and forth in droves to the mills and foundries below. Miners, smelters, smiths, crafters, and engineers fill the industrial chambers, clambering through clouded passages and hot caverns.

Among the various mines and the expanding Spear Caves are guards and slavemasters. The starved slave populations are crushed under the superiority and the lashing whips of Murlog.

Very tough goblins protect the volume of chambers and tunnels around the Breeding Pit. These specialized guards were selected at birth by the Goblin Queen and neutered. They have undergone separate training around Hizri.

In all cases, if intruders are seen or even suspected, the Murlog will respond with whole divisions or armies. The average Goblin is far from wealthy, only the rare merchant or smuggler may have more than a few coins.

OVERVIEW

By day the Morbek Highlands glare grimly upon the surrounding regions, rippling heat mirages distort its ugly features. In the cold nights, gigantic columns of steam issue from within Highlands, covering much of the sky before dispersing.

Also within the realm of Murlog are the western hills of the Forbidden Ridge, a very dark colored mountain range, steep and inhospitable. The eastern Scorpion Ridge is Murlog's playground as well.

Riddling the Underearth of these areas are thousands of caves and passages. Throughout the Domain are natural caverns and hewn passages with many small open chambers. Here the Murlog rest for short intervals when patrolling or stash equipment for use later. The floors are normally bare stone with some larger rocks and gravel. These caves are dimly lit by fires fueled by natural gas vents or oils poured into hollows. As a result, the caves are often filled with smoke and soot. The Murlog cave systems are stocked with laborers of many kinds.

The Tooth Hold is the name of the westernmost fortification of the Murlog. There are many warriors that intensely search the caves above, around, and below it. The longest of the Spear Caves extends from Tooth Hold all the way to surface openings in the White Wood and Vajaar.

Gnar Hold is the eastern cavern complex. In this series of ancient caverns are stockpiles of equipment and many battalions of raiders. The northern Spear cave starts from Gnar and runs deep under the Izaran Crest.

Between the Tooth and Gnar Holds is a gigantic realm called Hizri. This is supposedly the origin point of the Murlog and its population. It has been built into a sprawling city-like expanse across many levels, passages, and caverns. A shorter Spear Cave leads into the Morbek Highlands east and above Sarnak.

The lowest point of the Domain is the Breeding Pit where only Goblin raiders and Generals may enter and perhaps mate. Here the young are raised, the females perpetually hoarded, and the males sent to learn and fight.

CULTURE

Society: These short, fiendish monsters have a cruel misshapen society. Violence and abuse are rampant. Only the raiders and Generals get their way.

The average citizen of Murlog crafts objects on a daily basis, working in dangerous and volatile conditions, from being beaten for unintentionally destroying materials to accidentally having molten metal poured over his body. Even young males, straight from the breeding pit at the age of four, are exposed to these dangerous situations.

The lowest class within Murlog are the slaves—deprived, tortured, and starved beings. Murlog, Men, Lugroki, and Giants are put to extreme labor. Chiseling and mining the Spear Caves is their piteous plight.

The continuously chilled air of the cavern complexes has led the Goblins to develop close fitting leather garments (breeches, jackets, and caps), to keep their thin bodies warm. Most are articles of clothing made from the stolen hides of surface cattle, though some outfits are made from the flesh of humanoids. Only the wealthy Goblins can afford the luxury of wooden clogs.

Politics: The war-like Goblins have a very structured and rigid chain of command. The secret High-King of the Underearth has absolute authority over Murlog. Soon his



whim will overwhelm other realms. Malbik is the public ruler of Murlog and his might is unrivaled among the Goblins. The Generals are the next tier of power, the planners of the Goblin war strategy. Following the orders of the Generals are the engineers and raiders. One step further down are the warriors, guards and citizens. They have no say in what transpires among their kind. They are given orders and must obey.

The Queen Goblin, outside of the normal male chain of command, does possess a significant amount of authority. She decides who will mate with whom, producing a master race. She has forbidden some Goblins from ever breeding.

Military: The bulk of their military force is comprised of Warriors, used in securing the outer passages and caves. When they are not fighting or patrolling the caverns, they are mining. Maintaining the posts, holds, and city of Murlog are the guards. The raiders are the seasoned fighters, delvers, and plunderers of the surface world. Though all three are kept separate, the raiders have the greatest authority while the guards possess the least.

Only the Generals and special visitors are allowed into the secret sanctuary called Ohidnar to discuss plans with the High-King. To become a General, a Goblin must prove his worth by killing hundreds (and providing proof), or killing an existing General in one-on-one combat.

Language: The Murlog have their own high-pitched shrill language with a written runic style lettering, simply called Murlog. A few actually know an ancient dialect of Old Emer.

Diet: Meat of any type is their preferred dish. This is supplemented by various edible mosses and mushrooms. They relish the captured goods of caravans: breads, berries, cheeses, beer, and wines.

Economy: While they have no standard coin of their own, they do covet and enjoy collecting metals, coins, and jewels. Their isolated (and secured) treasure hoards are legendary in size and age.

Technology: The Goblins are perhaps the most mechanically inclined race (next to the Dwarves), within the mountains. The Goblin engineers have invented many bizarre, complex, cruel, misshapen devices used for mining, building, war, and torture. They squeal with delight in operating any mechanization. The Murlogi love digging machines full of gears, pulleys, spiraling drill bits, waterwheels with convoluted troughs and gates, pistons, levers and other gigantic constructions.

Lately the Goblin populace has been experimenting with steam power to keep their production machines going. The last surviving Earth-Demon has been altering the Underearth to vent hot vapors into Murlog. The Goblins have capped these vents with pipes and use the steam to power lathes, mills, foundries, and production shops.

The mining practices are most unusual for such a destructive race. They prefer to leave natural formations as they are and create countless passages intertwining and connecting them. The Domain is an enigmatic and ever growing web-like maze constructed over the course of 8,000 years.

Religion: The exclusive focal point of the Murlog worship and devotion is their fabled High-King, "the Lord of the Underearth." Though the Goblins lavish him with praise, he only replies with orders of "attack, kill, take, or die" (and these orders are given to Malbik alone).

NPCS

MALBIK

The Goblin King, the Lord General of Murlog, He commands Murlog when the High-King does not speak to him. He rules from Hizri, secluded in a heavily defended series of halls that also possess the grand Murlog treasury.

Malbik has a savage hatred for Humans and Elves, for he has seen their lifestyle of fresh air and sweet surface harmony. He desires nothing more than their slavery in the Underearth, to exploit them for Murlog's expansion and his power. Fury is what he feels towards the Dwarves. Their defiance of the Domain's aggressions has persisted for ages.

ISKIRJI

A nasty female Goblin and the Queen of Murlog. She holds significant power by controlling the breeding of Murlog, though she dares not interfere too much (lest the High-King visit to kill her). Iskirji sees to it that the crippled, still born, or unhealthy babies are taken from their mothers and flung into the chasm near the breeding pit.

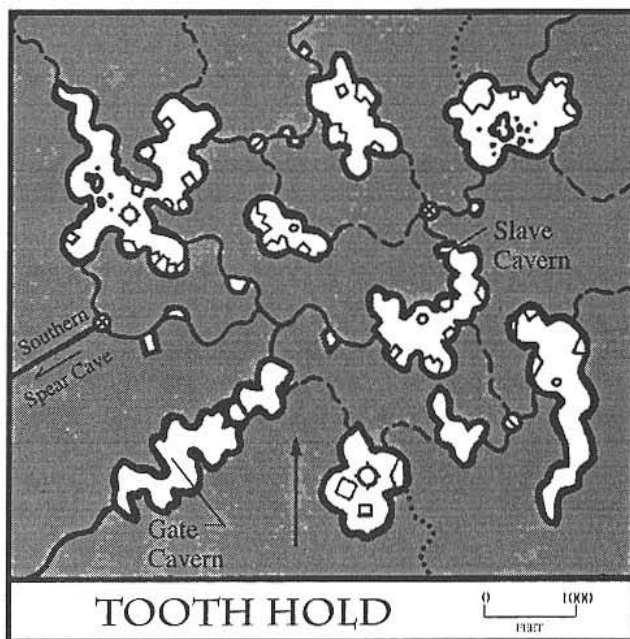
OBLIK

Oblik, commanding General of Gnar Hold, oversees the invasion of the surface to the north. He has a fond desire and dream to set the surface aflame, a policy that is carried out with great effectiveness by his raiders.

LIGNIR

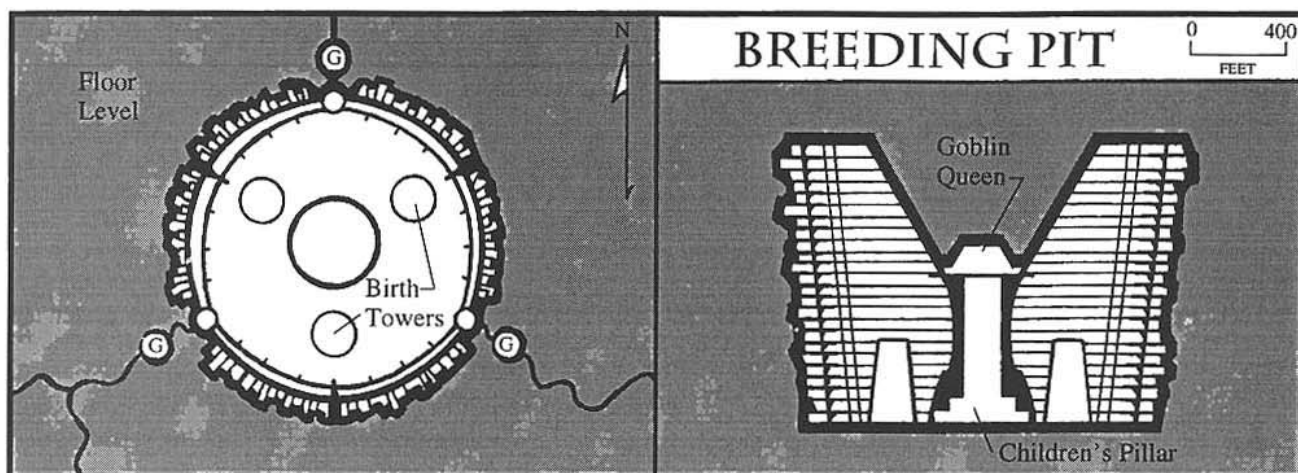
A secret traitor to Murlog, Lignir is the commanding General of the Tooth Hold. The southern expansion has completely taken advantage of his power. He supplies Goblin merchants of Sagaroth with goods for a heavy commission.

Through one of his officers, Lignir has opened unofficial diplomatic channels with Mawgren of Teth. After tasting the fineries of the surface world, Lignir will let Teth live because it humors him.



Tooth Hold





3. ZHAN HOLD

During the Second Era, Dwarves lived around the world. They built noble, proud cities and fortresses upon the surface and Underearth, realms of peace among a universe of chaos.

The Unlife targeted the Dwarves because of their creative skills and ambitions during the War of Dominion. Darkness desired to ravage and destroy Dwarfkind and their creations, symbols of order, and evolved Life. The Unlife wiped out many of them so that they would never be remembered.

In the Scorpion Ridge, the Dwarves hid themselves, chiseling new mansions, cities, and holds throughout the mountain range. Wars have been waged against nearly all the mountain denizens; the Dwarves have lost considerable wealth, places, and population in all the turmoil, and yet they still survive.

OVERVIEW

The last bastion of Dwarven strength in this mountain range is Zhan Hold. It is a collection of four guard posts, 11 manors, and a minor city. The tunnels are clear, straight, smooth, and clean, hewn into supported arches or square proportioned shapes. Along them are symbols and statues, mute observers of those that pass through. These passages are well maintained and free of creatures. The posts are different-sized structures with reinforced doors to shut out undesirables from the peaceful systems behind them. Visitors are tolerated in few areas.

The Dwarven manors house individual families who do not live within the city and feel that they are above that lifestyle. Each manor has 15 to 40 rooms of luxurious detail.

Zhan City is a multi-level community with heavily secured gates. In the center is an open interior spanning up through the middle and surrounded by balconies. Away from the edges and supported by the natural fissure wall are the extravagant Zhan homes and shops. Two smaller shafts and a pair of elevators pierce the city's levels, which are used to move goods or people if the stairways are not desired.

Zhan's controlled area extends to the surface of the Scorpion Ridge behind and north of the White Wood. Here, three small villages and a hold rest among several forested and farmed valleys.

The majority of mines lie below Zhan City. Extensive networks wind through the layers of rock, following veins and lodes. All the elevators of Zhan dip into the mines but the King's can descend into the Depths.

CULTURE

Society: Dwarves are normally unobtrusive, sober, quiet, and suspicious. They become greedy where their metals and jewels are concerned. They live by the code of continuous toil, inventing, repairing, or building objects and structures.

Only one out of three Dwarves are female. These females are usually held out of the public view and protected at all costs. They are revered more than gold or diamonds.

Almost every male Dwarf sports a beard (straight or forked) that is, braided or cropped short to avoid accidents in the shops. Only the Dwarf women have a naturally clean face. A beard in Zhan is a symbol of that member's rank, within the social classes. Their flowing hair is also usually braided using family-related knot styles.

Adorning a Dwarf body are fine trousers, shirts, hooded cloaks, and scarves with the subtle marks and colors of their own family and loyalty. Zhan residents will always wear their excellent armor and gruesome cowled helms when going abroad past the guard posts. The wealthy even have golden trim and jewels placed on their normal clothing, weapons, and armor.

Living on the surface and just outside the Dwarven society are the Humans of the lost clan Meth. There they grow vegetables and fruits for the Dwarves, who in return have given them the land and continuing protection. Also receiving sanctuary from Zhan are small groups of Gnomes, Gnolls, and Halflings. These stout races live among the Methians, inside Zhan City.

Politics: The Zhan social classes are numerous in scope, yet pliable. It is possible for members of this society to attain a great profile and influence among his people. At the top of the social class is the Dwarf King, Naram-Pyr. It is his charge to maintain the well-being of his people. Assisting him are his brothers Naram-Teh and Naram-Zud.

The upper class of Zhan is inhabited by the Dwarf manor families. They each have an advisor that attends Naram-Pyr's court. The only other force that has any sway with the King are the lead engineers, the Warmasters, and merchant-crafters.

Military: Naram-Pyr is the commander of the Dwarven military. He gives the orders and is very willing to lead his host into battle, as he has done before. He has a personal guard of 70 warriors of extreme capabilities.

Seven Warmasters rule their individual forces of 150 fighters each. Nine squad leaders give orders to each of their 30 guards. The squads maintain the posts and patrol the interior, keeping the peace.

There are six scout groups of fifteen that occasionally traverse the cave systems outside Zhan. They seek signs of invaders and go to Sagaroth for intelligence reports.

In battle, the Dwarves don their heavy armor and weapons, charging into the center of pitched melee, heading straight for the foe's commanders, seeking to demoralize and confuse the adversaries. They will not stop fighting until all foes are dead (or they perish in the attempt). The indomitable Dwarven courage and wits have withstood Goblin advances for thousands of years.

Language: Dwarven-kind has an ancient tongue named Zhan that is complicated in usage. Within this style are a series of 37 runes that are put together to form words.

Keeping their minds occupied and in unison while working, marching, or playing are numerous songs of stirring emotions. They instill within the listener visions of vanished golden citadels, endless tunnels, enchanted jewels, Dragon fury, and Dwarven gods. Grim war chants are recited, then fierce battle cries hollered, as they commence combat.

Diet: They enjoy many of the game and cultivated products of the Underearth. Their recipes date back many millennia. In Zhan's territory are numerous stream-connected pools and lakes stocked with subterranean fish.

However, they have acquired a taste for the finer surface delicacies; breads, berries, tubers, legumes, and milk. These items are fostered and grown by the Human, because the Dwarves have found their own surface horticultural skills are inferior.

Economy: Within Zhan itself are a series of highly-decorated minted coins of numerous metals. Coins are usually used to purchase products or pay for services. Other regional coins are accepted as well and tend to be hoarded into private collections.

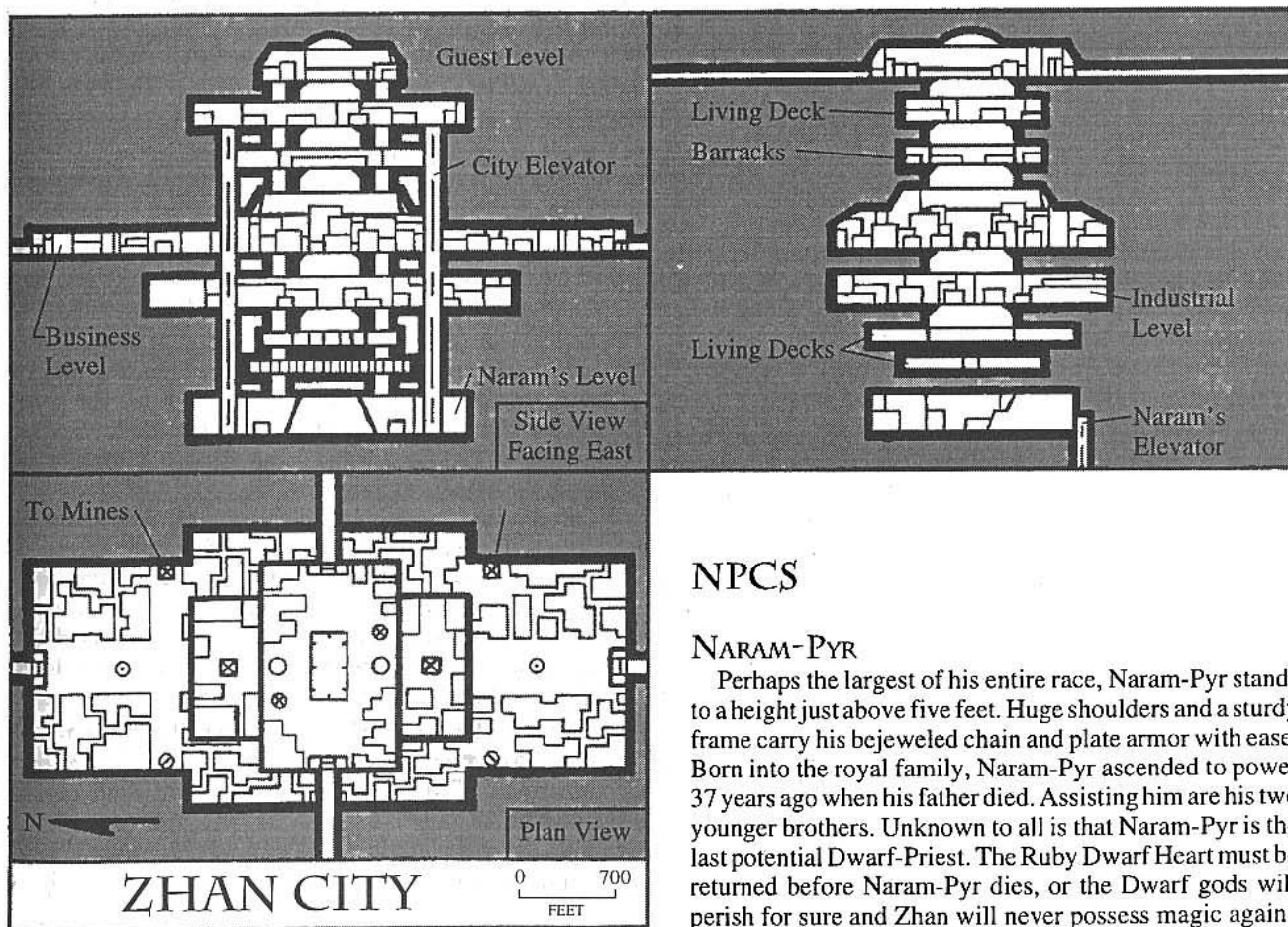
Zhan has found that supplying Sagaroth with some metals and jewels has become immensely profitable.

Technology: The Dwarves of Zhan Hold are the premiere crafters and architects of the Scorpion Ridge are. Their city has incredibly strong anti-siege equipment and defenses.

Their enduring items are of elegant grace and of surprising performance. Of particular note are the elusive Essence Gems. Cut into complicated forms and placed into walls, they light an area with their own unique colors.

Their structures are unrivaled. Long majestic halls and curving stairs lead into dazzling passages and chambers of luxury. The stonework is near perfect, of immaculate nature and upkeep. They have numerous air, light, and water works to keep the city alive and well. There are several highly decorative and working fountains.

Religion: The gods of Zhan are dead. The links have been severed and now the Dwarves can only give mild thanks and praise to them.



NPCS

NARAM-PYR

Perhaps the largest of his entire race, Naram-Pyr stands to a height just above five feet. Huge shoulders and a sturdy frame carry his bejeweled chain and plate armor with ease. Born into the royal family, Naram-Pyr ascended to power 37 years ago when his father died. Assisting him are his two younger brothers. Unknown to all is that Naram-Pyr is the last potential Dwarf-Priest. The Ruby Dwarf Heart must be returned before Naram-Pyr dies, or the Dwarf gods will perish for sure and Zhan will never possess magic again.

NARAM-TEH

Adorned in gleaming full plate mail most of the time is Naram-Teh, both vigilant and prepared. With extreme thought, planning, and gathered intelligence he is in charge of defending and fortifying Zhan. He is well-versed in Underearth warfare, from one-on-one melee to fortress siege.

Naram-Teh is unusual in one respect; his black beard is trimmed to within three inches of his face. Most Dwarves would be ashamed to be seen in such a state, but as he explains, "It is tougher for beasties to grab."

NARAM-ZUD

With impeccable manners, Naram-Zud steers the course of politics in Zhan. Being a minister means making some judgments, in which he has excelled. His major duty is to make sure progress is being made on all fronts.

Dressed in brown-red robes embroidered with silver patterns, Naram-Zud is a noble sight. His long brown hair and beard are kept clean and combed.

KHAMAR

This loyal subject of Naram was made supervisor of all of Zhan's industry, from lengthy mine to city tinker's shop. He can be seen frequenting all parts of Zhan improving morale, production, and safety. He has unraveled the greedy damage his two predecessors had left and made obvious advances in other areas.

Both his beard and hair are black speckled with white. Covering Khamar's torso is a chain mail shirt. Hung from a belt is his great-grand-father's war hammer and held in his hands are schematics, charts, ideas, and notes. Accompanying his tours are up to seven other master Dwarves.

VURTHAEN

With an entourage of crafters this master artisan travels back and forth between Zhan City and Sagaroth. He does profitable freelance stonework in both communities. Vurthaen is hailed as a creative genius of a sculptor and an architect. His luck does not seem as graceful; many of his journeys turned into misadventures involving fatalities and creating lasting enemies among Free Goblins and Lugroki.

YURGA

With profuse sweating, Yurga digs away in uncontrolled mines in utter solitude. Underneath his chain mail shirt and hung around his neck is a string of Dark Essence jewels. These tainted gems are corroding Yurga's mind, forcing him to frantically search for more. Driven insane by the cursed stones, he has begun to kill others that come too close to him, making a quick escape through memorized adits, caverns and chambers.

CINDEL

In great stealth Cindel travels between Zhan and Murlog, examining caverns and spying on groups. Exposed as an agent in Sagaroth 27 years ago, he no longer hides his identity. He is lauded as this century's most successful tactician. The Domain has offered 8,000 gold coins for his capture, live or dead.

4. SAGAROTH

In the center of the Disputed Realm is the Incredible Chasm, a gigantic three-mile-long open hollow, deep under the mountain. In this chasm, tucked away in a corner pocket, is the city called Sagaroth.

For 150 years Sagaroth has been ruled by a power hungry Cyclops named Ubica. The city used to be a fortress that was constantly changing hands between Dwarf and Goblin forces. The Cyclops and his Lugroki came, took the city, rebuilt portions, and reopened it. Now it is the middle ground between two warring cultures and a mountain range. It attracts much evil from around the world. Moderate peace has graced this city at last. All races are welcome; a five gold coin fee per being is charged to enter.

OVERVIEW

The Incredible Chasm is a curling, elongated hollow with a natural terraced floor which descends to the southwest. Several of the plateaus are used for encampments and occupied by visiting armed groups that number more than 100. These areas are also frequented by those who cannot afford to enter or are kept out because they are diseased.

Between the eastern wall and Ubica's Citadel is another series of terraces and camps. Just inside the city from the gate is a flagrant show of power, an unbelievable life-sized statue of Ubica, rendered by his beloved Lugroki. Near this unpleasant art, caravan and wandering groups assemble and make way for destinations diverse. Those who cannot afford a room will probably end up sleeping in this uncomfortable stretch.

CULTURE

Society: Within this Underearth cityscape are numerous races of all manners. Humans, Dwarves, Lugroki, and Goblins, are readily recognizable as citizens. Also included are Trolls, Ogres, and Giants, not to mention visiting and disguised Demons, Undead, and Elemental races. Each species is further split by political sub-divisions, creating a thriving yet turbulent city caught in a demilitarized zone.

Politics: The different races are barely held away from instant war and chaos by two things. First, the different races are allotted particular areas to reside in. The second force of order is Ubica and the guards that are loyal to him. Perhaps a third force is the greed of circulating money, a common element among most races.

Every race has appointed Petty Lords, who are to deal with small specific problems and squabbles, reporting only to Ubica himself. Even with this local racial governing, a rebel force of Goblins survives and moves freely around Sagaroth causing problems occasionally. The rebel Goblins anarchic plan is to destroy the Free Goblin Holds, Murlog, Zhan, Teth, and even Domivar.

Military: Order is enforced by Lugroki, Human, Troll, and Giant guards, representing the Cyclops' best interests; no fires, no riots, no structural damage, and no killing, unless the victim deserved it.

Language: This city has heard numerous tongues since the first day it was worked on 5,000 years ago.



Diet: The food supply comes from various fungal farms in the rest of the Incredible Chasm and beyond, while hunters kill various wandering creatures of the mountain range, selling the game in the market cavern.

Economy: Even though a feeling of doom pervades the entire Scorpion Ridge, creatures continue to trade. The Humans of Teth bring surface goods to the city. Dwarves bring metals and jewels, weapons, and armor. The rebel Goblins import equipment from Lignir and sell off what they don't need. The independent Goblins offer plunder for the rebel's surplus. Many things are exchanged in the market cavern and other places. Sagaroth is a trading place between mutual enemies and those trapped between them. Few things are considered contraband.

Technology: Steel is worked on daily in the market cavern. The technology exchange is frequent and uncontrolled, though less sophisticated than Murlog or Zhan.

The city itself is approximately 600 feet tall and spans across gargantuan stone columns and walls with passages, bridges, and balconies connecting them. Each feature was created in different ways, making the city a poly-architectural accomplishment. There are several separate caverns behind the main cavern wall, just as populated. Lighting the passages of the city are lanterns, candles, luminescent lichens, phosphorescent inks on signs, and enchanted lights of all sizes; completely unnatural sights for surface dwellers.

Thousands of chambers excavated around the many tunnels and passages are the homes and businesses of the residents. There are many secret passages and rooms, and some humanoids always live beyond the commonly known areas, never to be seen in normal passage systems.

There are considerable earthworks to supply fresh air and water and to dispense of the city waste. Some of the loyal Lugroki and Goblins, commanded by Gray (who is advised by Dwarves), work on expanding these projects so the city does not drown in refuse. Though it is a tight system, creatures still manage to wriggle in and pop out from unusual places in the city.

Religion: Each race has their own native beliefs, while a few new, weak common notions have developed between the races. The Musician Shrine is a curious place of strange pursuit.

CITY SITES

Around Sagaroth and the Incredible Chasm, the passages are covered in detritus—sand, dirt, clay, stones, and debris cover the floors in different areas. Among the common garbage piles are the rotted remains of dead creatures and humanoids. Within Sagaroth itself, the tunnels are normally kept clear.

The upper stories of the Human section hold some of the high moraled Tethians. Spilling into other racial areas are mixed families of Teth, Meth, and Keth. In this conglomeration are partial Shay, Sarnaki, Laan, Rhiani, Vajaari, and some Elf bloodlines. Lower in the Human area are wanton habits and indulgence; ale is ever flowing, music is always playing, and men and women always giving.

The entire southern reach of Sagaroth is given to the Goblins. It is a twisted web of climbing and diving tunnels, filled with grinning denizens. The northeastern portion is of solemn appearance and held by the haughty Dyar. The rest of the northern face is occupied by lawless Lugroki families. To the north-west is the Dwarf section, occupied by traveling merchants to the Zhan exiles.

1. Ubica's Citadel: An impressive structure, the Citadel is 360 feet tall and 500 feet around. Inside are luxurious accommodations for humanoids, Giants, Gray, and Ubica. There are seven stories with dozens of chambers. The largest room, 280 feet long and 140 feet wide is where Ubica holds audience while he sits upon a huge throne.

2. Romdala's Inn: A comfortable establishment, Romdala's is recommended to visitors. It is of great size and offers many rooms with full service. This place of safe rest is two stories in height, possessing two 120-foot-long halls on each level with a grand total of 94 well-furnished chambers.

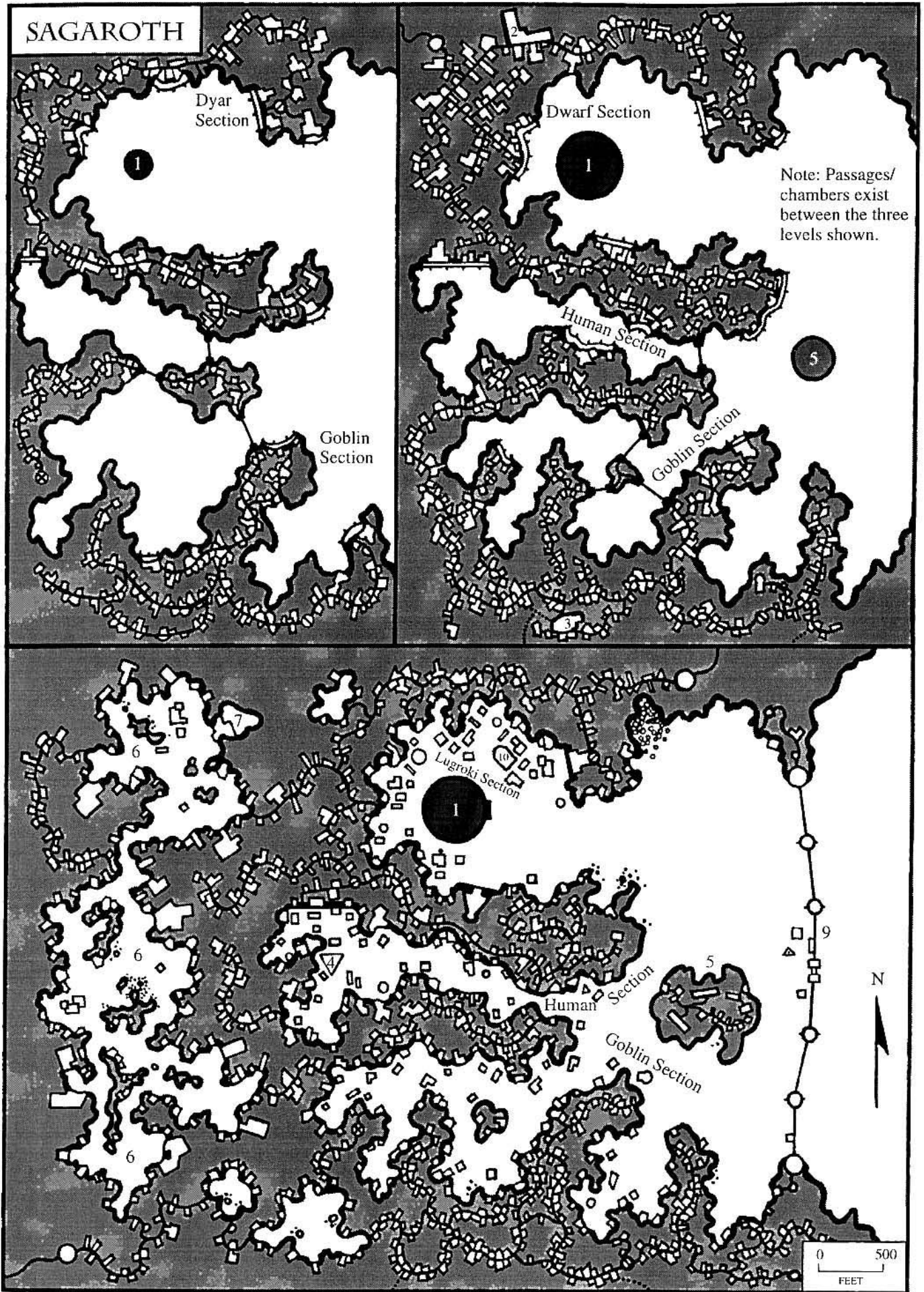
3. Gutharl's Den: A hovel of evil intentions. Inside this terrible establishment are six separate rooms and a connected bar to serve drinks and narcotics. The furthest chamber is a dimly lit room with eleven tables and a stage where a paying customer may torture various slaves. (Co-owned by the Dark-elf Slavers.)

4. Musician Shrine: A triangular building 120 feet long on each side, inside are four chambers and a hall. In the front, smallest room, after climbing some stairs, are incense burners, candles, and minutely detailed writing on the walls. Through a silk-veiled archway is the music hall where at any time various people seated on soft pillows play melodies of ancient days. To either side of the music hall are similar archways that lead to guard chambers with various bits of furniture and symbology. At the end of the music hall is a grand archway covered with purple silk veils leading to the Chamber of Whispers.

The Chamber of Whispers is the largest room and contains many curtains and veils criss-crossing it. In this area are three idols, twelve feet tall, and a significant amount of ritual equipment. The three statues are of Inis, Orgiana, and Moralis. The rituals committed here are strictly monitored by four priests who assure the practices are in accordance with these beings' ethics.

5. Prison Column: Many guards live here, more than the actual inmates. Imprisoned within are rebel Goblins and other humanoids that resent Ubica's presence in the Scorpion Ridge. There are several powerful creatures and Demons held captive here as well. For those who find Ubica's disfavor, they may expect to be fed to a variety of ravenous fang-filled mouths.

6. Market Cavern: A large and lengthy natural opening that has considerable traffic and business. It is a wanderer's paradise because it is the single largest Underearth market in Emer. Virtually nothing is illegal, except the selling of dead humanoid flesh. There are fair sized corrals of expensive Mules, Tjun, and cave lizards.



7. Slaver's Warren: A semi-fortified tunnel and cavern at the north end of the market cavern, the original passage that led to the warren has a twenty room fortification built into it. This hold is where the Ogre Abductors live among Lugroki guards. The warren has been expanded as well; now, holding cells contain the slaves.

8. Ombr: This site is known by the Dwarves as their last holy site. For a time it once held the Ruby Dwarf Heart. No other surviving sanctified structure is known or accessible to them and Ombr has become a pilgrimage destination. The fabled goal of these courageous Dwarves is to find the holy stone wherever it is.

Ombr itself has wide, short steps that lead to recessed doors of bronze, flanked by repaired eighteen-foot-tall Dwarf idols. Just beyond the entrance is a vaulted hall that ends in a sixty-foot-diameter conical chamber. Every open space on the floor, wall, and ceiling has chiseled Zhanic runes with some up to 4,800 years old.

Keeping watch is an order of fanatical Dwarves; with a minimum of seven always stationed in Ombr itself. These Dwarves study the musing of their ancestors and hope that they can glean a hint as to the current location of the Ruby Dwarf Heart. Many have taken upon themselves the quest; a few have returned empty handed. Most are never seen again.

9. Eastern Wall: This Sagarothian feature stands eighty feet tall and follows the terrain enclosing the community. In the center is a solitary ghettoize. The opening is 30 feet, both wide and tall, blockable by a pair of gigantic, gear-driven iron doors. The structure around the doors houses the mechanization and a minimum of 60 guards of mixed racial descent. Along the wall are numerous 100-foot-tall towers—each has two light catapults on the top level and a minimum of eighteen guards.

10. Underearth Portal: This structure is the third most heavily guarded site within Sagaroth. To the populace it is a mysterious place containing only rumored treasures or prisoners. In fact, this portal predates the Goblin arrival to this Underearth by 100,000 years. Only those extremely attuned to the Essence may have a chance of detecting the unknown source of power from the interior of this building.

The Underearth portal, though possessed by the newcomer Ubica, is still remembered by the Naram family, the High-King, and the Eldest Child. The Cthugans have detected it, but are unable to examine closer due to Ubica's decree that no one is to see it except himself and Gray. Sagaroth is desired by the major powers of Zhan and Murlog for its strategic value, everyone else wants its enchantments. But no one else is strong enough to keep it now other than the Cyclops.

Ubica has placed Gray in charge of deciphering and attuning to the portal. They both plan to expand their powers and influence to the mysterious places it leads. Gray has had limited success (for he has found that the portal has a will of its own).

NPCS

Sagaroth

Sagarothians are always looking for subtle advantages in trade, relationships, or combat. Those met in passages or chambers are tolerant of conversation but many topics are taboo and earn cold shoulders. While the races must live in divided areas, they are still free to walk into other parts of the city. Every crowded subterranean avenue has a different mix. Goblins, however, do not often go into the Dwarf section, and vice versa.

ROMDALA

This proud descendant of a Dwarf warrior family finds plenty of business in Sagaroth by being a well respected business investor and tavern-inn owner. He has extensive knowledge of the cave systems and inhabitants. If rich enough rewards are offered to this Dwarf (like the Ruby Dwarf Heart), he would be willing to lead an expedition anywhere, temporarily leaving behind his invested partnership. Outfitted with quality armor, weapons, and humor, he is ready for anything.

GUTHARL

Secretly known as the "Conniver," this Goblin rules an evil ring of schemers. Little happens in Sagaroth that he does not know about. His agents are everywhere, watching. He owns a gambling hall and a torture den on opposite ends of the Goblin section. It is certain that Gutharl will learn of the arrival of bold adventurers and study them. If he finds out about expeditions into the north-eastern depths (his revered caverns), a deadly ambush will be plotted against the prospective plunderers.

IRZIK

Perhaps the most dangerous Goblin in Sagaroth, Irzik is known as a Free Goblin; but he is really a secret triple agent that works for the rebel Goblins, Murlog, and the High-King. He has performed duties for the different powers as long as it interests him and the benefits are good. He and Gutharl are close associates and cooperate on a regular basis.

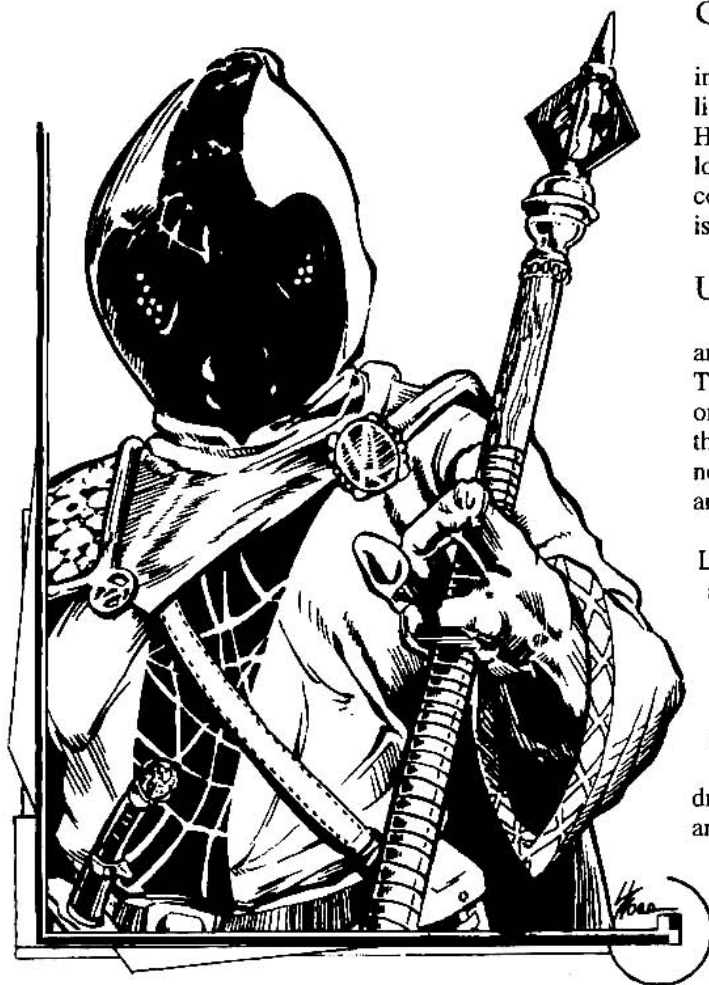
Secretly he analyzes situations and makes accurate predictions. Irzik is capable of planning and ordering assassinations and ambushes. With a sly smile, Irzik will win the confidence of any humanoid. According to him, he knows the Scorpion Ridge better than any race, beast, or godling.

Unimposing at a height of four and a third feet, Zik possesses only a short sword, a rusted chain mail shirt with simple clothes and tunic. Hidden on his person, however, are six poisoned throwing daggers.

OLINDAR

180 years ago, Olindar was ordered to Sagaroth as a guard by the Dwarves of Zhan. Three years later, Murlog rushed the entire vicinity, capturing Sagaroth and routing the Dwarves. Olindar then spent 27 frustrating years performing covert raids and operations against Murlog. Then he met Ubica and gave him impeccable advice on the city's weaknesses. Sagaroth was captured by Ubica and Olindar was then named Petty Lord of the Dwarf section. He has lived up to his appointment, keeping the peace in his side of Sagaroth for 150 years, and he gradually reearned the trust of Zhan. He realized that Sagaroth could not be held by Zhan or Murlog.





Kthana

He has a dark beard, streaked with gray. Normally he wears a chain mail shirt over a heavy brown-orange shirt. Dark gray-brown trousers cover his legs and heavy black boots protect his feet. At his side is his trusty battle axe, a few jokes and riddles, and fifteen decades worth of Sagaroth lore.

KRUH

This monster of the Lugroki race is six-and-a-half feet tall with gray-yellow eyes, torn ears, and a wide grin that sports a chipped lower left tusk. He claims to be a mercenary, but in actuality participates in a network of cannibalistic flesh smugglers, operating between the free Goblin holds, the Lugroki sites, Sagaroth, and Murlog.

He likes to frequent the market cavern, observing the situation and people. Upon occasion he will kill someone and carve the body into standard pieces for near immediate sale. He is very careful about his actions and associations.

RBOR

A nobly caliber Lugroki who speaks Man-tongues well, he coordinates security in several sections adjacent to the Citadel, like his father before him. He is 42 years old and of powerful combat and diplomatic experience. Rbor will not attack unless provoked.

He is stationed at the front door of the Citadel, translating languages and screening visitors. With him are up to six Giant or Troll guards of mean demeanor who do not communicate. From the front stairs and its higher elevation, Rbor can see from his jurisdiction all the way up to the eastern wall.

GLUNRIK

This Mountain Giant is employed under Ubica as a guard in the Human section. He has a huge chain mail shirt of large links, and a heavy mace that hangs on his belt when not in use. He will stand in major passage intersections talking and looking at people as they pass by. Some will stop and converse for a while because he seems friendly enough. He is of slow wit, but quick to realize when something is wrong.

UBICA

The forbidden love of a Sea Goddess and a Titan produced an illegitimate and mutant being named Ubica, the Cyclops. This creature found himself unable to walk among godlings or the Titans so he wandered Kulthea seeking seclusion from the spurning of his elders and the races he found. Ubica has noble aspirations, but no sympathy for gods or Giants alike anymore.

During his search, he found small clans of Lugroki. The Lugroki respected Ubica's appearance and pure might and allowed him to lead them. Not all chose to follow him and were left behind while his followers pursued adventure.

Ubica feels he has essentially adopted these loyal Lugroki and has on occasion referred to them as his children. The Lugroki have one dislike; Ubica has outlawed the cannibalism among humanoids in Sagaroth.

Ubica wears flowing white cloths the size of ship sails draped around his body. He also has silver and gold alloyed arm and leg greaves. With him goes his gigantic club, fitted with bronze knobs on the end to leave a lasting impression.

GRAY ALCHEMIST

A 40-year-old human of extensive learning and power. During his unexplicable misadventure through time, he chanced across Sagaroth and visited Ubica. At that point Ubica hired him to perform works of magic and advice. Both have mutual respect for each other and similar outlooks. This alchemist wears gray trousers and tunic with occasional robes. He does not follow good or evil aims; he cares only to exist and gain understanding. Gray is willing to offer knowledge and advice to those he deems acceptable. This is the man who has created many of the large orbs that light Sagaroth.

THREE BRAVE DWARVES

Kheld is the oldest of three related Dwarves, clad in engraved steel breast plates and greaves. His eyes glimmer courage and his mouth is filled with bravado. But with his battle axe, little brother, and cousin around he will prove his claims.

Mahirl is Kheld's little brother and wears his beard in a prong kept in place by silver and golden rings. Covering his body are woolen clothes with full chain mail and a gray-black tunic. While Kheld enjoys counting coins and exchanging riddles, Mahirl likes to gamble.

Bolra is Kheld's and Mahirl's distant cousin who met them one day in Zhan City six years ago. They have wandered the Disputed Area and Sagaroth ever since. Adorned in full plate armor and armed with his manor's war mattock, he is the most dangerous of the three. Together these Dwarves pick fights and cause trouble around Sagaroth.

BHERAM

Banished for participating in greedy practices, Bheram now wanders the Disputed Area and Sagaroth. He used to be a Dwarf in Khamar's current position, the industrial supervisor in Zhan. However, he was exposed skimming vast treasures from the Zhan Crafters.

Naram-Pyr confiscated Bheram's wealth and reinstated it to its rightful owners. Bheram was then publicly exiled from Zhan thirteen years ago. Unknown to everyone is that Bheram killed his selfish predecessor 35 years ago in cold blood so that he could ascend to the supervisory position.

He wears full plate armor and carries a battle axe, hammer, and sword, ready to face death. His hair and beard are untrimmed and are now wild masses of tangles, giving this Dwarf a fear-inducing visage when enraged. He has considered betraying his race even further to the Free Goblins or even to Domivar.

KTHANA

An humanoid creature from a mind-twisting dimension, Kthana was trapped on Kulthea, left behind by his brethren, and is now searching for a way home. It wanders the planet studying arcana. It is extremely insane and its immediate motives are never predictable. Frequenting the passages of Sagaroth lately, it interviews many and leaves few untouched. This creature wears flowing purple robes and a hood that shrouds its horrible semi-chitinous body. Its vision is through a purple colored ribbon-like surface and it hears with surface membranes on the side of its head.

New arrivals are studied carefully by this creature, and, if further information is required, it will approach them and converse with its eerie, chittering speech.

THE SLAVERS

Five Dyar long ago gathered together and decided to place all other humanoids under their control. Now these five are the only slave dealers in Sagaroth, trading living beings for profit, servitude, prostitution, torture, and murder for the past century and a half. They are wicked to their souls and will stop at nothing to eliminate competition and opposition.

They normally wear black boots, trousers, and shirts of fine material with red embroidered sashes to indicate their power and position among the societies of Sagaroth.

THE MUSICIANS

A collection of almost 50 humans of various origins who have come together to celebrate their art form and particular rituals. In fact, their title is misleading for they actually worship three different evil entities. Often they invite people to observe their seemingly innocent practice. However, through hypnotic incense and the intensity of their work, victims are made to participate and offered as a living sacrifice or as pleasure to evil.

5. THE DEPTHS

Little is known about this region. It is a darker, more mythical realm to the mountain's populous. Rumors circulate about Dark Dwarves and Goblins, Half-Salamanders of differing breeds, mysterious armored Giants (the Naxan), and the fabled crypts of godlings.

OVERVIEW

The Depths are oppressive. Through these passage systems one can feel the massive mountain bearing its weight down, suffocating and burying alive those who venture into its veins. Some of these caverns are moist or even filled in with water. In other places steams and vapors issue from the rock, searing hot and fatal to breathe. A few tunnels can fill with waves of water, drowning those who tempt the Underearth.

SILETH

An entire plethora of extra-planar beings spilled into the mountain span 70,000 years ago during a freak Elemental breach. Deposited were a mixed jumble of simple Elemental organisms and creatures with a myriad of powers. These beings pulled themselves into communities based on their elemental origins.

Some of these elemental creatures found that this world had easier access to Unlife powers. This caused perpetual polarization of their elemental natures and eternal war was engaged. Huge conflicts ravaged the populations all the way up to the War of Dominion. Only three small collections survived the way. These three last groups are the Water Sileth, the Fire Sileth, and the Earth Sileth. Living cooperatively among them are numerous intelligent, but weaker, semi-elemental creatures, aligned to their protectors.



Sileth

CULTURE

Society: The Sileth are a highly competitive race. Between the breeds are terrible hatred and wished destruction.

The Water Sileth's Priest-King was born 1,200 years ago and still has his mottled bright and dark green coloring. At the age of five he was taken from his parents and taught the traditional rulership laws. The Fire-Sileth's Lord is twice as old and large, but has a sickly, albino white flesh and evil green eyes. Below these monarchs are the other priests and warriors who secure their realms and peoples, enforcing their codes and rules. Below those are the average dwellers who perform crafts, services, and guarding functions.

The majority of the Water Sileth live a nomadic life, wandering the outer areas of their held realm. The Fire Sileth all reside within the Firehome.

Politics: The Water and Fire Sileth have their lands (Labool and Cazerith) as absolute authorities, representing the will of their home Elemental planes in the Underearth. When they are not ruling, the Sileth have their own racial masters.

Military: The Water Sileth have 15 warriors of enormous size and virtue that protect the Priest-King at all times. Within the Waterhome are 80 guards and warriors, who live there on a permanent basis. Among the nomadic groups are scattered fighters that number up to 500.

The Fire Sileth are all armed and ready for battle. They practice warcraft constantly while they reside in the Firehome.

Language: Among the Sileth are three individual patterns of communication, which include body position, gestures, and scent. Each breed of Sileth have their own dialect of Elemental tongues, written symbols, and glyphs. They are capable of humanoid speech.

Diet: The Sileth do not require daily sustenance. They do however require immersion into their natural respective Element: Water, Heat, or Earth. The Earth Sileth are surrounded by their Element and have no concern. However if the Water or Fire Sileth do not connect with their respective element, they will gradually lose their powers. As their powers wane, they must eat to maintain their bodies. Sileth have found that nearly any flesh or plant will suffice until they can Elementally immerse themselves again.

Economy: The Sileth have no economy, they lead a cooperative life. Those of abundance give freely, those without donate their services to the givers. They do recognize the value of coins and jewels to the other races. The Water Sileth have upon occasion ventured into Sagaroth to purchase raw metals and weapons.

Technology: The Water Sileth are aware of metal alloys, but rarely use the heat required to melt them. Rather, they send a few of their kind to Sagaroth, covered in huge billowy robes, to purchase spear points and such. They prefer the working of stone and the guiding of water. The Fire Sileth are of fair stone crafting ability, but far better at the working of metal.

The Earth Sileth are superior in these affairs; their eerie elemental powers can mold stone as air and their fingers can draw the metal out of ores. Under the Earth-Demon, they have exposed numerous secrets and have helped the creation of Murlog steam power. However, the Earth Sileth realize that if the High-King alters the Underearth too much, it could once again become a volcanic range, destroying Murlog. But the High-King is also trying to use the volcanic vents as a regional weapon, coating farms in suffocating ash, starting cities on fire with hot debris, etc.

Religion: The Water Sileth give praise and sacrifice to Labool. The ultimate reverence is paid to the Elemental planes of Water and Liquids, the infinite ocean.

Cazerith is the possessor of the Fire Sileth's heat worship. This huge, evil serpent is more likely to appear personally to fight rather than channel spells to assist subjects.

The Earth Sileth remember their godlings and king, killed 2,400 years ago. Now they survive under the protection of the High-King of the Underearth. They worship his supposed compassion. The Earth-Demon, since acquiring the Earth Sileth, has learned their Elemental powers.

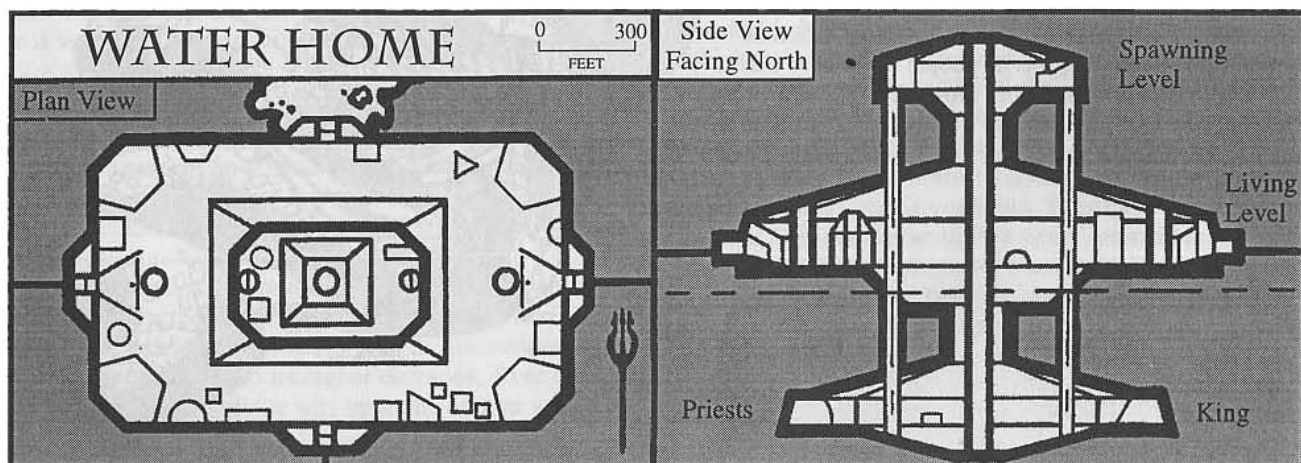
DEEP DWARVES

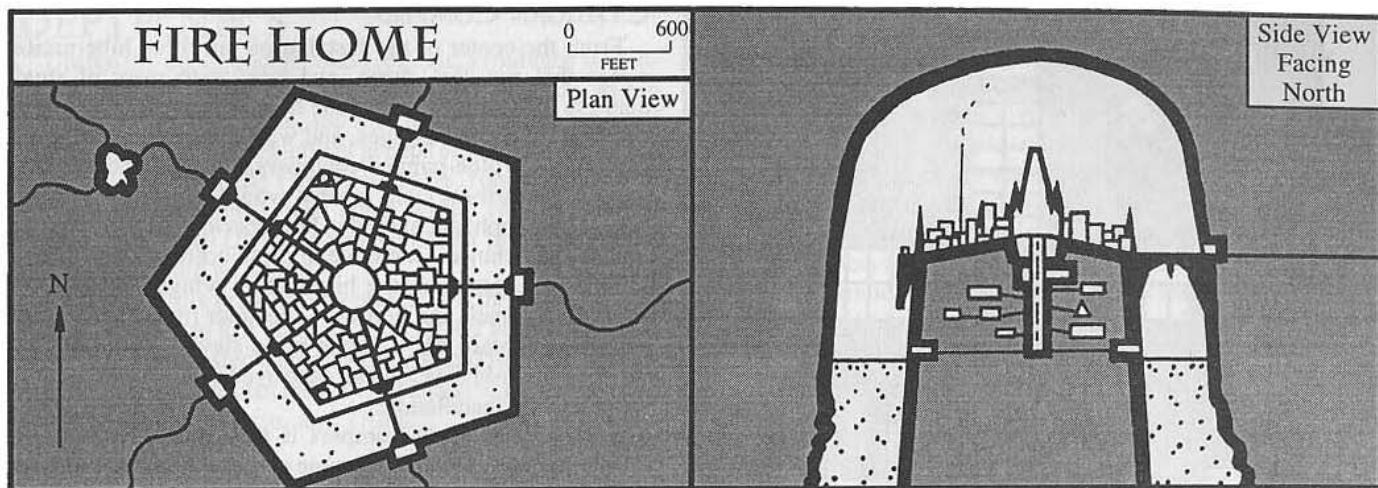
Separated and forgotten from Zhan for the past 3,000 years are the fabled Deep Dwarves. They are similar to their relatives in most aspects, except their shorter stature and magic usage. Enchantments are no longer known in Zhan. The Deep Dwarves have kept and preserved their race's golden tablets of spells, but without the Ruby Dwarf Heart in Dwarven hands, much of these magics are unlearnable.

Within their city is a population of 800 hardened denizens, all trained in the arts of stealth and combat. Of these are 200 who have been taught further magic powers, augmenting their hidden travel and might. All the Deep Dwarves wear clothing of black with bizarre armors and weapons, somehow forged in dark colors as well.

Their only interest is to remain hidden and protect the Dwarven lore they retain. There are a few that wander the Scorpion Ridge never noticed, searching for the Ruby Dwarf Heart. They are hopeful to restore the jewel to Naram-Pyr, making their presence known, and restoring the magical powers of Dwarven kingdom.

Water Home





MOUNTAIN IMPS

Mistaken for Goblins in appearance and nature, but being half the size of Goblins identifies them as the unremembered Mountain Imps. The Mountain Imps were conquered by the Goblin-Priests and used to serve as protectors to the Sacrificial Hall. The Earth-Demon changed all of that and now this race of 1,200 members serve as keepers of his citadel, Ohidnar (the lost city).

Secret passages have been mined between the shattered remnants of the Lost City, reconnecting it to the Depths. However, the Mountain Imps have concealed their secrets paths to Ohidnar with huge doors disguised as natural features; even Goblins can not find them unless guided.

In matters of security, the Mountain Imps are masters of ambush and tracking in or near Ohidnar. Their traps are huge in scale, debilitating (if not fatal), and far superior to the tricks used by Goblins. In combat, they prefer using poisoned arrows and blades. Quick-footed creatures, the Mountain Imps have clawed toes, another differing physical trait from the Goblins.

CTHUGAN

The Cthugans are related to incredible entities of very evil and ambitions known as the Natharl'Nacna. Their true masters were imprisoned epochs ago, but the Cthugans still survive, planning their masters' freedom.

From the bottom of the Ash Lairs, a small collection of Cthugans moved and settled under the Scorpion Ridge mountain core. They dwell in a high technology environment that they found and conquered 400 years ago. They are mere scouts and observers for their home city far away and much deeper.

These Cthugans have intruded into an unfinished Lord of Essance site. It was to be a shelter capable of housing an elite group of 30 Altha. However, the great war destroyed them before they could hide. The place had been forgotten until the Cthugans refound it.

Initially, the semi-organic devices resisted the Cthugans attempts to control them and several of the Cthugans were killed by the complex. However the devices were eventually mastered under the collective will of the Cthugan invaders. They absorbed its knowledge and calculating ability, making them the ultimate in intelligence and reasoning. The complex is powered by a small engine that operates the lights, doors, defensive systems, and the remainder of the devices.

CULTURE

Fire Home

Society: A strange race with extraordinary customs, they move about in peace amongst themselves.

Politics: Each Cthugan radiates mental energy; those with more power are typically the leaders. There are no dissenters in this race.

Military: Subtle tampering is required before this scout group sends out for reinforcements. But there are a few creatures and 47 mind slaves that will attack intruders.

Language: Communication between the Cthugans is accomplished by pure thought, which has no range limitations; it simply depends on how much energy the individual puts into the broadcasted mental energies. They are capable of humanoid speech.

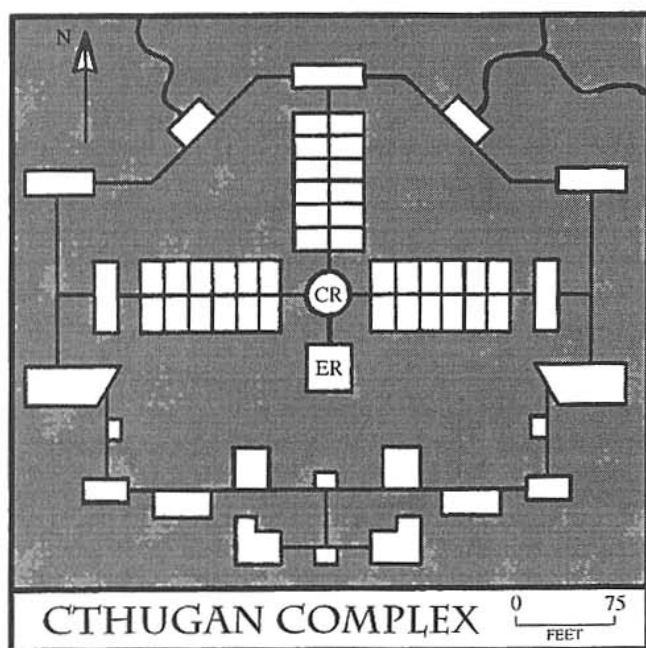
Diet: The Cthugans relish the flavor of fresh brains and its dying, quivering mental energies. Their diet is supplemented by the mind-slaves who gather, hunt, and prepare their grisly dishes.

Economy: Cthugans have none, but they do recognize the value of metals and jewels to other races. These creatures see money as a means of undoing civilization, and they hoard what they can find.

Technology: The Cthugans are well aware of high technological items, though they cannot create or repair sophisticated equipment yet. They produce items and build structures only as necessary, for in their view, all things will be destroyed when their true masters are released.

Religion: Utter devotion is given to the Natharl'Nacna, even though the masters cannot reply.





Cthugan Complex

LAYOUTS

WATER HOME

The Water Sileth live within water-filled caverns, rivers, and lakes where the Sea of Izar still flows into the Underearth. Most live a nomadic life, traveling in groups of 20 to 300. They have one central complex, a constructed elemental temple city used for worship and mating.

To either side in the interior of Waterhome is a pair of columns 90 feet in diameter that extend from the lowest level's floor to the highest level's ceiling. They illuminate the complex with the glowing slugs that have layered the pillars in radiant slime.

FIRE HOME

The Fire Sileth live in a volcanic area, captured from the Earth Sileth two-and-a-half millennia ago. Upon a plateau of solid mountain core, surrounded by a deep chasm and a molten rock moat is a city holding the entire population. Five bridges connect the plateau with the rest of the mountain. Above the city is a gargantuan dome-shaped roof and throughout are thick plumes of volcanic gases—comforting to the Fire Sileth and poisonous to Man.

DEEP HOLD

The Deep Dwarves live in a comfortable community of finished passages and chambers centered in an expansive maze of natural tunnels and caverns. Powerful hidden symbols of misdirection hamper potential invaders from intruding into their peace. These magical emplacements are so strong that the Earth-Demon only rediscovered the Deep Dwarves just two centuries ago.

CTHUGAN COMPLEX

From the center of the installation are three hibernation wings that run east, north, and west with rows of small quarters off to either side of the halls. Bizarre black trailing symbols mark the passages, and wild glyphs scour the ceilings. In these blue-painted chambers, attached and standing against the furthest wall, is what would appear to be semi-metallic sarcophagi covered in bewildering black letters and runes. The Cthugans meditate in these coffins.

Side passages from the hibernation wings lead into the encircling tunnels and hollows. The outer ring of unfinished chambers contain the Cthugan mind slaves. The southernmost rooms hold the Cthugan destroyed constructs that once protected the installation.

In the center of the complex is the Control Room (CR) where the Cthugans operate some of the equipment, monitoring the structure and the immediate Underearth area. Eerie maroon tapestries and shrouds hide some of the walls and devices. From here, the complex is permanently set to light its interior in a sickening mix of dim purple and infrared. South of this command chamber is the engine room (ER).

OHIDNAR

The fabled home of cataclysms, this is the Lost City. 24 centuries ago a raging multi-racial war altered the mountains. The Dwarves were at the center of this thousand-year-long frenzy of blood and death.

Ohidnar, once the throne and city of the Dwarven nation, was hit with three disasters: the gates fell and 21,000 Goblins poured in, minutes later an earthquake shifted the mountains (which sealed the city from the outside), and then an after-shock opened a crack into the Sea of Izar, flooding much of the Underearth. Within several moments, 600,000 beings died as a result of this single battle, quake, and flood. The Dwarves and Goblins perished in the wake of the heavy mountainous alterations. This disaster halted the mass chaos and death of the mountain war.

Not even Labool, Cazerith, Uldhra, Maladr, Ubica, or Naram-Pyr realize that one Goblin-god still exists (and is actually an Earth-Demon).

The ruptured ruins of this Lost City are now occupied by the Earth-Demon who rests in the captured ancient Dwarf King Hall. This proud multi-level city is now a confusing jumble of partially collapsed sections. This capital was sheared apart, the floors tilted at different angles, and structures toppled. The remains of the dead litter the bewildering cavernous ruins.

DEPTH NPCS

Unlike the upper underground regions, avoidance is commonly practiced in the Depths. The Water Sileth stay within 40 miles of Water Home, moving their nomadic camps if others approach. They intercept groups only if they come too close to their city. The Fire Sileth seize, rob, and kill with ruthless violence those who come within twelve miles of Acraza. The Deep Dwarves and Mountain Imps hide in the shadows, making no sound.

Murlog patrols brush the Depths below the Breeding Pit; their orders are to kill all non-Goblins. All around Ohidnar are perplexing twisted caverns, tunnels, and fissures. Traveling these difficult routes are roving battalions of battle-ready Goblins, Mountain Imps, and Trolls.

LABOOL

This semi-Elemental Godling, appears as a large Salamander, 50 feet long from head to tail. Two gigantic eyes of black reflect the depth of infinite oceans. Its deep, throbbing, wave-like voice utters the secrets of the deeps.

It has large gills and frills hanging along its enormous neck. Thick arms and legs hold its titanic weight. Elongated and taloned feet grip the earth. Webs between these fingers and toes make it a master of swimming. The massive snout and maw is capable of swallowing two men whole. Up and down the body of Labool is a pattern of blues, greens, grays, and blacks, forming ripples and waves that move depending upon its mood.

Labool wanders the deeps of the oceans, observing and interacting with the more benevolent beings, exchanging histories, and secrets unfathomable.

When Labool rests, he can be found exclusively within its lair waiting for those who seek and wish to speak to it. His wisdom is unmatched in the Scorpion Ridge. Labool's knowledge is given in cerie speech and prose. Labool slumps onto a 120 foot long ornate stone platform while behind it is an open archway and a tunnel. Through this cave is an Elemental Gate that flows into the planes of Water and Liquids.

CAZERITH

This loathsome being appears as a 90-foot-long serpent. Its dark, adamant scales glow dull red from the internal heat of this semi-Elemental Godling. Vapors issue from the foul snake's flesh. When it rears back for conversation or combat, it will normally fan out its hood, similar to that of a cobra, transfixing its eyes of white heat upon those it meets and, rocking back and forth, synchronized with the pulse of Kulthea's hot core.

Finding great joy in approaching powerful people or creatures, it then tries to communicate with them. Cazerith will estimate their wit, strength, and virtue. If he deems that the beings are dim, weak, or of good nature, he will attack. This creature may use its lightning fast poisonous bite, constrictor body, whip tail, or exhaled Elemental heat spells.

Cazerith slithers through the Underearth; through open passages as well as magma layers. It is capable of going nearly anywhere and observing anything under the surface of Kulthea. This malevolent creature makes his home in the moat surrounding Acraza (Fire Home). His followers bathe and commune with him in the molten material. Upon utterance of particular commands that only the Fire Sileth King, his mages, and Cazerith know, the liquid rock transports a chosen being within the moat to the Planes of Fire and Heat.

DEEP SIRENS

While the surface world has numerous Faerie races of mischievous nature, the Underearth holds their deadly relatives. The Deep Sirens are airy Spirits who sing aloud in gentle voices, their free-style verses bouncing down cavern ways. From a distance, they appear as partially clad Nymphs wrapped in thin garments and veils. The area they seemingly float through is somehow illuminated by their presence. With inviting whispers of amorous poetry and promised romantic passions they entice company to approach closer. Then with either a searing kiss or a savage slice, the Deep Sirens will kill pleasure seekers.

MYRG

Myrg was the product of the Eldest Child and his first daughter, Nitherla. He is a wingless Earth Drake that now lives near Ohidnar. The Earth-Demon invited him to move in and help himself to the never-ending stream of Ruby Dwarf Heart seekers. Myrg and the Earth-Demon have a shaky peace, but beneficial none-the-less to both sides.

Weighing just over 27 tons, his approach can literally be felt. Circular dark blue scales cover his deft arms and legs while merging into overlapping bands of silvery plates which cover the rest of his evil body. An accurate tail-stinger waits to pierce enemy flesh and inject a slurry of killing gravel. His elongated snout ends in a flared pair of nostrils with an alloyed nose ring. Around two of its clawed fingers are huge rings of gold. Encircling Myrg's neck is a gold alloyed chain with his mithril birth disk. His lair and the rest of his treasures are guarded by a wedged seventeen-ton boulder.

UXXA

Covered in a huge dark robe of woven wyvern hair, Uxxa wanders the Depths of the Scorpion Ridge seeking precious materials and Ess  nce jewels. He is able to merge with stone and teleport through the earth, popping out of some other distant cavern wall or floor. He is an unknown being even to the Earth-Demon. Uxxa, however, has detected the Earth-Demon and the Ess  nce jewels in his treasure hoard.

This humanoid's flesh is really a semi-translucent hardened exoskeleton configured into facets and geometric shapes, forming numerous points and spikes on his limbs, torso, and head. Below this creature's green-tinted natural armor can be seen blue luminescent crystalline musculature, organs, and veins. Uxxa sees with a pair of red colored surfaces under a jagged brow. He hears by feeling acoustical vibrations through air or earth. Standing to a height of nine feet, his actions seem quite slow. His speech is ponderous, hollow, and raspy. In combat, he is exceedingly fast, delivering fatal punches with his sharp diamond hard fists.



GM Note:

The High-King can block teleportation through the Underearth, if aware of the magic movement. All those in the Depths and within 35 miles of Ohidnar will be noticed and spied upon. He is capable of shifting, changing, and manipulating Underearth features—opening or closing passages, collapsing or sundering caverns and chambers, redirecting streams and waters, etc.

EARTH SILETH KING

24 centuries ago the Earth Sileth lived in Acraza (which is now the Fire Home) when it had no molten moat. It was during the cataclysmic Mountain Battle that the Earth Sileth were chased away by the Fire Sileth into the waiting hands of the High-King. The Earth Demon caught up with them and challenged their king to a duel. The Earth Sileth's natural monarch was no match for the Earth-Demon and was promptly smashed, left behind by the High-King and his parade of new servants.

Unknown to all is that the Earth Sileth King actually survived and healed himself. Now he hides in the Depths of the Scorpion Ridge, fearful that the Earth Demon may find him. He is trying to figure out a way of destroying his conqueror so he can liberate his surviving people.

HIGH-KING

Four millennia ago, the nation of Goblins performed a 600-day-long ritual and sacrificed 15,000 captured humanoids during the final week. The Goblin Priests were attempting to conjure forth their godlings, but their plan was flawed. The sacrificial blood was spilt all over the surrounding earth, which absorbed much of the ritual's Essence. When the last victim was slain, the mass gave a shout of evocation to open a temporary gate. Their evil desires and the tainted earth around caused the ritual to go astray. The gate opened and for a moment the astonished crowd glimpsed the eight Earth Demons that they mistakenly summoned.

The largest of the Earth Demons glared at the confused host, held his hands out and brought the ceiling down, crushing them all and their sacrificial hall, destroying the Goblin Priests and their religion. These powerful Earth Demons then took over rulership of the Goblins and renamed it Murlog, The Domain.

During the cataclysmic Lost City Battle, seven of the eight were destroyed, leaving the largest behind. This surviving Demon then named himself High-King of the Underearth and made Ohidnar his new secret home, letting the entire mountain range believe that he was dead. But he still boils with hatred towards the Dwarves and their gods for the slaying of his siblings 2,400 years ago. First he will exploit the resources of the surface dwellers, then pull his forces back to smash Sagaroth, the Free Goblins, and then Zhan. His latest, favorite project is working below the earth's surface to sterilize the resilient Emerald Forest.

His plans were going well; his armies were growing and the Spear Caves were lengthening. Then the Nameless One visited the High-King, Malbik, Oblik, and Lignir in Ohidnar itself one month ago. With gigantic war plans strewn about the Dwarf King Hall, the Nameless One appeared alone in a flash of light sending the maps flying about in a whirlwind. Taken aback, Malbik, Oblik, and Lignir stepped away, weapons drawn. The High-King, undaunted, strode forward.

With a solitary finger, the foreteller pointed at the Earth-Demon and loudly declared, "Held will be lost—Domain it will cost!"

Livid in absolute anger with the insolent intrusion and prophecy, the High-King raised his huge obsidian war pick and swung at the seer, but it was too late, for the Nameless One left the same way he arrived, in a flash of light. Now the Earth-Demon and his three major minions are confused and second-guess themselves and each other.

The High-King appears as a 23-foot-tall Murlog with dark stone-like flesh. This Earth Demon is able to pass freely through the ground, bringing whatever he can carry with him. Once merged into the stone, he can then travel at the speed of sound. When he is cautiously observing or scouting out areas he can travel in absolute silence, his presence perhaps felt only when he hides near the surface wall of a passage or chamber. When enraged he cannot help but shake the strata he passes through, the roaring vibration and sound intensity similar to 10,000 stampeding elephants.



PART VI

ADVENTURES

1. BAZILAR DEATHS

So it was, we arrived in fall and stayed through winter until the bay thawed.

Bazilar, in my eyes, is a tempered place. The people are polite and honest. The spices and ceramics I came to sell were bought at higher prices than I thought I could get away with. Not that I cheated anyone; they made the first offers! With the moneys gained I have purchased fine glass and gem work at a reasonable volume price. My heart sings with joy just thinking about the potential profits!

This city Bazilar is of thoughtful design. The docks were of impressive construction, likewise were the walls of the city itself. Of particular note is the Arena, a structure of grandeur, and, on particular occasions, filled with festive people cheering or jeering at the spectacles. It was too much for me to bear; yet these locals seem to live for it.

There were two things that did bother me. My ship's carpenter was expressly forbidden to perform any work while in the city unless initiated into the Crafterguild. The other incident was when I met with a strange man in a dark cloak who informed me of 'certain situations to avoid or face death at the hands of unknown killers.'

And I declared, "Who me?"

—TE 6,501

An excerpt from the sailing
journal of the Merchant,
"Ohdi" Rossomer.

THE TALE

In the past three days, a Crafter, a sage, and a librarian have died exceedingly horrible deaths in this city. The first died at home, when his eyes burned out and he bled to death through his fingers. The second victim choked to death from a swollen throat and tongue, in his home as well. The librarian died in the library vault, his heart burst. No one knows who is responsible, or why these people died.

Now people shun the library. Registered visitors number up to six a day and dread bears upon the librarians. The Clan Leader has moved to protect their investment and has stationed five guards and one investigator at the library itself. The property and librarians are under constant surveillance by these guards.

The fourth night encroaches. Is a fourth to die this evening?

ADVENTURE TABLE

Adventure	Target Object	Adventure Location (GM Discretion)
1. Bazilar Deaths	The Enigmatic Top	Bazilar City in Meluria (SW Jaiman)
2. Villainous Trio	24 Rubies	Bazilar City and Meluria (SW Jaiman)
3. The Entourage	End Piece	Zor Waste in Central Jaiman
4. Shrouded Isle	8 Opals	Island between Urulan and Eastern Jaiman
5. Resting Place	The Rod	Northwestern shore of Plasidar (SW Jaiman)
6. The Geomancer	4 Diamonds	Mountains of Gold (NW Emer)
7. Scorpion Ridge	Mace Head	Sarnak and Scorpion Ridge (Western Emer)
8. Prison Gate	Laen Ring	Island in Bay of Izar (Gate leads to moon Charon)



GM Note:

Chanis is a fabulous liar. In fact he is the killer, and uses magic well. By performing rituals to Keshtakai and placing disguised magic runes into the books and notes of particular people, he was able to kill them as they studied. His plan is to make the library and knowledge appear dangerous, an object of fear, which has succeeded for the most part. After eliminating the senior librarians, he would be eligible for their position, and, once in power, he would kill those who still oppose him. His fiendish plot is to control the lore and resources of the library toward his own evil greed. He is planning other murders of those he considers his enemies. He is also on the verge of becoming an Empowerer, (though he has never heard of Kubis).

NPCS

THREE LIBRARIANS

Zek, Myshek, and Hladnir, the surviving librarians, have no idea why these mysterious murders are occurring. Librarians in this society are held in the highest regards of honor. Ideally they are not supposed to have enemies. These three fear for their lives.

IDEL

Idel is the name of the senior guard ordered to solve and stop these murders. He is an energetic 33 year old, normally wearing gray or black wool pants and fine blue or red shirts. Idel also uses disguises to creep through the underworld. He is very worried that if this case is not solved, other people will conduct multiple killings.

Currently, his investigation has concluded that the three murder victims were registered visitors to the library's vault, also that the murderer(s) are natives of this city. That leaves him with a list of 27 names of people to interview and watch. Every evening he meets with the librarians and Aeden to discuss progress.

AEDEN

A concerned mage (secretly from Gryphon College) is voluntarily assisting in this investigation. This 62-year-old man sports a bald skull with a wispy, long, white mustache. He wears gray robes with a small family insignia above his heart, a snake wrapped around a wand. He is not very powerful, but has insight. He has deduced that the murders were accomplished with magic.



Chanis

CHANIS THE FLORIST

A 23-year-old man with black hair and blue eyes, Chanis is a frequent registered visitor to the library vault. He adorns himself with comfortable light shirts and darker trousers with sandals. He is very concerned about the three library related deaths and wishes he could help. He admits that he has seen nothing out of the ordinary in the library or anywhere else. The investigator still considers him one suspect of 27. Chanis is a florist and owns a successful plant store (where he lives as well).

ELDER MERCHANT

At times, some situations are observed by powerful and mysterious beings. The gaze of such an entity watches the city to see who will defeat Chanis. To the ones who outwit Chanis he will make his offer.

He appears as an ancient man, wrinkled and gray. He wears tattered and very dirty clothing with a very well-worn leather overcoat. Yet, he has eyes of absolute power. His appearance in the city will be brief and only in the presence of those he wishes to meet, never to be seen again.

LAYOUT

The entire scenario takes place within a sea-port city in the Melurian States. Bazilar is considered to be the jewel of this realm, a city of joy and hope.

THE TASK

The Clan Leader, Arona, has ordered that the murderer(s) be taken alive. His guards are working exceptionally hard upon this case. Rewards have been offered for information and/or capture of the killer(s).

START

The PCs, whether native or just arriving in this city, hear the rumors concerning the library murders. Undoubtedly the Clan Leader will deny the PC's offer to help, unless they can prove their worth. If a PC had a relative who was one of the murdered victims, the city would approve, recognizing the local "vengeance law." The PCs could also approach the librarians and offer to help.

HELP

If the PCs gain favor and are allowed to help, over a day or two Idel would give them a list of nine people to interview and observe for anything unusual. Chanis happens to be one of the names on the list the PCs receive from the investigator's list of 27.

PC's Suspect Matrix			
Name	Profession	Origin	Location
Ravus	Dock Laborer	Osra	Apartment in the Warehouse District
Ilbit	City Scribe	Bazilar	Small home near the lake
Thuver	Sailor	Bazilar	On year long mission with naval levy
Glemen	Farmer	Talabaz	Two miles east of Bazilar City
Yoris	Poet/Scribe	Bazilar	Apartment near the Dance Hall
Chanis	Florist	Urlis	Plant store near the poor district
Edonil	Farmer	Bazilar	Poor district, farm just outside Bazilar City
Wres	Merchant	Osra	Owns store in Bazilar City- two Osran shops
Calabron	City Elder	Bazilar	Near stable yards, poor district

OBSTACLES

Out of approximately 6,600 people in this community, one is a killer. No one has any true information. The city is puzzled and worried. Ridiculous rumors lead to clueless dead ends. Chanis lives in a home filled with flowers and puts up a good front of absolute innocence, assisted by magics that hide his aura and abilities.

REWARDS

Arona has offered gold in exchange for information or capture of the killer(s). Five gold coins are offered for information and 400 for the live capture. The Elder Merchant is also waiting in the wings to reward whomever defeats Chanis.

According to local law, half of the property and possessions of the criminal are given to the civilian apprehenders. The other half of the gained wealth goes to the victims and surviving families, all under the judgment of the Clan Leader.

In this case, the evil-florist, Chanis, owns a nice five-room business-home in a respectable part of town. There are 150 gold coins worth of seeds, plants, and floral equipment in the place. Locked in an unvaluable coffer (-15 to open) are 47 gold coins and 33 silver coins. Hidden under some floor boards (-50 to find) are three unenchanted books concerning the intricacies of magic languages.

ENCOUNTERS

The PCs may meet several NPCs while wandering around Bazilar City. Zek gives lectures at the Arena, the guards and librarians live at the library, and Chanis visits the library every other day.

There are nine people on the list Idel would give the PCs. Eight of them are various professional law-abiding, ordinary people and the other is Chanis. If the PCs find Chanis and happen to interview him, he will out maneuver questions and have flawless alibis. If he perceives danger, he will try to flee away from the city. However, Chanis is unafraid to try murdering a PC with the same methods as his other victims.

ELDER MERCHANT

Only after successful completion of this adventure will the PCs meet the Elder Merchant in the city. He will approach them at a relatively unbusy time and say;

*"To you I offer great opportunity, and consider it well!
I have two tests of wits and a great reward,
Solve my riddles and meet me tonight to tell me your
solution!"*

*Black as Night, Round as Orb,
From Deep to Day, Death Follows!
Find me where Light once Stood!"*

The PCs will have approximately ten hours to solve the two riddles that this Elder Merchant poses to them. The first riddle's solution is the Black Pearl (formerly owner by the Clan Leader or Osra). The second solution is a small pile of stone outside the city where 700 years ago a lighthouse toppled during an earthquake. Through research, the PCs should be able to determine this.

The Elder Merchant will suddenly appear amidst the group only, if the PCs arrive at the lighthouse site at the designated time. He will say nothing until the PCs recite the first riddle and the answer. If the PC answer is incorrect he will shake his head. He will let the PCs make two more guesses, and, if all are wrong, he will leave (keeping the Top until a worthy person is found). If the PCs are right, he will say the following while pulling out of his pocket what seems a child's toy,

*"Do you want magic? I give you The Enigmatic Top!
Spin it! It lands on the same side, always!
Spin it! The stem points in that direction always!
Follow the Top, it will lead...Seven Symbols to Seven
Things!
Find them...Return...Then tell me Your tale!"*

After saying this and giving the Top to one of the PCs, the Elder Merchant will vanish, leaving them bewildered with the reverberating voice of the disguised Eternal ringing through their minds.



GM Note:

Unknown to the Bazilar residents is that Akavay was a royal advisor. In the neighboring Melurian Fief of Osra he used to represent the voice of compassion to that Clan Chieftain's ears. However Akavay's own increasing power fueled greed and his own judgment waned. During the Clan Leader's routine inspection of his state, in a section of semi-wild forest, he confronted Akavay alone about his misdealings. At this time, an argument commenced and Akavay stabbed the old, slow Clan Leader, with a poisoned blade. The Clan Leader fell into immediate convulsions and died several minutes later. Akavay stole the Black Pearl from Yegor (who had just found it), fled on horseback, and disappeared.

Four hunters had heard the noise of the dying Clan Leader and ran to help. The fatal poison seeped deeply into his being, he was unsalvageable. The only thing he could do before his quick demise was repeatedly stutter the name, Akavay.

2 • VILLAINOUS TRIO

*"Flagon in hand, and a maiden on my knee,
Sing all night is the best for me...
Ship under foot, and leaving for ocean free,
Sail all month is the best for me...
Sight in eye and what do I see,
Some fool's floating treasury for me!"*

—Typical pirate song verse.

THE TALE

Men and women of similar goals usually congregate and expound their chosen virtues. In this case, the helpful aspirations of adventurers innocently clash with the wicked schemes of clever villains—two groups that would probably never confront, if not for the Top.

NPC'S

AKAVAY

A short man in plain clothing, who travels as inconspicuously as possible. He has curly red hair and a gold chain around his neck, usually kept under his shirt. He carries a short sword (which hangs from his belt), and hidden in his coat are six throwing daggers. Suspicion is his law.

JARLEN

A man of great stature and weight, Jarlen is six-and-a-half feet tall with a large belly. Long straight black hair kept in a ponytail and a thick black beard cover his skull. His taste in clothing is expensive. His armor and sword have been engraved and encrusted with fine jewels.

A heavy liquor drinker, he is at any moment walking, talking, gambling, arguing, steering his boat, or devising schemes for combat. He also pits some of his pirates against Zol's prized fighters in the illegal matches. He is reputed to be a well-guarded commodities shipper.

ENDAL

A man of average height, he sports short brown hair and an angular, clean-shaven jaw. Darker colored clothing is his taste. Also in his possession is a suit of Wyvern-hide armor, creatively acquired. He is a shadowy figure, even among the underworld of society. He is a uniquely self-proclaimed poison merchant (the best there is).

His actions have killed hundreds of people and caused limitless suffering. He is respected and hated by all ranks of people.

PIRATES

A strong group of sailors who have chosen dishonorable routes. Most are traitors and mutineers that have gradually joined Jarlen and his lot. They are capable of sailing night and day for months at a time, tacking through hurricanes and boarding other ships in devastating blood bath assaults.

"OHDI" ROSSOMER

A semi-foolish merchant who spoke too loudly at a bar, his boasting was overheard by pirates and he is now chained in the bottom hold of Jarlen's boat. He had made three days worth of sea travel in his own ship when it was attacked, his crew killed, and the boat sunk.

He has green eyes, blond hair, and is now of thin stature.

LAYOUT

The entirety of this adventure transpires within Bazilar or possibly into the rest of Meluria.

THE TASK

Akavay, Jarlen, and Endal are wanted men. All three have committed innumerable acts of thievery and plotted killings. They have no qualms with getting rid of "pests or troublemakers." Among these three criminals are the 24 rubies, the undiscovered objects to which the Top points.

START

The PCs have received the Top from the Elder Merchant (Eternal). The 24 rubies start out together on the pirate's ship. However, 10 hours after receiving the top, the Villianous Trio splits the rubies up. By using it, they will notice that it points to places within the city of Bazilar. However they will also notice that the indicated direction moves around the city, confounding efforts to figure out what it is or who has it.

HELP

The only help is the Top, which will point to the nearest group of objects (rubies).

OBSTACLES

Akavay, Jarlen, and Endal are not being obtrusive in the city. They are keeping a low profile. Jarlen only goes ashore at night from his boat, anchored in the bay. Endal sneaks around the city, even through the sewers. Akavay prefers staying on the ship, but he has needed information in the city, concerning his pursuers. The PCs, to start off with, will have no idea what they are looking for or who has it. Following the Top could get confusing and frustrating as the PCs and the Trio move around each other. Using the Top in public places may attract unwanted attention.



REWARDS

The 24 rubies are of main concern. Also in the hold of the vessel is a very weakened merchant named "Ohdi" Rossomer. The 24 rubies, glassware, and the other gems in actuality belong to him. However, everything is negotiable if he is rescued.

According to local law, half of the property and possessions of the criminal are given to the apprehenders. The other half of the gained wealth goes to the victims and/or surviving families, all under the judgment of the Clan Leader.

In this case, the individual pirates will each personally have up to 36 gold coins and up to 50 gold coins worth of jewelry and steel weapons. Collectively, they have stashed 253 silver coins and 430 bronze in a locked chest, and scattered throughout the ship in nooks and crannies are up to an additional 80 gold coins and 300 gold coins worth of jewelry.

Akavay has possession of the Black Pearl, a silver necklace (with insignia pendant of his former Clan leader) worth 75 gold coins, 27 gold coins in his belt pouch and 8 of the 24 rubies.

Jarlen has his own quarters and a locked (-25) padded closet; inside are 350 gold coins worth of glassware, two extremely fine steel broadswords (+5 non-magical) worth 90 gold coins each (due to superior craftsmanship), and a small velvet sack containing 54 gems of various size and composition worth 380 gold coins. In his immediate possession are 180 gold coins worth of fine armor and weapons (+10 non-magical), and in his belt pouch are up to 120 gold coins with 8 of the 24 rubies.

Endal has Wyvern-hide armor 9 worth 400 gold coins, a minimum of 600 gold coins worth with poisons on him always, and one extremely fine scimitar (+10 non-magical) worth 360 gold coins. He also carries up to 60 gold coins unless he has sold some of his concoctions. Most of his other wealth is cleverly hidden throughout Bazilar and among his friends. On his person, tucked into a sealable shirt pocket, are 8 of 24 rubies.

The last object of value is the pirate vessel itself. It is an agile, ocean-worthy, durable, medium-sized vessel.

ENCOUNTERS

Akavay, Jarlen, and Endal are not always together, they do have separate lives and errands. Endal spends most of his time wandering the streets and buildings of Bazilar in disguises. It is likely that he would be the first person that the PCs could find. However, if Endal notices that he is being followed, he will evade the PCs and warn his companions.

If the Villainous Trio is found to be together, it is likely that they would all be at Zol's bar in the evening hours. Also accompanying the Trio would be up to six pirates. (No matter what, there are always at least nine pirates on their ship.) If combat occurs within Zol's bar, it is possible that the fellow customers will join the battle or start other fights, potentially leading to a near-riot condition with the PCs in the middle and the villains running away.

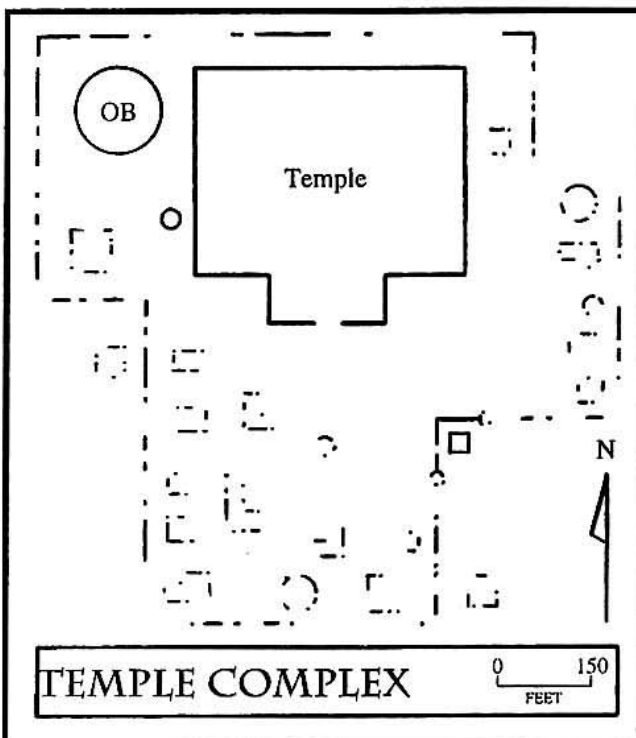
The PCs may choose to be tactful and offer money in exchange for the objects. However, explaining the Top, the unknown 24 rubies, why the PCs selected the villains for the offer, and the suspicion of Akavay might make this approach very difficult.

The Villainous Trio and the pirates will try to escape confrontation and kill PCs individually later. The PCs will then have to outwit this group of hardened criminals in a city that rapidly turns unfriendly.

If the Villainous Trio and the pirates judge the PCs to be too powerful, they will flee by their ship to find their criminal friends on the seas and the rest of Meluria. Then the PCs will have to deal with the never-ending tides of killers and assassins sent against them. However, wherever the rubies go, the PCs can follow.

GM Note:

In actuality, his piracy extends across southern Jaiman and has attracted significant attention from numerous regions. Some have offered public bounties for the live capture and retrieval of Jarlen. Others have secretly arranged under-world money for his death.



Temple Complex



GM Note:

Tokmar is a Half-Demon, born 200 years ago by a Procreator Demon still under the service of Kabis. His noble father died several years after his birth, from an unknown origin, of torment and insanity. His mother (Demon) disappeared, and he was adopted by a witch. Later he joined a mercenary group and has remained one ever since. Tokmar is just now beginning to understand his nature and fate beyond mere mortal man.

Tokmar does not know that he serves Kabis, only in his dreams does he converse with Spirits and commands. In return for his loyalty, Kabis ordered the gold End Piece be given to him. Now the End Piece is embedded in the pommel of his banefully enchanted battle axe, an object he is unlikely to give away in part to anybody for any price.

3. THE ENTOURAGE

"Zor was destroyed by thoughtless greed on a quest for ultimate power. If you find that you walk this path, then go there to consider and meditate. The answers will come to you by the dry winds and the voices of the dead!"

—The clearest advise given by Andraax, oddly the date is unknown.

THE TALE

The eternal of war has gripped Jaiman fiercely. Cultures and powers strangle each other in the wake of ancient planar rivalries. Hundreds of millions have been killed in the tides of the resultant carnage across Kulthea.

In the business of war are mercenaries of diverse races. These seemingly heartless beings potentially sell their life for war. Their prices vary; money, jewels, slaves, property, souls... Being a mercenary has its advantage, one can choose sides and determine when to fight or loot.

NPCS

TOKMAR

Tokmar is a tall dark specimen of a man. Adorning his muscular frame is a chain mail shirt of quality and richly engraved greaves. He has long dark dirty hair, green eyes, and a shaven face.



Tokmar

Tokmar radiates a callous cruelty. It is admired by his mercenaries, employers, and opponents. His style is to chop a foe to the ground to die slowly from mortal wounds. His favorite war tactic is to hide underground until night, then creep out and destroy invading siege towers and equipment.

In actuality, he would be willing to do anything for the correct price. Wherever he goes he seeks opportunity: stealing, taking, and killing. He has had his way with many women across Jaiman and begotten numerous malevolent children with partial Demon blood. During this vacation in Zor, he is trying to determine where to go next. Potential employers are various Human regions, Sulthon Ni'Shaang, Priests Arnak, and, the most likely, Lorgalis.

MERCENARIES

This group of men and women have numerous origins, motivations, and personalities. However, Tokmar would not have recruited them unless they were cold-hearted, level-headed killers. They all have considerable experience in warfare and blood letting and fear is distant to their spirits.

LAYOUT

The site is located in the western side of the blighted land of the Zor waste. These mercenaries are resting at a ruined temple complex which sits on the tallest of a series of windswept large hills, devoid of trees or other cover, save the ruin.

The complex was surrounded by a fifteen foot tall wall perimeter, now measuring from ground level to five feet tall. The entire area has numerous piles of rock, demolished shelters or burial sites made out of the perimeter wall and temple stones over the centuries. About a third of these stone piles were occupied by dead bodies, most looted with the bones strewn around the dry grass and scrub.

The temple complex itself was eighteen buildings, three shrines, two towers, an observatory and a gigantic temple. All that remains is the observatory and the temple walls. The observatory has two floors, although the second has no ceiling or complete walls anymore. It has a basement of three chambers. The other structures are piles of rubble in somewhat straight lines. The temple itself had thicker walls and has eroded more slowly than the other buildings. The temple wall height varies from three to sixteen feet.

THE TASK

The PCs must find the End Piece. There are the complications of crossing nearly half the continent of Jaiman and then negotiating with Tokmar and his mercenaries.

START

The Top points north and the PCs will have to figure out a way to travel semi-safely. In Bazilar it is possible to become a guard on a northward going caravan. Of course, the PCs have no idea how far they need to travel.

HELP

The Top is the only assistance along the way to determine which direction to go. Tokmar is not currently wandering and should be easy to locate.

OBSTACLES

There is a fair amount of travel through disputed and dangerous realms. Tokmar will not be keen to the idea of giving away his prized golden End Piece right off the end of his battle axe (when it is discovered as the next target).

REWARDS

The gold End Piece is of absolute importance.

The mercenaries have a fair amount of treasure in the basement of the observatory.

Chamber #1; enough preserved food and fresh water for 45 people for two weeks.

Chamber #2; shovels and tools, tents, poles, rope, canvas lengths, bedrolls, etc.

Chamber #3; six saddle bags, and three coffer (-30 to pick open each).

Saddle Bag #1-3; 563 gold coins, 238 silver coins, 240 tin coins.

Saddle Bag #4-6; 311 bronze coins, 539 copper coins, 270 tin coins.

Coffer #1; 15 coins of miscellaneous jewelry worth 900 gold coins.

Coffer #2-3; wizened books and scrolls of continental lore worth 1,200 gold coins

Corralled within the temple's walls are 70 horses, which the mercenaries use.

ENCOUNTERS

If and when PCs approach the proximity of the temple complex, they will be noticed by the mercenary scouts and horizon watchers on the observatory's second floor. Tokmar will actually invite PCs to dine and stay the night.

Perhaps some of the mercenaries will engage the PCs in some good-natured athletic games before dinner. Tokmar's goals are to observe what the PCs are made of, wear out the PCs, and, if the opportunity presents itself to the mercenaries, to "accidentally" injure or cripple a PC.

The food he and his servants prepares is of refined quality, wine of delightful vintage, and hospitality gracious. Of course, Tokmar's true intention is to find out what the PCs are doing here, what they are looking for, and if they deserve death, in his view.

Tokmar and seven other mercenaries reside in the ground floor of the observatory. There are two always on the top of the building on the lookout. The rest of the mercenaries will be patrolling the complex. If fighting breaks out, they will all swarm in, using swords and bows to slay the PCs and hang their entrails on the perimeter wall for the carrion birds.

4. SHROUDED ISLE

"Your souls are wisps of air, I inhale to Dark Oblivion!"

—The only quote attributed to Kabis, authenticated by Andraax.

THE TALE

Throughout time many places have been lost. Some were devastated through war, abandonment, or under mysterious circumstances. Specific privileged knowledge at Nomikos Library indicates many nameless sites like these across the world. However, a fair number are in and around Urulan.

There is a heavy, bewildering feeling of uneasiness across the land mass Urulan and around it. Part of the reason is the Curse of Kabis that sustains pockets of lingering evil power across southeastern Jaiman. This Shrouded Isle is one of those unheard of places.

Unknown to all, in the Second Era Kabis took this forgotten isle and sent it spinning on a cyclic route through 700 parallel realities. He planned the circuit, commanding armies of Men, Elves, Demons, and other unnatural creatures to this landing and preparation site. The Isle was used to draw huge masses of troops borrowed from other adjacent realities to torment individual planes or Kulthea. The complicated dimensional logistics were worked out in the chaotic mind of Kabis.

NPCS

TABERUS

An odd scholar of strange study, thin and frail of stature is, but he has amazing ambition and energy to solve secrets. His long white hair and beard are braided and adorned with simple rustic jewelry. He wears very heavy brown robes, prepared for any weather. Politeness is the code he lives by. He also owns a trunk with many papers, scrolls, books, and weird equipment. He has been aware of the Isle for 22 years.

Taberus is the one who has hired the sailors to take him to the island. He is likely to accept the company of capable delvers and may even offer to pay for the sea voyage. He would also be likely to tell some stories about this island (of course, obscuring the truth amongst legend).

Taberus has deduced correctly that the Isle's arrival to this reality is conditioned by the moon phases. Orhan must not be present and Charon must be on the horizon. According to obscure and unreliable local lore that Taberus has found, the Isle appears every two years at night. It exists for eight hours and then it vanishes to locations unknown.

GM Note:

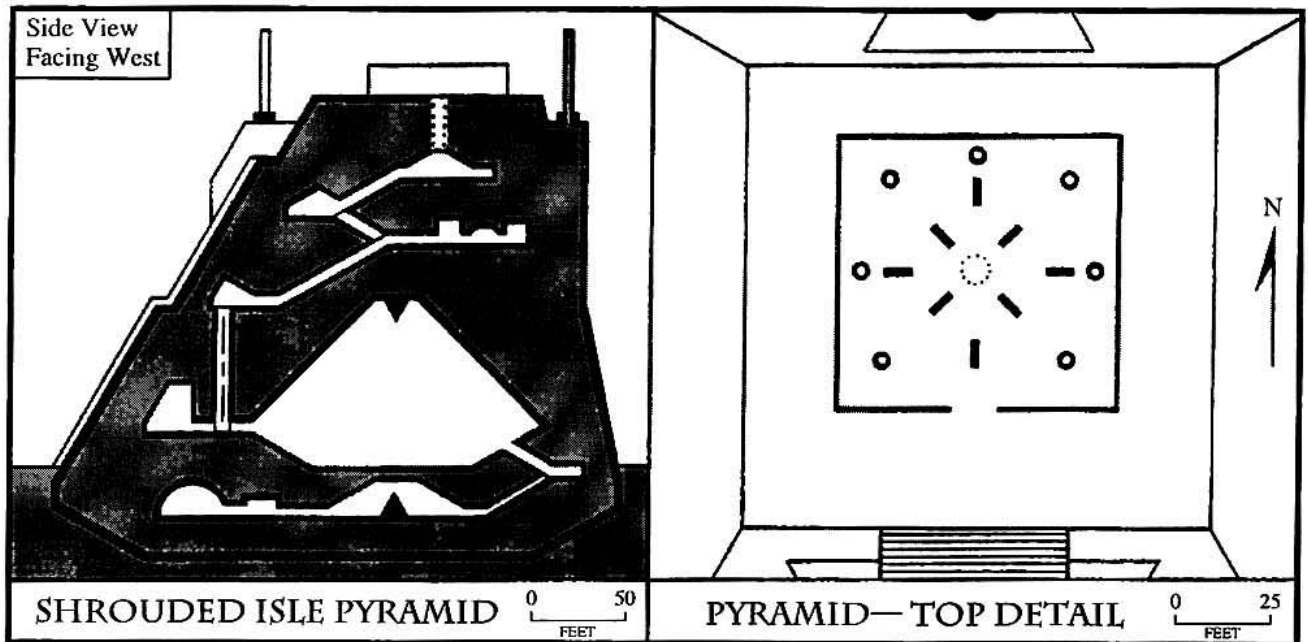
Some of Kabis's messenger spirits are always watching the End Piece and where it goes. Occasionally one will depart to inform the Prince of the Unlife what is happening.

Kabis is using Tokmar as simple bait. If delvers actually come looking for the End Piece then Kabis will know that they are trying to recover the Scepter of Order. Furthermore, Kabis will draw the PCs unwittingly into his tremendous web of schemes to free himself, because unknown to all, Kabis holds the last component. When the Prince learns of the PCs possession of the End Piece, he will give his orders to his servants. The Temporal Senses and Powers of Kabis will be commanded to follow, study, hamper, perhaps attack, and even steal the objects from the PCs, giving Kabis time to consider the new powers of the Top, and wonder how it all came about. Gradually he will recognize its powers and desire its possible capability to set him free. In fact, the world-wide servants who do become aware of the PCs through the Kabis Spirits and channels will gather together.

GM Note (cont.)



GM Note (cont.)
Hordes of beings will put themselves under the command of Empowerers, Ladrals, and Terror Spirits to hinder the righteous questers.



Shrouded Isle Pyramid

GM Note:
The Isle is only on one parallel reality at a time, for eight hours. It travels through two realities a day, with intervening time on the Ethereal plane. PCs that leave the Isle before it vanishes will suffer no effects. PCs that leave the island on a parallel reality will find things radically different from their homeplane. If PCs wander off the island while it is completely Ethereal, they will most likely be lost in that state forever.

SAILORS

A hardy, honest group of six sailors obeys the command of their employer and captain. The six had joined at different times from different cultures, and have remained ever since. The captain is a native of Lethys with a trace of Elves blood. These sailors all work as a team to accurately navigate and repair the boat. Meanwhile, the captain alone secures contracts for shipping. All enjoy drinking, gambling, and telling outrageous stories. This group of seafaring shippers do not take risks and evade other ships and creatures the best they can.

MAD SAGE

This berserk human is the lone guest on this island. He was abandoned by his shipmates several years ago and driven insane by traveling through the parallel realities. He appears as an aggressive, hunched, raving lunatic covered in marsh grime and absent of clothing. He speaks many languages perfectly and will use them to quietly curse those he sees. He will ambush one visitor at a time searching for clues toward his own home plane. He will not go near the Pyramid.

THE SPIRITS

Three Spirits of various passion and vision reside upon this Shrouded Isle—the last servants of Kabis in this area (sustained by his Curse). The invisible Spirits exist solely on the Ethereal Plane, but are also tied to this island (also partly ethereal).

The least powerful of these Spirits is the feeling of Dread. One represents Madness, and the largest emotive Spirit radiates foreboding Despair. These three channel their influence through each other to create the Visions. By using these illusions, they distract visitors, allowing themselves to gradually drain the intruders' Essence and cause eventual death.

LAYOUT

The Shrouded Isle is thirteen miles wide and eight miles long. It has several lengths of thick dark forest and one lake with a large area of marsh. The shores along most of the island are tall cliffs, incapable of landing a boat. The cliffs are home to many exceedingly strange breeds of screeching birds. On the southern side is a small bay with a ship-safe beach.

The Isle has a multitude of ancient ruined walls of buildings long gone and remnants of an ancient landing post for armies. Most are covered with vines or moss. The wide lake has a considerable amount of fish and bird wildlife of unusually tainted evolution.

PYRAMID

In the approximate center of the island is a monumental pyramid. It is 240 feet tall and made of darker reinforced limestone, pockmarked with thousands of tiny air shafts. On the southern side is a steep stairway leading to the flat top. Upon the top is a huge building with an open roof.

Inside the building are large, white stone columns and slabs evenly spaced around the chamber. The slabs are tables four feet tall, nine feet long, and three feet wide.

This building is where the Spirits reside and perform their torments. Below the building are a series of secret passages and rooms containing ancient debris. In the bottom-most chamber is a statue of a child with four other bronze guardians.

Inside the Pyramid is an ancient, circular chamber with steep tapered walls, capped with a ceiling and a downward facing cone point. This dark granite feature points to the center of the chamber floor. In the level below this chamber is another, though smaller, room with an identical granite cone that points up to the ceiling, sharing the same axis as the one above.

Unknown to those living today, the Kabis ritualists always crowded the large upper ceremony room, circling, and giving their Essence away, forming a column of energy extending from the cone to the floor. The Essence stream hit the lower cone through the floor between these two chambers. This free energy was then absorbed from the lower cone by six Kabis Priests, enabling them to cast fearsome spells in terrifying rituals in the privacy of their own lower ritual chamber.

THE TASK

The PC should assist Taberus and realize that the island is of more importance than suspected. There are many written words on much of the ruins in countless languages, and Taberus will demand time to decipher them—as long as possible if he can. If the Pyramid is ascended, the trespassers will need to deal with the Spirits (and more) to find the next objects.

START

The Top points some distance to an unknown location in the northwestern sea of Urulan.

The PCs will meet Taberus and be invited to attend his academic quest, seeing how the destinations are in a mutual direction. Along the way he would be more than happy to help the PCs find whatever it is they are looking for.

After days of travel, the entire group would arrive at the sea-site and actually find the island, thanks to Taberus's calculated time. All around the Isle for several miles are occasional fluctuations similar to mirages. These distortions in perception are not destructive, only annoying and an indicator that this area is not natural. These anomalies permeate everything on and around the island. The Top points to this Isle and then the Pyramid on it. Apparently Taberus's quest and the PCs' target is the same place.

HELP

Taberus is far more knowledgeable about this place than anyone else. However, he will not tell the full truth concerning this site. He is still studying the island and is still not sure about the repercussions. The sailors won't even bring the main ship close to shore. They will allow the PCs and Taberus to borrow a smaller row boat to reach the southern beach. The sailors will stay within sight of the beach, but will leave when the Isle vanishes into the Ethereal plane.

OBSTACLES

There are a multitude of wild beasts, an insane sage, the three Spirits, and the Bronze Golems within the Pyramid itself. The PCs do not know exactly what they are looking for.

REWARDS

The 8 opals in the eye sockets of the Bronze Golems are of primary importance. The academic repercussions of the writings among the ruins could tie several continental mysteries together in a solution. Perhaps even bring a hint of the forgotten subject of Kabis into the world of academic discussion again.

ENCOUNTERS

The first encounters deal with Taberus and the sailors, which should not be too difficult. The rest are of a more malicious nature.

ISLAND

If traveling through the forests, there is a high probability of running into groups of Wood Gargoyles. If near stone ruins, it is likely that fewer, but stronger, Stone Gargoyles will be found. They are noisy and vicious. They will fly or run away only if injured significantly, to find reinforcements. Stone and Wood Gargoyles normally fight each other but they will fight intruders together.

The Mad Sage lives in the largest portion of the marsh. He occasionally screeches like a bird and likes to think he can talk to them. He is not interested in killing people, but rather in subduing them and finding out where they are from. If cornered, he will attack without thought or mercy.

PYRAMID

The three Spirits are invisible. The Spirits will carefully examine the PCs with no effect for several moments while the explorers examine the interior of the building on top of the Pyramid. Then the Spirits will perform a series of illusions of incredible realism. This will ename the PCs while the Spirits exude their properties, turning the PCs into unactionable states of crying, depression, shock, lunacy, paralysis, and eventual unconsciousness.

THE VISIONS

The Spirit of Dread will whisper, "Do you remember?"

The PCs will experience the first Vision: the loving rulership of countless societies of billions. Benevolent kingdoms, continents, eons, and generations of thankful gracious citizens. Then they will witness mind-twisting horror, as planar hordes of the Unlife instantly sweep across existence, destroying utterly the multi-millenia of order, harmony, and humanity.

The Spirit of Dread will whisper, "Do you remember home?"

The PCs will then feel themselves helplessly pulled through the outer planes and placed in the furthest Void. They will slowly feel the Voidal forces peeling their layers of being away; body, mind, and spirit, exposing the very last dark grain of the soul. Absolute and consuming darkness devouring all it wills. The PCs will feel that they are actually being destroyed by being immersed into the Unlife.

The Spirit of Dread will whisper, "Do you remember the Vision?"

The PCs, being reduced to the darkest and smallest core of their being, shall see a dim point of light an infinite distance away. Then concentrating upon it they will witness creation anew, the disease and disturbance of Life shocks the PCs' new nature of entropy. The PCs will feel the urge to grab, secure, or extinguish this new found light, to end the torment of the Void. It is then that the PCs will notice that their own form has changed. Through ambition found in the Void, they are now an unrecognizable mass of loathsome tentacles, newly made into creatures of darkness, chaos, and unlife.

The Spirit of Dread will whisper, "Do you remember the War?"

The PCs will feel themselves as huge floating Voidal creatures sweeping their tentacles through and across the surface of a planet, absorbing the Spirits of those freshly killed. Entire cities, populations, and armies are the sustenance of the Unlife, the purpose of chaos now found and expanded upon Kulthea.

The whisperer recites, announcing the fifth Vision, "...Run..."

Suddenly the PCs will notice the visions have stopped and they will very uncontrollably run away, clamber back into the boat, row to the ship, and sail back to civilization. The PCs will believe that entire days or even a week has passed when the whisperer is heard again.

"Do you remember your duty?"

GM Note:
The only way a PC may react at any point while confronting the three Spirits is by: 1) Perceive, by magic, through the Illusion powers or successfully dispel them as they are created. 2) Resist the natural effects of the Spirits. If not, they are effectively immobilized into helpless quivering states.

The GM should role play the group during the fifth Vision. Give them a false sense of security and hope, to simulate the complexities of these Spirit's powers over mere mortal consciousness. If PCs fall into evil temptation, they should be taken out of the campaign due to the extent of change involved, balance, and role-playability.



GM Note:
The living Corohur is required for Sarasaer to complete his curse. Once his specter form kills Corohur, Sarasaer's body and evil spirit will be rejoined and come back to life.

By then the PCs will notice that they are back in the chamber on the Pyramid top on the Isle, a terrific and grand shock designed to cripple creatures of material form. The PCs should be unconscious from this series of Visions and the radiated effects of the Spirits. If not, the Spirits will continue on to another more painful series of Vision-illusions. If PCs accept evil temptations, they will be adopted by Kabis. The Visions take two minutes each.

INTERIOR

In the center of the building on top of the Pyramid is a circular secret door in the middle of the floor, it may be sought only if the Spirits are defeated. This center slab has virtually no seam (-65 to detect). To open this secret door the tables must be pushed back, away from the center of the room by a distance of 18 inches. Metal rods are attached to the tables under the floor and fit into recesses in the side of the center slab. Enormous strength is required (each slab is an Absurd maneuver to move and a +20 minimum combined Strength bonus is required just to try.)

At the moment, the last table is pushed back, its attached rod will pull out of its bore and the secret door will open. A 5,600 pound disc of stone, the secret door precision fit to the shaft, will drop through it, breaking open the other sealed barrier at the bottom of the shaft.

Those standing on the center slab when released will be subjected to a +75 Fall/Crush when the slab hits the seal, and a +45 Fall/Crush with double criticals when both slabs break up and the PC falls to the floor with debris flying around. Extremely hilarious.

The internal chambers and passages are covered with decayed debris and unidentifiable remains. In the bottom-most room is an indestructible statue of a child (modeled after the Innocent Form of Kabis) and four, eight-armed Bronze Golems. The Golems will attack when the Top is used in the chamber or when any attempt is made to pull an opal out of any of the four guardian's eye sockets.

5. THE RESTING PLACE

"Vile beast!" screamed the manorlord, Corohur, as he took an aimed swing at Sarasaer's eyes, "Die by the darkness!"

Sarasaer, a superior swordsman and warlord, deflected the strike across the middle of his blade, pushed against Corohur's weapon and shouted, "Weakling! Now you will perish!"

Corohur, unable to match Sarasaer's strength, found his arm starting to waver and getting pushed away. The pair, locked weapon against weapon, arm against arm, started circling and struggling against each other around the throne room. Soon the manorlord's weapon arm became painfully pinned against a wide column. Then Sarasaer, with blinding quickness, pulled his weapon down and away from Corohur's, slicing a gaping wound across his foe's torso, a mortal injury.

"Strike now!" weakly shouted Corohur as he slid down to the floor of the chamber. Looking into Sarasaer's eyes and rage, he meekly said, "Lest this demon lives anymore!"

Sarasaer, suddenly gladdened by the surrender of his accuser, but not understanding why he said it, slowly approached Corohur. Corohur cried and tried to keep his blood and essence from escaping the heavily flowing wound, on the verge of unconsciousness and death.

"Fool!", screamed Sarasaer, "Your kind does not understand! I am an Elder Dyar! It is my right and will to command your demise!"

Suddenly the air, Sarasaer, and his anger were punctuated with the slight whistle and heavy thunk of an arrow piercing his heart.

Sarasaer looked dumbly at the arrow head pointing out of the front of his chest. He laughed hysterically for a moment. Then he tried reaching around to feel the arrow shaft sticking out from his back for a few seconds. Unable to accomplish this he then said, "Corohur...you must have brought your only brother, that is good."

Corohur's brother, Syth, stepped out from behind a tapestry, some distance away, ready to let fly with another arrow. Corohur, still alive, chuckled to himself.

Sarasaer shrieked for some time, the echo resounding through eternity. Then as choking blood filled his lungs he said, "I curse you...your families to death...expunged!"

Sarasaer fell to his knees, blood gurgling in his throat, his eyes fluttered, glimpsing majestic splendor for the last time. Finally the warlord fell dead to the floor. Corohur smiled as he died, knowing that Sarasaer was dead as well. Syth slowly stepped towards the fallen pair.

"Now I am warlord," Syth gently announced to them. And he was, for three years.

—The unknown circumstances surrounding the lives and deaths of the now vanished warlord and manorlord of Plasidar 3,000 years ago.



THE TALE

Ancient rivalry and jealous greed between an Elder Dyar and several manors have created the present situation, where one Dyar will walk in, and another may walk out.

NPCS

COROHUR

The last descendant of the Corohur family, the last to be summoned forth, the last to die by the curse. No other survivors exist of his or the Syth family. Only he knows the lore of his predecessors and the curse of Sarasaer.

He is a well-grown specimen of his race, six-and-a-quarter feet tall. He has light gray hair and disturbing gray-white eyes. His manners are kind and gracious, but beware his rare fury.

SYTH

This Dyar now exists as a Wraith, preserved and tortured, for he was killed by spirit magic, three years after he killed the warlord. Twelve Dyari Sorcerers took the spirit from his living body, destroyed his material form in Dark Fire, and bound his soul to Sarasaer's.

SARASAER

Also preserved by the dozen Sorcerers, was the Warlord. They spent two years embalming the delicate Elf remains and directing the tomb construction in secrecy. His form was changed to that of a Specter, possessing a sinister, altered personality. His focus of existence is the altar that his preserved body is laid upon.

LAYOUT

This adventure transpires on the Dyar controlled island named Plasidar.

CLIFF

Along a particular stretch of coast on the northern shores of Plasidar is a huge cliff side. It towers 700 feet into the air and straight down to the bottom of the sea. No ship can maneuver too close to the smooth cliff wall, for fast currents and tumultuous waves would crush it between water and rock.

Upon the top of the cliff are scattered trees and bushes, with tall grasses and weeds covering the plateau. Seventy feet from the rocky edge of the cliff is a black granite column, one-and-a-half feet in diameter and eight feet tall.

UPPER CAVES

This series of lengthy caverns and passages were eroded by water flow, which has stopped long ago (because the sea level has dropped). The stone is of very dense, ancient, sedimentary rock.

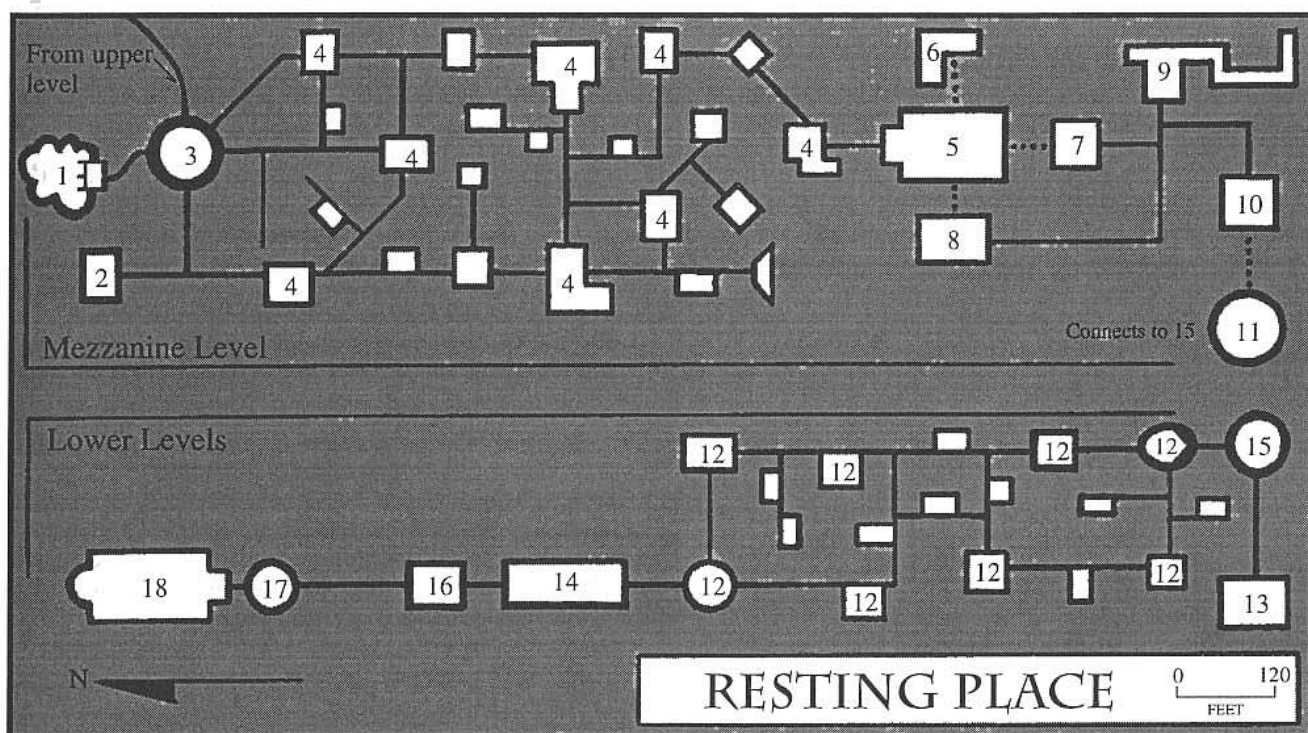
In a deep grotto, there is a secret door (-50 to find) that leads to a hewn passage. The tunnel empties into another cavern. At the far end of this passage is a wide stone door with mighty bronze fittings. On either side of the door are dark stone statues of Elves with drawn weapons. The stone door (Absurd maneuver to open) leads to a winding passage that curls around and slightly downward and finally to the mezzanine level entrance.

MEZZANINE LEVEL

1. Locked Door: Behind this doorway is a balcony that overlooks a 400-foot-deep chasm. It extends upward 70 feet with a 60 foot width and length.

There is a permanent 7th level placed upon the balcony (RR) causing those who fail to jump into the pit.

2. Room of Writing: Across the walls of this wide and tall chamber are the obscure writings of Dyari poets, mages, and priests. It would take days to truly decipher the intricacies of the prose, a majestic discovery indeed.



Resting Place



In fact, the writings are true gibberish; by using diverse styles and dialects, intruders are kept studying in the room. Meanwhile, particular molds actually live within the masonry of the room. The nearly invisible molds cooperatively exude a clear, odorless, 15th level gas (RR) which will gradually cause the following: sleep, coma, and death in three hours to those who breathe in this room.

3. **Junction Chamber:** In the center of this room is a wide fountain. The water is actually fresh and fish can be seen swimming in it. It almost looks inviting.

The water radiates a 10th level suggestion effect (RR) to make delvers drink out of the fountain. The water itself is a 6th level instant unconsciousness poison that lasts for up to three hours and puts the drinker at -70 for ten days until the body can purge out the toxins. If a fish is caught (-50) it will immediately fall apart, its body long-rotted and Undead.

4. **Chambers Despair:** Throughout these passages, chambers, and caves covered with debris are no valuables of any sort.

Wandering back and forth through this area are the guests. See Room #8 below.

5. **Reception Room:** Double doors of bronze block the way into this semi-royal appearing room. It has two rows of thick columns and an empty sarcophagus on a dais.

Standing behind each column is an armed skeleton. They will only attack when all explorers are in the chamber. In addition, they do not radiate magic until they attack. There are three separate secret doors (-30 to find each) that lead to other chambers.

6. **Sleeping Guests:** There is an open door of petrified wood, and beyond is a room with two stone slabs, with one mummy on each. They will rise from their death slumber when they hear intruders approach the door.

7. **Pit Trap:** An 80 foot drop, fifteen feet in diameter, opens when more than 450 pounds is put upon it (then it closes).

8. **Magical Guests:** Six skeletons in sparse clothing of various origins stand in a circle in the center of the room. They will cast spells individually or together by using the circles that are attuned only to them.

The circles will allow the skeletons, if all six are still functional and within the inner diameter, to cast up to 20th level spells. One of the outer circles gives the skeletons a +25 RR, -25 EAR vs magic.

9. **Thirsty Guests:** Five coffins stand against the walls of this narrow wandering chamber. The floor is covered with savaged remains and debris. Within the coffins are five blood-thirsty, frenzied Wights. They will all leap out when the first coffin is approached.

10. **Guest Rulers:** This spacious chamber has two sets of columns (once painted), and many tattered tapestries on the walls. Almost frozen in attention and hidden behind the remnants of the tapestries are Ghosts. On the far side of the chamber from the entrance is a dais with two skeletons standing atop it. The skeletons will cast spells while the trespassers enter. Then the Ghosts will swarm out and devour the living.

11. **Revealing Room:** Across the walls of this circular chamber are further Dyari writings, confusing and difficult to comprehend. It seems that this place is a dead end.

Hidden in riddles and prose are the clues regarding what to do. One must say aloud, in any language, "I am Master!" the only thing that will make Sarasaer challenge the statement and open the secret door. This slides away, revealing a spiral staircase leading down.

Corohur would be willing to challenge Sarasaer and utter the words. However, even he will find the text mystifying.

LOWER LEVEL

12. **Chambers Bare:** These chambers are empty of any debris and valuables.

Wandering back and forth in this area are the Bares Shadows and Bare Ghosts.

13. **Ashen Bones:** The floor of this room is three feet lower than the level of the passage. But covering the floor is a thick layer of ashes, bones, and corroded weapons. No matter what, seven skeletons will animate from the piles and attack so long as there are intruders in the room.

Some of the ashes and bones of his Human enemies were collected by Sarasaer when he was alive, now they protect him in his state of death.

14. **Enemies Hall:** Twenty-four statues depicting individual Humans and Elves killed by Sarasaer stand against the walls. Dyari writing on each base tells their tales.

These statues are the focus of Spirits who radiate a 24th level feeling of impending doom and panic (RR), -1% activity per 1% RR failure.

15. **Four Statues:** Each of these Troll like statues wince and sit hunched down onto their bases.

Together they radiate a 12th level continuous pain effect (RR) -1 hit / 1% RR failure.

16. **False Ruler:** Syth the Wraith resides within this empty chamber. His hollow screech will curl the air as he attacks the first person to enter. Only if he is destroyed can intruders go down the stairs behind him.

BOTTOM LEVEL

17. **Locked Door:** Beyond this door is a circular chamber and a swirling column of Dark Fire, an Elemental Guardian. Opposite of the entry is another, similarly-locked door (-40 to open).

18. **Sarasaer:** Upon a jet black altar is the healed and preserved body of the warlord, holding in still hands his prized blade. Hovering above it is his Specter, waiting for Corohur. Beyond the raised altar is a huge alcove with iron-strong webs criss-crossing its ceiling and walls. Hidden below the webs is Sarasaer's treasure with his Undead pet Spider.

THE TASK

Somehow the PCs, provided the Top and other objects are still possessed, must overcome the journey, clamber into the cave-tomb, and find the Rod.

START

After negotiating with the Spirits and Golems of the Shrouded Isle, the PCs must have gained the eight opals, for the Top only then will lead to the Island of Plasidar. By navigator, boat or land, it is a long distance.



HELP

Corohur is the only person on Plasidar willing and able to assist the PCs. The Top will point as far as the caves, no further, for the magics of Sarasacr will render it inoperable. Corohur should be alive (though perhaps wounded) when the group moves to face Sarasacr.

OBSTACLES

The first inanimate difficulty is the climb down the cliff by 400 feet. Sometimes the sky is clear and still, other times it is pouring rain and howling winds.

The Top malfunctions when within the caves and chambers of the tomb. It will point in random directions and indicate different distances. However, the Top will still glow when in the presence of the target.

Besides all of the traps and creatures in the burial complex, there is one other situation. If Sarasacr manages to kill Corohur, his soul power would be absorbed, giving the warlord a chance to live again. This is a fate for the PCs worse than dealing with Sarasacr as a Specter.

REWARDS

Obtaining the Rod is the primary target, though the treasury of Sarasacr in general is quite magnificent. Some of his valuables were stored here after his demise. But most of it is composed of items once carried by intruders now dead. Equipment of the families Corohur and Syth can also be found here.

In the alcove are 4,500 gold coins worth of furniture and heavy artwork. Strewn about the alcove and placed into vases, trunks, and open coffers are 4,327 silver coins, 1,181 bronze coins and 653 gold coins. Within a huge serving jug of stainless steel are 71 gems worth a total of 450 gold coins. Stuck to the webs are 41 coins of glittering jewelry worth 1,350 gold coins.

Locked within a chair's arm are two rolled up scrolls with enchanted and obscure Dyar runes. Mixed in with the gems in a steel jug is a piece of inconspicuous amber. Once belonging to the manors of Corohur, Syth, and Sarasacr, are 9,000 gold coins worth of non-magical Dyar weapons, armor, and equipment (up to +10 bonus on some items).

ENCOUNTERS

Anyone who comes within three feet of the black granite column will cause it to activate and emit a low hum. Within a few moments, Corohur would appear from behind some trees, saying, "Peace," in Rhaya.

After telling the PCs about his family saga and part of the curse, Corohur should team up with them, because, as he explains, "Those of the family Corohur and Syth are now gone, save me. Every time the column has been approached, we were taken by magic, one by one. None have returned from the call of the black granite, for it is Sarasacr's accursed beacon. No matter how I ran and hid, it still found me. Now I must face him and fight for life!"

Only through teamwork will the PCs be able to save themselves from the guests, residents, and rulers of the Resting Place.

6. THE GEOMANCER

"Before the Four Century War, in northwestern Emer, was the Kingdom of Gold. Ancient songs called it a place of beauty, a capital city trimmed with precious metals and jewels. Yaera, it was named, a learning center of impressive magnitude. Great heroes and villains of Emerian Legend called it home. Abandoned in its prime, for reasons mysterious."

—Excerpt from a secret tome in the Inner Sanctum of the Directorate Hall, within Sarnak City. Written by an anonymous Amazon sage 2,800 years ago.

THE TALE

The Mountains of Gold were once inhabited by entire villages, towns, and cities dependent upon the ores found in the Underearth. However, this millennia finds them nearly abandoned, traveled by wanderers. There are a few settled sites, but these are small, worthless places. The Geomancer has decided to live in this remote ridge, secure and away from the general continental affairs.

According to the Geomancer's version of this region's forgotten history, those of his order helped the human populace find the veins of metal ore during the Second Era. During this time, a mighty Geode was detected by the Geomancers and quickly extracted by the miners. It was brought to the capital city of these mountain peoples and put on display. The regional King, the Geomancers, the Priests, and the sages studied it, not suspecting its true nature.

It was then that the greatest Geomancer of the time, in the middle of the night on his own criminal accord, split the Geode with sorcerous powers. Upon opening, this Geomancer disappeared with one half of the Geode, the other remaining half later became known as the Gate of Yaera.

Shock rode through the powerful classes right after the transgression, for a spell-user had disobeyed the King. All the Geomancers and most other spell-users were taken prisoner and tortured, forced into exposing the secrets of the earth and magic. Then the mountains were ravaged with uncontrollable mining, extracting perhaps the last lodes of jewels and metals. Huge rituals were performed to give the King immortality.

The Gate and destiny acted against these people the economy failed. More cave-ins, rampant diseases, and other disasters destroyed them. The remaining Geomancers and spell-users were executed as the regional resources failed. The deified King was slain in the last of several revolutions. This resulted in three weeks of chaotic anarchy before the complete abandonment of Yaera.

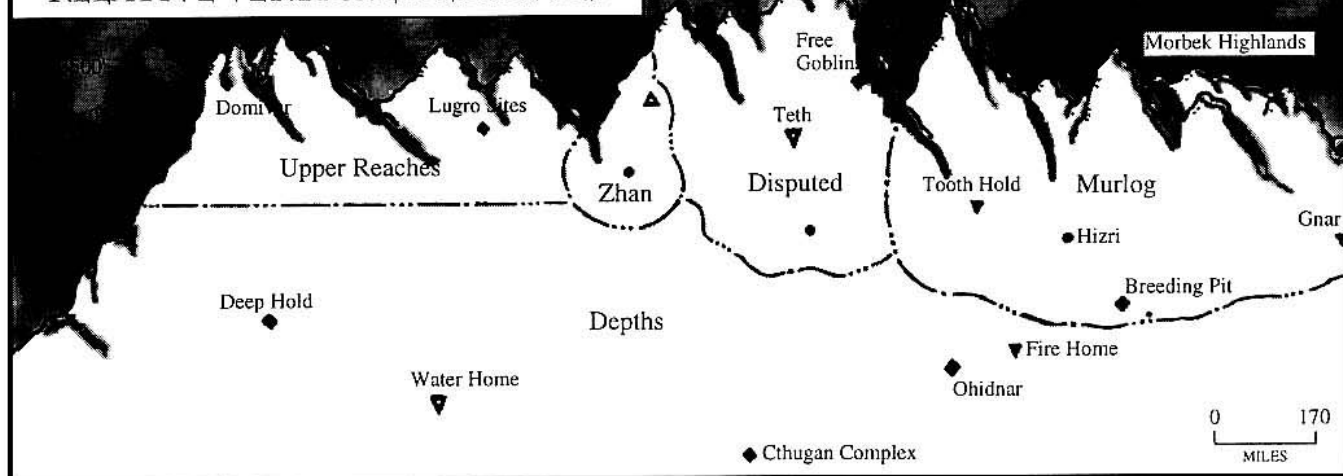
NPCS

GEOMANCER

This man is of Laan blood, six-and-a-half feet tall with dark blue eyes and shining black hair. Always worn by him is a gray robe with a mottled stone appearance. About his forearms are jeweled bracers and around his neck is a pendant with a huge diamond. He wears a smile and apologizes if any slight has occurred.



ADVENTURE LOCATIONS: RELATIVE VERTICAL DISTANCES



*Adventure
locations:
relative vertical
distances*

Secretly he has learned some of his powers through the Gate of Yaera; he believes from the vanished Geomancer who uses the other half of the Geode at times. He enjoys scrying and deciphering the images within the portal. His greatest desire is to traverse the planes and gain absolute power, a goal that will soon occur, for he has almost mastered the complicated energies. He will let no one stop him in acquiring his vision or take the tools to help.

THREE ADEPTS

From different realms, this trio has gathered under the intellect of the Geomancer. They study the earth, the Geode, and their master's techniques with precision. They are fervent in their loyalty to him as well.

THE TASK

Since other affairs have been settled, the new destination has been indicated, provided the Top and other objects are still in possession. The PCs must now follow the Top to the Mountains of Gold and determine the best way to handle this northwestern Emer group.

START

After significant hardships, difficult travel, and near-perilous engagements with the Temporal Servants, the PCs find themselves at the feet of the Mountains of Gold. After several days of wandering and diagnosis, they should be able to determine that the next objects are buried in the mountains. But which caves or mines lead to the target?

HELP

By sheer coincidence the PCs may meet the Geomancer, walking to or from the Gate of Yaera. What better help could there be than a spell-user specializing in earth powers and understanding? He would be very willing to assist the PCs in attaining their goal. Furthermore, the Geomancer will invite the PCs to stay in his sanctuary within this mountain wilderness.

OBSTACLES

An obvious problem is that the PCs do not know what the next object is. The greatest hindrance to finding the next objects is that they are buried. Deep inside the mines, through collapsed and distressed mountain core, they are secure

within a reinforced dome-shaped chamber. The resting place for the four diamonds within this awesome vaulted cavern is the bottom of a glimmering pool. The PCs must retrieve the objects with great difficulty, for the water makes the diamonds nearly invisible.

The waters of the pool, while within the pool itself, will deliver an unmodified, 35th level Holy Critical to any Evil, Chaos, or Unlife beings, including Humans (RR).

In addition, the Geomancer will be seized with greed, desiring to have the jewels for himself. He will plot the deaths of the PCs and perhaps use his adepts to help him in a later ambush.

REWARDS

The Top indicates the four diamonds as the main objective. This group of crazy spell-users is not poor. The furnishings alone are worth 600 gold coins in any fair sized market.

The Adepts have a total of 485 gold coins and 328 silver coins. They also have a 47 piece set of exquisite chiseling and sculpting tools (+15 enchanted stone working kit). In secret wall cubbies (-45 to find each of the three) are 65 coins of raw topaz worth 450 gold, 27 coins of raw ruby worth 700 gold, and nine coins of raw diamond worth 210 gold.

The Geomancer possesses 117 gold and 643 silver with 60 gold worth of nice clothing in a locked trunk (-45 to pick open). On his person are rich robes and a hefty diamond gem. His hidden library is worth 12,000 gold coins to the right buyer.

ENCOUNTERS

Perhaps, out of coincidence, the PCs find or are found by the Geomancer. He would be more than happy to guide explorers into the Underearth, opening passages with magic, and safely warning them about other dangers. A true gentleman for sure, is the Geomancer, who will demand the PCs return with him to his home for recreational purposes. After seeing the four diamonds, however, he will wish to take them. But he will keep quiet while he leads them to his sanctuary.

In the middle of the night, while the PCs sleep, the Geomancer will order his adepts to slay them. Each adept will then conjure an Earth Elemental for assistance and move in for the kill. The Geomancer, hanging back, will summon five Earth Elementals and awaken his two Golden Golems as reinforcements. He will charge in with his companions if the adepts are failing.



7. SCORPION RIDGE

"It was while traveling atop the Izaran Crest of Emer that I chanced upon a lone solemn human warrior. It was a comfortable evening and he appeared to be cooking some sort of bird with some already prepared bread. I greeted him and he invited me to stay the night. Safety in numbers. So I offered dried meat and preserved berries to augment the delicious meal. And he told me of a strange place, Sagaroth he said, a city Underearth. That night he told me of fantastic subterranean places and even how to get there.

The next several weeks I followed the warrior's directions and entered the Scorpion Ridge. I wandered amongst caves of many shapes and length and eventually found it. Nothing prepared me for the sights I was to witness in the next fourteen hours!

An entire city carved out of the side of a gigantic cavern! There were stone columns hundreds of feet tall and enormous walls of the same height sticking out into the cavern with many humanoids living in them. Homes, tunnels, other caverns, businesses, and places of indescribable underground cultures were here. There is much to learn in this multi-racial community. It was a pity I had to leave too soon, but I was in danger the moment I arrived. Sagaroth must be a future target for analysis."

—TE 6,037

Report from the Loremaster
Randae Terisonen.

THE TALE

The surface-dwelling cultures around the Morbek Highlands and further out are nervous. Night-time pillaging is becoming more frequent. People are being killed and eaten during these raids. These unpunishable evil acts torment the minds and spirits of men and women. Many will refuse to speak about these very common fears, afraid that if they reveal thoughts about what is happening, they will surely die. However, children's tales reveal much: from impish ravagers playing tricks on stupid farmers to regional war with noble realms. Wisdom can be found when one looks and listens.

NPCS

These characters are found in Sagaroth itself, persons unique to the influence of Kabis.

CANTUS FAMILY

This family members were appointed, sixty years ago, to be the Petty Lords of the Human Section of Sagaroth. The current father, Cantus, has three wives from different regions and five sons who obey him unswervingly. Cantus has black hair, brown eyes, and a lengthy beard. He wears chain mail most of the time under his red robes. The wives wear thin clothing of various colors and are exceedingly beautiful. His sons are of mighty stature, like their father, and are always armed.

They live within perhaps the most comfortable place in the Human Section. The fourteen semi-spacious rooms are all well furnished each with a separate kitchen.

Four hundred years ago the Cantus family stood against evil and fought it valiantly. However, the paths of Cantus and Ikara crossed and the Prime Empowerer laid a dreadful curse upon them. No longer does the Cantus family fight evil, or good for that matter; rather they have developed and now relish the taste of human flesh. Now the family, mired within this curse, will invite other people frequently to dine with them in order to spread this hex even further.

IKARA

The truest and most secretive servant left to Kabis on the continent of Emer, her true name is forgotten (as she was born centuries ago). Ikara appears to be no more than twenty years of age with intriguing brown eyes and hair. This Prime Empowerer wears robes of burgundy and usually carries in her hand a blood red orb, two inches in diameter.

This Prime Empowerer is one that anoints those who have taken evil into their hearts and turns them into Revelers. This is also a woman who carries and glorifies the power of Kabis. Ninety years ago she moved to Sagaroth and brought the Cantus family with her.

She converses and channels to Kabis (and his Spirits) all the time, and she is far more aware of local to worldly events than Ubica, Gray, or just about anybody else. Because she would be aware of any enemies, she would also have had ample opportunity to perform a ritual with assembled participants. Enabled by the ceremonies' power, she could direct any number of spell effects upon her opponents from leagues away.

DAMAS

This Procreating Demon of Kabis appears ceremoniously at the Musician Shrine to commit carnal acts. He may take any form and appear as hideous or as enchanting as he chooses. Normally he takes the form of a ravishing blond female in order to become impregnated and thereby further populating Kulthea with Half-Demons.

LAYOUT

Entirely transpires within the Scorpion Ridge, with the possibility of a short stop over within Sarnak.

THE TASK

The PCs should safely enter the Scorpion Ridge and follow the Top, as it indicates the direction to proceed. They will be presented with hazards of the Underearth as they retrieve the next object. After obtaining the next object, the risks of escaping alive are presented.

START

After considerable travel and hardships while following the Top, the PCs find themselves facing the Scorpion Ridge. Usually mountains mean extensive exploration time; therefore, supplies are needed. The easiest place where these can be purchased is the realm and city of Sarnak. This presents a chance to explore a new culture, lore, and economy. The city of Sarnak is a safe haven even if tall dark towers block most of the view. The food is decent and the wine is cheap.



If adventurers politely ask around for information about the mountains, they will learn that it is a source of mysterious trouble to the surrounding regions. Only after sufficient queries will they learn of a particular tracker named Jahina. Jahina would be willing to help the PCs into the mountain range. However, they will have to go around the large Goblin territories. She has seen many cave openings in the mountains far to the west.

After a minimum of 15 days of travel up the treacherously steep mountainside, Jahina finds a huge cave entrance. The PCs will notice the Top pointing at a slight angle downwards indicating that the next object rests deep inside the mountain. The cave entrance leads to a major tunnel that gradually branches out into hundreds of directions. It is a mountain maze filled with danger, ruins, and death.

HELP

Jahina and Romdala are two NPCs willing to help or join adventurers, provided the compensation is worth it. Ubica and Gray are very neutral concerning the affairs of delvers and would be unlikely to hinder them unless they committed a hideous crime in the realm of Sagaroth. The realms of Teth and Zhan would be willing to offer temporary sanctuary if needed. There is no other assistance in the dark regions of the Underearth.

If the PCs actually dislodge the Ruby Dwarf Heart, only then would reinforcements come. In a sudden startled jolt, some Dwarves would feel the Holy stone's beckon. Most of the Deep Dwarves would feel it, and send half of their scouts out to seek it. Most important of all, Naram-Pyr would sense the Ruby and make an immediate expedition, bringing a third of his Zhan army with him.

Adventurer in trouble



A more complicated factor is the Nameless Ones' foretelling to the four masters of Murlog. They would be unsure of the PCs' part in fate, and perhaps make a mistake in judgment, altering destiny to their disfavor.

If the PCs infiltrate Ohidnar, take the Ruby Dwarf Heart, and escape the Earth Demon, they could be approached by two creatures. The first being is the Earth Sileth's King. He would be willing to help the PCs fight the Earth Demon (in a tactical situation he could stop his kin from acting for two rounds before the High-King regained influence). The other creature is Uxxa, a crystalline humanoid who could help the PCs against the Earth Demon in exchange for the vast number of Essence gems in the Ohidnar treasure hoard.

OBSTACLES

Every race, except Humans and Dwarves, will be hostile and usually attack. Sagaroth is somewhat safe. There are chasms, pits, traps, cave-ins, random encounters, and thousands of other risks in the mountain cave systems. It will take approximately 18 days of perilous travel to find Sagaroth.

After leaving Sagaroth, it will take a minimum of another 45 days to find the severed and hidden entrances to the Lost City, Ohidnar. The task of sneaking in and taking things from the bottom of the Murlog realm and the Earth Demon should be interesting, especially when the PCs have no idea what they are getting into. If the PCs actually get away from the High-King with the Mace Head (especially the Ruby Dwarf Heart), an entire Goblin army would be sent out to kill them.

REWARDS

The Mithril Mace Head is of primary importance and it is located between the toes of the High-King's statue. There are plenty of baubles to be picked up along the way. If Romdala notices the Ruby Dwarf Heart, he will make every attempt to secure it for his people. Romdala will demand the PCs' assistance in this matter.

The Cantus family own a residence worth 3,100 gold coins. Total value of the luxurious furniture and wardrobe is worth 650 gold coins. On their persons, placed in dresser drawers, or hidden behind secret panels (-25 to find) are 3,750 gold coins worth of jewelry and 373 gold coins with 977 silver coins.

The old man Cantus has a poisoned blade so thickly envenomed with the dried toxin that it is useful eighteen more times before the extract is too weak. The poison is 12th level and causes paralysis to an affected area (limb now useless, torso stops breathing, head goes coma, etc.) Tucked behind his belt are three oral doses of antidote.

Ikara wears all 80 gold coins worth of jewelry that she owns. But hidden in her 900 gold piece home, near the main floor of Sagaroth in the Human Section, are 1,600 gold coins. In her hands is a blood red orb and around her neck is an ordinary looking silver chain.

If the PCs actually kill the Prime Empowerer, four unknown but critical objects are hidden in her home. The first item is a map showing an island in the Bay of Izar. The second map is some sort of cavern trail. The third piece of paper is a sketch of a gigantic twelve-part maze. The last item is a script to a highly unusual ritual, called Muntak. PCs might not identify these papers as being of any importance and may abandon these scrolls.

ENCOUNTERS

Through the upper reaches there is a huge menagerie of creatures to deal with. Some are intelligent, but most are not and would consider PCs as food. There are vast tunnels, wide vertical shafts that pierce the mountain, and ancient ruined complexes with many dangers to be imagined.

In Sagaroth itself there are many factions to deal with. Upon arrival, it is likely that PCs will meet Kthana and his mind tricks.

The PCs may even be invited to dine with the Human Petty Lord. The PCs may have a chance to recognize the characteristics of served Human meat. If the PCs confront the Petty Lord about cannibalism, Cantus and his family will try to kill them, to keep their secret. If the fight does occur, it is likely the Sagaroth guard will notice after several moments. The Sagaroth guard would seize everyone and bring the PCs and the Cantus family to the immediate attention of Ubica. If Ubica and Gray deem the PCs to be on the side of truth, the Cantus family will be publicly executed and the PCs released after polite conversation.

A lone musician may invite a PC(s) to watch a ceremony at the Musician Shrine to get them embroiled into a terminal ritual.

The Prime Empowerer will observe the PCs, understanding that the PCs may unwittingly help in her plan to free Kabis. Kabis has informed her about the PCs and their grand quest. The Prime Empowerer may actually follow or help the PCs.

The slavers or the abductors may see great profit potential in an attractive PC. A confrontation between the lone PC and the abductors could go either way. If the PC is captured, the other PCs may try to raid the slavers' warren in an attempt to free their companion.

Another potential situation dealing with slaves is that a beautiful servant falls in love with a PC. What would that PC do; ignore the affections, attempt to purchase the slave, or kill the owner and run away with his new love?

In the Depths of the mountain range are the Water and Fire Sileth, mysterious creatures to the rest of the denizens. The Naxan wander the depths destroying virtually any life for sustenance. In the Lost City, Ohidnar, are Earth Sileth, incredible War Trolls, champion Goblin fighters, Mountain Imps, and the High-King himself.

8• PRISON GATE

*"Though I lay helpless, yet I retain my voice...
To those of Knowledge, let them know Death...
To my Children, they will Prosper...
To those my Strength, let them Empower...
To those who Implore, they shall be Found...
To my Holds, they shall always remain...
Wait Kulthea, I shall explore again!"*

—The unknown Curse of
Kabis, uttered when he fell.

THE TALE

Fragments of power linger in forgotten places. A sterile island covered with jagged rocks is such a site as this. In the center of this particular island is a stone platform, known by a few evil beings, upon which rituals may be performed to open a gate. The exit point of this gate can be determined by the ritual leader, but control is limited by the amount of power mustered. Good and evil factions alike have used this ancient site. Within the past three millennia it has been used by the Unlife, and left abandoned as quickly as used, so as not to attract attention to the place.

NPCS

DESOLATOR

This former inhabitant of the Chaos Planes has a serpentine trunk thirty feet long, six arms of various usage, and six segmented eyes atop a wide flat skull. Thick multi-colored scales, spikes, and horns protect his entire body. A disturbing, dislocatable jaw appears large enough to swallow a mule.

He has strangely gained the influence over the insects of the bogs and lakes. His lair, among a cluster of large trees, is on the opposite side of the Prison Plane from the Bleak City.

DARK TITAN

This huge Half-Demon stands 42 feet tall, dressed in metal breastplate and greaves of intense black color. Around his neck are a heavy steel chain and a Black Eog sphere, inside of which is the Laen Ring. He is of absolute obedience to the will of Kabis, using his voice, mass, and hammer to convince others as well.

LAYOUT

The island is a circular, jagged affair with steep ridges and valleys. These features circle and twist around a central hill ring and a recessed basin. Inside the basin is a platform, made from a single piece of gray marble, 200 feet in diameter. Upon the top surface are carved and etched circles, symbols, and glyphs of forgotten languages and powers.

PRISON PLANE

The actual interior of this sphere is varied in geography. On one of the poles is a range and pinnacle of steep, jumbled mountains. These cliffs are dangerous to climb or fight upon. Between the mountains and marsh is a desolate waste of fine, dry barren dust and dirt. Occasional piles of rock give the only cover.



GM Note:

If the PCs killed Ikara in the Scorpion Ridge, they would have been able to take four pieces of information from her; a magic ritual script, two maps and an illustration as described in previous adventure, Rewards.

Stretching across the equator of the Prison Plane is a dense swamp with several lakes. It covers considerable area and is filled with numerous altered beings. Huge trees with large black leaves block any view when in the marsh.

Beyond the marsh are several chasms, slightly filled in with dirt, rocks, mud, or water. Towards the pole opposite the mountains are a series of mound-like colossal hills. It is upon the pole, centered within the surrounding hills, that the Shadow Hold rests.

THE TASK

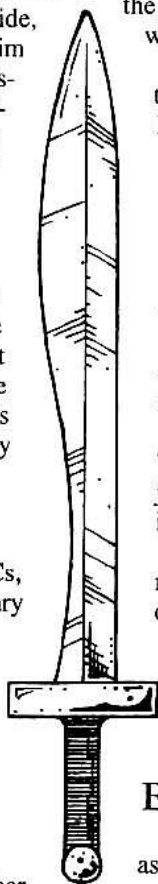
The PCs, if the Top and other objects are still possessed by them, will now face the final adventure. They must find the last piece of the artifact. They must also decide, when Kabis is finally revealed, to destroy him, set him free, or join his Unlife cause. Kabis and his imprisoned subjects have prepared for six millennia, awaiting a chance for freedom. It is unfortunate that the PCs are the ones who may walk into this orb of death, the first visitors since who knows when.

START

Upon the immediate assembly of the Scepter, the wielder will feel it point with a gentle pull to the northwestern tip of the Scorpion Range. The artifact will indicate the island and the stone platform as the destination point. It is from this place that the PCs must decide what to do, for the Laen Ring is a very unsuspected distance away.

HELP

If Ikara has agreed to accompany and assist the PCs, she would be very capable of performing the necessary ritual to open a gate to wherever the Scepter detects the next object. (She has secretly been to this island before.) Plausible advice on how to open the maze gate lock would also be given by her. (She has studied the maze work with care as well.)



*Typical
Sarnaki
weapon—
broadsword*

OBSTACLES

The first problem is one of regional distance. Another situation is the increasing waves of resistance by the Temporal Servants. The third barrier to success is the ritual to be performed. If the PCs get there without Ikara or her manuscript, they will find no clues about what to do. The Scepter shows the center of the platform and five feet into the air to be the target.

If the PCs actually make it to the moon Charon, there is a near weightless environment of terrifying tunnels. The entire moon is dimensionally warped, to a degree, by the presence of the Evil gods that call this orb home. It is an alien world. If the PCs do not have Ikara or her map, they could wander into the wrong passage system to sure death.

Protecting entry to or from the Prison Plane is the maze gate lock. The PCs will have to figure out the solutions before any other progress is initiated. The GM should construct 12 mazes of intricate nature (as the maze shifts from time to time, each further attempt will need a different set of mazes).

Once inside the Prison Plane, there are numerous creatures and beings set against the PCs. Eventually the Kabis hordes, the Shadow Hold, the Dark Titan, and Kabis must be dealt with if the PCs expect to take the last object and go home.

To make the situation worse, the Scepter cannot point to the last object when in the moon Charon or in the Prison Plane. The Top, however, can still glow from the recess in the Mace Head when in the vicinity of the target.

REWARDS

The Laen Ring is of ultimate importance, for it is the last object of the Scepter of Order. There are several other magic items that could be recovered as well.

Within the clutches of the Bleak City are 12,000 gold coins and 35,000 gold coins worth of gems and jewelry. Some of these objects are made from exotic metals.

The Desolator has sealed, in a vast living tree trunk, 7,000 gold coins and 9,000 gold worth of gems and jewelry. Kept near him or carried in one of his six hands is a ruthless metal staff.

The Shadow Hold has metabolized and isolated (almost digested by nature) a few trinkets in what could be considered a gullet. In this pocket are 4,000 gold coins worth of dark colored jewels. Among this pile is an evil rune, a mysterious potion, a fine weapon, well-oiled armor, a bizarre shaped mushroom, and a combat net.

ENCOUNTERS

Along the way to the sterile island, numerous problems associated with normal travel will always occur: diseases, arguments, bungled diplomacy, thieves and killers, inclement weather, etc.

Once on the island, the PCs will have to reach the platform and clear it of debris. Then, an eight-hour-long ritual must take place, focusing on creating a gate to the next destination and object. According to the required ritual, the name of Muntak is shouted, apparently it is the name of the destination

point. Unknown to the PCs, the gate goes to Charon, the Prison Plane, and to Kabis himself.

Upon arrival at the moon Charon, the attention of the dark gods and Spirits will focus on the PCs. These beings would be more than happy to let the PCs try to kill Kabis, completing a task the dark gods were never able to finish. However, if the PCs are destroyed, would these evil entities battle Kabis when he emerges onto Charon again?

Of all the dark gods, Keshtakai would likely intercept the visitors before they reach the maze gate lock, interviewing them for their worth. Of all the Charon deities, Kabis and Keshtakai are most alike in origin and nature. If Keshtakai finds disfavor with the PCs, they will taste his wrath; otherwise, he will let them proceed, laughing as he disappears. Keshtakai won't help the PCs, except by letting them live to reach the gate at the end of the cave called Muntak. Nor would he mention or acknowledge the name Kabis.

When the maze gate lock is touched, Eissa and Iorak will suddenly know that it is being used. They will observe as well, hopeful that the PCs can survive. But would the gods of Orhan interfere? Certainly they would not leave Orhan for Charon to stop the PCs. What would these gods of Life do if Kabis escapes from the Prison Plane?

After the twelve intricate mazes on the gate are solved, the portal will open. A huge rush of air will suck the PCs into the Prison Plane because of a difference of air pressure, (there is a 90th level magic pulling force as well (RR)) which will send them tumbling down a jagged tunnel of unforgiving rock. Once the last being within 300 feet is pulled through, the portal will close. Too bad for the PCs, that it won't open from the inside. (Only after retrieving the Laen Ring will the portal open, allowing the PCs to leave and walk against the winds.)

By following this disorientating tunnel, the PCs will emerge onto the top of grim mountains. From this position they may view most of the Prison Plane. They stand on what one could consider a pole.

The first group the PCs are likely to meet after coming out of the mountain tunnel are the Tresh, they have avoided the weakened grasp of Kabis. These forever-enraged Tresh will attack after several rounds of hidden observation and planning. Hiding under the dusty surface, in rock piles, or in bogs, the independent Xyr wait to ambush passing creatures.

Located on the other side of the marsh from the mountains the PCs are coming from is the Bleak City, a realm of Undead creatures of all species. Some of these citizens have always been here; others are the remains of intruders who became trapped, killed, and made servants to the will of Kabis. Now these dead beings parade through the streets, as if they were alive and well, carrying on with business as usual. If Kabis so wills, the creatures of Unlife will entreat the PCs to stay with gestures, even feeding them untainted food from the meager stock of normal fruits and animals left here. However, the Skeletal Horde will most likely attack the PCs and keep them from crossing the marsh. They have boats to help in this endeavor.

On the opposite side from the Bleak City along the lakes and bogs is the chaos being called Desolator. He is free of Kabis's grasp and commands the hosts of insects in the moist region. He might entertain or destroy the PCs.

Only if the PCs travel to the polar hills surrounding the Shadow Hold will they meet with the savage Demon Horde. This force would encircle and escort the PCs into the Shadow Hold, politely or violently, for Kabis wishes conversation with the intrepid delvers.

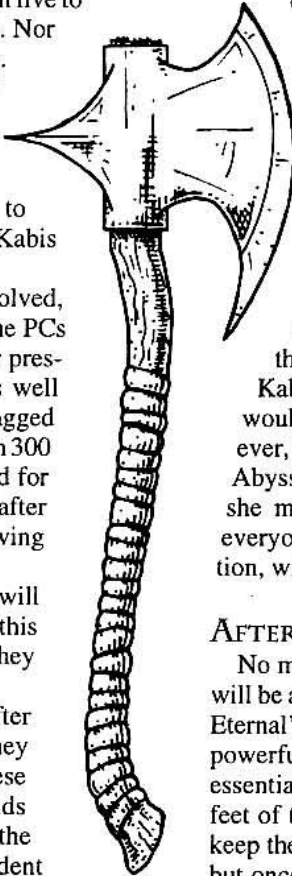
Kabis, being in a state of sheer ecstasy by seeing his potential freedom, will ask for the PCs tale. He wonders how much power and determination the PCs have, and tries to discover their weaknesses up close. He will weave subtle magics into the minds and spirits of the PCs, corroding their souls, hopeful to win the Scepter from their grasp for his immediate escape. If the PCs resist his guile and temptations, Kabis will shout the order to kill and take from the dead PCs the key he desires.

If Ikara has traveled with or distantly followed the PCs, she will probably assist Kabis in destroying them. In addition, if she only followed them, she could have brought former PCs who were lost to evil on the Shrouded Isle. She could threaten them with death if the PCs do not comply with Kabis, but more than likely the turncoat PCs would help to kill the adventurers as well. However, Ikara may notice the weakened Kabis and his Abyssmal Crown. Desiring the Crown for herself, she might help the PCs against Kabis or fight everyone. It is a truly grim and perilous confrontation, with many wild cards.

AFTERMATH

No matter who possesses all of the objects, they will be allowed to exit the Prison Plane, because the Eternal's imbedded magic into the Top is more powerful than Iorak's construction. The user can essentially leave whenever desired. Once within 150 feet of the portal, the user can open it by will and keep the maze gate lock ajar for as long as desired, but once through the threshold, the gate will close and not open until the mazes are re-solved.

Back into Charon, the PCs would have to flee back to the arrival point and perform a particular section of the Muntak ritual backwards in order to teleport to the platform, on the island, in the Bay of Izar.



*Typical
Sarnaki
weapon—
dava*

PART VII

APPENDIX

1. COMPLICATIONS

Things to hamper, things that distract, but by no means the final word. A mild selection of notions to consider before unleashing the PCs.

MELURIA

Perhaps the Blood Coven and the Stone Druids have a loyal pact with a Priest of Arnak, and to the cult of Thargondaak. So, if PCs take action against any of these three groups, the GM must designate a reply from all them!

SARNAK

A possible law: all men of any origin are not allowed to bring any weapons into the city, unless they have Directorate approval. Another law could be that men must be clean shaven to enter the city as well. This would definitely raise eyebrows among PCs.

It is fully possible that while visiting Sarnak, a PC may perform some male chauvinistic act or even break an Amazon taboo unintentionally and get arrested. So the remaining free PCs will inevitably try to get them out with diplomatic pressure. However, bad luck runs in streaks, and a probable PC remark will land the lot of them in the Holding Center. The Directorate would probably send the PCs out to the villages and estates to work the fields for a few days. Another option is that the male PCs could be forced into slavery for the female PCs whims for a few weeks, under supervision in the Cordial Atrium.

Perhaps a PC sneaks a weapon into the city or commits a major crime. It is possible then for that PC to become forced into fighting Gladiators in a variable number of matches, dependent on the severity of the crime and the GM's mood.

SCORPION RIDGE

As if it was not bad enough, compounding the Depths' dangers could be another dozen, living Sileth breeds. Another concept is an Underearth Sea, in the Depths as well. Within the waters is a mostly submerged city, now home to a subterranean breed of Mermen. Perhaps near Ohidnar is an Undead necropolis of Goblins, preserved and ready for the High-King's commands. Or even a dreaded Ash Lair entrance just beyond the Cthugan Complex!

ADVENTURE RELATED

1. Bazilar Deaths: Chanis has friends in the Blood Coven who help select victims and protect his plot. If he is discovered he could flee to them, to the cult of Thargondaak, or even to Ulor.

2. Villainous Trio: Perhaps Akavay, Jarlen, and Endal are separated across Meluria, making this adventure take a long time to conclude as the PCs try to track them down one at a time. Or, if the GM felt real nasty about it, the 24 rubies could be split two dozen ways across the entirety of Jaiman, residing in the protective grasp of 24 different owners of various causes.

3. The Entourage: With or without a caravan, the PCs must deal with the divided realms of Rhakhaan. These territories will incur taxes, duties, and tariffs (thievery?) on land traffic. Perhaps, on the other hand, Tokmar and his mercenaries are on duty in any number of regions, cutting apart those who defy them and their more-than-likely evil employer.

4. Shrouded Isle: The night before PCs leave with Taberus, they get drunk and wind up in an argument with a group of sailors. The next day the PCs not only discover hangovers, but that the sailors Taberus hired are the same ones they confronted the night before. On the way to the Isle, perhaps a huge bank of super thick, slightly glowing green, foul-smelling fog envelopes the PCs, Taberus, and the sailors' ship. In the center of the unholy mist is a ghost warship. Besides the gargoyles on the island, there could be lots of Undead, especially Ghosts, Spectres, Wraiths, Shadows, Revenants, etc.

5. Resting Place: There are all sorts of complexities and intrigue that could take place when venturing to Plasidar. Perhaps the PCs are offered wealth in exchange for information or the performance of some service. Then again, there is the possibility of the PCs being forced into slavery or outright killed. It can be considered an insult to the undying when mortals make their presence known.

6. The Geomancer: Instead of bringing the PCs back to his sanctuary for a later ambush, he could steal the four diamonds and seal them deep under the Mountains of Gold. Then the PCs, provided they can survive the dangers of Underearth, must dig out, find the surface, find the Geomancer's sanctuary and attack it.

7. Scorpion Ridge: It is certain that the PCs will walk into the middle of differences between petty to mighty beings, causing untold and dangerous diversions from finding the Mithril Mace Head.

8. Prison Gate: While this adventure is already ridiculously perilous, it is absolutely possible to make it worse. All a GM would have to do is add another dozen high level, planar entities to the Prison Plane.

MICRO-VENTURES

Lidasa's Priest: The troubled Cleric of Lidasa is losing his congregation. The populace is becoming more barbaric. He cannot influence the people anymore and he tries to hide his failure with alcohol. Now he is an incoherent drunk, ridiculed by the remaining citizens and arriving criminals alike.

The truth is that the Lidasan Priest is secretly under spiritual attack by several members of the Blood Coven. They torment his sleep with nightmares and spread whispered rumors about him to the citizens. Would honorable PCs allow this plight to continue?

He was right behind me: On a dark night or overcast day, PCs wind their way through crowded Sarnak City streets. Perhaps a young, male, spell-using PC suddenly disappears while the other adventurers continue on, that is, until they discover their comrade missing. Baffled, they will back-track, rush about asking questions, frantically searching for their friend. Maybe, with just a slim chance, they will see the missing PC's sandals and feet sticking out of a large sack, being carried by grim, unnoticed Amazons some distance away, entering a tapered structure which leads to the Catacombs, with the intent of sacrificing the youth to Azenda.

Would the PCs be quick enough to slink through the crowds, reach the entrance, and chase down the kidnappers before they vanish into deep necropolis passages? The cult and the Undead guardians of Azenda's sacrificial complex will see to it that the rescuing PCs do not escape, either.

Gray's Question: That Gray the Alchemist traveled into the future, to where he is now in Sagaroth, is already known. However, he is curious about what happened to his people, for his own research has told him nothing.

He has heard a fable: a beast-hounded, lost prospector in the Depths was on the edge of insanity and about to suicidally throw himself into a lake when the head of an enormous Salamander rose from the water. The treasure seeker, nearly frightened to death, fell onto his face and shrieked for mercy. The Salamander spoke and indicated the best way out, "Lift your body, leave the Depths—the treasure you need is home."

Gray has also discussed various stories with the Dwarves and read their runes in Ombr, the Dwarf Section and even in Zhan. He has concluded that there must be a wise, benevolent salamander named Labool somewhere in the Depths. Gray would be willing to enchant PCs weapons if they find Labool and get the answer.

If the PCs actually go looking for Labool in the Depths, Cazerith could approach them and then pretend he is Labool. Asking difficult riddles and filling the PC heads with lies, Cazerith will fool them and possibly kill them.

If the PCs find the Water Home, they might be escorted into Labool's lair. Before the gigantic Water Salamander answers any questions, he will ask some of his own and judge their characters.

Black Web: The PCs find a smoldering burnt dwelling. Beside it mourns a man. He will explain that his brother was killed and the villains fled with his family's wealth after setting the home ablaze.

Nearby upon a horse hitch post hangs a tiny, inconspicuous piece of material, black with a silver thread design, similar to that of a web, accidentally torn off from one of the thieves clothing when he brushed across the wooden rail. The mourning man will not recognize it, but a few Elder members of the surrounding countryside might. After detailed investigation, the PCs may find an individual who heard a rumor of the Black Web's meeting site.

So the PCs pack up and head to wilderness areas, to try to find some sort of rumored ruin. Waiting around the forest's overgrown ruins is the Black Web; the mourning man, the rumor giver, four archers, two swordsmen, two Priests, nine giant Spiders, and an 18th level Spider-Centaur leader.

Barren Mount: While traversing wilderness the PCs become trapped and injured greatly in a mudslide during wet weather. Also caught by the mudslide is a native of the realm, who the PCs manage to rescue and assist. As a token of his appreciation, he offers to guide the PCs to a special area where fabulous wealth waits to be recovered.

Leading the PCs within a third of a mile of the site, they will notice the landscape change from plush living forest to barren, sterile rocks and gravel. In the center of a bare circular patch, two thirds of a mile in diameter, is a steep mound rumored to be the treasure trove of gods.

For each PC that enters the barren stretch of land, an exact duplicate will be manifested by the spirits lingering within the mount. At first these spirit clones will hide and observe, and attack only when the PCs get closer to the center. These manifestations will have all the abilities of the PCs they mimic.

Only if the PC(s) make it to the top of the steep summit can they try to find the hidden entrance. Within the barren mound is an ancient engine and a maze work of forty chambers with connecting passages and stairs. The largest chamber houses numerous mystifying control panels, piles of dead bodies, scattered equipment, and a single column of white indestructible material. The engine is housed within the column, but has developed a deadly radiation leak since it was abandoned 112,000 years ago.

Temple of Fear: In southern Urulan is a nine-level temple, invisible and ethereal by day, tangible only by night. Once the pride of Kabis, operated by his finest human Priest, it is now an accursed place which has entrapped his once-loyal servant. This human Priest, sustained by the Curse of Kabis, is now a 50th level Spirit of raw Fear, hovering over an ancient sealed book of Unlife Lore in the top level of the complex. Each time plunderers ascend one of the nine levels they must make a RR versus increasing amounts of Fear (level equal to the complex level x2). Failure by 01-30 means immobilization and cannot proceed further, 31-59 means flight never to return (until a level is gained), and more than 60 equals death. The Spirit also knows half of the Channeling spell lists to his level.

Hidden Trove: Masking powers hide a series of 27 invisible runes and symbols (20th level aura shield). Finding and then reading the glyphs aloud, if one knows the specific language, will reveal a secret passage leading to an ancient cache of disintegrated foodstuffs and intact loot, left long ago by bandits and an evil sorcerer, who wrote the runes and symbols. None of them made it back to the site.

Well of Vitality: Deep in a valley is an obscured cave opening. The cavern leads deeper into the cliff wall and grows in size as it progresses. Some 300 feet into the passage, delvers will encounter an intangible 35th level Spirit of Reflection. The PCs will succumb to the Spirit's influence, forced to mentally reexamine their lives.

Once the flooding visions have progressed to the PCs' current location, they will encounter every being that they have killed directly or indirectly. Amid the mockery of gathering shadows a few will step forward and engage the PCs in conversation. They will ask the PCs what they have learned and tease or even insult them. Only if the PCs remain genuine and humble, and correctly identify their flaws of moral character, may they proceed. Otherwise, those who cannot name their faults are chased away in mental horror.

In the deepest portion of the cavern is an enchanted well nearly thirty feet in diameter. The waters are cold and slightly turbulent. If one is brave enough to swim for several minutes they will discover that a potential stat may increase by one (PC choice). The waters will never affect an individual twice. The Spirit of Reflection will not disturb those who are done with the cave.

Trial by Children: An attractive native of the land has a romantic interest in a PC. The PC picks up on the notion and agrees to meet the person the next day at the native's home. The PC then has some time to take a bath, gather flowers, compose lyrics, and buy sweets. Imagine the dismay of the suitor when he shows up at the house to find out that the object of his desire already has eleven kids.

The children will then descend upon the prim and proper PC. Soon the suitor will feel true annoyance as bombarding questions and queries for help pound on his senses. Taking turns at being obnoxious, the children will then hound the PC through dinner, dessert, and all night, if necessary.

The attractive native has actually recruited the neighborhood kids to try and help her to screen suitors. After all, an unworthy prospect would leave early to avoid the children. The next day, provided the PC stuck it out and worked with the kids well, the native would tell the hilarious truth.

Joining Kabis: First, a terrifying Spirit oath must be undertaken. The Empowerers will channel the Geas or Quest to the prospective initiate who must then kill their family or closest master. Failure means the initiate will wither away and become Undead, for this is part of the Curse of Kabis.



Reveler

2 • ITEM EXPLANATIONS

GATE OF YAERA

In the western hills of the Mountains of Gold is a rough plateau covered with ruins. Held upright on a pedestal of fine marble, in what may have been a courtyard, is half of a fifteen-foot-diameter Geode, its interior glittering with dazzling amethysts.

A sorcerous Geomancer in the glory days of Yaera realized that the Geode was a potential gate. He took the illegal initiative, cut it in half, and seized its planar energies, promptly vanishing with one of the hemispheres.

Since then, the remaining half has activated upon occasion for random lengths of time. Flickering images of different, moving enigmatic landscapes and scenes sparkle in the hollow core. Flowstorms or powerful magics nearby can trigger it as well.

What the Laan Geomancer looks for is what he thinks is his Second Age comrade, signaling mystical hints through the Gate.

The sad and unknown truth is that the sorcerous Geomancer of Yaera was really an Unlife minion. The remaining half of the Geode is a planar anchor point and a trap. This Unlife minion uses illusions to enamor and teach people how to activate the gate and eventually step through. Once through the one-way gate and much to the students' horror, they will meet the dark ethereal planes and their instructor's appetite for flesh.

1. 60th level Essence Geode,
2. Transports target to other half of Geode (location can never be changed once determined),
3. -105 to any attempt to determine that the Geode is a trap,
4. Activated by intricate, dramatic hand gestures (taught by the Unlife minion, appearing as a hazy image of a Laan male).

UNDEREARTH PORTAL

Inside this Sagarothian building is a series of fifteen rooms connected by a center hall. Fourteen of the rooms are 25 feet wide and long and each one houses one of Ubica's favorite Trolls. The furthest chamber is blocked by an exotic metal alloyed door, with a glittering crystalline appearance.

Unknown to all, the Underearth portal and its original building were created by a race of crystalline humanoids 45,000 years ago (similar to Uxxa). The original construction was built upon by later races, consequently not revealing its unusual contents.

To get past the exotic metal door, one needs the control device, a unique six-inch-long red laen rod (which Gray possesses). Beyond the door is a bare chamber, save a circular slab of white stone two feet wide and five feet tall. Inside the top surface of the rock are seventeen, four-inch-deep holes which the laen rod fits into.

The portal itself, when dormant, appears as an ordinary wall 36 feet tall and 20 feet wide. When the laen rod is inserted into one of the holes, the wall will emanate a blinding light that fades, allowing one to view one of seventeen locations. Once the laen rod is removed, the portal will close. The wall then fades to its natural state and color.

Three of the locations appear in solid rock, apparently the earth has moved through time. Two locations teleport travelers into water or Underearth lakes, a dangerous thing to do since the waters could gush out of the portal in fatal volumes. The other twelve locations lead to mysterious, unknown, unpopulated Underearth sites.

1. User must touch laen rod and concentrate to operate #2-5 Portal functions, (see below)
2. May select view of location only,
3. May select one-way teleportation to location,
4. May select one-way teleportation from location,
5. Both ways,
6. Portal is an intelligent, 60th level Arcane device; sometimes plays cruel tricks by switching #2-5 portal functions; it cannot adjust location, on or off; user does that by selecting location and how long.

RUBY DWARF HEART

An ancient ruby, imbedded with the natural Essence of earth. Its deep red color is illuminated by the arcane powers contained within. Its first appearance to the Dwarves was in a dream, in the mind of the first Naram-Pyr. This Priest-King ordered the earth to be searched and scryed to find it. Fifty years later the jewel was found and brought forth from the clutches of the rock. Naram-Pyr cut the jewel into shape and harnessed the radiant energies. Powerful rituals were performed around and upon it for 3,500 years, making it the most revered object of Zhan. Now it lies in the treasure hoard of the High-King.

1. 60th level artifact usable by Dwarves only,
2. +6 Spell Adder,
3. +30 RR and -30 EAR versus all magic.

HIGH-KING STATUE

In the center of Ohidnar's vaulted Dwarf King Hall is a 23 foot tall statue of the Earth-Demon. It rests upon a four stepped marble dais 40 feet above the floor, with the lowest step having a diameter of 60 feet. Piled around the base and on the tall steps is the Ohidnar treasure hoard. The statue itself shows the creature confidently grasping his pick and holding his left hand out. Inside the left hand of this gray granite idol is the Ruby Dwarf Heart.

1. Statue is 33rd level in magical construction and integrity,
2. Touching it will cause victim's limb's bones to splinter (RR vs 33rd level effect),
3. Left hand has a 30th level anti-magic mask that blocks Ruby Dwarf Heart attraction,
4. Statue has a 25th level alarm that will silently and mentally signal the Earth Demon.

MAZE GATE LOCK

This portal is 30 feet wide and 15 feet long, made of uncomprehensible alloys. Milled into the surface of the gate are twelve separate, intertwining mazes. The only way to open the gate is to slide the twelve pegs through the mazes, towards the center of the work. Only one peg and maze can be solved at a time, and each gets progressively harder. It takes considerable time to finish the task.

1. Delivers 160th level (RR) Slaying Critical to Unlife, Evil, Undead, Chaos, Dark, or Demon beings who touch it (does not include Humans),
2. Mazes have a -20 to -170 penalty to solve, in increasing complexity, for each one attempted.
3. Delivers 50th level (RR) +75 Lightning Bolt to person who is touching peg, moves it into a Maze dead end and finally realizes it.
4. Entire Gate is of 180th level construction and enchantment,
5. Maze pegs will reset themselves on the far edges after they are not touched for three hours.

OTHER ITEMS

MELURIA

Power Monocle: An interesting and clever little device, used solely for peering at the invisible. When looking through the clear lens, the beholder will notice additional colors and auras through reality, +60 to Power Perception. The Monocle may spot enchanted objects or people, identifying their persuasion. It may also pierce aura-masking magics up to tenth level. (Harbor Master of Bazilar)

Blood Arcist Pendant: Dating back 8,000 years ago, this piece was cast and imbedded with unholy powers. By the user's will, it radiates a 30th level, 30' R (RR) boiling blood effect, -1 hit per rnd/3% RR failure. Not only is it a 35th level relic, but it is a +4 Arcane Spell Adder as well. (Blood Arcist of Meluria)

Bazilar's original Idol: 39th level in construction and magic, weighs 24 tons. Used to be a +35 godling focus, now it is +10. In comparison, the shrine by the gate is 18th level in integrity with a +10 focus. (Original idol is said to be in the bottom of the Bay of Bazilar or in the Moc River.)

SARNAK

Any Dava: Usable 1 or 2 handed, with no modifiers to hand or battle axe tables respectively. However, only Amazons are allowed to train with this specific weapon.

Zamera's House Dava: Fifteen hundred-year-old, +25 enchanted axe head, delivers 3x concussion damage up to 3 times a day. It has killed lords, mages, and fell creatures of incredible variety. (Directorate Jannoth Zamera)

Eight other House Davas: A mixture of 600- to 1,400-year-old, +20 magic axe heads, which will fumble only on a UM 01 or 02 attack roll. (Eight other House Masters)

Izal Codex: Expansive books of Amazon salve, unguent, and potion recipes which gives a +50 to Flora Lore, Herb Lore, and Herbal Preparation when used for immediate reference. (Guarded in the Physicians Grounds is one 2,900-year-old original, six 2,600- to 900-year-old copies, with another seven made in the last six centuries)

Azenda's Statue, Altar and Cup: These 45th level Unholy items date back to the height of Azenda's power, 3,500 years ago. These pieces were smuggled into the Catacombs when the peoples of Sarnak destroyed the other idols in a religious purging 3,000 years ago. They are evil in nature, +20 Magic Ritual and Channeling, each. The statue and altar are made from black basalt caked with dried blood. A twelve pound golden cup is routinely polished, only to be filled with fresh blood. (Found in a super-secret and hidden maze deep in the Catacombs of Sarnak City)

Baton of Weakening: Made from pure silver and tipped at both ends with white coral. (Kept by the Priestess of Azenda)

1. 45th level relic, usable by Evil Amazons,
2. May cast 10th level Lightning Bolts (possessor's PPs must be used),
3. Gives a +25 to Directed Spells and Power Projection,
4. Drains three of target's stats by 15 (RR vs 30th level effect R: 100'), user's choice,
5. Drains one of target's stats by 50 (RR vs 45th level effect R: touch), user's choice.

SCORPIAN RIDGE

Teth Kuor Altar: Carried by this human clan for millennia is a four ton altar block. For the past 700 years it has been stationary in the human hold, Teth. It is a 20th level Holy focus giving a +15 Magic Ritual modifier. (Upper Reaches of Scorpion Ridge)

Supreme Murlog Forge: Strange powers allowed the ancient Goblin Priests to build a 45 ton kiln capable of holding Essence augmented fire forever. It imbeds up to a +10 magical bonus to molten metal when kept in the inner chamber of the Forge for three months. (Murlog industrial cavern complexes)

Towering Forge: The Dwarf Priests performed a similar task, but much larger. The Towering Forge is a complex device composed of different chambers, internal tubes, ducts, and access points. It stands 80 feet in height, stretching from floor to ceiling, and up to 60 feet in diameter. Several platforms encircle part of the Forge, allowing select Dwarf smiths to maintain and operate the Arcane Heat permanently imbedded in the interior. This Arcane Zhan forge can enchant up to a +15 magical bonus to metal when kept in a molten state for four months. (Found in a highly guarded expansive shop below Zhan City)

Dark Essence Jewel necklace: Picked from ancient geological formations, this collection of purple glowing, evil shards radiate a 30th level attraction (RR on sight) that makes whoever sees it kill to possess it. (Mad Dwarf Yurga of Zhan)

Grabbing Gauntlet: The human-sized wearer of this device may latch onto an opponent's weapon, nullifying an attack later that round (target gets RR vs 20th level or the level of the user, whichever is lower). User may continue his grasp until foe resists. Users appendage is unaffected by grabbing normal and magical weapons - must make a RR vs the level of Mithrail, Holy, or Slaying items snatched or suffer -1 hit/3% RR failure. (Possessed by one of the Dyar Slavers of Sagaroth)

Three Idols: Each is 40th level in integrity and enchantment. They radiate a sleep effect against chosen victims (RR vs 20th level). Otherwise, each is a +15 Magic Ritual focus for human sacrifices. (Located in the Chamber of Whispers, in the Musician's Pyramid of Sagaroth)

Fire Spear: Stolen from a Fire Sileth Mage-Lord 1,800 years ago, Labool now possesses his enemy's greatest weapon, a +45 OB Elemental magic item which delivers double concussion damage and Slaying criticals to water beings. (Sealed in a gigantic clam shell within Labool's Den)

ADVENTURES

Black Pearl: This accursed object has doom for a companion. It is a foul creation of evil Essence. Its powers; -25 RR, +25 EAR vs magic against the possessor, 30th level effect to keep object at all costs (only one RR), and a 3% chance per day of catching a terminal disease, suffering a fatal accident, or being killed by someone who happens to see the pearl and desires it. (Akavay of Osra)

Vein Slayer: A fiendish battle axe of supreme power and devastating effectiveness. To the possessor, the following abilities are given; +20 magic OB, x4 bleeding hits, additional -2 Unbalancing Critical, and owner must wet the blade with blood once a day by any method or it will go dormant until soaked for an entire straight day. (Half-Demon Mercenary Tokmar)

Sarasaer's Stolen Runes: The first is a 10th level Self-Healing from the Nerve Repair Spell List and the other is a 15th level Whirlwind from the Gas Alteration Spell List. (Treasure alcove in Resting Place)

Amber piece (Forgiving Amber): Is in actuality a 15th level Unpoison item usable only once per day. (Treasure alcove in Resting Place)

Desolator's Staff: Shaped from an exotic metal alloy, it is four-and-a-half feet long. (Prison Plane)

1. Secretes a 25th level poison in its hollow body and holds up to 55 doses,
2. Usable as a +25 Unholy staff or spear, no modifiers,
3. Slash or Puncture critical injects poison (RR vs 25th level toxin),
4. Poison causes flesh to rot and bleed 1 hit per rnd/5% RR failure.

Black Eog Sphere: Four inches in diameter, it is held by an alloyed steel chain necklace. Jingling within its magical dampening field and hollow core is the Laen Ring of the Scepter of Order. The Eog Sphere is 60th level in enchantment, strength, and encasement.

Shadow Hold's Gullet: Can only be reached by consent or death of the Shadow Hold. The following six items are kept in this pocket. (Prison Plane)

Evil Rune: 30th level Trait Erosion V (too bad it's been set to affect the reader, -65 to discover the trick before reading it).

Mysterious Potion: Cancel True without concentration, lasts three minutes with instant effect.

Chain Mail Suit: Well-oiled armor (AT 16) actually secretes 25th level toxin that is usually fatal in 24 hrs (minimum 20 second contact required), curse aura masked by 25th level effect.

Battle Net: +20 magical weapon that inflicts an additional Grappling critical at one less severity (UM 01 fumble results in curse activation, user suffers E Grapple), 25th level item.

Evil Herb: 25th level preserved planar mushroom gives +35 to Evil spell casting for 3 rounds

Morningstar: +20 magical weapon head delivers double concussion damage, 25th level item.

THE TREASURE HOARDS

BAZILAR CITY'S LIBRARY

Yes it's true, the library is a sanctuary of rescued works that Rhakhaan tried to take 1,300 years ago when they were being chased away by the Melurian liberators. In the ground floor and the story above are 4,200 gold pieces worth of more recent work. The Vault contains 15,000 gold pieces worth of ancient manuscripts.

MALGOR'S LAIR

Watery Grotto: On the disgusting murky bottom of the Watery Grotto are the remains of 300 glory seekers with 1,200 pounds of rusted iron, bronze, and copper. There are however, 490 gold pieces worth of coins and items scattered all over.

Retirement Room: Stacked on the floors in the alcoves is a total of 1,200 silver pieces, 1,730 gold pieces and 57 gem and jewelry pieces worth an additional 3,200 gold.

Aluein's Ring: Given to her by a (wicked) aunt, it has circulated among many witches.

1. +20 DB and RR vs magic,
2. +3 Spell Adder for Evil Essence work.

Blood Coven Dagger: Once the compliment to the Blood Arcist Pendant, Hirc managed to steal the Dagger when he fled the duel site. It is a +15 OB, 20th level Unholy knife, now poisoned with a particular worm regurgitation that causes instant 15th level seizures and bodily sickness when sliced or jabbed into a foe.

Malgor's Blade: Perhaps the most evil item in Meluria.

1. 45th level relic with super intellect,
2. +25 Unholy OB,
3. When blade is twisted in foe's body (on any D or E, torso, back, or abdomen Slash or Puncture Critical), it will deliver an additional three E Grappling criticals to the organs that same round,
4. Bears a 45th level Curse that will turn non-Undead possessor into an Undead over the course of seven days (one RR, and living user will kill to keep the accursed blade).



DOMIVAR

Racial Total: From pockets or pouches to locked trunks or hidden panels, the populace of Domivar possesses 18,000 bronze, 3,600 silver, 940 gold, and 4,100 gold pieces worth of gems and jewelry. All of the furnishings, valuables, tools, and equipment represent another 32,000 gold pieces worth of investment or theft from other realms.

On a different note, there are a few items in the grasp of the races; four +15 ultra steel battle axes, seven +10 high steel scimitars, six +10 high steel broadswords, four +10 magical shields, three +10 enchanted chain mail shirts, a pair of +10 magical short bows, 37 +5 non-magical arrows, and one arrow of Slaying (Uses Slaying column against Large, Super Large creatures - uses UM Large Slaying crit against Medium or smaller beings).

Drake Total: In three piles are the majority of coins, stacked against the walls are the other items. A few objects are carefully hidden in crevices, clefts, or secret hollows blocked with multi-ton boulders (of which there are plenty).

In the trio of gathered coin piles are 84,700 tin, 58,300 bronze, 67,600 copper, 38,300 silver and 19,800 gold. Also in the "mattresses" of coinage are 1,500 pieces of gems and jewelry worth 60,000 gold. Against the walls are 80 larger bejeweled items like furniture, mirrors, dishes, trunks, vases, and other containers worth 10,500 gold.

Hidden in various spots are the following items:

Runes: 1x 14th level Firestorm from the Fire Law Essence Base List, 1x 17th level Shatter Repair from the Bone Law Channeling Closed List, 1x 15th level Long Door from the Lofty Bridges Essence Closed Spell List.

Potions: In a variety of vials and tiny bottles are: one 8th level Healing from the Concussion Mastery Open Channeling Spell List, a pair of +10 Strength modifiers which lasts for two minutes, one +15 Agility modifier that lasts for two minutes, and three are poisonous with an instant 9-15th level fatal toxicity.

Contained Herbs: In a mixture of sealed jars are: one gray mushroom in sticky gel (eat it all and recover up to 150 lost hits), three doses of identical mosses in small vials (boil in water, pour on wound, and limb's nerves and blood vessels will rejoin), one black leaf (placed in mouth it will stop all bodily bleeding, but knocks user unconscious).

Shield of the Golden Lion: Gives a +15 RR vs magic when held against attack, 15th level item.

Sash: Weakens suffered Heat and Cold criticals by a severity two (E becomes C), 20th level item.

Despised Blade: Underneath a fourteen ton boulder is an Arcane blade, 50th level in power. It has a +25 OB and an innate ability to deliver Slaying criticals to Dragons or Drakes. Maladr took it from the Tethians 600 years ago and has not been able to destroy it yet.

MYRG'S LAIR

Most of his treasures once belonged to multi-racial Ruby Dwarf Heart seekers. A few trinkets Myrg dug up on his own. On the Earth Drake's body are a pair of golden Dragon finger rings worth 750 gold pieces each and an alloyed nose ring worth another 1,200 gold. An elliptical mithril disk hangs around his neck worth 6,000 gold pieces, or more (though no one in this mountain range would ever look at it, because it is Dragon magicked).

Scattered across the partially worn and finished floor are 16,700 tin pieces, 22,000 copper, 18,600 bronze, 12,300 silver and 8,700 gold. Also among the debris are 84 gems and 61 pieces of jewelry worth a total of 12,000 gold. Piled or propped up like mannequins are 51 various sets of armor, weaponry, and equipment valued at 4,000 gold. There are 42 immense platters and dishes of silver and gold alloys worth at least 3,000 gold pieces in any market.

Tucked into a difficult ceiling cranny (-80 to climb into) is a small black velvet pouch, inside of which are six mithril pieces. Under a three ton boulder is a set of +15 magical Dwarf plate (AT 19). Stuffed on a natural rock shelf amongst Man, Dwarf, Goblin, Lugroki, and other skulls are an additional 64 gems worth 5,000 gold.

Of particular note is an undamaged Dwarven tapestry some 2,900 years old (by magic it has been aging proofed) with an estimated value of 25,000 gold. It is only 45 feet long, 24 feet tall, and already draped across a wall.

Of strange interest in the Earth Drake's lair is an ornate Dwarf throne, once chiseled in intricate patterns and inlaid with glittering facets. It is now empty of jewels or precious metals, but still a hefty granite affair at three-and-a-half tons. If brought to Sagaroth or Zhan, it could fetch 18,000 gold pieces, for it dates back 3,600 years and used to belong to a different Dwarf city, which is now an abandoned ruin.

Corroded Helm: Polish it up, and it will negate head criticals 12% of the time, 15th level item.

Silver Ring: Masked aura (15th level) protects the Mentalism x2 PP Multiplier, 15th level item.

OHIDNAR

Two-thirds of the Ohidnar-guarding Goblins, Mountain Imps, and Trolls will have +5 non-magical weapons, armor, and equipment. Divided among their ranks are seven +10 non-magical light crossbows, fifteen +10 high steel scimitars, fifteen +10 magical scimitars, 27 +10 magical shields, and nine +10 enchanted chain mail shirts.

Lost in the cataclysmic battle 24 centuries ago were countless lives as Dwarf godlings and Goblin Demons altered the Underearth, sundering Ohidnar. Since then the High-King has visited every one of the dead bodies throughout the open or crushed expanses of the Lost City. Taking what was valuable, the Earth-Demon has stacked his prizes around his flattering idol.

In sheer coinage there are 25,600 copper, 24,500 bronze, 8,000 silver, and 21,400 gold coins. Mixed in with the coins but more so on the steps of the dais, are 870 pieces of gems and jewelry worth 85,000 gold. Hidden under piles of coins are 12,000 silver pieces worth of silver bars and 21,000 gold pieces worth in gold ingots. This is half of the Dwarf treasury of Ohidnar (the other half was sent to Hizri).

Also among the valuables are 44 pieces of +10 Dwarven non-magical weapons, armor, and equipment. To be found, in addition, are three +15 enchanted Dwarven breastplates, four +15 magical short swords, two +10 enchanted war mattocks, three +15 magical war hammers, and a +10 arcane battle axe (+30 in Dwarf hands).

At the Statue's feet are 96 Essence jewels, illuminating the foul idol and the Dwarf King Hall in a flickering rainbow of colors. These stones together could fetch 40,000 gold. Many of the radiant jewels were part of Ohidnar but locked under mountain ceiling 2,400 years ago, and since then the Earth-Demon gradually plucked them out from the collapsed sections.

3 • LOREMASTERS

TALOWEITH

Age: 36. **Eyes:** Gray. **Hair:** Black. **Build:** Wide and overweight. **Height:** 6'6". **Race/Sex:** Laan/Male.

Skin: Tanned. **Demeanor:** Rowdy. **Dress:** Expensive.

True Attitude: Serve thyself. **Home:** Continent of Mulira.

This man is both tall and wide. Rich blood flows through his veins, giving him great strength and vitality. A fearsome, heavily scarred, dynamic fighter; by appearance, an unlikely Loremaster.

Black hair hangs to his shoulders and a patch covers his right eye (clawed out by a Lich). Gleaming chain mail and engraved greaves are worn by Taloweith at all times, and he is always ready with a falchion in the right hand and a war hammer in the left. Every finger has a ring, a radiant opal set in a pendant adorns his massive neck. The pommel of his sword sports a huge sapphire, held by alloyed gold. His choice of clothing is impeccable, the quality he prefers is of royal investment.

He is now under disciplinary judgment for his involvement in several previous situations. He had taken people under his power, leading them to fight evil, and he almost exposed himself as a Loremaster. The Loremasters finally caught him and threatened him with excommunication and banishment. However, in light of his phenomenal accomplishments where others had failed, his sentence was lenient. Taloweith must undergo 400 days of temporary retirement in a specific region, to observe and reconsider his methods. Meluria was the chosen location, for Taloweith has never been there. He has been exclusively forbidden to interfere with any powers and principalities, merely ordered to live in peace and ambivalence.

Since his arrival, Taloweith has mixed well. He poses as a foreign business investor doing field work. He has yet to become embroiled in any major dispute, though Lidasa has attracted his casual interest.

Hits: 177. **Melee:** +161 fa*/+142 wh*. **Missile:** +142 wh*.

AT(DB): 14(55*). **PP:** 68. **Level:** 18. **Profession:** Bard (Warrior-Mage).

Skills: Alertness 23; Sense Ambush 23; Detect Traps 57; Observation 81; Locate Hidden 53; Power Perception 51; Stalk 62; Hide 62; Two-weapon Fighting 78; Ambush ±16; Stunned Maneuvering 67; Swim 68; Climb 71; Caving 37; Foraging 45; Interrogation 56; Leadership 96; Duping 48; Public Speaking 83; General Lore Category average 68; Magical Lore Category average 77; Obscure Lore Category average 53; Herb Lore 57; Attunement 37; Read Runes 24; Magic Ritual 28; Spell Mastery average 8; Rhaya-7, Lugrok-3, Troll-2, Shay-7, Erlin-6, Iylar-4.

Spells: All Bard (Warrior-Mage) Base Lists to 20th, all Loremaster Base Lists to 15th.

Abilities: Ordinary human.

Items: His other major possessions were confiscated, so he would not attract attention.

Chain Mail: Highly enchanted, it gives a +25 DB.

Opal Pendant: Haste V, 2x day, it is a 30th level item.

Broadsword: +25 arcane, delivers Slaying criticals to partial and full Demons, 35th level item.

Hammer: 20th level, +15 enchanted, throw to 200' with no range modifier, comes back too, once a day.

Clear Crystal Orb: Replaced his right eye so he could see again, thanks to 30th level magic (+10 Directed Spells when effect is cast through orb).

ERILANA

Age: 151. **Eyes:** Light brown. **Hair:** Sand brown.

Build: Exceedingly attractive. **Height:** 5'11".

Race/Sex: Half-Elf/Female. **Skin:** Slightly tanned.

Demeanor: Calm and pleasant. **Dress:** Only in good taste.

True Attitude: Helpful but secretive. **Home:** Sel Kai.

Hazel-colored eyes and hair with seductively pointed ears adorn the head of this beautiful Half-Elf. She is known as a visitor to the people of Sarnak for the past four years, only helping individuals on occasion, but in actuality, studying all of Sarnak. For it had come to the attention of the Loremasters that a new reconnaissance was needed in Sarnak, because the last visit was some 40 years ago.

She has been hesitant to infiltrate the powerful societies, for she is not a native of the realm and it would put her at a greater risk of exposure. Rather, she has sought favor slowly, gaining trust as she continues an honest lifestyle, hiding her true profession.

She has been ordered to scrutinize the city-state, memorize the current groups and politics, and return with a report when finished. No commands have been given to her to interfere or meddle with any situations. Erilana is still young and inexperienced, but her sheer intelligence and wit more than cover any shortfall. Of all the people in Sarnak, only Erilana has detected an evil cult and presence. But she does not know who they are or where they meet (for the energies are masked by Azenda).

Erilana rents an apartment in the Midtown, amid the more comfortable inns north of Emiris avenue. She is employed at the amphitheatre as a set designer and actor.

Hits: 73. **Melee:** 101 bs*. **Missile:** -.

AT(DB): 4(35*) **PP:** Level: 13. **Profession:** Mentalist.

Skills: Alertness 17; Sense Ambush 17; Detect Traps 48; Observation 52; Reality Awareness 22; Locate Hidden 27; Power Perception 41; Gymnastic Category average 65*; Stalk 36; Hide 30; Ambush ±2; Stunned Maneuvering 45; Swim 31; Climb 53*; Foraging 47; Interrogation 55; Leadership 59; Duping 51; Public Speaking 61; Both Artistic Categories average 64; General Lore Category average 56; Magical Lore Category average 48; Obscure Lore Category average 17; Herb Lore 41; Poison Lore 17; Attunement 27; Read Runes 24; Magic Ritual 33; Spell Mastery average 13; Rhaya-6, Shay-7, Erlin-7, Iylar-5.

Spells: All Mentalist and Loremaster Base Lists to 15th any four Open/Closed mentalism lists to tenth.

Abilities: Ordinary Half-Elf.

Items: These objects were given to her by family and mentors.

Earrings: 15th level language translation effect for her hearing only.

Greaves: +25 to all Gymnastic maneuvers, +25 DB and a 30th level magical device.

Elven Blade: +20 magic, 800 year old 35th level longsword, 2D versus Goblin, Lugro, and Trolls.



KEY

Δ — See Chapter II for further information

◊ — See Chapter III for further information.

∞ — See character description for possessions.

† — Not including Maladr.

†† — Not including Nitherla and Aleator.

††† — Not including Muregla and Athel.

v — Various capabilities.

‡ — Ignores Puncture criticals.

‡‡ — Ignores non-magic damage.

* — 1/2 under direct government influence/command.

** — Some are secretive rebels.

† — 1/3 on duty/action in foreign realm.

* — Special modifiers may apply.

— Ignore stun and bleeding results.

@ — Ignore stun results.

s — May also use a shield.

Note: See C&M or AL for a full listing of the weapon/attack abbreviations.

4 • NPCs (BY LOCATION)

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
MELUR IA						
Arona	17	158	19(69s*)	M	147bs*/124lb	The lauded Clan Leader of Meluria
Plate armor +20 (magical), with matching shield and sword. Receiver of foreign envoys.						
Drutan	15	143	14(12)	M	132ba*/128lb	Grim humored Clan Chieftain
High steel battle axe, +15 enchanted. Arona's closest ally.						
Brogar	13	145	14(30s)	M	118bs/105xh	Drunken, broken hearted Chieftain
Erin	15	97	10(35s)	M	80bs/92lb	Clan Leader, epitome of guile
Yegor	11	126	16(30s)	M	126bs/117lb	Endangered by Ruyar brothers
Geir	8	121	14(35s)	M/I	105bs/106lb	Normal Brogar Geir
Geir	12	137	14(45s)	M/II@	128bs/128lb	Geir after drinking fresh blood
Donran	9	118	16(30s)	M	113bs/104lb	Honorable Warden of Lidasa
Anderu Ruyar	6	89	8(25s)	M	76bs/66xh	Greedy advisor, fond of killing
Muta Ruyar	9	102	10(30s)	M	106bs*/54lb	+15 evil blade, +9 ranks to the Ambush skill
Vathelos	12	112	12(12)	M	106ss/94da	Meluria's criminal kingpin
Vaiden	9	138	14(30s)	M	115bs/108lb	Tough rebel leader
Balen	5	84	18(30s)	M	91bs/78lb	Clumsy Rogue
Laeryn	17	78	1(4)	M	65qs	Retired High Priest of Kuor, 93 PP
Knows Cleric Base Spell Lists to 20th lvl, and any eight Open/Closed Channeling to 15th.						
Oronul	18	152	16(65s*)	M	163bs*/136lb	Well hidden Lorgalis agent
Dragon scale armor +40 DB, AT 16 wears as AT 8, +20 vs Heat or Cold attacks; Talisman translates evil languages mentally and bestows shape shifting at will up to 25th lvl in effect; Unholy broadsword +25 OB.						
Malgor ∞	21	212	18(65)	M/II#	131bs*/101LBolt	Half-Vampire, 144 PP
Knows all Magician Base Lists to 15th lvl, and any four Open/Closed Essence to 10th.						
Aluein ∞	13	153	1(25*)	M/I	94da/83FBolt	Partial-Vampire, 66 PP
Knows Fire Law and three Evil Essence Lists to 15th lvl, and any three Open/Closed Essence to 10th.						
Hirg ∞	11	134	2(6)	M/I	85da*/103IBolt	Hexed former Blood-Arcist, 92 PP
Knows Ice Law to 15th lvl, and any six Evil Channeling, Essence or Mentalism Lists to 15th.						
BAZILAR CITY						
Zek	6	44	2(4)	M	33da	Oldest Librarian
Myshkek	5	53	2(12)	M	41da	Zek's younger brother
Hladnir	5	68	8(8)	M	55bs/45da	New Librarian and a Bard, 27 PP
Knows all Bard Base Lists to 6th lvl, and any two Open Mentalism Lists to 4th.						
Zol	9	145	1(9)	M	116ma/107ha	Bar Owner and underworld contact
Asp	7	78	10(15)	M	68bs/53da	Elusive underworld contact
Erbar	3	45	1(5)	M	45qs	Gentle urban Animist, 25 PP
Knows all Animist Base Lists to 5th lvl and Concussion Ways to 7th lvl.						
Holiswen	3	45	1(5)	M	41da	Prose filled urban Alchemist, 14 PP
Knows Influences and Lesser Illusions to 8th lvl. Imbeds magic into ordinary items through small rituals.						
Harbour Master	9	136	8(14)	M	115 bs/107lb	Assertive controller of traffic
Healer	6	48	1(7)	M	47qs	Compassionate helper, 44 PP
Knows all Healer Base Lists to 7th lvl, and any two Open/Closed to 4th.						
Kuor Priest	8	57	1(3)	M	57qs	Generous and inspiring, 67 PP
Knows all Cleric Base Lists to 10th lvl, and any four Open/Closed to 5th.						
Rendi	6	51	1(6)	M	33ss	Clever semi-scientist scribe
Shipwright	7	88	4(12)	M	111 ba/94ha	Thoughtful, concerned, aggressive
Craftmaster	13	102	14(35s)	M	73bs	Cruel, uncaring aloof narcissist
Seven Wardens	7	127	14(30s)	M	106bs/94lb	Leaders of Bazilar's Guard and Levy
Bazilar ∞	39	750	1(300) ‡‡ H/SL#		214sp*/252lb*/130Bolt	City Godling, 390 PP ‡‡
Rarely interferes, alters the luck of some situations just enough to save those who deserve it. Does not reveal any supernatural information or react to anyone who tries to Channel to him. Will fight if the entire populace is threatened, by spiritually demoralizing invaders and combating their godling(s) on an ethereal level. Bazilar has been defeated twice before, and survived through the Melurian's reverence. Ethereal Forest Spear +45 composed of Light Essence, delivers double criticals against Dark, Chaos, or Unlife beings. Ethereal Bow of Meluria +50, made from the courage of his people, 21 mile range. Knows Bard Base Spell Lists to 40th lvl, and any twelve Spell Lists to 30th lvl.						

Codes for the NPC Charts

Codes: The statistics given describe a typical creature of that type (individual creatures can sometimes vary greatly from the typical). Most of the codes are self-explanatory: Lvl (Level); Sz (Size: Tiny, Small, Medium, Large, or Huge); Cr (Cris: normal, Type I, Type II, Large, or Super-large) Hits; and DB (Defensive Bonus). The more complex statistics are described below.

AT: The number is the equivalent of the *Rolemaster* numeric armor type.

Melee/Missile OBs: For exact weapon abbreviations, see AL or C&M.



4 • NPCs (BY LOCATION)

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
SARNAK						
Shiara	22	127	1(8)	M	131bs/121lb	Retiring Senior Directorate
Jannoth ∞	19	166	18(10)	M	147ba*/98HMst/135lb	Ambitious Warrior Directorate
Shraza	16	155	14(35s)	M	141bs/131lb	The expressive Directorate
Kinali	15	103	4(24*)	M	41bs/93LBolt	Understanding Directorate, 95 PP
Necklace +15 DB. Knows all Magician Base Lists to 15th lvl, and any five Open/Closed Essence to 10th.						
Diatha	16	147	14(30s)	M	133bs/137lb	The quiet brooding Directorate
Miliz	13	103	8(24)	M	86bs/81lb	Alias - Vazia, Katra killer
Aceka	15	74	14(45s)	M	89bs[Impact]*/71WBolt	Half-Dyar, Secret Necress, 107 PP
Enchanted perfume vial may create 6th lvl (RR), love or lust inducing aroma. Magical Dyar longsword +20 OB, inflicts additional Impact critical of equal severity. Knows all Sorcerer Base Lists to 15th lvl, and any four Open Essence/Channeling to 10th.						
Bashera	11	96	1(18)	M	51bs/43lb	Retired merchant master
Karusa	10	133	18(12)	M	122bs/111lb	Slavemaster General
Ajysta	5	63	1(9)	M	31ss	Prodigy child, savant intellect
Ameryth	9	137	14(35s)	M	113bs/101lb	Retired mercenary, manor owner
Naverid	6	66	1(6)	M	51ss/38sp	Freed slave, virtual hero
Nosmir	11	147	18(40s)	M	125sp/118bs/110ma	Popular gladiator, crowd pleaser
Gagaen	3	42	1(4)	M	37sp	Fear ridden servant
# 1607	5	54	1(0)	M	14qs (broom)	Mentally destroyed slave
Zunis	12	154	18(8)	M	129ba/122lb	Courageous mercenary leader
Jahina	6	73	10(35s)	M	58bs/41sb	Anti-social Scout, adventurer
Sea Serpant scale armor +20 DB, AT 12 wears as AT 8, +10 vs Cold attacks.						
Azenda ∞	46	830	18(330) ‡‡ H/SL#		276ba*/215HMst/200Bolt	Amazon Godling, 460 PP
Rarely interferes, yet carefully adjusts the growth of Sarnak, making each generation of Amazons even more superior. When the sun does not shine on the City, Azenda can render her subjects invisible so they can capture a sacrificial victim (-100 to any attempt to notice the kidnappers). She will only Channel to her followers. If Sarnak as a whole is invaded she will spiritually demoralize the opponents and do ethereal battle with their godling(s). Ethereal Dava of the Winds is a +55 battle axe of congealed Channeling-Essence, inflicts 30th lvl Absolution per strike. Knows all Evil Lists to 50th lvl, and any 21 Spell Lists to 35th lvl.						
SCORPION RIDGE UPPER REACHES						
Mawgren	14	156	14(30s)	M	128bs/120lb	Cornered Human King
Icidi	13	77	18(30s)	M	76sc	Unique Goblin-Priest, 48 PP
Sacrificial Scimitar +30 OB, Unholy Goblin relic, Knows all Cleric or Paladin Base Lists to 10th lvl, and any three Open/Closed to 10th.						
Oris	7	113	13(12)	M	106sc/94sb	Wanderer, flesh smuggler
Grix ∅	17	274	16(25)	L/L	185HGr (2D)/125LBi	Champion of Domivar, Troll
Yrs and Tyrs	21	424	6(25)	H/SL	145cl(2x)(3D)/90ro(300')	Mutant Ettin
Uldhra ∅	42	624	20(80)	H/SL@	160HBI/155HCl/170HBA/145HHo/165HSt[Plasma]/160PBr	Brood Mother, 326 PP Plasma Dragon
Knows any fifteen additional Spell Lists to 40th lvl.						
Aleator ∅	31	518	20(70)	H/SL@	140HBI/130HCl/125HBA/110HHo/150HSt[Heat]/145FBr	Grand daughter, 248 PP Fire Dragon
Knows any twelve additional Spell Lists to 35th lvl.						
Athel ∅	18	327	20(55)	H/SL	115HBI/125HCl/105HBA/90HHo/110HSt[Electricity]/140LBr	Great-grandson, 144 PP Light Dragon
Knows any nine additional Spell Lists to 20th lvl.						
Maladr ∅	35	561	20(75)	H/SL@	155HBI/145HCl/150HBA/135HHo/145HSt[Cold]/150DBr	Eldest child, 280 PP Dark Fire Dragon
Knows any fifteen additional Spell Lists to 35th lvl.						
Nitherla ∅	29	486	20(65)	H/SL	135HBI/155HCl/145HBA/120HHo/120HSt[Cold]/130CBr	Maladr's kid, 232 PP Cold Drake
Knows any twelve additional Spell Lists to 30th lvl.						
Muregla	24	444	20(60)	H/SL	130HBI/130HCl/135HBA/115HHo/140HSt[Impact]/130GBr[Poisson]	Maladr's kid, 192 PP Gas Drake
Knows any nine additional Spell Lists to 25th lvl.						
MURLOG						
Malbik	17	144	18(55s)	M	131sc/116xh	Goblin King, Master of Murlog
Goblin Crown +40 to Influence Skill Group, predates Goblin invasion into Morbek Highlands.						
Oblik	14	136	16(45s*)	M	134ha*/123ha*	Northern expansion commander
Armor, weapons and equipment enchanted with a +10 in modifier.						
Lignir	13	127	14(40s*)	M	126sc*/103cb*	Southern expansion commander
Armor, weapons and equipment enchanted with a +10 in modifier.						
Iskirji	13	115	1(12)	M	94sc	Queen Goblin, Master of Breeding
Black Laen Pendulum helps to sort Murlog babies, +45 divination over Goblin children.						

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- Note: See C&M or AL for a full listing of the weapon/attack abbreviations.



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4 • NPCs (BY LOCATION)

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
ZHAN HOLD						
Naram-Pyr	18	168	20(60*)	M	161ba*/149wh*/122xh*	Dwarf-King, the living Zhan
Armor, weapons and equipment enchanted with a +25 in modifier.						
Naram-Teh	12	156	16(55s*)	M	153wh*/148ba*	Master of the military forces
Armor, weapons and equipment enchanted with a +20 in modifier.						
Naram-Zud	9	136	14(45s*)	M	135bs*/116xh*	Minister of Affairs, diplomat
Armor, weapons and equipment enchanted with a +20 in modifier.						
Vurthaen	13	102	13(13*)	M	127wm*/110xh*	Premier Dwarf artisan, wanderer
Armor, weapons and equipment enchanted with a +15 in modifier.						
Yurga ∞	11	146	13(35)	M	128wm/108bs	Crazed killer Dwarf, mine hermit
Cindel	15	160	18(40s*)	M	142ha*/120bs*/124xh*	Dwarf spy and tactician
Armor, weapons and equipment enchanted with a +10 in modifier.						
Khamar	12	106	13(6)	M	111wh/94xh	Superior of Zhan's industry
SAGAROTH						
Olindar	11	134	13(7)	M	118ba/108bs	Old Petty Lord of Dwarf section
Bheram	10	141	20(4)	M	120ba/116wh/103bs	Greedy Dwarf exiled from Zhan
Rbor	7	133	14(30s)	M	108fa/94lb	Lugro guard at Ubica's Citadel door
Kruh	7	124	12(25s)	M	112sc/102wh	Mercenary, flesh smuggler
Romdala	8	131	19(40s*)	M	125wh*/115ba*/106xh*	Business investor, adventurer
Armor, weapons and equipment are magical with a +10 modifier.						
Kheld	9	136	18(15)	M	124ba/11 wh	Boastful wandering Dwarf
Mahirl	8	127	16(35s)	M	110bs/107xh	Kheld's little brother
Bolra	7	122	20(5)	M	116wm/86xh	Kheld and Mahirl's distant cousin
Gutharl	9	112	8(25s)	M	113sc/96da	Goblin business owner, the Conniver
Irzik	10	108	13(25s)	M	121sc/113da	Goblin triple agent, impressive liar
Ubica	27	450	11(30)	H/SL	195cl(3D)/115ro(550')(2D)	Ruler of Sagaroth, partial godling
Grey	18	75	2(35)	M	67bs/63FBolt	Enchanter, 112 x 2 = 224 PP
Gold Ring, +2 Spell Adder and one Silver Ring, x2 PP, both for alchemical purposes only. Knows all imbedding magic related spell lists to 25th lvl or equivalent effect.						
Glunrik	12	216	13(4)	L/L	142ma(2D)/75ro(150')	Giant guard in Human section
Kthana	16	135	2(75a)	M/II	107HMs[Slash]/special	Disturbed dimensional alien, 113 PP
Technological Energy weapon discharges +75 LBolt (2D), it has an attuned mental firing trigger. Knows all Evil Mentalist Base Lists to 20th lvl, any nine other spell lists (arcane if possible) to 15th.						
THE DEPTHS						
Cazerith	35	465	18(75)	H/SL	230HBi[Heat]/160FBr	Monstrous evil snake, 700 PP
Immune to Fire or Heat attacks. Uses Fire Law Spell List to 40th lvl, and any nine Open Lists to 30th.						
Labool	37	421	12(45)	H/SL	180LCI(2x)/220HBi	Gigantie Salamander, 740 PP
Immune to Water or Liquid attacks. Uses Water Law Spell List to 40th lvl, and any nine Open Lists to 30th.						
Uxxa	18	187	20(25)	L/L#	135LBa(2x)[Puncture]/120LBolt	Crystalline humanoid, 280 PP
Uses Light Law and Solid Destruction to 20th lvl, and any six other Spell Lists to 15th.						
Earth Sileth King ◇ 22	275	20(40)	L/L		160LBa(2x)/175HGr	Powerless, hiding ruler, 330 PP
Immune to Earth attacks. Uses Earth Law Spell List to 30th lvl, and any four Open/Closed Essence to 15th.						
Myrg	17	420	18(60)	H/SL	135HBi/120HCl/115HBa/110HHo/120HSt[Impact]	Wingless Earth Drake, 136 PP
In addition, knows Earth Law, Solid Destruction and Physical Erosion Base Spell Lists to 20th lvl, and any four Lists to 15th.						
High-King	33	527	20(75)	H/SL	245wm(4D)*155ro(600')(3D)/195LTs(2x)(2D)	Earth-Demon, 495 PP
Rarely interferes, gives orders in person or through Channels to Malbik and sometimes Oblik, Lignir, Iskirji, and Irzik. He is capable of doing Ethereal combat with other godlings, but not spiritually demoralizing foes. His weapon is a +40 Essence obsidian war pick (on the Material, Elemental Earth, and Ethereal planes). Uses Earth Law, Solid Destruction, and Matter Disruption Spell Lists to 40th lvl, and any eight Open/Closed to 20th lvl.						
Codes for the NPC Charts						
Codes: The statistics given describe a typical creature of that type (individual creatures can sometimes vary greatly from the typical). Most of the codes are self-explanatory: Lvl (Level); Sz (Size: Tiny, Small, Medium, Large, or Huge); Cr (Cris: normal, Type I, Type II, Large, or Super-large) Hits; and DB (Defensive Bonus). The more complex statistics are described below.						
AT: The number is the equivalent of the <i>Rolemaster</i> numeric armor type.						
Melee/Missile OBs: For exact weapon abbreviations, see AL or C&M.						

4 • NPCs (BY ADVENTURE)

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
BAZILAR DEATHS						
Idel	4	62	4(8)	M	75bs/58lb	Energetic investigator
Aeden	5	44	2(5)	M	33qs	Concerned mystery solver, 43 PP
Knows Magician Base Lists to 5th lvl, and any four Open/Closed Essence to 5th lvl.						
Chanis	14	74	1(12)	M	64da	Florist, secret killer, 88 PP
Knows Magician and Evil Essence Spell Lists to 15th lvl, and any six Open/Closed Essence to 10th lvl.						
Elder Merchant	?	?	?	?	?	Disguised Eternal
VILLAINOUS TRIO						
Akavay	7	75	4(13)	M	68sc/62da	Thief, traitor to the Osran Royalty
Jarlen	11	147	18(16*)	M	126bs*/102lb	Pirate Captain, Fighter
Endal	9	88	10(25)	M	83sc/74da	Poison merchant, assassin
Four Mates	7	114	13(12)	M	110bs/96xh	Various origins
20 Pirates	4	88	8(8)	M	86 we/68 we	Various origins
THE ENTOURAGE						
Tokmar ♦	15	158	14(15)	M/I	142ba/126lb	Half-Demon, mercenary leader
Nine Veterans	8	134	18(30s)	M	112we/105we	Various origins
32 Mercenaries	5	106	14(30s)	M	94we/88we	Various origins
SHROUDED ISLE						
Taberus	4	38	1(3)	M	23da	Field scholar of paranormal
Seven Sailors	3	74	8(8)	M	58we/52we	Various origins
Captain	6	114	12(25s)	M	70bs/64sb	Courageous and noble
Mad Sage	7	54	1(6)	M	45MGr/58MBi«	Warped inner being, very insane
Dread ♦	15	150	1(100)	L/L#	special	Vision Spirit, unlimited PP on isle
Uses Illusionist Base Lists to 30th lvl and Calm Spirits to 15th.						
Madness ♦	18	180	1(135)	L/L#	special	Vision Spirit, unlimited PP on isle
Uses Illusionist Base Lists to 36th lvl and Spirit Mastery to 18th.						
Despair ♦	24	240	1(160)	SL/SL#	special	Vision Spirit, unlimited PP on isle
Uses Illusionist Base Lists to 48th lvl and Sense Control to 24th.						
RESTING PLACE						
Corohur	7	56	10(12)	M	81qs/45lb	Last of the cursed Dyar, 36 PP
Knows all Healer Base Spell Lists to 10th, and any four Open/Closed Channeling Lists to 7th lvl.						
Syth	16	106	1(75)	L/L# ♦♦	124bs[Cold]	Cursed Dyar Wraith, 45 PP
Gaze of True Hold, casts 100' R Fear, uses Sorcerer Base Lists to 10th lvl.						
Sarasacr	20	125	1(100)	L/L# ♦♦	75MBa[Cold]/65IBolt	Dyar Specter, 126 PP
Casts 100' R Fear, uses Magician and Evil Essence Spell Lists to 20th lvl.						
Sarasacr	31	181	14(24)	M	173bs/164lb/90IBolt	Dyar Warlord resurrected, 164 PP
Has a 4,000 year old +20 magical broadsword. Knows Magician and Evil Essence Spell Lists to 30th lvl.						
THE GEOMANCER						
Geomancer	22	96	2(44*)	M	76bs	Laan Arcanist, 127x4=508 PP
Earthen toned robe gives a +25 DB. Diamond held in pendant is a x4 Arcane PP Multiplier. Knows All Earth, Stone, and Metal related Spell Lists and Sorcerer Base Lists to 25th lvl, and any four Open Essence or Channeling Lists to 15th.						
Three Adepts	11	58	2(4)	M	58qs	Shay students, 77 PP
Knows All Earth, Stone, and Metal related Spell Lists and Sorcerer Base Lists to 15th lvl, and any three Open Essence or Channeling to 10th.						
SCORPION RIDGE						
Cantus	13	147	14(9)	M	128bs/115xh	Petty Lord of Human section
Three Wives	5	88	1(12)	M	85sc/80xl	Petty Lord's loyal concubines
Five Sons	6	105	14(12)	M	96we/85we	Petty Lord's obedient children
Seven Guards	4	86	16(30s)	M	90sp/80bs	Protect large Cantus home
Ikara	24	113	1(26*)	M	54da	Secret Prime Empowerer, 135 PP
Blood Orb gives her a +20 RR, -20 EAR vs magic and a +30 Ritual Focus. Protective robes have a +20 DB. Golden necklace, +3 Spell Adder and stores up to 75 lvls worth of Spells. Knows Cleric, Illusionist, and Evil Essence Spell Lists to 25th lvl, and any four Open Channeling or Essence Lists to 20th.						
Damas ♦	17	194	6(35)	M/II	98we	Disguised Kabis Demon, 221 PP
PRISON GATE						
Desolator ∞	29	375	16(30)	L/L@	120LCI(6x)/95LBI/145qs	Chaos-Plane Entity, 435 PP
Uses Mentalist and Evil Mentalism Spell Lists to 30th lvl, at triple range.						
Dark Titan ∞	35	435	18(45)	H/SL@	175wh(5D)/95ro(450')	Half-Demon Mega-Giant
Kabis Δ	54	421	14(170)	M/II# ♦♦	215bs	Humanoid form in Prison Plane
Kabis Δ	54	640	20(140)	H/SL# ♦♦	145HGr(15x)(3D)	Absorber form in Prison Plane

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5. CREATURES

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
MAIN CONTENT						
Shaskan	8	105	12(60)	M/M	90MCI(2x)/110MBi[Poison]	Well hidden winged reptile
Shalish	5	150	4(20)	L/L	85LCI/100/85Bi/120LCIv	Clever mountain mammal
Muck Worm	7	210	12(15)	H/SL	125HGr[Puncture]	Ugly, smelly man eater
Cave Leech	2	16	8(45)	S/S	45MBi	Blood suckers by the batch
Cave Lizard	3	120	6(20)	L/L	75MBi/65MBa	Fairly common
Wild Cave Lizard	7	235	8(25)	H/SL	125LBI/115LTs	Uncommon
Cave Scorpion	6	125	16(60)	L/L	80LPi(2x)/110LS[Poison]	Stealthy killer
Cave Serpant	8	260	12(15)	L/L	120LBI/105LGr	Linger near surface adits
Cave Tuin	5	145	4(12)	L/L	65MBi/55MCI(2x)	Universal pack animal
Cave Worm	10	160	12(20)	L/L	90HGr/110HHo/120LBIv[Heat]	A fell creature of rock
Caustic Slime	3	240	4(20)	L/L@	touch: 6-15 hits & 'A' Heat critical	Icky ooze that hurts
Chmln Amoeba	8	170	1(20)	L/L@	60MGr/80LGr/100HGrv	Enveloping goop
Cave Trapper	16	360	12(5)	H/SL@	135LGr/180HGr(3D)v	Hardened enveloping goop
Naxan	15	250	20(15)	L/L@	135LBI(2x)/95Br[Heat and Cold]	41 Rampaging Elementals
Vamprey	5	85	10(45)	S	55MCI(2x)/75MBi	Undead nuisance terror
Lake Worm	10	160	12(20)	L/L	100HBI	Monster of murky waters
1st Gen. Dragon ◊	27	480	20(70)	H/SL	140HBI/140HCl/135HBA/120HHo/145HS[Element]/160vBr	2 Various causes † Eight spell lists (25th level); 216 PP.
2nd Gen. Dragon ◊	19	385	20(60)	H/SL ††	125HBI/120HCl/115HBA/100HHo/120HS[Element]/130vBr	3 Various ambitions Six spell lists (20th level); 152 PP.
3rd Gen. Dragon ◊	15	320	20(50)	H/SL †††	95HBI/100HCl/100HBA/95HHo/105LSt[Element]/110vBr	13 Various pursuits Four spell lists (15th level); 120 PP.
4th Gen. Dragon ◊	11	260	16(60)	H/L	75HBI/85HCl/80HBA/90HHo/90LSt[Element]/90vBr	11 Trying to survive Two spell lists (15 level); 88 PP.
ALTERED						
Sentient Tree ◊	5	200	11(0)	L/L@	60LBA(3x)/50LGr/60LCrv	Awakened tree
Death Shroom ◊	3	45	2(0)	S	+60da[Spore]	Intelligent Unlife Fungus
Meta-Gurith ◊	0	1	1(25)	S	1SBI[Poison]	Individual altered insects
Supra-Gurith ◊	6	145	4(25)	M	75MBA(2x)[Poison]	Congeaed altered insects
Mega-Gurith ◊	15	310	8(25)	L/L	105LTs[poison]/125LBI[Poison]	Conglomerated bugs
Dark Ascaris ◊	7	45	1(15)	S	special	Outer planar parasite
Demon Mite ◊	2	36	18(35)	S	+60MGr[Spit Venom]/60MBi	Dangerous Pale parasite
PRISON PLANE						
Shaan ◊	3	45	1(40)	M	80wp/60MSt/60Poison	94 All over
Mind Eater ◊	5	70	3(30)	S	50SCI/special	111 All over
Horasos ◊	6	110	11(0)	M/II@ ‡	75LBA/60MGr/*)LCr	87 Swamp resident
Tresh ◊	20	300	12(50)	L/L	120LGr/80HPi	13 Near mountain pole
Xyr ◊	20	200	11(20)	L/L	120LGr[Electricity]/40LBolt	27 Mountain to marsh
Swamp Octopus	6	110	3(10)	L/II	60MGr(1-8x)/80LPi	41 Bog dweller
Swamp Worm	12	320	10(15)	H/SL	125HBI/165HTs	24 Slithering bog monster
SHROUDED ISLE						
Wood Gargoyle	4	60	8(60)	M/@	55LCI/40MBi/40we	96 Across island
Stone Gargoyle	5	80	16(35)	M/@	60LCI/40MBi/50we	64 Across island
Bronze Guardian	8	172	20(10)	L/L#	75sc(8x)/120LGr/140HCr	4 In lowest pyramid room
RESTING PLACE						
Skeleton resident	2	45	1(15)	M/II# ‡	55we/55MBa	81 Chamber wanderer
Zombie resident	2	45	1(15)	M/II#	30MBA/nausea	33 Chamber wanderer
Ghoul resident	3	50	4(20)	M/II#	40MBA/50SCI/45we/diseased	40 Chamber wanderer
Sleeping Guests	8	125	8(35)	M/II#	90LBA/135LGr	Pair of Mummies
Magical Guests	9	85	1(40)	M/II# ‡	+75IBolt	6 Skeletons, 63 PP
Knows Ice Law Base Spell List to 20th lvl, and any other six Essence Lists to 10th.						
Thirsty Guests	10	90	11(30)	M/II# ‡‡	90we[Cold]/80LBA/diseased	5 Wights, 60R Fear
Ghastly Guard	4	70	4(30)	M/II#	60MBA/60SCI/60we/diseased	33 Ghouls protect rulers
Guest Rulers	12	135	1(45)	M/II# ‡	90qs/120FBolt	2 Skeletons, 84 PP
Knows Fire Law Base Spell Lists to 20th lvl, and any eight Essence Lists to 10th.						
Bare Shadow	5	75	1(35)	M/II#	110MBi	15 Wander lower level
Immobilizing effect 10R (RR vs 5th lvl), draws 2-10 hits per rnd from bite wound.						
Bare Ghost	9	100	1(30)	M/L# ‡‡	60MBA/50we	9 Wander lower level
Drains Constitution by 4 pts a rnd when with 10'.						
Ashen Skeleton	4	85	16(45s)	M/II# ‡	100we/70MBa	7 always
D. Fire Guardian	12	120	3(60)	L/L	+75LBolt	Swirling Elemental, 240 PP
Knows a Dark variation of Light Law to 20th lvl, so, Cold criticals are used instead.						
Undead Spider	14	196	12(40)	L/L#	100LPi/115LSt/80LGr(webbing)	- Ejects webs like a spray
GEOMANCER						
Golden Golem	12	250	20(30)	L/L#	120LBA/90LGr/170HCr	2 (Gold-plated bronze)
Earth Elemental	13	100	8(15)	L/L#	105LBA/50LGr[CImpact]	8 May stay up to 12 hrs



6 • RACES, ARMIES, AND ORDERS

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
MELURIA						
Melurian Citizen	1	40	1(3)	M	20sp or ss/15sb	17,800 Fight with available weapons
Rare Melurian	3	65	4(6)	M	70bs/55lb	475 Decent, moral character
Good Merchant	4	70	4(3)	M	40bs/30xl	200 Successful in business
Decent Crafter	6	85	1(4)	M	50bs/40xh	80 Successful in creating
Melurian Levy	2	55	8(6)	M	55we/45we	820 Fight with available weapons
Bazilar Guard	3	70	13(30s)	M	85bs/75pa/65lb	150 Well organized and drilled
Talabaz Guard	2	55	8(25s)	M	75sp/65sb	120 Unstable, demoralized unit
Urtis Guard	2	60	8(25s)	M	70bs/70lb	120 Disorganized, squabbling group
Urtis Wardog	4	65	3(30)	M	55MBi	60 Master loving canines
Osra Guard	2	65	8(25s)	M	75la/65bs/55lb	80 Aloof calvary unit of Osra
Osra Warhorse	6	165	3(40)	L/L	60Lba/55LTs/50MBi	40 Rider friendly battle animal
Fulcrumian Guard	4	90	8(25s)	M	90ba or th/75we	90 Grim berserkers and wild men
Melurian Sailors	3	75	4(20s)	M	70ss or ha/60da or ha	900 Sea hardened lot •
Sailor Captains	7	105	13(25s)	M	105bs/90lb or xh	36 Experienced navigators •
Rebel Bandit	3	75	4(20s)	M	60we/45we	340 Disgruntled, lawless bands
Rebel Pillager	5	110	8(30s)	M	85we/70we	90 Vengeance seeking criminals
Rebel Pirate	4	85	8(30s)	M	80we/70we	300 Sea lane thieves and killers
Woodcoveners	3	45	1(5)	M	40we/25we	53 Hidden, watchful members
Druid	6	55	2(15)	M	55qs or ha	21 Elusive Channelers, 46 PP
Knows either Cleric, Animist, or Healer Base Lists to 10th lvl, and any four Open/Closed Channeling to 5th.						
Tree-Druid	11	70	4(15)	M	70qs or ha	7 Nature masters, 76 PP
Knows either Cleric, Animist, or Healer Base Lists to 15th lvl, and any six Open/Closed Channeling to 15th.						
Moon-Druid	18	87	4(25)	M	90qs	Godling favored Channeler, 112 PP
Knows all Cleric, Animist, and Healer Base Lists to 25th lvl, and any eight Open/Closed Channeling to 20th.						
Stone-Druid	9	65	2(10)	M	65fa	12 Evil hidden Channelers, 67 PP
Knows either Cleric or Animist Base and the Evil Channeling Lists to 15th lvl, and any four Open/Closed Channeling to 10th.						
Dark-Druid	20	88	2(10)	M	95fa	The corruptor of Meluria, 125 PP
Knows Cleric Base and the Evil Channeling Lists to 20th lvl, and eight Open/Closed Channeling to 15th.						
Invokers	8	75	1(5)	M	35we	20 Ordinary folk gone bad, 66 PP
Knows one set of Evil Lists to 10th, and any four Open/Closed of same magic realm to 5th lvl.						
Blood-Arcist ∞	17	92	1(15)	M	45da	Master of evil in Meluria, 111 PP
Knows all Channeling, Essence, and Mentalism Evil Lists to 20th lvl, and any eight Open/Closed Lists to 15th.						
SARNAK						
Amazon Citizen	1	55	1(5)	M	45we/40we	36,000 Resourceful smart populace
Rare Amazon	3	75	4(10)	M	75we/75we	3,600 Decent moral character
Male Servant	1	35	1(1)	M	35we/25we	47,000 Servile artists for life ••
Male Farmer	2	55	1(3)	M	40we/35we	4,800 Field laborers, foresters ••
Male Slave	2	50	1(5)	M	45we/40we	5,600 Dirt of society, harsh jobs ••
Male Gladiator	6	105	18(10)	M	100we/95we/90we/85we	80 Prized Amphitheatre contestants
Slave Master	5	100	14(10)	M	95qs or wp/85xh	250 Quick punishers
Worker Elephant	7	350	12(20)	H/L	75HHo/90LGr/75HTs	31 Careful, bright, strong, hungry
Good Merchant	5	70	4(5)	M	65we/55we	500 Successful in business
Decent Crafter	7	76	1(5)	M	70we/50we	250 Successful in creating
Amazon Scholar	5	65	2(2)	M	45we/30we	300 Innovative students
Minister	9	85	2(5)	M	90we/45we	21 Judges and mediators of society
Presiding Sage	12	95	2(3)	M	65we/35we	6 Intelligent Academy masters
Champion	9	135	8(15)	M	115ba/110bs/100lb	16 Living heroines and trainers
Amazon Athlete	6	115	4(30a)	M	95we/70HMst/80we	400 Formidable in body and war
Amazon Scout	5	90	8(30s)	M	80ba or bs/75lb	400 Loyal and free agents • ∅
Amazon Sailor	4	85	8(30s)	M	80we/70we	4,200 Rugged adventurers •
Sailor Captain	8	125	14(30s)	M	95we/85we	86 Experienced navigators •
Naval Officer	12	145	14(35s*)	M	130we*/120we*	35 Brilliant armada commanders
Armor, weapons and equipment have an average +5 modifier (15% are enchanted).						
City Guard	2	70	8(30s)	M	70cl or ma/60xh	360 Watchful urban contingent
Peace Keeper	5	100	18(30s)	M	95ma or qs/90xh	60 Urban control and security
Regular Cavalry	5	105	14(30s)	M	95la/90ba/90bs/85lb	450 Daring Amazons
Warhorse	5	150	12(35)	L/L	55Lba/55LTs*	700 Seasoned animals in barding
War Elephant	11	410	16(30)	H/L	95HHo/95LGr/95HTs	36 Unpanicable, armored beasts
Regular Warrior	6	115	18(10)	M	105ba/100bs/95lb	300 Watchful rural contingent
Regular Officer	10	140	19(35s*)	M	125la*/125we*/115lb*	27 Dynamic army leaders
Armor, weapons and equipment have an average +5 modifier (8% are enchanted).						
Council Guard	7	125	18(35s*)	M	115sp*/115we*/110we*	70 Directorate protectors
Armor, weapons and equipment have an average +10 modifier (12% are enchanted).						

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@ — Ignore stun results.

s — May also use a shield.

Note: See C&M or AL for a full listing of the weapon/attack abbreviations.

Codes for the Creature Chart

Codes: The statistics given describe a typical creature of that type (individual creatures can sometimes vary greatly from the typical). Most of the codes are self-explanatory: Lvl (Level); Sz (Size: Tiny, Small, Medium, Large, or Huge); Cr (Cris: normal, Type I, Type II, Large, or Super-large) Hits; and DB (Defensive Bonus). The more complex statistics are described below.

AT: The number is the equivalent of the *Rolemaster* numeric armor type.

Melee/Missile OBs: The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack: Ti = Tiny, Pi = Pincher/beak, Ba = Ram/Butt/Bash, Bi = Bite, Cl = Claw, Kr = Kick/Crush, Gr = Grapple/Grasp/Envelop, Ho = Horn/Tusk, Ts = Trample/Stomp, St = Stinger, and We = Weapon. For exact weapon abbreviations, see AL or C&M.



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— Ignore stun and bleeding results.

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Note: See C&M or AL for a full listing of the weapon/attack abbreviations.

6 • RACES, ARMIES, AND ORDERS

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBS	Note
SARNAK (continued)						
Amazon Spy	9	110	v(v*)	M	105we*/95we*/85we*	18 Very dangerous agents
Armor, weapons and equipment have an average +15 modifier (27% are enchanted).						
House Warrior	5	110	14(35s*)	M	100we*/45HMst/85we	540 House Family loyal militias
Armor, weapons and equipment have an average +7 modifier (6% are enchanted).						
House Teacher	9	130	8(45a)	M	95HMst/85ba/85lb	27 Instructors of self-discipline
House Master	13	150	18(30s)	M	130ba/120we/110lb	8 (not including Jannoth Zamcra)
Mercenary	3	90	14(30s)	M	85ba or bs/85we/80we	3,000 Violent care-free Amazons ◊
Mercenary Leader	8	135	18(35s*)	M	120ba or bs*/110lb*	240 Cold intimidating Amazons ◊
Armor, weapons and equipment have an average +12 modifier (21% are enchanted).						
Administratoir	6	85	4(10)	M	75bs/55lb	56 Unreserved businesswomen ◊
Mercenary Master	12	145	1(5)	M	85bs/55lb	7 Contollers of duties and loot
Neophyte	5	60	1(5)	M	40we/15we/20SBolt	60 Initiates to Azenda, 40 PP
May know any set of Base Spell Lists to 5th lvl, and any four Open/Closed Spell Lists of same realm to 5th.						
Sorceress	8	75	2(5)	M	50we/20we/55FBolt	12 Students of Azenda, 65 PP
May know any set of Base Spell Lists to 10th lvl, and any five Open/Closed Spell Lists of same realm to 10th.						
Necress	11	90	2(10*)	M	60we/25we/70LBolt	3 (not including Aceka), 75 PP
May know any set of Base Spell Lists to 15th lvl, and any six Open/Closed Spell Lists of same realm to 15th.						
Priestess	∞	23	105	4(35*)	M	115bs/65lb/110LBolt*
Knows Cleric and Evil Channeling Lists to 30th lvl, and any ten Open/Closed Channeling to 20th.						
SCORPION RIDGE UPPER REACHES						
Teth Citizen	1	40	8(35s)	M	40we/30we	780 Ordinary humans
T. Guard	2	65	14(30s)	M	75bs/65sb	210 Protective humans
T. Fighter	4	95	18(8)	M	95ts/85bs/80lb	90 Professional warriors
Free Goblin	2	45	8(30s)	M	60we/40we	3,000 Traitors to Murlog
F. Goblin Guard	2	60	8(30s)	M	70we/60we	540 Secure cave system
F. Goblin Warrior	3	75	14(30s)	M	80we/70we	600 Raiders **
F. Goblin Lord	9	115	16(35s)	M	110sc/90xh	5 Driven by conspiracy
Settled Lugroki	2	55	8(30s)	M	60we/60we	600 Hostile populace
S. Lugro Warrior	4	100	18(35s)	M	90we/85we	450 Motivated by cruelty
S. Lugro Castor	8	110	10(20)	M	110fa/100	3 Spirit worshippers, 48 PP
Knows Communal Ways and Black Channels to 15th lvl, and any six Open/Closed Channeling to 10th.						
Domivar Goblin	2	45	8(30s)	M	60we/40we	520 Malicious, greedy **
D. Lugroki	3	85	14(30s)	M	85we/75we/65we	380 Hostile and violent
D. Human	3	80	14(30s)	M	80we/75we/70we	450 Malevolent killers
D. Troll ◊	7	175	12(25)	L/L	110LCI/100LBI/70ro(100')	46 Hideous, unsanitary
D. Giant	8	300	13(25)	L/L	135we(2D)/105LBa/80ro(100')	33 Insulting, vulgar
D. Lugro Leader	7	130	19(30s)	M	110sc/100wh/90xh	18 Cruel tacticians
D. Human Scout	6	70	14(30s)	M	80we/65we	80 Inconspicuous agents
THE DOMAIN						
Murlog Citizen	2	40	8(30s)	M	40sc, ss or da/40sb, da or sl	16,000 Giggling Goblins **
M. Women	2	40	4(12)	M	40we/30we	11,000 Child bearers **
M. B. Pit Guard	5	100	18(45s*)	M	100sp, sc or wm*/95cb or xh*	320 Women protectors
Armor, weapons and equipment have an average +10 modifier (33% are enchanted).						
M. Guard	2	50	8(30s)	M	60sc, wh or pa/50 sb	8,000 Protect sites **
M. Warrior	3	60	13(30s)	M	75sc, fa, sp or ha/65sb, xl or ha	8,000 Protect cave systems
M. Raider	5	95	14(40s*)	M	95sc, sp or ha*/90sb, xh or ha*	6,000 Pillage the surface
Armor, weapons and equipment have an average +7 modifier (20% are enchanted).						
M. Engineer	6	75	8(30s)	M	70ss/60xh	400 Oversee the industry
M. Leader	8	115	14(40s*)	M	115sc, fa or ha*/105cb*	400 Division Commanders
Armor, weapons and equipment have an average +10 modifier (20% are enchanted).						
M. General	13	135	18(50s*)	M	130sc, fa or ba*/115cb or ha*	24 Military Commanders
Armor, weapons and equipment have an average +15 modifier (25% are enchanted).						
Codes for the NPC Charts						
Codes: The statistics given describe a typical creature of that type (individual creatures can sometimes vary greatly from the typical). Most of the codes are self-explanatory: Lvl (Level); Sz (Size: Tiny, Small, Medium, Large, or Huge); Cr (Cris: normal, Type I, Type II, Large, or Super-Large) Hits; and DB (Defensive Bonus). The more complex statistics are described below.						
AT: The number is the equivalent of the <i>Rolmaster</i> numeric armor type.						
Melee/Missile OBS: For exact weapon abbreviations, see AL or C&M.						

6 • RACES, ARMIES, AND ORDERS

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
MOUNTAIN (SCATTERED OR WANDERERS)						
Nomadic Trogli	2	60	3(30)	M	65we/20we	8,400 Savage humanoids
N. Trogl Chieftan	6	110	3(45)	M	95we/85we/40we	40 Wild clan leaders
N. Goblins	2	45	8(30s)	M	60we/40we	1,800 Hunter-gatherers **
N. Goblin Leader	5	85	13(30s)	M	90we/80we	45 Tracker-guides **
N. Lugroki	2	55	8(30s)	M	60we/60we	2,100 Hostile scavengers
N. Lugro Leader	6	120	14(35s)	M	120we/110we/100we	30 Bloodthirsty plunderers
Z. Rebel Goblins	4	95	14(30s)	M	90sc, wh or ba/85sb or xl	640 Vengeful fugitives
R. Goblin Leader	8	125	18(30s)	M	125fa or wm/100cb	36 Revolutionary plotters
Cave Troll ♂	12	220	11(25)	L/L	100HCl/85we/80ro(100')	240 Humanoid killers
Mountain Troll ♂	10	250	16(40s)	L/L@	110we/100LBa/100ro(100')	180 Humanoid killers
Stone Troll ♂	7	180	11(15)	L/L	80LBa/65LCl/40we/65ro(100')	450 Humanoid killers
War Troll ♂	8	250	16(50s)	L/L@	120we/80LBa/70ro(100')	160 Humanoid killers
Stone Giant ♂	7	275	12(30)	L/L	90we(2D)/50ro(200')	500 Evasive, 42 PP
Mountain Giant ♂	10	350	12(60)	H/SL	120we(4D)/90ro(200')	200 Evasive, 80 PP
ZHAN HOLD						
Zhan Citizen	3	55	13(35s)	M	70we/60we/50we	1,300 Brave Dwarves
Z. Women	3	50	13(35s)	M	60we/30we	1,800 Usually secluded
Z. Human Citizen	1	45	13(30s)	M	40sp or bs/30lb	470 Surface dwellers
Z. Human Fighter	4	95	18(30s)	M	95sp or bs/90lb	85 Volunteers to Zhan
Z. Halfling Citizen	2	60	1(40)	M	20we/60sl	78 Live on surface, too
Z. Gnoll Citizen	3	40	3(30)	M	35we/20we	83 Reclusive types, 18 PP
May know Invisible Ways and Rapid Ways, and any other three Essence Spell Lists up to 10th lvl.						
Z. Gnome Citizen	5	50	1(20)	M	35we/25we	31 Hermit types, 45 PP
Possesses up to seven items and a whole lotta tricks. May know any eight Spell Lists up to 10th lvl.						
Z. Engineer	7	100	13(40s*)	M	95we*/70we*/45xh*	360 Designers, crafters
Armor, weapons and equipment have an average +10 modifier (33% are enchanted).						
Z. Guard	3	90	16(35s)	M	85pa or bs/75xh	261 Stern Dwarves
Z. Squad Leader	7	120	16(40s*)	M	115wh, ba or bs*/100xh*	9 Quick witted and deft
Armor, weapons and equipment have an average +10 modifier (33% are enchanted).						
Z. Scout	4	85	14(35s)	M	95wh or bs/85sp/75xh	84 Patient quiet types
Z. Scout Guide	8	120	14(40s*)	M	110bs*/100ba or wm*/95xh*	6 Intense planners
Armor, weapons and equipment have an average +10 modifier (33% are enchanted).						
Z. Fighter	4	100	18(25*)	M	105wm or ba*/100bs*/95xh*	1,150 Fearless host
Armor, weapons and equipment have an average +10 modifier (33% are enchanted).						
Z. Warmaster	12	150	20(50s*)	M	135wm*/125ba or bs*/110xh*	7 Tactician-warriors
Armor, weapons and equipment have an average +20 modifier (45% are enchanted).						
Z. King Guard	8	135	20(50s*)	M	125wh or ma*/115bs*/105xh*	70 Dedicated to Naram-Pyr
Armor, weapons and equipment have an average +15 modifier (33% are enchanted).						
SAGAROTH						
Lugroki Citizen	2	55	8(30s)	M	60we/60we	1,200 Aggressive residents
Lugro Guard	3	80	13(10)	M	80pa or sp/70fa/65sb	450 Impatient patrollers
Lugro Leader	6	115	14(35s)	M	125bs/115ha/105ha	27 Violent patrol masters
Goblin Citizen	2	45	8(30s)	M	60we/40we	3,800 Sinister grins **
Dwarf Citizen	3	55	14(35s)	M	75we/67we/50we	700 Hearty residents
Human Citizen	1	40	8(35s)	M	40we/30we	2,400 Rather meek
Human Guard	3	75	13(10)	M	80pa or sp/70bs/55lb	180 Honorable, stern
Human Captain	8	125	18(30s)	M	120bs/105lb	15 Calm, assertive
Troll Citizen ♂	7	180	11(15)	L/L	80we/80LBa/65LCl/65ro(100')	76 Untidy residents
Troll Guard ♂	9	240	11(25)	L/L	110we/90LBa/70ro(100')	45 Savage crowd control
Ogre Citizen	6	150	4(15)	L/L	70we/95LBa/80LCl«	64 Grizzly residents
Giant Citizen	5	210	12(20)	L/L	75we(2D)/55ro(100')	54 Towering residents
Giant Guard	7	260	13(20)	L/L	110we/70ro(100')	15 Masters of civil-order
Dyari Citizen	6	110	14(45s)	M	105we/100we	72 Aloof Dark Elves
Armor, weapons and equipment have an average +15 modifier (40% are enchanted).						
Ombr Keeper	7	130	14(45s*)	M	120wh or ma*/105bs*/90xh*	60 Order dedicated
Armor, weapons and equipment have an average +10 modifier (12% are magical).						
Pyramid Guard	6	140	16(30s)	M	100bs/90sp/80sp	15 Hidden ambushers
P. Musician	3	55	1(6)	M	60da/30MBa (instrument)	36 Talented bunch alright
P. Dancer	6	85	1(15)	M	85fa/65da/65da	12 Whirling passions
P. Priest	15	95	4(10)	M	86sc*	4 Mystical Masters, 95 PP
Non-magical weapons +10. Know Cleric Base Spell Lists to 20th lvl, and any eight Open/Closed to 15th lvl.						
Slaver Lugroki	4	105	14(30s)	M	100bs/90qs or wp/75xh	60 Torturers, sarcastic
S. Ogre	8	170	14(15)	L/L	115cl or qs/105LBa/85LCl«	17 Torturers, bombastic
S. Dyar ∞	9	110	4(48*)	M	125bs*/105we/115lb	5 Arrogant antics
Each has a +20 OB enchanted broadsword, and +20 DB magical belt buckles.						

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Note: See C&M or AL for a full listing of the weapon/attack abbreviations.



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6 • RACES, ARMIES, AND ORDERS

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
THE DEPTHS						
Fire Sileth ◊	8	180	8(35)	L/L	100we/90we/70FBolt	300 Hostile, 64 PP
F. Guard ◊	8	210	14(65s)	L/L	115pa/110bs/80FBolt	300 Hostile, 64 PP
F. Warrior ◊	10	250	18(65s)	L/L	130pa or sp/120bs/95FBolt	240 Hostile, 80 PP
F. Mage ◊	15	225	8(35)	L/L	95sp or bs/135FBolt	20 Hostile, 120 PP
Uses Fire Law Base Spell List to 20th lvl, and any six Open/Closed to 15th.						
F. Mage-Lord ◊	21	375	12(75)	L/L@	182sp/146pa/168FBolt	Hostile, 168 PP
Uses Fire Law Base Spell List to 30th lvl, and any nine Open/Closed to 20th.						
Water Sileth ◊	6	140	8(40)	L/L	85we/65we/50WBolt	700 Reclusive, 48 PP
W. Guard ◊	6	175	8(40)	L/L	105pa or wh/90fa/75WBolt	300 Reclusive, 48 PP
W. Warrior ◊	8	200	8(65S)	L/L	115sp, fa or ma/90WBolt	400 Reclusive, 64 PP
W. Priest ◊	12	180	8(40)	L/L	95HMst/90we/110WBolt	12 Reclusive, 96 PP
Uses Water Law Base List to 20th lvl, and any six Open/Closed to 15th.						
W. Priest-King ◊	18	245	8(65)	L/L	157fa/124we/141WBolt	144 Reclusive, PP
Uses Water Law Base List to 25th lvl, and any nine Open/Closed to 20th.						
Deep Dwarf	4	80	14(35s)	M	85we/75we/65we	600 Secretive, 36 PP
Knows up to three Spell Lists from any Open realm.						
D. Dwarf Scout	8	115	14(50s*)	M	120we*/105we*/90we*	200 Cautious, 60 PP
Armor, weapons and equipment have an average +10 modifier (35% are enchanted). Knows Inner Walls, Nature's Guises, Path Mastery and any three Open Channeling Lists to 10th lvl.						
D. Dwarf Lord	15	153	18(50s*)	M	151ma*/122ba*/103xh*	Patient observer, 110 PP
Armor, weapons and equipment have a +15 magical modifier. Arcane Mace +20 OB, delivers double concussion damage to Ogres, Giants, Trolls, Titans, etc. Knows Paladin Base Spell Lists to 15th lvl, and any four Open Channeling to 15th. Preserver of Dwarf Magic.						
Ohidnar Goblin	6	110	18(40s*)	M	105sc or ha*/95sb or cb*/[Poison]	700 Patrollers of Ohidnar
Armor, weapons and equipment have an average +10 modifier (12% are magical).						
O. Mountain Imp	7	95	10(50s*)	M	110sc*/95xl*/[Poison]	1,200 Tricksters, 63 PP
Armor, weapons and equipment have an average +15 modifier (21% are magical). Knows any three Magent Base Spell Lists to 10th lvl.						
O. War Troll ◊	11	310	16(50s)	L/L@	140we/110LBa/75ro(200')	45 Trouble stoppers
O. Earth Sileth ◊	12	240	20(15)	L/L	120LBa(2X)/140LGr	23 Slaves, 96 PP
Cthugan ◊	15	150	2(20)	M/I	100LGr/120MBi[Poison]/70we	22 Evil Aliens, 120 PP
Knows either Mentalism, Lay Healer, Mystic, or Magent Base Spell Lists and Evil Mentalism Spell Lists to 20th lvl, and any six Open/Closed to 15th lvl.						
C. Mind Slave	5	80	1(15)	M	80we/55MBa/30MBi	40 Brainless humanoids
Cthugan Master ◊	24	240	4(35)	M/II	145LGr/160MBi[Poison]/105we	Evil Alien, 192 PP
Knows Mystic Base Lists and Evil Mentalism Spell Lists to 30th lvl, any three Open/Closed Mentalism to 25th, and any five Open/Closed Mentalism to 15th.						
Deep Siren	17	145	4(85)	M/I	175fa[Electricity]/special	12 Dark Faeries, 160 PP
Keen ethereal blades, +35 OB, delivers an additional Electricity critical of equal severity, (sword will disappear if Siren is killed). Their kiss delivers a euphoric unconsciousness effect (RR vs Faerie lvl) and drains 1 Life lvl/4% RR Failure. Knows Dabbler Base Spell Lists to 20th lvl, and any eight Open/Closed Spell Lists to 15th.						
TEMPORAL SENSES AND POWERS OF KABIS						
Urrilm Δ	45	530	1(210)	H/SL#	special	The Searcher, 1,350 PP
Ammirl Δ	39	450	1(180)	H/SL#	special	The Sight, 875 PP
Ythil Δ	35	380	1(160)	H/SL#	special	The Taker, 765 PP
Thaugan Δ	21	181	20(43*)	M/I	161ts*/135lb,	Half-Demon Man, 144 PP
Anuraka Δ	31	483	18(45)	L/LI@	188ma(3D)/165HBa(2x)(2D)/+85ro(250')(2D)86 PP	Half-DemonWarTroll
Ladralan Δ	21	154	4(75*)	M/I	181bs*/136we	7 Half-Spirits, 315 PP
Risul Δ	37	128	1(40*)	M	113da	GrandEmpowerer, 196 PP
Nicamedi Δ	16+	95+	1(25+)	M	76+we/48+we	Reveler, up to 216 PP
Ahbelen Δ	15	96	1(15)	M	71da/66da	Touring Reveler, 33 PP
Azanimi Δ	33	166	14(75*)	M/#	145wm*	Lich Lord, 666 PP
Milogron Δ	29	286	12(65)	L/L#	135LCI(2x)/160LBi	Demon Master, 118 PP

6 • RACES, ARMIES, AND ORDERS

Name	Lvl	Hits	AT(DB)	Sz/Cr	Melee/Missile OBs	Note
TEMPORAL SERVANTS OF KABIS						
Procreator Demon ◊	12	140	3(50)	M	100we	28 Carnalists, 156 PP
Procreator Spirit ◊	18	180	1(80)	M/II	130we	1 Wicked entity, 324 PP
Warrior ◊	10	165	v(v*)	M/I	140we*/120we*/110we*	240 Insane Half-Demons
Armor, weapons and equipment have an average +15 modifier (33% are enchanted).						
Mage ◊	9	75	v(v*)	M/I	50we*/120vBolt*	71 Half-Demons, 85 PP
Armor, weapons and equipment have an average +15 modifier (80% are enchanted).						
Assassin ◊	7	96	v(v*)	M/I	90we*/75we*	132 Crazy Half-Demons
Armor, weapons and equipment have an average +10 modifier (33% are enchanted).						
Priest ◊	14	90	v(v*)	M/I	75we*/60we*	34 Half-Demons, 105 PP
Armor, weapons and equipment have an average +20 modifier (90% are enchanted).						
Fear Spirit ◊	5	45	1(90)	M/I#	special	160 Phobia maker
Terror Spirit ◊	20	180	1(160)	L/L#	special	24 Death by phobia
Mischief Spirit ◊	6	55	1(120)	M/II#	special	90 Sneaky thief
Darkling Spirit ◊	6	50	1(100)	M/I#	special/70LBolt	42 Depressor, 90 PP
Knows a Dark variation of Light Law to 2x lvl, Cold criticals are used instead of Electricity.						
Death Spirit ◊	6	65	1(75)	M/I#	special	37 Corpse inhabitor
Evil Spirit ◊	7	80	1(85)	M/I#	special	22 Possessive type
Insanity Spirit ◊	11	95	1(110)	M/I#	special	107 Mind warper
Dream Spirit ◊	9	115	1(105)	M/II#	special	26 Nightmare inducer
Vision Spirit ◊	12	120	1(120)	L/LI#	special	19 Sense warper, 216PP
Knows Illusionist Base Lists to 2x lvl.						
Doom Spirit ◊	15	150	1(150)	L/LI#	special	31 Killers
Reveler	7+	50+	v(v)	M	50+we/40+we	1,200 Men, 30+ PP
For every 15 possessing spirits, may use any random Spell List up to 20th lvl and gains another 15 PP.						
Empowerer	15	80	v(v)	M	70we/95vBolt	66 Men, 105 PP
Knows any set of Base Spell Lists and similar branch of Evil Lists to 20th lvl, and any eight Open/Closed Spell Lists to 15th lvl.						
KABIS PRISON SERVANTS						
Undead I ‡	1	25	1(10)	M/I#	15we/25SBa	810
Undead II ‡	3	50	1(20)	M/I#	45we/40MBa	540
Undead III ‡	6	100	1(30)	M/I#	50we/60MBa	360
Undead IV ‡	9	135	1(40)	M/II#	95we/70LBa	135
Undead V ‡	13	165	1(40)	M/ML#	110we/90LBa	44
Undead VI ‡	16	200	1(40)	M/SL#	180we/90LBa	15
DEMONIC HORDE						
Demon I ◊	1	35	1(20)	M/I	50cl(2D)/40MCI(2x)/30MBa/60MCr√	600
Demon II ◊	4	60	3(30)	M/II	70bs(2D)/50MCI(2x)/40LBa/80LCr√	420
Demon III ◊	8	120	4(50)	L/II	90th(2D)/60MCI(2x)/70LBa/105LCr√	240
Demon IV ◊	13	200	4(60)	L/L	90we(2D)/60wp(2D)/70LBa/130LCr√	96 78 PP
Demon V ◊	18	300	8(50)	L/L#	140we(2D)/120we/150HBa/200HCr√	21 144 PP
Demon VI ◊	27	250	12(60)	M/L#	180LCI(2x)/100MBi/130LCr/150LCr√	6
SHADOW HOLD AND GUARD						
Shadow Hold ◊	30	12,000	20(15)	H/SL	180HCr (if caught between sliding walls)	360 PP
Chaos Elemental	18	140	4(60)	L/L#	100HBa/[CElectricity,BImpact]«	7
Dark Elemental	15	110	1(60)	L/L#	45LBa(2x)/[DCold]«	12

Codes for the NPC Charts

Codes: The statistics given describe a typical creature of that type (individual creatures can sometimes vary greatly from the typical). Most of the codes are self-explanatory: Lvl (Level); Sz (Size: Tiny, Small, Medium, Large, or Huge); Cr (Critic: normal, Type I, Type II, Large, or Super-large) Hits; and DB (Defensive Bonus). The more complex statistics are described below.

AT: The number is the equivalent of the *Rulemaster* numeric armor type.

Melee/Missile OBs: For exact weapon abbreviations, see *AL* or *C&M*.

KEY

Δ — See Chapter II for further information.

◊ — See Chapter III for further information.

« — See character description for possessions.

† — Not including Maladr.

†† — Not including Netherla and Alcatraz.

††† — Not including Muregla and Athel.

v — Various capabilities.

‡ — Ignores Puncture criticals.

‡‡ — Ignores non-magic damage.

* — 1/2 under direct government influence/command.

** — Some are secretive rebels.

◊ — 1/3 on duty/action in foreign realm.

* — Special modifiers may apply.

— Ignore stun and bleeding results.

@ — Ignore stun results.

s — May also use a shield.

Note: See *C&M* or *AL* for a full listing of the weapon/attack abbreviations.



KEY

* – Earthquake, wildfire, sinkhole, landslide/avalanche, flood, etc.

** – Chute/pit, self sealing room/passageway, cave, self filling room/passageway, trick corridor/room/cave, collapsing stairs/room/door, spiked pit/floor/wall/ceiling, snare/tripwire, trick door, poisonous gas/berzerk creature unleashed, caltrops/marbles, projectile/some poisoned, trapping creature/plant, trick feature/furniture, jaw trap, set ambush, illusion/other magic, ajar door with poised bucket of fun, etc.

*** – Poisonous fumes, water/steam fills section, earthquake, partial collapse, etc.

Δ – Stationary place/site: if camp/lair, reroll to determine where it is.

ΔΔ – Herb, secret door present, enchanted place, item/device, unguarded treasure, Essence Flow/Focus, powerful good/evil being, etc.

§ – Found in water or reroll.

† – Various origins.

• – Ominous related encounter.

** – Some can be large or dangerous in packs.

*** – Some bite and sting, can carry diseases.

**** – Some can be large and dangerous, others are poisonous.

Ω – Mixed racial group usually.

ΩΩ – Includes Dyari and other Dark Faeries.

ΩΩΩ – If encountered above ground, it must be night or reroll.

∞ – Encountered group cause may vary: 01 traitor/runaway, 02-03 rebel/thief, 04-08 killer/mercenary, 09-11 rogue, 12-15 refugee, 16-50 peasant, 51-55 hunter/gatherer, 56-60 pilgrim/adventurer, 61-70 merchant/crafter, 71-80 worker/miner, 81-97 scout/patrol, 98 noble, 99-00 lost, crazy, diseased or spies posing as...(reroll).

7 • RANDOM ENCOUNTER CHARTS

Wilderness Encounter	Meluria	Sarnak	Ocean	Seas/Surface	Scorpion Ridge	Upper Zhan	Disputed	Murlog	The Depths	Number Found
Chance %	15	20	10	12	10	25	15	40	15	—
Distance (miles)	3	1	8	3	.25	.125	.25	.125	.25	—
Time (hours)	4	5	5	3	3	2	4	1	5	—
Severe Weather	01-04	01	01-12	01-03	—	—	—	—	—	—
Hazard *	05	02	—	04	—	—	—	—	—	—
Trap **	06	03	—	05	01-03	—	01-02	01-09	01	—
Peril ***	—	—	—	04	01	—	03-06	10-12	02-06	—
Ruins Δ	07-10	04-06	—	06-09	—	—	—	—	—	—
Camp/Lair Δ	11-14	07-10	—	10-16	05-12	02-08	07-15	13-22	07-24	1 (1-6)
Dangerous Plant Δ	15	11	13	17-18	13	—	16	—	25	varies
Bear or Boar	16	12	—	19	—	—	—	—	—	1 (1-4)
Bird	17-22	13-17	14-24	20-25	—	—	—	—	—	1-200
Carion Seeker •	23	18	25	26-27	14	—	17-20	23-25	26-29	1-30
Cat (large)	24-25	19	—	28-31	—	—	—	—	—	1 (1-20)
Wild Cave Lizard	—	—	—	—	15-16	—	21-23	—	30	1-30
Wild Dog/Wolf	26-30	20	—	32-35	—	—	—	—	—	1 (1-20)
Dolphin/Porpoise §	—	—	26-30	—	—	—	—	—	—	1-40
Elephant	—	21	—	36-37	—	—	—	—	—	1 (1-15)
Fish • §	31-36	22-25	31-72	35-38	17-19	09	24-27	26-30	31-35	1-300
Goat/Sheep	37-40	26-32	—	39-43	—	—	—	—	—	1-60
Wild Horse	41	33	—	44-46	—	—	—	—	—	1-40
Insects ***	42-44	34-35	—	47-49	20-23	10-12	28-30	31-32	36	1-4000
Giant Octopus/Squid §	—	—	73-74	—	—	—	—	—	37	1-20
Reptile****	45-46	36-41	—	50-52	24-27	13	31-33	33-35	38	1 (1-60)
Rodent	47-50	42-45	—	53-55	28-30	14-15	34-37	36-40	39	1 (1-200)
Shalish	—	46	—	56-57	—	—	—	—	—	1 (1-12)
Shark §	—	—	75-79	—	—	—	—	—	—	1 (1-30)
Shaskan	51	—	—	—	—	—	—	—	—	1
Whale §	—	—	80-85	—	—	—	—	—	—	1 (1-20)
Caustic Slime	—	—	—	—	31	—	38	—	40-41	1 (1-6)
Cave Leech	—	—	—	—	32	—	39	—	42-45	1-300
Cave Scorpion	—	—	—	—	33	—	40	—	46	1-10
Cave Serpent	—	—	—	—	34	—	41	—	47	1 (1-6)
Cave Worm	—	—	—	—	—	—	42	—	48-50	1
Chameleon Amoeba	—	—	—	—	35	—	43	—	51-52	1 (1-20)
Dragon	52	—	86	58	36	—	44	—	53	1
Giant Spider	53	—	—	59	37	—	45	—	54-55	1-20
Lake Worm §	—	—	—	—	60	—	—	—	41	56-58
Muck Worm	—	—	—	—	38	—	46	—	59-60	1-60
Naxan	—	—	—	—	—	—	—	—	61	1
Red Jaw §	—	—	—	—	39	—	47	42	62-64	1-20
Sea Serpent §	—	—	87	—	—	—	—	—	65	1
Vamprey	—	—	—	—	40	—	48	—	66	1-30
Cthugan	—	—	—	—	—	—	49	—	67	1-6
Domivar Ω ∞	—	—	—	61-62	41-46	—	50-51	—	—	1-40
Doppelganger	—	47	88	63	47	16	52	43	68	1
Faerie ΩΩ	54	48	89	64	48	—	53	—	69	1 (1-12)
Fire Sileth	—	—	—	—	—	—	—	—	70-81	1-60
Free Goblin ΩΩΩ ∞	—	—	—	65-67	49-65	—	54-60	—	—	1-90
Gark	55-56	—	—	—	—	—	—	—	—	1-50
Giant	57	—	—	68-69	66-68	—	61-62	—	—	1 (1-10)
Human † ∞	58-90	49-95	90-96	70-72	—	—	—	—	—	1-100
Lugroki ΩΩΩ	91-93	—	—	73-77	69-74	—	63-66	—	—	1-70
Murlog ΩΩΩ ∞	—	96	—	78-88	75-76	—	67-70	44-97	—	1-400
Ogre ΩΩΩ	94-95	—	—	89-91	77-78	—	71	—	—	1-12
Ohidnar Ω	—	—	—	—	—	—	—	—	82-84	1-40
Sagaroth Ω ∞	—	—	—	—	—	—	72-83	—	—	1-60
Tethian ∞	—	—	—	92-93	79-87	17-21	84-87	—	—	1-50
Trogli	—	—	—	—	88-92	—	88-89	—	—	1-90
Troll ΩΩΩ	96-97	—	—	94-95	93-94	—	90-91	—	85	1-30
Water Sileth	—	—	—	—	—	—	—	—	86-93	1-300
Zhan ∞	—	—	—	96	95	22-97	92-95	—	—	1-100
Undead	97	97	97	97	96	—	96	—	94-95	1 (1-200)
Construct/Sentinel	—	—	—	—	97	—	97	—	96-97	1-10
Elemental	98	98	98	98	98	98	98	98	98	1 (1-10)
Demon	99	99	99	99	99	99	99	99	99	1 (1-50)
Special ΔΔ	00	00	00	00	00	00	00	00	00	varies



7 • RANDOM ENCOUNTER CHARTS

Urban Encounter	Bazilar City	Sarnak City	Sagaroth
Disguised Evil	01	01	01
Evil Spell Castor	02	02	02-03
Killer/Pillager	03	03	04-06
Thief/Brigand	04-05	04	07-09
Seducer/Con Artist	06	05-06	10-11
Prostitute/Pimp	07	07	12
Vagabond/Ruffian	08-09	08	13-15
Servant/Slave	10	09-16	16-17
Barbarian	11-13	17	18-19
Mercenary/Rogue	14	18-22	20-25
Beggar/Gambler	15-17	23	26-27
Sailor/Pirate	18-25	24-31	—
City Guard	26-31	32-37	28-30
Peasant/Farmer	32-45	38-40	31
Laborer/Worker	46-57	41-44	32-33
Attendant/Cook	58	45-46	34
Artist/Poet	59	47-48	—
Apprentice/Professional	60-62	49-51	35-36
Child	63	52	37
Homemaker	64	53	38
Logger/Miner	65-66	54	39-40
Fisher/Hunter	67-70	55-56	41-43
Actor/Musician	71	57-58	44
Athlete	72	59-60	—
Peddler/Merchant	73-79	61-69	45-52
Pilgrim/Adventurer	80	70-71	53
Smith/Crafter	81-84	72-75	54-55
Scholar/Engineer	85	76-78	56
Fighter/Officer	86-89	79-86	57-60
Administrator	90	87	61
Diplomat	91	88	62
Noble/Royalty	92	89	63
Good Spell Castor	93	90	64
Disguised Good	94	91	65
Foreigner (or Lost)...(reroll)	95	92-95	66-77
Drunk/Intoxicated...(reroll)	96	96	78-79
Differing Race...(reroll) *	97	97	80-96
Crazy or Diseased...(reroll)	98	98	97
Spy, posing as...(reroll)	99	99	98-99
Special	00	00	00

* Sagaroth races include: Elves, Men, Lugroki, Goblin, Giant, Troll, Dwarf, Ogre, etc.

Using the Encounter Charts

The GM should determine the group's location and the appropriate column and then roll for a possible encounter. Roll d100 (not open-ended) and add the Chance % entry. If the result is over 100, roll again (d100, not open-ended) to determine the nature of the encounter. The period of time covered by the encounter roll is either the **Time** given on the table or the time it takes the group to cover the **Distance** given on the table (whichever is longer).

Remember that an encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers/meetings with proper action or good maneuver rolls. This table should be treated as a guide for the GM to create encounters with unusual or potentially dangerous sites and/or creatures.

8 • MAP LEGEND

- —City
- —Underearth City
- △ —Hold
- ▲ —Fortress
- ▼ —Underearth Fortress
- ▽ —Underearth Hold
- ◇ —Site
- ◆ —Underearth Site
- ⌵ —Mine
- ⌋ —Navigator Obelisk
- Solid Rock Wall
- —Stone Column or Pillar
- —Stalagmite
- Rubble
- Ruined Wall
- Constructed Wall
- Tower
- Gatehouse
- Silos
- Lighthouse
- Staircase
- Spiral Staircase
- Elevator
- Balcony
- Bridge
- Ramp
- Staircase
- Stone Slab
- Large Fountain, Well, or Trough
- Shrine, Idol, or Statue

KEY

* Halt feature.

+ May change direction.

† Number of joining passages or chambers; 01-50 three, 51-85 four, 86-97 five, 98-00 six.

‡ Potential bridge; 01-40 not, 41-78 fixed arch, 79-99 draw, 00 swivel.

Ω Too small to crawl through; 120' to 1,200' long.

ΩΩ Can be crawled through.

ΩΩΩ 15' to 120' in diameter, may fall/rise 900'.

Δ Potential door, gate, seal, or magic blocking entry/exit.

ΔΔ Secret/hidden, door/access.

• Entrance to feature is to the; 01-66 front, 67-00 left or right.

•• Entrance to feature is to the; 01-24 front, 25-00 left or right.

◊ Potential path/ledge exists; 01-40 no ledge, 41-65 to the left, 66-90 to the right, 91-00 both.

§ If leaving a Controlled Realm leads to; 01-45 Highway, 46-85 Minor, 86-99 Natural, 00 Secret.

Following may exist; 01-40 not, 41-50 traversable stream, 51-60 stairs down, 61-70 stairs up, 71-77 pulleyway, 78-89 ramp down, 90-00 ramp up.

∞ May have exits; 01-60 not, 61-85 one, 86-99 two, 00 three.

≡ May lead; 01-17 up one, 18-34 down one, 35-52 up and down one, 53-70 up two, 71-87 down two, 88-00 up and down two.

≡≡ May lead to upper edge of Depths.

≡≡≡ May lead; 01-35 up one, 36-70 down one, 71-80 up and down one, 81-90 up two, 91-00 down two.

? Some waters are poisonous to drink.
?? GM's discretion

9 • RANDOM FEATURE CHARTS

How To Use The Underearth Random Feature Chart

A group can be in either a Controlled System or in Uncontrolled Expanses; and in a Passage, Cave, Chamber, Cavern, Livingway, Mineway, Highway, Minor System, Natural System, Secret System, or at a Specific Feature (example; a room, a hall, a grotto, a lodging, etc.). A Controlled System extends from the geo/political center point (a populated site) to its Guardposts. Between the distanced Guardposts of differing realms are the Uncontrolled Systems.

The GM must determine the appropriate column and roll for possible features. 100 to 1,000 feet for each set of rolls per section is recommended, dependant on proximity to inhabited Major Systems (closer to a Controlled Realm, the more frequently terrain should be determined).

Controlled Systems include include; Teth, Free Goblin Holds, Settled Lugroki Sites, Domivar, Murlog, Zhan, Acraza, Water Home, Deep Hold, and Ohidnar. Smaller places or detailed sites have little realm of control and include; Tiris, Hagur, Sagaroth, and the Cthugan-plex. Note that Sagaroth controls the Incredible Chasm, a crossroad of the Highway Systems, in the center of Disputed territory.

If more than one feature is obtained per section, they should be spaced over/around the given length/area. Other certain features will require more than one roll to generate, as specified below and the next page. If any roll seems inappropriate, reroll or improvise.

Passage/Cave: Come in various sizes, shapes and conditions which can change over the course of distance traveled.

Size Breakdown (given in height, width and/or diameter):

01-04 too small to crawl through, 05-10 crawlway, 11-20 up to 5', 21-55 up to 10', 56-70 up to 15', 71-85 up to 21', 86-96 up to 30', 97-98 up to 50', 99 up to 70', 00 up to 110'.

Condition/Origin Breakdown: 01-55 natural erosion process, 56-80 rough hewn, 81-93 hewn, 94-98 finished, 99 partially collapsed, 00 supernatural.

Inter-Realm Passage/Cave: From a Controlled Realm, one must enter and travel through Highways, Minor, Natural and or Secret Systems to reach another Major System. Blocking the entrances/exits are Guardposts or Gatehouses. These key positioned personnel or structures monitor all traffic and keep their version of peace. Most of the Chambers, Caverns, Livingways, Mineways, and especially the Minor Systems of the Uncontrolled networks are ruins, smashed or abandoned. The GM must keep track of distance traveled before a group can find a Major Systems Guardposts/Gate houses or a smaller detailed site. The GM should also note the generated features in case a group has to go back (retreat).

Chamber/Cavern: Also come in various sizes, shapes and conditions. Condition/Origin Breakdown (see above) applies. These features differ in one respect to other places, potential living/working space.

Size Breakdown (given in square feet):

01-3', 02-03 10', 04-07 100', 08-13 225', 14-28 400', 29-45 625', 46-60 900', 61-74 1600', 75-83 2500', 84-91 4900', 92-96 10000', 97-40000', 98 160000', 99 400000', 00 1000000.

UNDEREARTH FEATURE	CONTROLLED SYSTEMS				TYPICAL			UNCONTROLLED EXPANSES		
	UPPER REACHES	ZHAN	THE MURLOG	DEPTHS	LIVING WAY	MINE WAY	HIGH WAY	MINOR SYSTEM	NATURAL SYSTEM	SECRET SYSTEM
Passage/Cave										
Continues Forward *	01-10	01-08	01-03	01-15	01-08	01-12	01-10	01-15	01-06	01-12
Straightens/Levels off *	11-15	09-14	04-06	16-22	09-12	13-15	11-13	16-19	07-10	13-16
Bends/Turns Left *+	16-20	15-18	07-12	23-30	13-15	16-17	14-20	20-24	11-24	17-22
Bends/Turns Right *+	21-25	19-22	13-17	31-38	16-18	18-19	21-27	25-29	25-38	23-28
Slopes Up *+	27-28	23-25	18-21	39-45	19-21	20-21	28-32	30-34	35-39	26-29
Slopes Down *+	29-31	26-28	22-25	46-55	22-24	22-26	33-37	35-39	40-44	30-33
Intersection *†Δ	32-33	29-31	26-27	56-59	25-27	27-29	38-40	40-41	45-49	34
Livingway Access *Δ	34-39	32-34	28-34	60	28-35	30	41-45	42-45	—	—
Mineway Access *Δ	40-43	35-36	35-38	61	36-37	31-35	46-48	46-47	—	—
Dead End *	44-47	37-40	39-40	62-65	38-45	36-43	49	48-51	50-58	35-63
Inter-Realm Passage/Cave										
Highway Access ••	—	—	—	—	—	—	50-54	52-56	59-62	64-65
Minor System Access ••	—	—	—	—	—	—	55-60	57-61	63-65	66-68
Natural System Access ••	—	—	—	—	—	—	61-65	62-64	66-71	69-72
Secret System Access ΔΔ	—	—	—	—	—	—	66	65	72	73-76
Chamber/Cavern										
Guardpost/Gatehouse Δ•§∞	48-51	41-42	41-43	66-67	—	—	67-68	63-64	73	—
Junction Room †Δ•	52	43-44	44	68	46-48	44-45	69-70	65	74	77
Watchroom/Checkpoint Δ•∞	53-54	45	45-46	69	49	46	71	66	—	—
Horticultural Δ•∞	55-62	46-49	47-50	70	—	—	72-73	67-69	75-79	78
Lodging/Home Δ•∞	63-65	50-52	51-56	71-72	50-71	—	74	70-73	80-82	79-82
Great Hall/Manor Δ•∞	—	53-54	57	73	72	—	75	74	—	—
Reception/Courtyard Δ•∞	66	55-56	58	74	73-76	—	76	75	83	—
Barracks/Messhall Δ•∞	67	57-58	59-61	—	77-78	—	77	76	84	83
Storeroom/Armory Δ•∞	68-70	59-60	62-64	75	79	47-48	78	77	85	84
Gallery/Library Δ•∞	—	61	—	—	—	—	—	—	—	—
Workshop/Craft Hall Δ•∞	71-72	62-65	65-70	76	—	49-54	79	78	—	85
Dungeon/Slave Den Δ•∞	73	66	71-75	—	—	—	80	79	—	86
Shrine/Temple Δ•∞	74	67	76	77	80	—	81	80	86	87
Crypt/Tomb Δ•∞	75-77	68-70	77	78	81	—	82	81	87	88
Other Created										
Stairwell/Rampway Δ•≡	78-80	71-74	78-80	79	82-84	55-58	83-85	82-83	—	89
Elevator Δ•≡	—	75-76	—	—	—	—	—	—	—	—
Slide/Ladder/Pole Chute Δ•≡≡	81	77-79	81	80	85	59-61	86	84	—	90
Light/Air/Smoke Shaft •Ω	82-86	80-84	82	81	86-88	62-64	87	85	—	91
Sewer/Aqueduct Access Δ•ΩΩ	87	85-86	83	82	89-90	65-66	—	—	—	—
Pit/Shaft •ΩΩΩΩΩ	88-90	87-88	84-85	83	91	67-69	88	86-87	88	92
Natural and Related										
Grotto/Hollow ••	91-92	89	86-88	84-85	92	70-71	89-90	88-90	89-92	93
Quarry/Ore Excavation ••	93	90-92	89-91	86-88	—	72-89	91-92	91-92	93-94	94
Well/Trough ?	94-95	93-96	92-93	89	93-96	90-91	93-94	93	—	95
Spring/Pool/Creek ±Ω?	96-98	97	94-95	90-93	97	92-95	95-96	94-95	95-97	96-97
Lake/River •±Ω?	—	98	96-97	94-96	98	96-97	97-98	96-97	98	98
Chasm •±Ω#	99	99	98-99	97-98	99	98-99	99	98-99	99	99
Lava Pool/Magma Flow •±Ω	—	—	—	99	—	—	—	—	—	—
Special ??	00	00	00	00	00	00	00	00	00	00



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